

PAW 2010 WARHAMMER 40,000 COMPETITION

The 5th Edition Warhammer 40,000 rules will be used. Armies must be no more than 1500pts in value.

Only the latest Games Workshop Warhammer 40,000 Codexes can be used, no ForgeWorld Rules or Codexes will be allowed. (Note Tyranids can use either the old Codex or the new one only just published on the 16th of January. Think of it as two different hive fleets. Armies must be built entirely from one codex though either the new or the old.)

This is a competition but the most important rule is of course to make sure you AND your opponent have FUN.

There will be 5 games each of two hours played throughout the weekend as indicated below:

Saturday:

10:30 Pitched Battle – Seize Ground – 5 Objectives - each objective is worth 1 tournament point, note that the first objective must be placed in the centre of the table

14:00 Spearhead – Capture & Control – 2 Objectives/Bases - each controlled base is worth 2 tournament points – each contested base is worth 1 point – if you control both bases at the end of the game then 5 points are awarded to the winner

Sunday:

09:00 Pitched Battle – Annihilation: Kill Points
– a win but less than double opponents kill points is worth 3 points to the winner and 1 tournament point to the loser
– a win and more than or equal to double the kill points of your opponent is worth 5 tournament points to the winner

11:30 Spearhead – Seize Ground – 5 Objectives - each objective is worth 1 tournament point, note that the first objective must be placed in the centre of the table

14:00 Pitched Battle – Capture & Control – 2 Objectives/Bases - each controlled base is worth 2 tournament points – each contested base is worth 1 point – if you control both bases at the end of the game then 5 points are awarded to the winner

NOTES:

In any game wiping your opponent out scores 6 points instead regardless of other considerations.

Multiple Models in one deployment/FOC count as multiple kill points e.g. 2 Zoanthropes, Biovores, Lictors, IG platoons or Combat squads, etc = 2 kill points
Spore Mines do not give kill points or contest objectives.
Endless number squads are also scoring, and it is the same with Chenkov and 'send in the next wave' they give one kill point for each time they are killed.

WYSIWIG – What You See Is What you get will be in effect as far as possible. It is recognised that this may not always be possible e.g. for new Tyranids codex using old models. However, as far as possible all models must look like what they represent. That said conversions and modelling are a part of the hobby and are encouraged as long as base sizes are maintained and everything is explained to your opponent, and the basic rule that no advantage in a game can be gained from conversions is followed.

Models must be complete (e.g. no missing heads/arms) and be based (if supplied with a base. Models must be fully painted (minimum of three colours) with the base painted. Finally - if in doubt ask.

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