



**PRESENTS:**

# **RAPID FIRE!**

**23<sup>RD</sup> OCTOBER 2010**

**PLAYER'S PACK**



## **Welcome**

Welcome to Rapid Fire! Stirling Wargamers Warhammer 40,000 Tournament for 2010. This pack will hopefully tell you everything you need to know in order to compete in the tournament.

Contained within this pack are the guidelines on what you need to bring, the limits on army selection, the scenarios to be used and details of how the judging will work on the day.

Rapid Fire! is a tournament that will comprise of three games played over the course of one day, using the Warhammer 40k 5<sup>th</sup> Edition Rulebook.

## **Time and place**

The tournament will be held at our clubs regular venue at the Ochil Community Hall, Ochil Crescent, Stirling on 23<sup>rd</sup> October 2010.

## **Entry price, food and drink.**

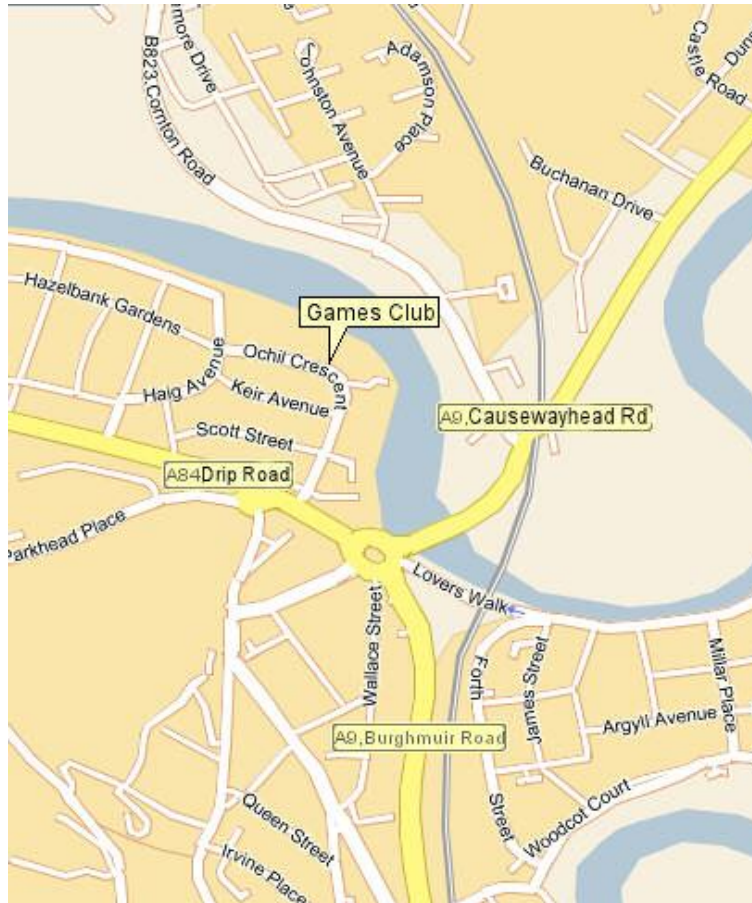
Tickets are £12 each. This price includes tea and coffee throughout the day, doughnuts and croissants on arrival and also includes lunch. Lunch is to be confirmed but will probably be fresh stone-baked pizza from Corrieri's (amazing local pizzeria) or a Pakora Buffet. There will also be soft drinks for purchase at the venue.

There will be plenty of vegetarian food; though please let us know when you purchase your ticket if you have any other dietary requirements or any dietary allergies.

## **How to find us**

### **By train or bus –**

If you are arriving in Stirling by train or bus the Ochil community hall is a ten minute walk from the station. However, it's not the easiest spot to find and the best bet is probably to hop into a taxi at the station and ask for "*Ochil Community Hall, Ochil Crescent, at the top of the Raploch by the river*" – that should make sense to just about any cabbie. Map attached overleaf.



### **By car –**

If you are driving into Stirling, from the North you'll be best to leave the M9 at J10. Follow signs for Stirling and you'll come down Drip Road, through the Raploch. At the end of Drip Road you'll see a McDonalds on your right and you'll end up at a roundabout. Bear left at the roundabout and then turn left. There should be Bayne's the bakers on your right and at the bottom of the hill the road bears left and the hall is on the right hand side.

If you are driving in from the South or West you'll want to leave the M9 at J10 and follow the directions the same as if you were travelling from the North above. The club is approx. 1 mile from J10 and a lot easier to get to than attempting to provide directions through Stirling city centre.

If anyone has any problems finding the hall please feel free give us a call on 07739 903086

### Schedule for the day

- 09:00 - 10:00 Registration and coffee
- 10:00 - 12:00 Game One
- 12:00 – 13:00 Lunch
- 13:00 – 15:00 Game Two
- 15:15 – 17:15 Game Three
- 17:30 Prize giving

#### What you need to bring on the day:

- **Your Fully Painted army** (don't forget this or the tournament is unlikely to be much fun for you).
- **Three Objective Markers.** These will be used in two of the three scenarios played on the day. Objective markers should be modelled to fit on a base no larger than a standard 40mm base and should be painted.
- **Your army book**, as amended by any relevant errata published at on [www.games-workshop.com](http://www.games-workshop.com), plus a copy of any additional rules you will be using.
- **A copy of the Warhammer 40,000 5th edition rule book.** The club only has one copy, and the judges will be monopolising this one. Please bring your own copy for reference purposes.
- **Two copies of your army list(s)** (one for you, one for the judges). These should be wherever possible word processed for readability and should clearly mark out unit costs, victory points and the like. Please note that although programs such as Army Builder are very handy, they will not be taken as gospel for determining the validity of any incorrect army lists.
- **A measuring tape, templates, markers etc and your lucky dice.** The club only has so many to go around, so please bring your own.
- **(Optional) Army tray.** Tournament tip – a tray of some sort is a very useful thing to have at a tournament for transporting your army from table to table. It dispenses with the need for packing and unpacking cases during the day and saves you time and hassle.

### Tournament armies

The following armies may be used. Only unit selections from the following Codices may be used, so please don't bring your new Super Heavy tank (i.e. a Baneblade).

- **Space Marines:** Codex Space Marines
- **Dark Angels:** Codex Dark Angels
- **Space Wolves:** Codex Space Wolves
- **Black Templars:** Codex Black Templars
- **Blood Angels:** Codex Blood Angels
- **Imperial Guard:** Codex Imperial Guard
- **Eldar:** Codex Eldar
- **Dark Eldar:** Codex Dark Eldar  
Please be aware that this codex was reprinted with several changes. Please ensure that you use the edition with the second edition stamp on the cover.
- **Tyrannids:** Codex Tyrannids
- **Orks:** Codex Orks
- **Tau:** Codex Tau Empire
- **Necrons:** Codex Necrons
- **Chaos Space Marines:** Codex Chaos Space Marine
- **Chaos Daemons:** Codex Chaos Daemons
- **Inquisition:** Codex Witch Hunters and Codex Daemonhunters  
(PDF Downloads from [www.games-workshop.com](http://www.games-workshop.com))

Characters requiring your opponents' permission **are** allowed for the tournament. Special/Named characters may be used.

Models must be, wherever possible WYSIWYG (what you see is what you get) i.e. model representation must be used. If your Eldar Autarch has a Fusion Gun, then the model should have one as well. In the case of "counts as" conversions, your opponent and the judges must be informed of what the conversion counts as before the game begins.

Players should bring two copies of their army lists with them, chosen from the standard missions force organisation chart and to a value of no more than 1750 points. Your army list should specify which slots in the force organisation chart each unit fills.

**If your army is illegal and you use it in a game you will score zero for that game.**

### **Tournament structure, scoring etc.**

- During registration we'll ask you to draw randomly your first table, if you have come to the tournament as part of a team/club, we will do our best to ensure you don't draw against your teammates in round one (after all, it's not nice to drastically reduce a friend's chances of winning by crushing his army during the first game of the day).
- Each player will play three games over the course of the day.
- Your first game will be against an opponent randomly drawn at the start of the day. For games two and three the highest scoring players will play each other on table one, the next highest scoring two will play each other on table two and so on down through the rankings. In the unlikely event that you meet the same opponent in game two as you played in game one, please inform the judges who will find you a new opponent.
- Terrain will be laid out by the organisers at the start of the day and should not be moved.

The tournament will be scored in the following fashion:

A total of 50 points are available to each player over the course of the day, made up of the following elements:

#### **Results: 45 points**

15 points are available from each of the three games, with scores varying with game result, as follows:

**Victory:** Winner receives 15 points, loser receives 5 points.  
**Draw:** Both players receive 10 points.

### **Army painting:**

As the tournament requires a fully painted army, there are no points available for army painting. Although some tournaments do award points based on how well an army is painted, Stirling Wargamers has decided not to go down this road as awarding points on the level of someone's painting is often down to personal taste. After all, what might seem like a very average model to some may well be that player's best model to date.

The criteria for qualifying as a fully painted army are "three colours and based." Please be aware by three colours we don't mean a blast of black spray followed by 3 coloured spots!

Finally, in order to ensure that all players adhere to playing with a fully painted army, any models which fail to meet the above criteria will be removed from the table by the tournament organisers and count as destroyed at the end of the game.

### **Sportsmanship:**

We won't be asking players to award each other any sportsmanship points as we are presuming that we can enjoy the day without any major sportsmanship issues arising.

If a situation should arise that can't be agreed on by both players, the tournament organisers will generally be taking a "roll for it" approach. We'd rather keep the games flowing as much as possible and we can then sort out the complications after the game.

However, in the unlikely event where a player is being obstructive or unreasonable or is affecting other people's enjoyment of the day, the tournament organisers may deduct points from that player's score.

We certainly don't anticipate anything along those lines being necessary as we are a small and friendly tournament where bragging rights over a drink or two are more at stake than any big prizes!

**IF YOUR ARMY IS ILLEGAL AND YOU USE IT IN A GAME YOU WILL SCORE ZERO FOR THAT GAME.** This is important, so it's worth repeating, in caps, and in bold text! Heck, I underlined it as well!

### **Winning the tournament**

A possible 50 points are available to each player. The tournament winner will be the player with the highest score at the end of the day. In the event of a tie the places will be split on Victory Points.

### **Prizes**

Prizes will be awarded for the overall 1<sup>st</sup> place and runner up, as well as to the best army.

### **Best Army (5 Points)**

The Rapid Fire! 2010 Best Army award will go to the player who has secured the most votes from his fellow gamers. After game one is wrapped up please leave your army on display at the table. This will give people a chance to spend some of the lunch hour deciding upon their favourites.

Place the tear off slip found at the back of this pack with your name on it next to your army so that people know who to vote for. You might want to add some detail about



what you'd like others to know about the army. Once you have decided who to vote for please drop your voting slip into the box at the judging desk.

Finally, in order to ensure that the Best Army is voted for by all the players, the tournament judges will be awarding a bonus 5 tournament points to all players who place a vote.

### **Judges rulings, rules queries and the like**

Should you come to a situation where your opponent is referring to a rule you've never heard of, it's perfectly reasonable to ask them to show you it in the rule book or codex, but please keep in mind that we'll be asking all players to keep to time throughout the day so anything you can do to keep your games flowing would be appreciated.

If you come to a point where something occurs that's not covered clearly by the rules, try to cover it in a mutually agreeable manner. If this is not possible, ask a judge. Bear in mind that a judge's ruling is final, regardless of whether it goes your way or not, or even if it's "roll a dice for it". You have limited time to play your games, so quickly resolving these issues is encouraged.

### **Scenarios**

Three scenarios will be played over the course of the day.

In addition to the tournament points score received from the result of a game, players will receive victory points as detailed below.

If, during any game you concede before the end of the game, your opponent will receive full victory points for all available objectives. Also, you will not receive any points of any kind from the game. We sympathise if you're getting creamed, but conceding to your opponent only shortens the game playing time for you both and more often or not will result in the winning player receiving more VP"s than they have normally got, which can affect the overall standings for the tournament. Fight on, claim the moral victory (which can taste better anyway) and make your opponent earn every single victory point.

The following scenarios will be used during the course of the day:

Game 1 = Seize Ground

Game 2 = Capture and Control

Game 3 = Annihilation

Please see overleaf for details of these scenarios.

### **Victory Points**

In the event of a tie between 2 (or more) players, the total number of Victory Points that the players received will determine the winner. Players should therefore record both their tournament points and victory points when handing in their result slip.



### Seize Ground

This scenario appears on page 91 the Warhammer 40,000 rule book. Use the rules given there, with the following modifications:

This scenario will be played using the **Dawn of War** deployment rules (p93).  
This scenario will be played using 5 objectives instead of rolling a D3+2. The 5<sup>th</sup> objective must be placed in the centre of the table.  
This scenario will be played using a 1750 point army list chosen from those listed as available at the start of this pack.

Each objective marker is worth the following amount of victory points:

- Any objective marker completely in your table half: 100 VP's
- Any objective marker completely in your opponents table half: 300 VP's
- The objective marker in the centre of the table: 200 VP's

### Capture and Control

This scenario appears on page 91 of the Warhammer 40,000 rule book. Use the rules given there, with the following modifications:

This scenario will be played using the **Spearhead** deployment rules (p93).  
This scenario will be played using the Night Fight special rule (for the whole battle).  
No player may place his objective marker anywhere within 6" of his deployment zone or a table edge.  
This scenario will be played using a 1750 point army list chosen from those listed as available at the start of this pack.

Each objective marker is worth the following amount of victory points:

- Your objective marker: 100 VP's
- Your opponents objective marker: 300 VP's

### Annihilation

This scenario appears on page 91 of the Warhammer 40,000 rule book. Use the rules given there, with the following modifications:

This scenario will be played using the **Pitched Battle** deployment rules (p92).  
This scenario will be played using a 1750 point army list chosen from those listed as available at the start of this pack.

The following value should replace the standard "kill" points in this scenario:

- Troops = 1 Kill Point
- Elites, Fast Attack and Heavy Support = 2 Kill Points
- HQ = 3 Kill Points

The following bonus "kill" points are available:

- +1 point if you annihilate all your opponents HQ, Elites, Troops, Fast Attack or Heavy Support.

Victory Points for destroyed units are scored as normal

### **Recording your results**

Please use the sheet included at the end of this players pack to record the results of each of your three games. After each game the page should be torn along the dotted line and the result handed into the front desk.

Please note that the form asks you to record your own result.

When all of the results for each game are in the judges will post up your table allocation and your opponent for your next game. This will be based on a running total of points scored so far and will pit the current leaders against each other at the top tables.

### **Contacting us**

For more information or queries please contact us at our website and forums at [www.stirling-wargamers.org.uk](http://www.stirling-wargamers.org.uk):

Or alternatively you can contact Gus McCabe at [info@stirling-wargamers.org.uk](mailto:info@stirling-wargamers.org.uk) or on 07739 903086



## Recording forms

### **Game 3**

Your name and number.....

Opponents name and number.....

*Your Result and Score*.....  
(e.g. Draw, 10pts)

*Your Victory Points*.....

✂.....

### **Game 2**

Your name and number.....

Opponents name and number.....

*Your Result and Score*.....  
(e.g. Draw, 10pts)

*Your Victory Points*.....

✂.....

### **Game 1**

Your name and number.....

Opponents name and number.....

*Your Result and Score*.....  
(e.g. Draw, 10pts)

*Your Victory Points*.....

✂.....



**Army label** – please fill this out and leave it with your army when setting it up for display after game one:

Name: .....
Army name: .....
Anything that you'd like people to know about your army: ..... ..... .....

✂.....

**Vote for best army** - Please fill this out and pop your vote in the box provided by the tournament organisers:

Your name.....
My vote for best army goes to.....

✂.....