

WARHAMMER

40,000

BRINGER OF WAR
2015



23RD MAY

Welcome to the rules and information pack for *Bringer of War* 2015, Mongoose Publishing's 1st Warhammer 40,000 Tournament.

Bringer of War is a 1 day Warhammer 40,000 tournament, to take place on 23rd May 2015. Players will take part in 3 games over the course of the day. We shall be using 7th edition rules, with 2 missions to be revealed on the day, and a chance to use an Altar of War mission.

HOW DO I SIGN UP?

There are 24 places available on a first come, first served basis. The minimum age for players is 18 years, and the ticket price is £12. Payment can be made via PayPal - paypal@mongoosepublishing.com.

Unfortunately we can only confirm your place once we have received your entry fee and tickets are non-refundable, so please make sure you can make it before committing to buying a ticket.

WHERE IS IT?

This tournament will be located at Mongoose's HQ, on the first floor of 52-54 Cricklade Road in Swindon.

The full address is:

**Mongoose Publishing
52-54 Cricklade Road
Swindon
Wiltshire
SN2 8AF**

You can find a map here - <http://www.mongoosepublishing.com/media/downloadable/files/officemap.pdf>

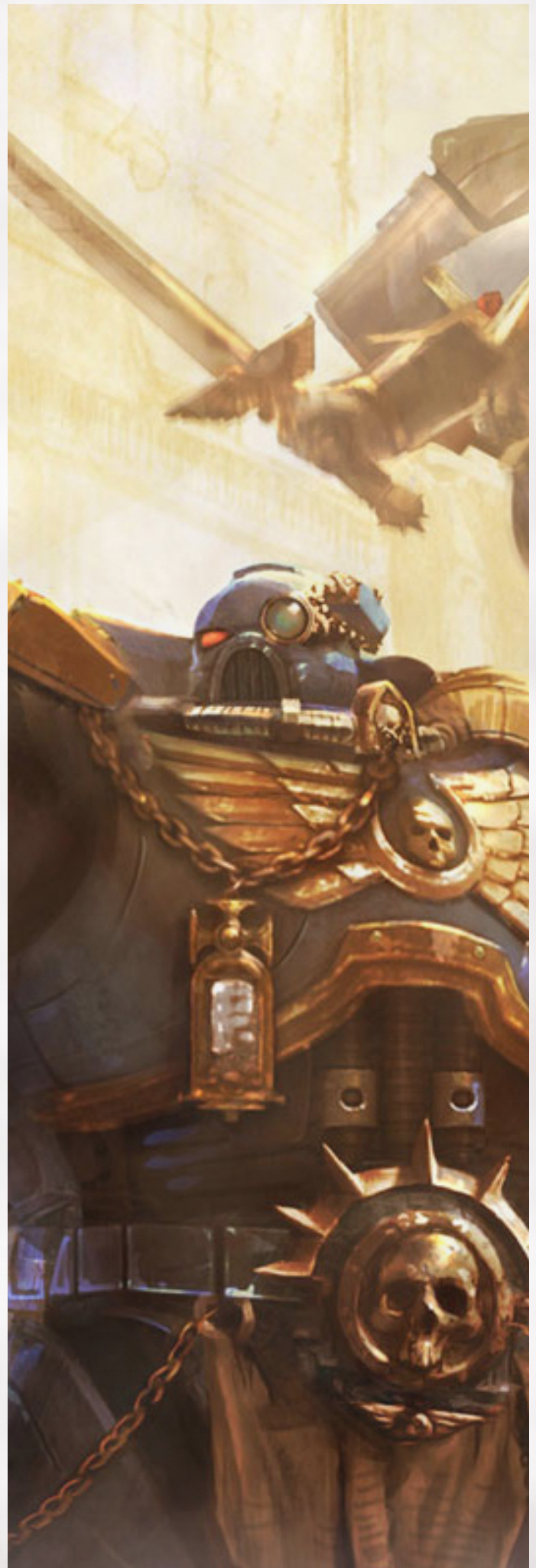
Snacks and drinks are available on site, and there are several restaurants, cafes and fast food places within walking distance.

WHEN IS IT?

The tournament will be held on Saturday 23rd May, with play starting at 9:30. Please try to be present at 9:00 for registration.

ARE THERE PRIZES?

Indeed there are. There will be a cup for the winner and Games Workshop have kindly donated prizes.



THE TOURNAMENT

ARMY SELECTION

The following rules must be obeyed when creating an army for this tournament.

- Armies must be chosen to a maximum of 1,500pts.
- All current Codexes are permitted, including electronic-only editions such as Codex:Adepta Sorotitas and Imperial Armour army lists such as Ork Dread Mobs.
- All armies must be Battle-Forged. Codex-specific detachments (such as the Nemesis Strike Force from Codex: Grey Knights) are permitted.
- Allied detachments are permitted but no Come the Apocalypse allies may be taken.
- Formations and Dataslate units are permitted.
- An army may have a maximum of one Super Heavy or Gargantuan unit.
- Forge World units found in Imperial Armour books are permitted. Forge World units with only experimental rules are not.

Armies **MUST** be fully painted and based, which means a minimum of three base colours (not including undercoat), and at least sand or flock on the base.

There are rewards and penalties for painting. WYSIWYG is required, even for free upgrades.

If you have any questions about what is permitted and not, please feel free to drop us a line at msprange@mongoosepublishing.com and we'll get right back to you!



REGISTRATION

When you arrive on the Saturday, please take the time to approach a Mongoose staff member to let us know that you are present and hand in one copy of your army list.

What you need to bring:

1. Your fully painted 1,500 point army
2. A copy of relevant Codexes, Imperial Army books, plus any relevant Games Workshop FAQs
3. A copy of the Warhammer 40,000 7th edition rulebook
4. Two copies of your army list (one to be handed into the tournament organisers)
5. Dice, tape measure, templates
6. Three objective markers (if they are themed to suit your army, it would impress us!)

EVENT TIMETABLE

Time	Event
09:00 – 09:30	Doors Open, Registration Begins
09:30 – 12:00	Game 1
12:00 – 12:30	Lunch
12:30 – 15:00	Game 2
15:00 – 15:10	Short Break
15:10 – 17:30	Game 3
17:30 – 18:00	Awards Ceremony & Prize Giving

There are 2½ hours available for each game, which should be enough time to complete at least 5 turns. There will be regular time warnings during the last hour, and an instruction to complete the last turn without starting another at the 5 minutes to go mark. At the 2½ hour mark you will be required to finish the game at whatever stage it is at.

THE SCORING SYSTEM

Each game shall be using a Win/Lose/Draw system.

Win: +3 Tournament Points
Draw: +1 Tournament Point
Lose: +0 Tournament Points

Also, you should record the difference in Victory Points (as detailed within the Warhammer 40,000 rulebook) between players in each game, as your final total will determine rankings in the event of a Tournament Points draw.

Painting

There will also be the following Tournament Points rewards/penalties at the discretion of the organisers:

Fully Painted Army: +2 Tournament Points

Each Unfinished Unit: -1 Tournament Point per unit

If the referees consider an army to be painted/ modelled in a fashion that goes 'beyond the call of duty': +1 Tournament Point.

Sacred Duties

In every game, there will be a random Sacred Duty that each army may attempt to complete. The nature of this Sacred Duty will be revealed at the start of every game.

In every game in which you complete a Sacred Duty:
+1 Tournament Point

AT THE END OF THE DAY, THE PLAYER WITH THE MOST TOURNAMENT POINTS WILL BE DECLARED THE WINNER!

In the event of a tie, the player with the most Tournament Points and highest Victory Point score will be declared the winner.



REFEREEING

Referees will be present throughout the day. We do ask that players keep games civil and settle rules amicably. Always check the rulebook first! However, if you cannot agree then please do call over a referee. The referee's decision will be final, and arguing is normally a Bad Idea.

If you wish to call attention to an FAQ, please make sure you have it to hand for the referee. The referees have a strong knowledge of 40k, but there is always the chance that a particularly obscure rule will pop up!

TERRAIN

Players should discuss before the game how to treat various terrain types. Intact buildings should be treated as Impassable Terrain. If players cannot agree on terrain, a referee will make the final decision. Please do not move terrain on the boards.

AWARDS

At the end of the day there will be awards for the following:

- 1st, 2nd and 3rd Places (accrued Tournament Points)
- Best Painted Army
- Big Game Hunter (the player that destroyed the most Lords of War)

At the end of the first game, all players will be asked to leave their armies and objective markers on the table they played at, with a copy of their army list, so other players may vote for the best painted army and the organisers can make their own checks.

If you did not paint your entire army please make this clear, as it will not be eligible for the Best Painted Army.

We look forward to seeing you on the day – the best of luck to all of you!