

BLOOD & GLORY



40K
Rules Pack
2018

**A BAD
DICE**

Welcome to the brand-new Blood and Glory Warhammer 40,000 Championship Rules pack. With a fantastic venue and desire to build on last year comes a new event organiser. Liam Jordan (jotdi_1@yahoo.co.uk) will be the main organiser for the Warhammer 40,000 championship and will be around all weekend, so please come and say hi!

Arrival on Saturday morning:

The Blood and Glory Championship will be held on Saturday 3rd and 4th of November 2018.

Venue:

*The Roundhouse, Derby College
Roundhouse Road
Pride Park
Derby
DE24 8JE*

I cannot express to you how different this venue is! The Championship will be homed in the oldest roundhouse in the world (verified by the Guinness Book of World Records). It truly is a fantastic venue.

Army Roster Submission:

Army Rosters should be submitted to jotdi_1@yahoo.co.uk by Saturday 27th October 22:00

Your roster must:

- Include all of the models in your army, their point's value, the point's value of any equipment and must specify which models are carrying any wargear that you decide to take.
- Include your chosen warlord and warlord trait (if applicable). You may not change your warlord or warlord trait between games.
- Include your name on every copy. Particularly the army list you hand in.
- Include your chosen psychic powers and be listed with the unit that has them (if applicable). You may not change your psychic powers between games.
- Include the total number of command points your army has.
- Be laid out appropriately in detachments.
- Be correct. Take time to make sure you have costed up each model/ unit correctly. Some equipment is free, some is not etc.
- Please try and keep your army list to one page if possible. It will make checking them easier. Some people like to print off 8-10 pages from Battlescribe which is unnecessary.

What to bring:

Multiple copies of your army list. One to hand in at registration and at least one to show opponents at the start of each game. Dice, tape measures, glue, any required tokens and pen & paper etc. along with your rulebook, codex's, index's and any FAQ associated to your army. If we're called upon to make a ruling on something the more information you have to give us will help us reach the correct ruling quicker.

FAQ's can be found on the Warhammer Community Website here:

<https://www.warhammer-community.com/faqs/>

General Rules:

We shall be using all of Games Workshop Warhammer 40,000 rules including any Beta Rules released up to 1 week prior to the event.

Army Selection:

Armies can be up to 1750 points, following the “*Organised Events Errata*” in the “Big FAQ” replacing the box on page 214 of the Warhammer 40,000 rulebook. Forge World models are allowed.

Any codex or FAQ released on or before Saturday 27th October will be legal for the event, anything released after this date (codex or FAQ) will not.

Terrain:

TERRAIN NOT REQUIRED. This year, we can happily tell you that all terrain will be provided for you. We'll have a good selection of area semi LOS blocking and full LOS blocking terrain available for every table, so most armies should feel at home.

Scenario:

Each round we will be playing one of the scenarios from the Blood and Glory Mission Pack which can be found on the Blood and Glory Website. These will combine both an Eternal War and a Maelstrom Mission from either the Warhammer 40,000 rulebook or Chapter Approved book.

Time table:

<u>Saturday</u>		<u>Sunday</u>	
8.00 – 9.00am	Registration	9.00 – 12.00pm	Game 4
9.00 – 12.00pm	Game 1	12.00 – 12.30pm	Lunch
12.00 – 1.00pm	Lunch	12.30 – 4.30pm	Game 5
1.00 – 4.00pm	Game 2	5pm	Awards
4.00 – 4.15pm	Break		
4.15 – 7.15pm	Game 3		

Gaming Scoring: (Up to 150 points)

Up to 150 points are available from gaming. At the end of each game you will receive one of the following:

- Major Win - 30
- Minor Win - 25
- Draw - 15
- Minor Loss - 5
- Loss - 0

After each game you will work out VP's scored and consult the table below

Victory Points Difference	Game Result	Tournament Points
0-4 VPs	Draw	15 Each
5-8 VPs	Minor Win	25 to Winner, 5 to Loser
9+ VPs	Major Win	30 to Winner, 0 to Loser

Completing the Main Mission will award 6 VP's in addition to any Maelstrom Points scored during the game. "*Linebreaker*" and "*Slay the Warlord*" also award 1VP as per normal while the "*Victory Condition: First Blood*" will not be in use at this event.

Any unachievable Maelstrom Mission cards may be redrawn (for example, Witch Hunter when your opponent has no Psykers) and the amount of Maelstrom Mission cards you can complete in any given player turn is capped at 2.

We will also record the number of Victory Points scored by each player along with the total number of army points destroyed. These will be used as tie breakers come the end of the event.

Sports:

It goes without saying that everyone should be a good sport at the table. This includes arriving at the game on time, with all the equipment needed to play, playing in a timely manner (more on this later) as well as being a nice guy.

If you feel that your opponent is not doing all of this, please let the judges know and repeat offenders may receive penalties.

At the end of the last game players will be asked to vote for their most sporting opponents from their 5 games. These will then be totaled up and the player with the most votes will be awarded the trophy. In cases of a tie the player with the most TP's who isn't winning another award will be presented with the trophy.

Bonus Points: (Up to 30 points available)

Vote for Best Opponent: 10

Vote for a Best Army: 10

Army List submission (on time and in correct format): 10

Painting (25):

You must fulfill the first requirement in both **painting** and **basing** for your models to play at the event. Any models not painted or based will be removed. There are 31 points in total up for grabs in painting but a maximum score will be **capped at 25**.

All models must be carrying the appropriate equipment and armed with their correct weapon. For example, a unit who has the option to carry a single flamer and missile launcher in addition to their boltguns then they need to be shown on the models.

We do like to see the GW stock models, however, if you have a great conversion, please bring it along. However, I will not accept unconverted models or simple head/weapon swaps as proxies for other special characters. If in doubt, please email before the event to avoid disappointment.

Part of what will make Blood and Glory a great event is the chance to see you models on Warhammer TV, Warhammer-Community.com or White Dwarf. In order to have the chance for to be featured in any of these you must only have Games Workshop models. This also means your opponent for that game might miss out on a chance too so please consider this in advance.

The painting judge has the right to decide the final outcome of a score and the points your army receives. For example, an army carry tray will not be considered as your display board.

Painting:

Entire model is painted (more than just an undercoat) - 1 point

Washed/dry brushed - 2 points

Highlights - 3 points

Basing:

Painted: single/multiple colours - 1 point

Textured: flock, sand. - 2 points

Sculpted base: raised, Milliput, scenic effects - 3 points

Display Board:

Painted: single, multiple colours – 1 point

Textured: flock, sand etc - 2 points

Scenic: raised up, buildings, scenic effects -3 points

Cohesive - The army is all tied together and looks like a cohesive force (we understand armies may contain components from different codex's, as a result we recommend tying them together with similar basing for example) - 5 points

Conversions - the army has at least one converted model. This can range from simple head swap to re-sculpting using greenstuff - 2 points

Free hand - at least one model has some freehand - 2 point

Wow - judges discretion. Does this army look great! Regardless of painting/basing/sculpting ability does this army look great on the table - 2 point.

Objective Markers - 6 Painted or themed disk objective models/markers. - 2 points

Winning Blood and Glory.

The winner will be the player with the highest overall score. Followed by Victory Point Difference, Sporting, Painting Score and finally total army points destroyed in that order.

Awards:

The Following Awards will be given out at the end of the event:

- *Blood and Glory Warhammer 40,000 Champion. (with the most overall points out of 205.)*
- *Best Army Player Voted*
- *Best Army Judges Voted*
- *Best Sportsman*
- *Best in Race for the best finishing Imperium, Chaos and Xenos commanders.*
- *Wooden Spoon*

Liams final Thought...

- Are you unsure your army fits the painting criteria?
- Have you found a complex rule that feels needs a judge's decision?
- A contradictive rule which hasn't been addressed within the GW FAQ?
- Anything else controversial? (Warhammer 40,000 related...)
- If so, please contact me before the event, I do not want you to come to the event, with a really funky idea/army list which you then find out is illegal, or we rule against! Contact me prior to the event to avoid disappointment.
- If you have any event enquires please do not hesitate to email me at: jotdi_1@yahoo.co.uk or on Twitter @LiamCJordan