

BLOOD & GLORY



40K
Outrider
Events!

40K
Rules Pack
2018

**ABAD
ADICE**

Welcome to Blood and Glory Warhammer 40,000 Outrider/Mini Outrider Rules Pack.

The Blood and Glory Outrider will be held on Friday 2nd of November 2018 starting at 12pm. The Mini Vanguard will run Friday evening starting at 8pm.

Venue:

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

Army Roster Submission:

Army Rosters should be submitted on the day of the event. They can be handed in to the organizer at registration. Please ensure you also have copies of your list for your opponents.

Your army list must include all the units you wish to take to the event, the total cost of each unit:

- 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.

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

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

General Rules:

We shall be using all of Games Workshop Warhammer 40,000 rules and FAQs up to 1 week prior to the event.

Army Selection:

Armies can be up to 1000 points for the Outrider event, 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.

Armies can be up to 600 points for the **Mini Outrider** event with the following restrictions in place. Each list can be made up of any detachment combination you wish, however each Data Sheet is limited 0-1 unless it is a *Troops Choice* or a *Dedicated Transport*. Lords of War aren't allowed during the **Mini Outrider** event.

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. If a piece of terrain is a Games Workshop model and has a Warscroll, then that Warscroll will be in use. Otherwise you should generate a terrain type using the Scenery chart.

Scenario's:

Each round of the Outrider event will run with a combination single Maelstrom Mission in play. These will be rolled for before each round and announced at the same time as the round draw.

The Mini Outrider event will use 3 special scenario's which will be printed out and left at the tables for players to use. These are special scenario's designed for smaller games and as such expect missions to force engagement and to force you to complete specific missions.

Time table:

Friday Afternoon Outrider

12.00 – 12.30 Registration

12.30 – 14.15 Game 1

14.15 – 14.30 Break

14.30 – 16.15 Game 2

16.15 – 16.30 Break

16.30 – 18.15 Game 3

18.45 (or sooner) - Awards

Friday Evening Mini Outrider

20.00 – 20.15 Registration

20.15 – 21.00 Game 1

21.00 – 21.15 Break

21.15 – 22.00 Game 2

22.00 – 22.15 Break

22.15 – 23.00 Game 3

23.00 (or sooner) - Awards

Gaming Scoring: (Up to 90 points)

Up to 90 points are available from gaming. At the end of each game you will receive one of the following:

- Major Win - 30
- Minor Win - 20
- Draw - 15
- Minor Loss - 5
- Loss - 0

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 3 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.

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**.

Part of what will make Blood and Glory a great event is the chance to see your 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 - 1point

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 battletomes, 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 Outrider Champion/Mini Outrider Champion.*
- *Best Army Player Voted*
- *Best Army Judges Voted*
- *Best Sportsman*

Liam's 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?*

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_1ATyahoo.co.uk or on twitter @LiamCJordan