

DAMNG

ELESPANE PIT

BASIC INFORMATION

A 40K SINGLES EVENT FOUGHT OVER 3 GAMES AT 'THE GLASSHOUSE' IN TELFORD.

THERE IS NO PAINTING REQUIREMENT AND PLAYRES DO SCORE 10 POINTS AWARDED FOR PAINTING.

THE GLASSHOUSE REDLAND INDUSTRIAL ESTATE ST. GEORGES TELFORD

TERIZAS JX

THERE ARE 32 SPACES AVAILABLE TO ENSURE THAT THERE IS NO OVERCROWDING.

THE EVENT WILL BE USING BCP FOR SCORING AND PAIRING.

HTTPS://WWW.GLASSHAMMERGAMING.CO.UK/GHGEVENTS/

ENTRY TO THE EVENT IS £20.00 AND INCLUDES:

- 3 x 3 HOUR GAMES OF 40K FUN
- LOADS OF PRIZES UP FOR GRABS
- GLASSHAMMER COMPETITIVE TERRAIN LAYOUTS
- FREE PARKING OUTSIDE

PLAYERS NEED TO BRING:

- THEIR 2000PT, BATTLE FORGED ARMY (ALL WYSIWYG)
- ANY TEMPLATES, DICE, COUNTERS OR MARKERS YOU MAY NEED
- A COPY OF ALL RULES AND DATASHEETS THEY REQUIRE FOR THEIR ARMY

ONE DAY EVENT

DOORS OPEN - 8.00 GAME 3 - 16.15 GAME 1 - 9.00 AWARDS - 19.30

Lunch - 12.00 Game 2 - 12.45

THE FIRST ROUND DRAW WILL BE RANDOMLY GENERATED WITH FOLLOWING ROUNDS BEING DETERMINED BY A RANDOM DRAW WITHIN A WIN BRACKET.

THE EVENT WILL BE USING THE MATCHED PLAY RULES.

ALL FAQ, ERRATA AND DESIGNER'S COMMENTARY FOUND ON THE WARHAMMER COMMUNITY PAGE WILL BE IN USE.

YOU MAY SELECT YOUR ARMY FROM DATASHEETS FOUND IN ANY CODEX RELEASED BEFORE THE LIST SUBMISSION.

FORGEWORLD RULES MAY BE USED — YOU MUST HAVE ALL RELEVANT RULES AND FAQ FOR YOUR FW MODELS.

ARMIES MUST BE BATTLE-FORGED WITH A MAXIMUM OF 2000 POINTS.

GLASSHAMMER EVENTS HAVE A REPUTATION OF BEING FUN, FRIENDLY AND WELCOMING FOR ALL WHO ATTEND AND THIS REPUTATION IS ONE WE INTEND TO UPHOLD.

THEREFORE ANYONE CAUGHT CHEATING WILL BE ASKED TO LEAVE AND ANYONE BEING UNSPORTING WILL RECEIVE A YELLOW CARD.

PLAYING BY INTENT

WARHAMMER 40k IS GENERALLY PLAYED USING INTENT. THIS IS CONSIDERED TO BE THE STANDARD AT GLASSHAMMER UNLESS 1 PLAYER DECLARES THEY WOULD PREFER TO PLAY THE GAME STRICTLY ADHERING TO EXACT MEASUREMENTS AND TIMINGS (E.G THE EXACT MOMENT A STRATAGEM IS TO BE USED). IF A PLAYER DOES NOT CONFIRM THIS IS HOW THEY WOULD LIKE TO PLAY ALL JUDGE RULINGS WILL BE MADE WITH INTENT IN MIND.

CHESS CLOCKS

IF ANY PLAYER WANTS TO USE A CLOCK THEN IT MUST BE USED.
IF YOU DO NOT USE A CHESS CLOCK THEN COMPLAINTS ABOUT SLOW PLAY
CANNOT BE DEALT WITH. JUDGES RESERVE THE RIGHT TO ENFORCE
THE USE OF A CHESS CLOCK ON ANY PLAYER.

YELLOW CARDS

WHEN A PLAYER IS GIVEN A YELLOW CARD THEY WILL RECEIVE A 50 POINT PENALTY IN THEIR CURRENT GAME. A PLAYER GIVEN 2 YELLOW CARDS WILL BE REMOVED FROM THE EVENT.

MISSIONS

GAME 1 - 9.00
SWEEPING ENGAGEMENT, LINCHPIN, HIDDEN SUPPLIES

GAME 2 - 12.45
CRUCIBLE OF BATTLE, TAKE & HOLD, INSPIRED LEADERSHIP

GAME 3 - 16.15
SEARCH & DESTROY, SCORCHED EARTH, SMOKE & MIRRORS

WYSYWIG

ALTHOUGH IT IS AWESOME TO SEE PEOPLE CONVERTING THEIR OWN MODELS, A CERTAIN AMOUNT OF 'WHAT YOU SEE IS WHAT YOU GET' SHOULD BE PRESENT. COUNTS AS MODELS SHOULD STILL BE THE SAME SIZE, FOOTPRINT AND HAVE THE SAME WEAPON LOAD OUT AS THEIR GW EQUIVALENT.

LACK OF WYSYWIG WILL INCUR A POINTS PENALTY AND YOU MIGHT BE ASKED TO REMOVE THE MODEL FROM THE GAME (AT TO DISCRESION) WE DO NOT REQUIRE YOU TO DISPLAY GRENADES OR HOLSTERED PISTOLS, BUT ALL DIFFERING WARGEAR AND SQUAD LEADERS, ETC. SHOULD BE CLEARLY DISPLAYED.

IF YOU WOULD LIKE TO CHECK WHETHER ONE OF YOUR CONVERTED MODELS WOULD BE ACCEPTED OR HAVE ANY QUESTIONS YOU MAY SEND AN EXPLANATION AND PICTURES TO:

EVENTS@GLASSHAMMERGAMING.CO.UK

MISSING A BATTLE

IF A PLAYER IS OVER 15 MINUTES LATE OR MISSES A GAME, THE GAME WILL BE AWARDED TO THEIR OPPONENT AS A 100 - 0.

LIST SUBMISSION

LISTS MUST BE SUBMITTED BY FRIDAY MIDNIGHT, BEFORE THE EVENT.
ANY LISTS NOT SUBMITTED ON TIME OR INCORRECT WILL INCUR PENALTY
POINTS FOR THE PLAYER.

ARMY LIST

YOUR LIST MUST BE SUBMITTED IN A WELL FORMATTEAD AND READIBLE FORMAT, PLEASE USE APPROPRIATE SPACING AND COMMON SENSE TO MAKE THE LIST EASY TO FOLLOW FOR YOUR OPPONENT.

FAQ

WE WILL BE USING A WTC FAQ FOR THE EVENT.

PLEASE KEEP IN MIND THAT ONE OF THE MAJOR FEATURES OF THE WTC FAQ IS BEING ABLE TO CHARGE THROUGH WALLS EVEN IF YOUR OPPONENT IS 1" AWAY FROM THE WALL.

https://worldteamchampionship.com/wtc-rules/

FOOD & DRINK

LUNCH WILL NOT BE PROVIDED BUT THERE ARE PLENTY OF TAKEAWAYS NEARBY AND WE HAVE ALLOWED FOR AN HOUR LUNCH TO ACCOMODATE THAT.

PLEASE NOTE GUESTS CANNOT BRING THEIR OWN DRINKS TO CONSUME IN THE MAIN HALL UNLESS IT'S WATER. WE HAVE A FULLY STOCKED AND LICENSED BAR.

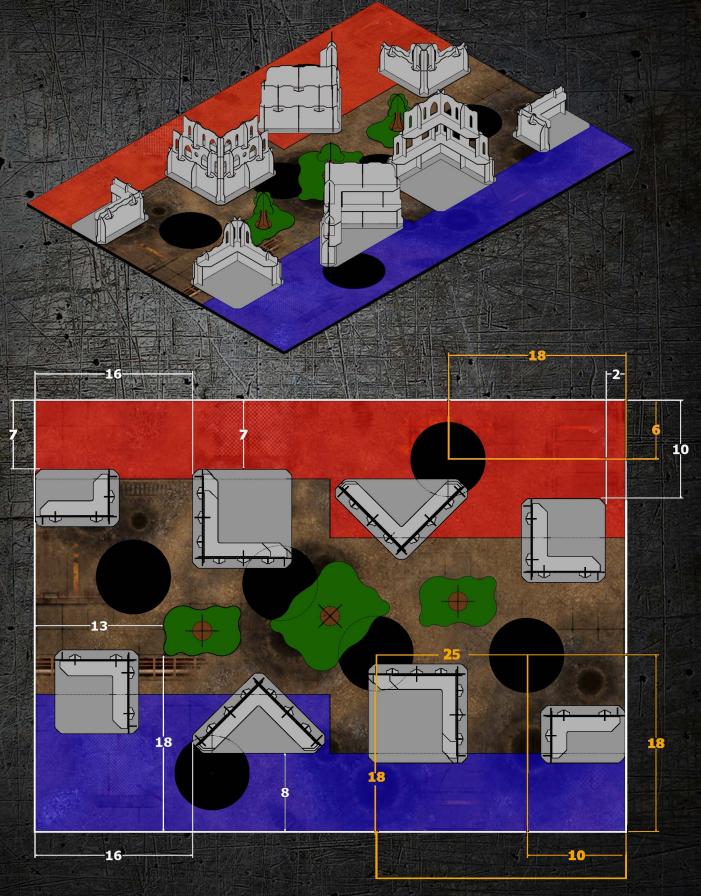
PICTURES & STREAMING

PICTURES WILL BE TAKEN AT THE EVENT AND PUBLISHED ON ALL OUR SOCIAL MEDIA PLATFORMS AND THERE MAY BE VLOGS, LIVE STREAMS ETC. BEING RECORDED.

BY PURCHASING A TICKET YOU ARE CONFIRMING THAT YOU CONSENT TO THIS AND ALL OTHER RULES IN THIS PACK.



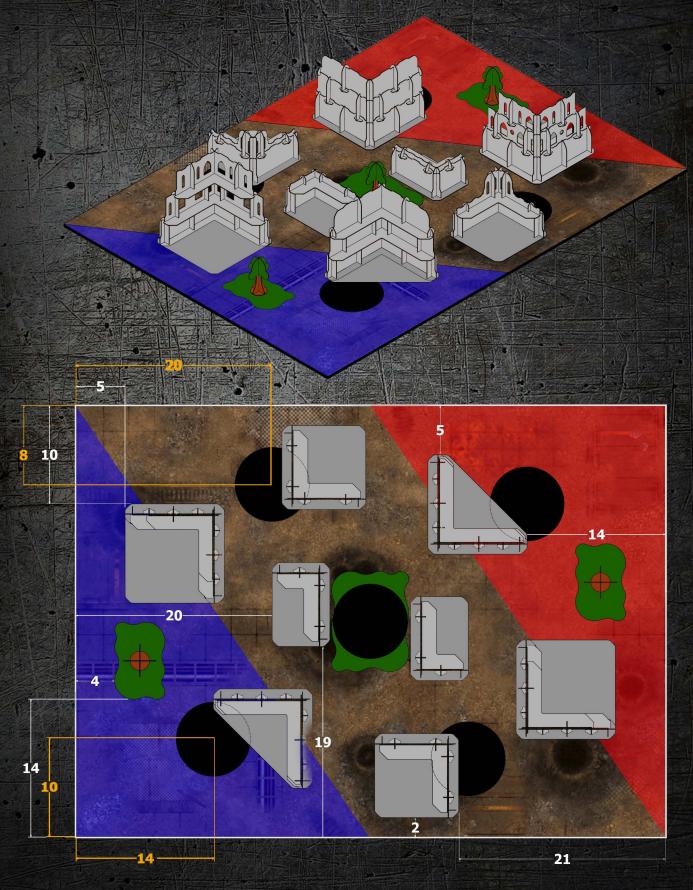
RTT - ROUND 1
SWEEPING ENGAGEMENT - LINCHPIN - HIDDEN SUPPLIES





RTT - ROUND 2

CRUCIBLE OF BATTLE - TAKE & HOLD - INSPIRED LEADERSHIP





RTT - ROUND 3
SEARCH & DESTROY - SCORCHED EARTH - SMOKE & MIRRORS

