

A Sad Muppet Society production

# A Small Matter of Honour 2015



Saturday 16<sup>th</sup> May 2015

THE  GAMES SHOP

# A Small Matter of Honour

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### Introduction

The war torn sector of Glebe is showing signs of crumbling. Several planets once habitable have been utterly destroyed by years of conflict. The Archenemy has pushed Imperial forces almost to the halo zone.

What drives this war is no longer known, all that matters is that the fight continues. Several specialist factions have been deployed in an attempt to bring total victory, however the situation seems bleak.

The reward for victory is greater than ever, lest the conflict consumes the entire sector once and for all.

Please read on for full details.

### Event Overview

- A Small Matter of Honour 2015 will take place at The Games Shop in Aldershot, Hampshire.
- 1 day Warhammer 40,000 tournament
- 2 games at 1,250 points, 2 games at 1,750 points
- 6 trophies (First, Second, Third, Last, Sportsman, Best army)
- 3 prizes (First, Best army, Help for Heroes Raffle)
- £15 per person entry fee
- Tea and coffee included

### Breakdown of the day

#### The day

9.00	Registration
9.30	Game one (Raid Force)
11.15	Break
11.30	Game two (Raid Force)
13.15	Lunch
14.00	Game three (Battle Force)
16.15	Break
16.30	Game four (Battle Force)
18.45	Pack away
19.00	Awards ceremony and departure

Any player not present at the start of their game will be judged to have lost that game and will receive 1 Tournament Point.

### What you'll need

When you arrive and register you must hand in a copy of your army list. It must include all of the models in your army, their points value, and the points value of any upgrades or equipment.

All models **MUST** be painted and representative of the appropriate type of troop. The minimal standard of 'painting' requires that at least three colours are painted on to the model and that the bases are textured in some manner.

In addition to your army you will need the following:

- This document
- Two copies of both your 1,250 point army list and your 1,750 point army list
- Dice
- Tape measures
- Templates
- Super glue for battlefield repairs
- The Warhammer 40,000 7th edition rulebook
- Your codex and any additional rules for your army
- To be at least 14 years old
- And to have fun!

## Rules of engagement

The Warhammer 40,000 7<sup>th</sup> Edition rules will be used for this tournament as will the latest FAQs from the Games Workshop website:

<http://www.games-workshop.com/en-GB/Rules-Errata>

The mission and deployment will be announced at the beginning of each game, but we can reveal that all missions will be from the rulebook.

## Army limitations and requirements

For A Small Matter of Honour 2015 you must submit two army lists.

### Raid Force

No more than 1,250 points may be spent on the army. Armies must follow all the restrictions on army selection from their own codex.

### Battle Force

No more than 1,750 points may be spent on the army. Armies must follow all the restrictions on army selection from their own codex. The army MUST include, unchanged, the units from your Raid Force. Units may have a dedicated transport added to them, but nothing else.

Your list MUST make it clear which units have been selected from which sources.

### Spirit of the game

The Sad Muppet Society tries to be a friendly club, and we hope our events are the same. In this spirit if, when you read you list, it makes you wince at the thought of facing it, maybe it needs toning down a little.

All models used must be PAINTED and BASED miniatures of the appropriate type they represent. Weapons, armour options and upgrades chosen from the codex must be shown on the majority of the models in the unit. They can be from any manufacturer. So long as your opponent can tell what each model represents, anything goes.

### Choosing troops

	Raid Force	Battle Force
HQ	1	1-2
Elites	0-2	0-3
Troops	2-4	2-6
Fast Attack	0-2	0-3
Heavy Support	0-2	0-3
Fortification	0-1	0-1
Lord of War	0-1	0-1
Ally or Formation (not both)	0-1	0-1
Ally HQ	1	1
Ally Elites	0-1	0-1
Ally Troops	1-2	1-2
Ally Fast Attack	0-1	0-1
Ally Heavy Support	0-1	0-1

Any codexes published at least one month before the tournament will be allowed. The list here represents the permitted armies as of January 2015.

### Permitted armies

Adepta Sororitas  
 Astra Militarum  
 Blood Angels  
 Chaos Daemons  
 Chaos Space Marines  
 Dark Angels  
 Dark Eldar  
 Eldar  
 Grey Knights  
 Imperial Knights - only permitted as Lords of War, not as a detachment  
 Militarum Tempestus  
 Necrons  
 Orks  
 Space Marines  
 Space Wolves  
 Tau Empire  
 Tyranids

**Allies** and **Formations** are permitted. You may only take one or the other, not both.

Any formation may not be split between your Raid and Battle Force.

**Supplementary codexes** are permitted.

**Forgeworld** lists are not allowed, but individual units which are listed in a Forgeworld book, including experimental items, are permitted. Your list must show which book and page you have taken the unit from. You must either have the Forgeworld models or a suitable conversion which makes it obvious what unit you are using. For example, if you bring a standard Space Marine Land Speeder and try to use it as a Tempest, you will be instructed to remove it from the table.

You **MUST** use the latest version of the rules for any Forgeworld model you bring.

You **MUST** bring the rules for all Forgeworld units in your army and be prepared to show them to your opponent. Photocopies and scanned images are acceptable, providing they are readable.

**Games Workshop Digital Editions** are permitted, including all dataslates. If you only have downloads for any rules you plan to use, you **MUST** bring a device with the rules loaded on it and be prepared to show them to your opponent.

Units from **Escalation** and **Stronghold Assault** are permitted at A Small Matter of Honour 2015.

The Escalation Mission Special Rules and Escalation Mission Secondary Objective will be in play for any games where one or both players fields a Lords of War unit, including Imperial Knights.

### **Escalation Mission Special Rules - Impending Doom**

If one player has a Lords of War unit as part of their army, and their opponent does not, then their opponent receives a +1 modifier to any roll to Seize the Initiative.

### **Escalation Mission Secondary Objective - Through Attrition, Victory**

At the end of the game, you score 1 Victory Point for every 3 full Hull Points or Wounds that have been lost by an enemy Lords of War unit. Note that Hull Points or Wounds that have been lost but subsequently recovered due to Repair rolls, It Will Not Die or by any other means are not counted when determining these Victory Points.

**Named characters** from the codexes may be used in A Small Matter of Honour. However as such characters are unique, if the same character is present in your and your opponent's army, neither of you may use them for that game. Neither player will receive Victory Points for Slay the Warlord or First Blood for the character.

If you have any further questions regarding army selection, please contact the event organisers before the tournament [ASMOH@sadmuppets.org](mailto:ASMOH@sadmuppets.org). If in doubt, ask.

### **Army roster**

When you arrive at the tournament you must bring copies of both your Army Rosters for the referees to refer to. These must include all the models and equipment in your army and must total equal to or less than the tournament points limits.

If any mistakes are found, the results of all the games in which you have used an illegal list will immediately be changed to wins in favour of your opponents. This will even apply if the mistake was honest so please double-check your list before the tournament, and send it to [ASMOH@sadmuppets.org](mailto:ASMOH@sadmuppets.org). If it arrives at least two weeks before, you will get a tournament point. This means your list must arrive **before Saturday 2nd May**.

## Scoring

### Generalship (4-120 points)

In order to work out your Tournament Points for each of your games, simply work out who has won as per the scenario and work out Tournament Points, comparing it to the table here. You will also need to record Victory Points as per each scenario as this will be used in the event of ties for tournament placings.

	Winner's Tournament Points	Loser's Tournament Points
<b>Draw</b>	10	10
<b>Win</b>	30	1

Any player not present at the start of their game will be judged to have lost that game and will receive 1 tournament point.

Remember: If a player concedes then the victor counts as having gained a Win, with maximum Victory Points and giving no Victory Points to the conceding player.

**Upon finishing your battle please hand in your scorecard, including the Victory Points scored by both players, to a referee as soon as possible.**

After the first round, you will be matched against opponents using the Swiss system to place you against a similarly skilled opponent. Therefore to win you'll hopefully have to beat some pretty tough players!

### Army list (0 – 1 point)

Players will receive 1 Tournament Point for submitting a correct army list at least two weeks prior to the event to the event organisers at [ASMOH@sadmuppets.org](mailto:ASMOH@sadmuppets.org). This means your list must arrive **before Saturday 2nd May**.

### Best army

Players will vote for their favourite army. In the event of a tie, the organisers have the deciding vote. No Tournament Points will be awarded.

## Sportsmanship

This tournament is not meant to be a cut-throat, win at all costs competition. We require all participants to compete in an especially friendly manner so please go out of your way to make the game an enjoyable experience for your opponent.

In this spirit, this will not be a Rankings event.

Please note that there is absolutely nothing wrong with asking an opponent if you can read the appropriate rule of set of characteristics in their army book so that you can check for yourself that everything is being done correctly.

### Best Sportsman

One of the most coveted awards at the end of the day is Best Sportsman. To find this one person, we ask every player to nominate two of their opponents from the day.

Using these nominations, the referees will select a best sportsman and any honourable mentions.

Of course, for kudos, these votes will be published with the tournament scores after the event.

## Refereeing

You will be able to identify referees by the badge or committee shirt they will be wearing. Wherever possible they will show you the rule you're querying. If they need to make a judgement call, do not argue with them. Arguing with a referee is a Very Bad Thing.

In addition, the referees will use a yellow and red card system to penalise any unsporting behaviour during the day. You have been warned!

## Tickets

There will be a maximum of 30 tickets available for the day. In order to reserve a place please email [ASMOH@sadmuppets.org](mailto:ASMOH@sadmuppets.org) with the following information:

- Your name (and the name of anyone else you wish to reserve tickets for).
- How you wish to pay. Paypal is preferred but you can also pay by cheque or cash (at a club night).

We will send you a Paypal invoice if you are allocated a ticket.

If we have not received cleared funds for your ticket two weeks before the event, 2<sup>nd</sup> May 2015, your reservation will be cancelled and the place offered for sale to our waiting list.

**Each ticket will cost £15.**

## How to get there

**The Venue:** The Games Shop  
6 Wellington Street  
Aldershot  
Hampshire  
GU11 1DZ

### By Car:

**From the M3:** Leave the M3 at either junction 4 or 4A and follow the signs to either Aldershot or Farnborough.

**From the M25:** Leave the M25 at junction 12 and join the M3 Southbound (signposted Basingstoke).

Leave the M3 at either junction 4 or 4A and follow the signs to either Aldershot or Farnborough.

**From the M4:** Leave the M4 at junction 11 and follow the A327 via Shinfield and Yateley to the A30 and then follow the signs to Farnborough initially and then on to Aldershot.

**From the A3:** Join the A31 Hogs Back just outside Guildford and then the A331 Blackwater Valley Road. Follow the signs to Aldershot and Farnborough.

**Parking:** Nearest and cheapest car parking close to the shop is on floors 6-9 of The Galleries, High Street, Aldershot. Lower floors are more expensive, but not by much. <http://tinyurl.com/ks8exx4> (Walk out of car park towards town centre, turn right up High Street, 1st Left should be Wellington Street)

**By Train:** The Games Shop is 5 minutes from the train station and easy to find on foot. Google Maps walking route from the railway station to The Games Shop <http://tinyurl.com/q4uegqm>

**Food (and drink):** Tea and coffee will be available. Lunch is not included. There are various places to eat in the town centre.

### Disclaimer

This material is completely unofficial and in no way endorsed by Games Workshop Limited.