

The background of the entire page is a dynamic, painterly illustration of a battle scene. In the center, a Space Marine in full green and black armor is shown from the waist up, holding a large red and black power sword. He has a determined expression and is wearing a helmet with a visor. To his left, another Space Marine is visible, also in similar armor, holding a power weapon. The background is filled with smoke, fire, and the silhouettes of other soldiers and a flying vehicle, creating a sense of intense combat.

A Sad Muppet Society production

A Small Matter

*A Small **of** Matter* ***Honour of** 2017*

Saturday 6th May 2017

THE **GAMES** SHOP

A Small Matter of Honour

6th May 2017

Introduction

Chaos reigns on Glebe! Battle brothers of all races have been ripped away from each other, leaving token forces in control of ever smaller areas.

But there is a new hope in the galaxy. Can the disparate forces of the Emperor hold out until relief arrives from beyond the sector?

Please read on for full details.

Event Overview

- A Small Matter of Honour 2017 will take place at The Games Shop in Aldershot, Hampshire.
- 1 day Warhammer 40,000 tournament
- 6 Combat Patrol games at 400 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

9.30	Registration
10.00	Game one
10.45	Break
11.00	Game two
11.45	Break
12.00	Game three
12.45	Lunch
13.30	Game four
14.15	Break
14.30	Game five
15.15	Break
15.30	Game six
16.15	Pack away
16.30	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 state which codex you are using and 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 your 400 points army list, one for the organisers, one to use and share with your opponents
- 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
- Tray for moving your army around
- To be at least 14 years old
- And to have fun!

Rules of engagement

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

<https://www.games-workshop.com/en-PL/Rules-Errata>

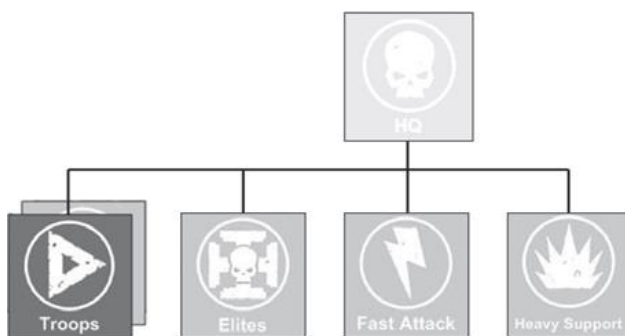
The mission and deployment will be announced at the beginning of each game.

One house rule which will apply in all games is that the Sudden Death rule is suspended for A Small Matter of Honour 2017. If one player is wiped out, the other player can finish the current Game Turn. Victory Points will then be calculated as for normal games to determine the victor. This is to encourage players to attempt to win the mission rather than focusing on all out annihilation.

Army limitations and requirements

For A Small Matter of Honour 2017 you must submit a 400 points Combat Patrol army list, chosen from a single current codex and its supplements. You must use the Combat Patrol Detachment.

Combat Patrol Detachment



Compulsory	Optional
1 Troops	1 Troops
	1 HQ
	1 Elites
	1 Heavy Support
	1 Fast Attack

Restrictions

- All units chosen must have the same Faction (or have no Faction).
- No miniature may have an armour save better than a 3+ or an invulnerable save better than a 5+.
- No miniature may have more than 3 wounds.
- Vehicles must have a total armour value of less than 33 (Front Armour + Side Armour + Rear Armour).
- You may not take any Flyers.

Command Benefits

Patrol Leader: If your Combat Patrol does not include an Independent Character, you may select any Character to be your Patrol Leader. Your Patrol Leader receives:

- +1 Wound (to a maximum of 3).
- A roll on the Personal Traits table at the start of the game (Warhammer 40,000: The Rules, pg 125).

Objective Secured: All Troops and Elites units from this Detachment have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.

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.

Any codexes published at least one month before the tournament will be allowed.

Supplementary codexes are permitted.

Forgeworld lists and units are permitted.

Allies from a separate source to your codex and its supplements are not permitted.

Games Workshop Digital Editions are permitted. 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.

Named characters from the codexes may be used in A Small Matter of Honour, but only if they are eligible within the Combat Patrol Detachment restrictions.

If you have any further questions regarding army selection, please contact the event organisers before the tournament 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. If it arrives at least two weeks before, you will get a tournament point. This means your list must arrive **before Saturday 29th April**.

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 combined margins of victory will be used in the event of ties for tournament placings.

	Winner's Tournament Points	Loser's Tournament Points
Draw	10	10
Win	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. This means your list must arrive **before Saturday 29th April**.

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 or 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 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, 22nd April 2017, 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>

6th May 2017

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

Accessibility: This event will be run across several floors of The Games Shop. Please note that there is no lift or ramp access between floors.

Disclaimer

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