



PIGMAR



Scrap Metal

1000 point doubles tournament.

Scrap Metal will consist of 3 games of 40k being played. The day will start with registration at 09.30 and the results announced at 19.30. All games will be played on a six foot by four foot table with pre-arranged scenery. Game scenarios will be announced before deployment. Your teams first opponent will be selected randomly after registration with all following games arranged using the Swiss system. Please note that we shall be using the latest incarnation of the rules, **7th Edition**.

For the duration of Scrap Metal all allies will be treated as *Allies of Convenience* as per the Allies matrix in the 7th edition 40k rulebook.

This means that Yes, you can partner with Tyranids but No, your psychic powers will not affect them or anyone else you partner with. All players are restricted to the use of a single codex. Allies within your 1000 points are not available.

The tournament is open to all comers and costing £10 per person. All our Pigmar events are non ranking events.

Payment for entry should be made via paypal as a 'Family and Friends' payment, using the address info@pigmar.co.uk stating that you are paying for Scrap Metal.

The tournament and this rulespack has been designed and written by Dave Helps.

The Salisbury Club

The venue has a fully licensed bar and Sandwiches, Rolls and Snacks will be available to order but no cooked food is served.

The club will have other patrons using the venue so please act accordingly.

Registration

To register for Scrap Metal you need only sign up here:

<http://pigmar.co.uk/forum/viewtopic.php?f=7&t=1835>

Event Schedule

09.30 Registration

09.45 Tournament briefing

10.00-13.00 First game

13.00 Lunch break

13.30-16.30 Second game

16.45-19.15 Third game

19.30 Results

Army Selection

Only armies with a Codex released up to one month before the tournament may be used.

The following may be used to select your army.

- Blood Angels.
- Miltarum Tempestus (*hardback*)
- Chaos Daemons (*hardback*)
- Chaos Space Marines (*hardback*)
- Dark Angels (*hardback*)
- Dark Eldar
- Eldar (*hardback*)
- Grey Knights
- Astra Militarum (*hardback*)
- Necrons
- Orks (*hardback*)
- Adepta Sororitas (*download*)

- Space Marines (*hardback*)
- Space Wolves
- Tau Empire (*hardback*)
- Tyranids (*hardback*)

Forge World Clarification

Forge World units with the 40K Stamp will be available for use in games. No Apocalypse units or formations will be permitted. Please remember to bring the rules for your units or you will be asked to rewrite your list. Forge World lists such as Elysian Drop Troops and Siege Assault Vanguard are permitted but must be modelled appropriately. Badab War characters are legal but any special features must be modelled appropriately (eg Vaylund Cal's Devastator squads, Tyberos the Red Wake's Tactical squads.)

Supplements and Dataslates Clarification

As armies must be picked from a single codex, supplements and dataslates will be affected. **Dataslates will not be permitted in list creation.**

The following supplements are available **but the entire 1000 point list must be created from them, no mixing and matching with the parent codex.**

Black Legion, Crimson Slaughter, Iyanden, Clan Raukaan, Farsight Enclaves,

Fortifications

One hundred points per team may be spent on fortifications, split among the team members or spent by one player.

Lords of War and Formations

No Lords of War or formations will be permitted during list creation.

Scrap Metal Scoring System

Event Game Points

- ☐ Win - 5 points
- ☐ Draw - 3 points

- ☐ Loss - 1 point
- ☐ Concede - 0 points

Event Bonus Points

If the game is lost, fear not ! There are other ways to score.

- ☐ Survive - have a unit or vehicle left at the end of the game.
- ☐ Reap your vengeance - destroy a unit outright or make it run off the table edge.

Event Soft Scores

- ☐ Fully painted and based army (3 colours and a wash minimum, sand on the base does not count as fully based) 5 event points.
- ☐ Up to 5 bonus event points for interesting conversions, freehand etc, awarded by tournament organisers.
- ☐ 0 - 2 event points for getting both your team's army lists to the organisers before Tuesday 19th August 2014.

Sportsmanship

Everyone likes a happy day of gaming. Please treat everybody with respect and have fun.

- ☐ Please remember that not everyone plays your army so please be willing to explain how special rules work and how the war-gear works before your game starts.
 - ☐ If you are not sure how something has happened then asking to see the relevant rule or codex entry is encouraged.
 - ☐ The tournament organisers are there to help. Please attract their attention and ask if you are unable to resolve matters promptly.
- There will be a prize awarded for most sporting team, awarded by majority vote.
- Please make a note of the team you play in each game on the your score card and at the end of the day vote for the team your team think was the most sporting.

Winning

The team with the most events points will win the tournament. In the event of a tie, kill points will be used to tie-break.