

Attack! 2016

DDWG Devizes & District Wargames Group

Attack! 2016

40k Event – Saturday 16th July “Old Skool”

40k Event – Sunday 17th July “5 Keys to Devizes Destiny”



Email Hampshire40k@yahoo.co.uk

Website <http://www.ddwg.org.uk/>

Page 1

Attack! 2016

DDWG hope you enjoy 40k at Attack! 2016,
Any good ideas you recognise are "Thank you" to
Nick Jenkin's "VonWar" team,
Any typos are edits for GW latest... improvements

Events Overview

Attack is comprised of 2 x One-Day
Warhammer 40K **Events**

held at the Attack! Wargames Show run by the
Devizes & District Wargames Group over the
weekend of July 16/17 2016.

We will be using 7th Edition Rules and the latest
Games Workshop FAQs.

<http://www.blacklibrary.com/faqs-and-errata.html>

No other rules will be utilised.

There are a **maximum** of **24** Places per day.

The **venue** is:

Devizes School,
The Green,
Southbroom Road,
Devizes, SN10 3AG

Old Skool

Saturday July 16th
3 Games at 1616 Points

5 Keys to Devizes Destiny

Sunday July 17th
5 Games of 40k "Combat Patrol" at 555 Points

Non Rankings

Both events are non-rankings and we do not
subscribe to Rankings HQ.
Our events are for the hobbyist who enjoys all
aspects of the hobby and wants nothing more
than to get together with like minded
individuals for a day of relaxed gaming.

FAQs

Please check document
"DDWG-Devizes-Attack2016-40kFAQs" for 40k
Rulebook clarifications such as "Invisibility"
Psyker Power and etc.

Weekend 16/17 July 2016

Saturday (Old Skool)

08:30 Registration
08:55 Briefing
09:00 Game 1
11:15 Lunch, Show, Army
12:15 Game 2
14:30 Break
14:45 Game 3
17:00 Break
17:15 Presentations

Sunday (5 keys to Devizes Destiny)

08:30 Registration
08:55 Briefing
09:00-10.10am Game 1
10.25-11.35am Game2
11:50-13:00pm Game3
13:00-14:00 Lunch, Show, Army
14:05-15:15pm Game 4
15:30-16:40pm Game5
16:55pm Presentations

Attack! 2016

How to Enter

You can choose to attend either event or both!
And yes you can bring totally different armies to both events. See pages 3 & 4 & 5 for army building.

Tickets cost **£10** for a single Event

Or at a discount **£16** for both Events!

Please reserve your ticket(s) by contacting us at Hampshire40k@yahoo.co.uk Please confirm which Event(s) you're wanting to attend.

Please pay direct to DDWG via Paypal to Hampshire40k@yahoo.co.uk Please mark it as a Gift and add your name and the event name to the payment. Otherwise we get hit with a Paypal fee. If you would prefer to pay by another method then please contact us at Hampshire40k@yahoo.co.uk Please note that your ticket is only provisional until it has been confirmed by us.

Awards

A number of awards and certificates will be presented at the end of each event dependent upon number of attendees:

If we have at least 20 players then we will present:

- . Champion
- . Runner-Up
- . Best Army
- . Most Sporting
- . The Wooden Spoon (Or Strongest Player)

Referees

Referees will be introduced at the beginning of the events and will be seen prowling the hall during battles.

If you have a rules query that you cannot resolve then roll a dice. If you need the assistance of a referee then please call one over.

Any decision made by a referee is final.

Arguing with a referee is not recommended and can result in a yellow card (or whatever colour they have with them at the time!).

2 yellows = red and you will be asked to leave the event.

Please do not let it get to this point.

At all times remember "The most important rule"

Best Army

During lunch time on both days please display your army for the Best Army award.

All players will have the chance to vote for their 2 favourite armies in each event.

Models

All models must be entirely painted with a minimum of 3 colours and based. Undercoat does not count as a minimum colour.

Sand does count as based.

Non Citadel Miniatures can be used but please seek the organiser's permission beforehand. Proxy models are not allowed. All models should conform to WYSIWYG.

Please bring a non-combatant "Ambassador" model

Available Codex

. Codex Imperial Knights is **NOT** allowed.

Use ONE other official GW Codex / Supplement released at least 1 month before the event.

Please ask if in doubt.

. Astra Militarum . Militarum Tempestus

. Blood Angels

. Chaos Daemons . Khorne Daemonkin

Chaos Space Marines

. Crimson Slaughter, . Black Legion

. Dark Angels

. Dark Eldar . Haemonculus Covens

. Eldar (2015 Codex Eldar Craftworlds)

. Iyanden

. Harlequins (*Must include Warlord, Troupe Master or Death Jester or Shadowseer or Solitaire*)

. Grey Knights

. Inquisition

. Legion of the Damned

. Necrons

. Orks . Waagh Ghazghkull

. Sisters of Battle (*digital*)

. Skitarii (Adeptus Mechanicus) (*One **Character** must be the Warlord, even if not an "Independent Character"*), . Cult Mechanicus

Space Marines . Angels of Death

. Sentinels of Terra, . Clan Raukaan

. Space Wolves . Champions of Fenris

Tau Empire . Farsight Enclave

. Tyranids

Email Hampshire40k@yahoo.co.uk

Website <http://www.ddwg.org.uk/>

Page 3

Attack! 2016

Old Skool (Saturday 16th July 2016)

Old Skool Army Requirements

You must select your **1616 points** army from **ONE** of the official GW Codex listed on page3 using Battle-Forged Armies Only.

Compulsory:

1 Combined Arms Detachment (includes Warlord) from 40k Rulebook page 122 ONLY.
[Tyranids CAN use Black Library units Maleceptor, Mucolid Spore Cluster, Sporocyst, Toxicrene, Tyrannocyte, Zoanthrope Brood.)
See FAQs and free "Black Library downloads"
<http://www.blacklibrary.com/Home/free-to-download.html>]

Lords of War not allowed.

No Escalation, No Stronghold Assault, no "Death from the Skies"

No Super-heavy vehicles, No Super-heavy Walkers (i.e. No "Imperial Knights")

No Formations

No Dataslates

No Allies

These **Additional rules** are in place:

No duplicate **HQ** units

No triple **ELITE** units

No triple **FAST ATTACK** units

No triple **HEAVY SUPPORT** units

No triples of same unit (e.g. not 2 in Elite 3rd=HQ) All Land Raider variants count as the same unit type for purposes of calculating triples. Maximum of 2 Land Raider per army (whichever variant)

Maximum of 2 C'Tan per army (whichever variant)

("Troops" units normally 2-6, any units that change Battlefield Role to "Troops" [Count As "Troops"] are now 0-3 at "Attack!")

e.g. **Bikes and Jetbikes** are max 0-3 units)

Orks CAN buy 1-3 "Looted Wagon" (White Dwarf21) as one Fast Attack choice, but can ONLY buy 0-1 per Heavy Support choice if "Killcannon" bought.

Eldar Jetbikes - only ONE per 3 Jetbikes in unit may buy upgrade 1 Shuriken Cannon OR 1 Scatterlaser, the other TWO per 3 Jetbikes in unit have just 1 Shuriken **Catapult** each.

40k rulebook page 63 Jetbikes & "Eldar Jetbikes" movement rules apply normally.

Vehicle Squadrons are **0-2 Vehicles per squadron** (so maximum 0-2 units of 0-2 Leman Russ or etc per Astra Militarum army and the same for every Codex that can include Vehicle Squadrons such as Space Marines Predators or Eldar Falcons)

Maximum of **2 FLYERS** and/or **FLYING MONSTROUS CREATURES** combined. So only **2 models** that can fly/zoom in your army.

Fortifications

Up to 200 points may be spent on a single Fortification. The following can be taken: Aegis Defence Line, Bastion, WoM Imperial Bunker, WoM Firestorm Redoubt, WoM Vengeance Weapon Battery

Saving Throws

Models/units with Saving Throw improved by ANY means (Psyker Powers, Items, etc) can NOT gain ANY reroll. ONLY units with their **original** Saving Throw paid for in their Codex can benefit from any Re-roll. At Attack! Tzeentch Daemons with no better than Save 5+ may re-roll fails of 2 instead of 1s. 40k rulebook page 38 **MAXIMUM SAVE** "a roll of 1 always fails" No exceptions (not even Tzeentch)

Daemonology

NO "Summoning", "Sacrifice", "Incursion", nor "Possession" – .- NO units added by ANY method (Psyker Power or Items or etc) to units bought within your Army total points.

"**Khorne Daemonkin**" can NOT use "Blood Tithe" points for ANY of Reward 5 to Reward 8

. Sorry, **NO Forgeworld Allowed** this year.



Attack! 2016

5 Keys to Devizes Destiny (Sunday 17th July 2016)

5 Keys to Devizes Destiny -

Army Requirements

555pts 40k Combat Patrol limits

Battle-Forged Armies Only.

[Tyranids CAN use Black Library units Maleceptor, Mucolid Spore Cluster, Sporocyst, Toxicrene, Tyrannocyte, Zoanthrope Brood.)

See FAQs and free "Black Library downloads"

<http://www.blacklibrary.com/Home/free-to-download.html>]

Lords of War not allowed.

No Escalation, No Stronghold Assault, No "Death from the Skies"

No Super-heavy vehicles, No Super-heavy Walkers (i.e. No "Imperial Knights")

No Formations

No Dataslates

No Allies

These **Additional rules** are in place:

No duplicate **HQ** units

No triple **ELITE** units

No triple **FAST ATTACK** units

No triple **HEAVY SUPPORT** units

No triples of same unit (e.g. not 2 in Elite 3rd=HQ)

Saving Throws

Models/units with Saving Throw improved by ANY means (Psyker Powers, Items, etc) can NOT gain ANY reroll. ONLY units with their original Saving Throw paid for in their Codex can benefit from any Re-roll.

At Attack! Tzeentch Daemons with no better than Save 5+ may re-roll fails of 2 instead of 1s.

40k rulebook page 38 **MAXIMUM SAVE "a roll of 1 always fails"** No exceptions (not even Tzeentch)

ONE of the official **GW Codex** listed on page3

ONE Combined Arms Detachment **modified as below:**

0-1 HQ

1-4 Troops

0-1 Elites

0-1 Fast Attack

0-1 Heavy Support

Vehicle Squadrons – maximum TWO vehicles per unit (even if your Codex normally allows 3 Land Speeders or 6 Vypers in unit, not at Attack!)

If your Codex only allows 1 vehicle per unit, then maximum 1 vehicle per unit DOES apply.

NO 2+ Saves (not Armour, Invulnerable, nor Cover Saves can ever be better than 3+)

NO vehicles with ADR over 33 (front+side+rear), so Rhino = 11+11+10 =32, but Waveserpent ADR

12+12+10 = 34 so NOT allowed

"Quantum Shielding" does NOT work in "5 Keys to Devizes Destiny" – Necron Vehicles count their ADR armour rating WITHOUT Quantum Shielding bonus

NO models that can Fly/Zoom (NO Flyers, FMC)

NO Monstrous Creatures

NO Fortifications

NO Unique Items (so NO "Grimoire of True Names", NO "Chapter Relics", etc, etc)

NO models with over 2 wounds (**except** "swarm"), **except Tyranids** may include ONE unit per army of Tyranid Warriors as Troops OR else as HQ (Tyranids need "Synapse") (Tyranids may NOT use Maleceptors. Sporocyst, Toxicrene or Tyrannocyte)

NO Ordnance weapons

NO D-weapons

NO Apocalyptic Blast weapons

NO Forgeworld.

"Troops" **Bikes and Jetbikes** are max 0-2 units

Eldar Jetbikes - At Attack! 2016, only ONE per 3 Jetbikes in unit may buy upgrade 1 Shuriken Cannon OR 1 Scatterlaser, the other TWO per 3 Jetbikes in unit have just 1 Shuriken **Catapult** each. 40k rulebook page 63 Jetbikes & "Eldar Jetbikes" movement rules apply normally.

Daemonology

NO "Summoning", "Sacrifice", "Incursion", nor "Possession" – .- NO units added by ANY method (Psyker Power or Items or etc) to units bought within your Army total points.

"**Khorne Daemonkin**" can NOT use "Blood Tithe" points for ANY of Reward 5 to Reward 8



Attack! 2016

Army Lists

You will be docked an Event Point for each battle in which you use an unpainted model.

A fully painted army is worth 1 Event(s) Point.

Please submit your completed Army Lists to Hampshire40k@Yahoo.co.uk by/before the end of **Friday 08th July 2016**. Please ensure your name and the Event name is on the Army Lists!

Correct and complete Army Lists received by this date will receive 1 Event(s) Point.

Psykers – your Army List MUST state how many Psychic Powers each Psyker will take and from WHICH “Psychic Discipline”(s) (e.g. L2 Librarian 1 Pyromancy, 1 Biomancy) 40k Rulebook page23 “Primaris Powers”, “if a Psyker has chosen all of his powers from the same psychic discipline to gain Psychic Focus, he will already know that discipline’s primaris power...”

Warlord – your Army List MUST state who is your Warlord, & which table your Warlord Trait will be rolled on. You roll on that same Warlord Trait table for EVERY Game in that day. Should you use an illegal army or a different army list on the day to that previously submitted then any opponent you have played will automatically be awarded a Win.

Most Sporting

Please respect your opponent and be polite, courteous and remember to smile. This is a game.

It is perfectly acceptable to query rules and to ask to see your opponent’s Codex.

Please explain any special rules, wargear items and such like before the battle begins. Never presume that your opponent knows all the rules of your army.

When rolling dice always take the time to explain what you are doing and what roll you need.

Always roll dice where your opponent can see them clearly. Remove failed results before scooping up the successful dice.

At the end of each event you will be asked to nominate 1 of your opponents for the Most Sporting Award. The player earning the most nominations will win the award.

In the event of a tie the tied player with the most Victory Points will win Most Sporting.

Hampshire40k@Yahoo.co.uk
<http://www.ddwg.org.uk/attack-2016/index.html>

<http://www.ddwg.org.uk/attack-2016-competitions/index.html>

You will play 3 games during the Saturday on 6’ x 4’ Tables

(5 games on Sunday). Your first opponent will be randomly drawn.

We will also accept any **grudge matches** for this first round of each Event: just ask us at Hampshire40k@Yahoo.co.uk and we will see what we can do!

After the second round the games will be based on the good old Swiss System with the top 2 players from the first round facing off, then the next 2 and so on.

Please do not move the scenery on the tables as it takes hours to set up! You’ll need to fit any Fortifications into the space available. We are aiming to ensure that you will not play the same player twice in the day, nor will you play on the same table. We’ll do our best!

At the end of each game please fill in the Result Sheet and hand to an Organiser.

Remaining game time will be shouted out as the day progresses.

All games should have the same number of player turns. Please do not start another game turn once the 15 minutes remaining warning has been given.

You will be hounded to hand in your results sheet on time: apologies but we want to ensure everyone gets off on time at the end of a great day plus we must adhere to the Wargames Show timetable.

If a player concedes then they will be **awarded** -1 Event Point.

Attack! 2016

Missions

The Missions will be sent out before the events (but AFTER 01st July 2016 Army Lists deadline!) so that all entrants have a chance to read them and ask any questions.

Missions are likely to be Objectives or Maelstrom Missions.

Result Sheet & Event Points

There will be boxes for Player Names, Table Number, who Won, Lost or Drew, Victory Points, Covert Operation & Loser Bonus.

Event Points

Win = 5 Event Points

Draw = 3 Event Points

Loss = 1 Event Point

Successful Secret Mission 1

Loser Bonus Point 1

Fully Painted Army 1

Army Lists by end Friday 01st July 1

Game Conceded -1

Secondary Objectives

These will be used to determine the scenario victory points as per the Rulebook. Pay attention to the scenario as these may not always be in play.

The loser of the battle can still gain an extra Event Point by achieving **both** of these extra objectives:

Survive - something of your army must be alive and in good order at the end of the battle. Running away does not count as in good order! Immobilised vehicles count.

Units under half strength and/or Pinned and not broken/running count.

Revenge - you must wipe-out entirely a single unit of the enemy army.

Dedicated Transports count as a single unit

Vehicles must be wrecked.

Units running away count.

Pinned units do not count.

Remember you have to achieve both objectives in order to gain the extra Event Point and this applies to the loser only.

(We hope this means even if dice go against you, you always still have something to gain!)

If the game is drawn then no-one can achieve the Bonus Point.

Secret Missions

Each player will be handed 3 Secret Missions at the beginning of each day.

After deployment, but before the first turn begins, in each battle you select one of your remaining Secret Missions to complete during the battle.

Ensure this selection takes place in front of your opponent but don't tell them your Mission.

Ensure the selected Secret Mission card is kept separate from your remaining deck.

At the **end** of the game divulge your Secret Mission to your opponent.

Successful Secret Mission is worth 1 Event Point.

Please record this on the results card at the end of the battle and hand the used operation card in with the results.

You cannot play the same Secret Mission twice during the same day.

If you take part in both events over the weekend we will try to give you different Secret Missions.

What you will need to bring with you

- . Your Army(ies)
- . Your Codex
- . 7th Edition Rule book & FAQ
- . Templates
- . Tape Measure
- . A copy of your Army Lists
- . Glue for those flesh wounds
- . Dice
- . Pen
- . 3 Objective Markers (up to 40mm base)
- . 1 Prisoner / Ambassador (Standard Infantry Size Model representative of your army, 25mm base)
- . Sense of Humour!

Email Hampshire40k@yahoo.co.uk

Website <http://www.ddwg.org.uk/>

Attack! 2016

. Army carrying device or tray as we call them

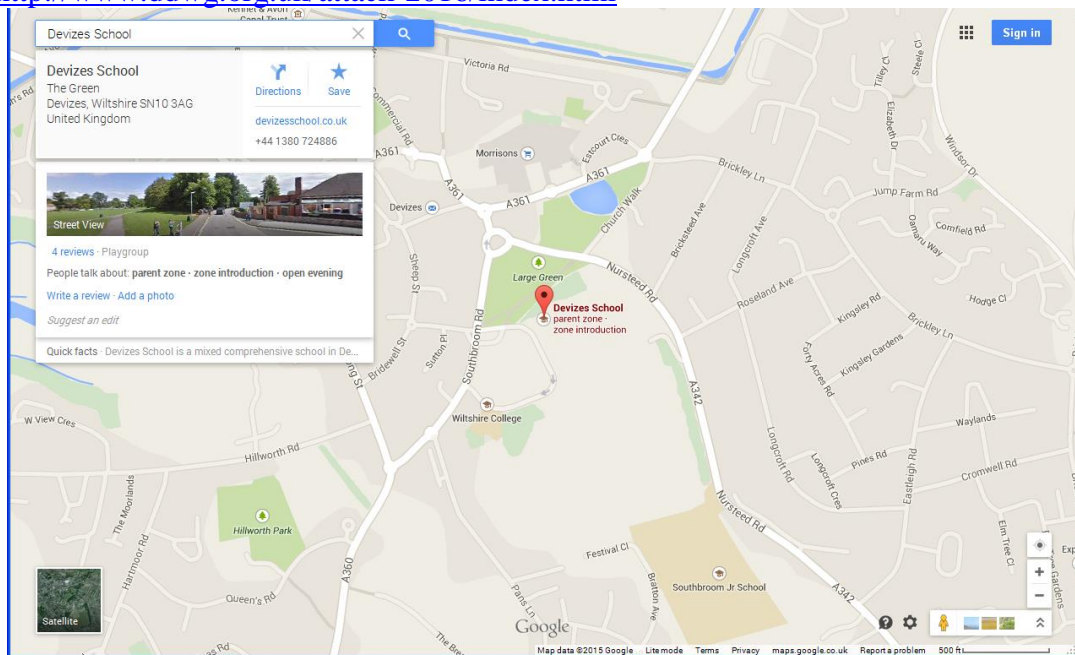
Opening Times

Attack! is open to the public 10.00am - 5.00pm each day and visitor costs are: Adults £2.50, U16s £1.00 and family tickets (2 adults and 2 u16s) just £5.00. (or **£free** to each person playing in this Devizes 40k event)

Location

Attack! is easily found - just follow the signs to Devizes Leisure Centre or Wiltshire College and the school is right next to the Leisure Centre. (see on map)

<http://www.ddwg.org.uk/attack-2016/index.html>



[View larger map](#)

<https://www.google.com/maps/place/Devizes+School/@51.350356,-1.9>

<https://maps.google.com/maps?ll=51.350356,->

[1.988257&z=16&t=m&hl=en&gl=US&mapclient=embed&cid=5306853765542021748c88257,16z/data=!4m2!3m1!1s0x0:0x49a5bb6202138a74?hl=en](https://maps.google.com/maps?ll=51.350356,-1.988257&z=16&t=m&hl=en&gl=US&mapclient=embed&cid=5306853765542021748c88257,16z/data=!4m2!3m1!1s0x0:0x49a5bb6202138a74?hl=en)

Email Hampshire40k@yahoo.co.uk

Website <http://www.ddwg.org.uk/>