

THE GOONHAMMER OPEN UK OCTOBER 2022 – HALLOWEEN HAVOC

WHEN: 29 and 30 October 2022

WHERE: Nottingham Girls' School Sports Hall, 9 Arboretum Street, Nottingham, NG1 4JB (see map at end of pack)

PLAYERS: 128

POINTS: 2,000

ROUNDS: 6

TOURNAMENT FORMAT

ARMY SELECTION

All games will be played at the Strike Force level using all the rules from the Grand Tournament Mission Pack published in Chapter Approved 2022 (unless superseded by an updated pack).

Lists should be submitted in BCP no later than 15 October 2022 to give the organisers time to review. Please make sure your list is as clear as possible for your opponent. Lists created in Battlescribe should use the Chat Text export to make them easier to read.

We will be using the Battle Ready points scoring from the mission pack. To qualify for this all models in your army should be painted and based (unless the model is used without a base e.g. a Rhino). To count as being painted all armies should meet the "battle ready" standard as pictured:



RULES, FAQs AND ERRATA

The tournament will use all Games Workshop rules publications, FAQs, and errata published up to 15 October 2022. Anything published after this date will not be used (subject to TO discretion). We will also be using our own event FAQ to cover any grey areas not detailed in Games Workshop publications. You can find this on the Goonhammer website under "Events -> Goonhammer Open UK."

RULES QUERIES

If you have any queries relating to event rulings, please submit them to contact@goonhammer.com and specify RULES QUERY – GHO UK in the subject line. We maintain an event FAQ for all of our Goonhammer Open events on the Goonhammer.com events page – please make sure that you consult this to see if your question has been answered.

WHAT YOU NEED TO BRING

1. Your 2000pt army
2. The rules for anything you're using - paper or electronic is fine, but these should be available to your opponent to check if necessary.
3. Dice, measuring tapes, markers, and other paraphernalia
4. A chess clock

FOOD AND VENDORS

Unfortunately the school canteen will **not** be open for this event. There is a Sainsbury's Local within 5 minutes' walk of the hall, and attendees are allowed to order delivery to the venue.

Additionally, FactoruM will be running a stand in the main hall selling snacks and drinks, as well as a range of both Games Workshop and 4Ground products.

Chess Clocks

Players are expected to use chess clocks for all of their games, in order to ensure a fair distribution of time between players and also to keep the event running smoothly. Clocks will not be provided, so please bring your own.

Once a player runs out of time on their clock they can make no further actions except to make saves and score points that require no further interaction e.g. if your unit is controlling an objective when the time runs out, you will be able to score points for that objective as long as you can do so without moving the unit. If both players run out of time, the game ends. If this happens before the game has concluded, players should score any further points remaining as described above.

In general each player is responsible for their own time on the clock, but we expect players to act sportingly with regards to clock management.

Missions and Scoring

The event will use missions from the Chapter Approved 2022 Grand Tournament Missions pack* as follows:

SATURDAY

08.30 - 09.00: Arrival and announcements
09.00 - 12.00: Game 1 – Tide of Conviction – Terrain Map 1
12.00 - 13.00: Lunch
13.00 - 16.00: Game 2 – Death and Zeal – Terrain Map 2
16.30 – 19.30: Game 3 – Secure Missing Artefacts – Terrain Map 2

SUNDAY

08.30 - 09.00: Arrival and announcements
09.00 - 12.00: Game 4 – Tear Down Their Icons – Terrain Map 2
12.00 - 13.00: Lunch and Best Army judging
13.00 - 16.00: Game 5 – Recover the Relics – Terrain Map 3
16.30 – 19.30: Game 6 – The Scouring – Terrain Map 3
19.30 – 20.00: Prizes

*subject to change

Pairings will be organised by wins -> random. Standings will be determined by wins -> battle points.

Final standings will be submitted to the ITC and UK TC circuits.

TERRAIN

All tables will use Vanguard Tactics Terrain from FactoruM/4ground. There are three terrain maps, one for each deployment being used, as described in the “Missions and Scoring” section above. Please make sure your table is set up appropriately before each mission; we have laid out the missions so that players should only need to change the terrain twice, at lunch each day. Terrain maps will be provided in a separate document on the GHO UK page on Goonhammer.

We will be using the following terrain traits from the core rules, as follows:

Ruins (Area Terrain): Scaleable, Breachable, Light Cover, Defensible, Obscuring

Craters (Area Terrain): Light Cover, Difficult Ground, **Dense**

Containers (Obstacles): Light Cover, Scaleable, Exposed Position

Please note that where terrain has minor gaps for aesthetic detail (such as the Necron runes on the Necrotek terrain) these should be ignored for line of sight purposes. Otherwise, Obscuring terrain functions as normal, using the base of the terrain to determine the area obscured.

STREAMING AND PHOTOGRAPHY

Hellstorm Wargaming will be streaming all the action on the day live on Twitch and Youtube, and you may be asked to play on the streaming table. This is optional except for the top table of game 6 where players will be required to play on stream.

The Goonhammer team will also be taking photos throughout the event. Our privacy policy is published on the Goonhammer Open UK events page on the website.

PRIZES

Prizes will be awarded in the following categories:

Best General – 1st, 2nd, 3rd

Best in Faction – Codex Space Marines, Imperium, Aeldari, Chaos, Orks, Necrons, Tau Empire, Hive Mind

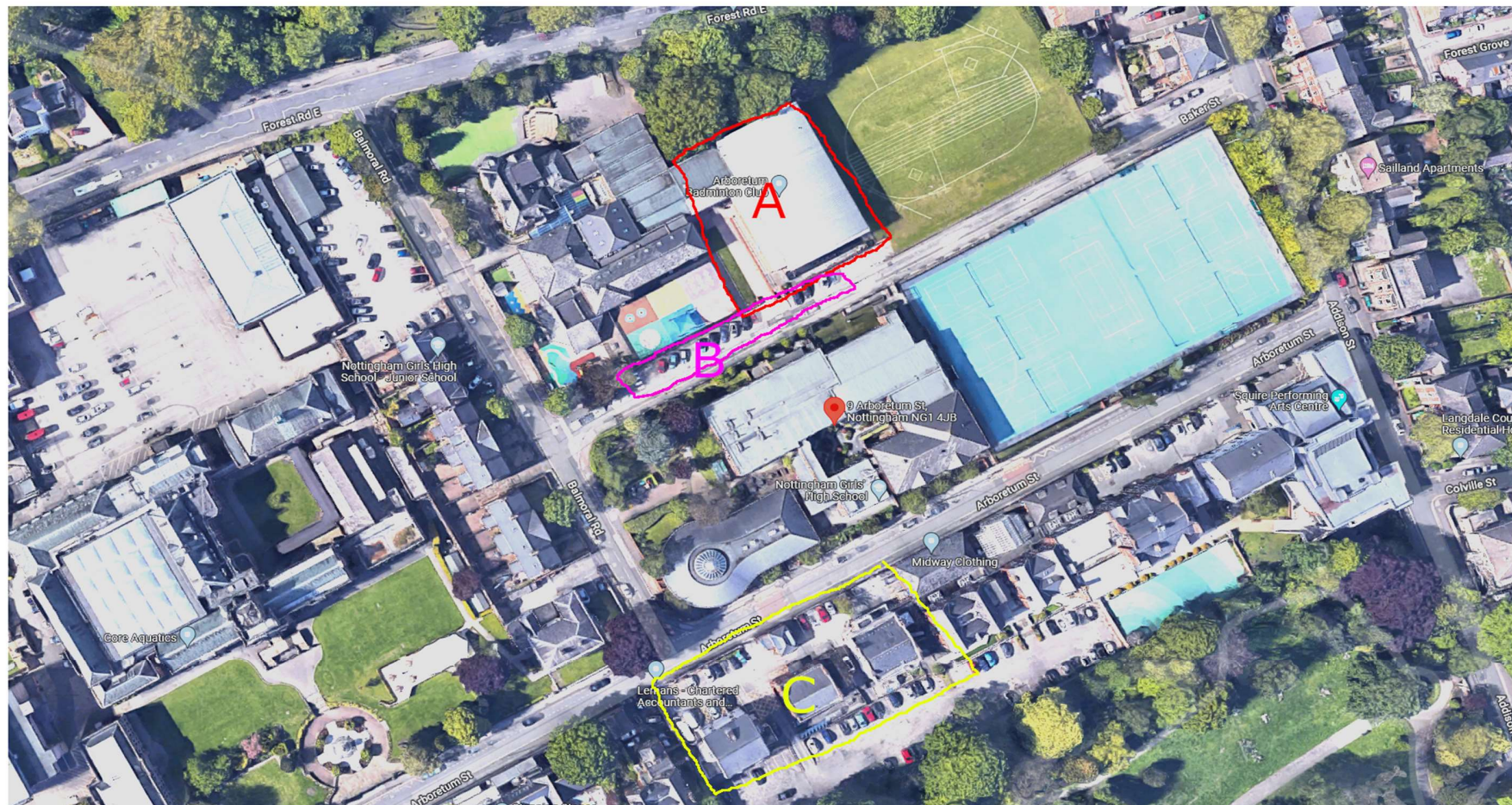
Best in Bracket – The highest-scoring 4-2, 3-3, 2-3, and 1-4 player, as well as the Most Determined Player (the lowest-scoring player who completes all of their games)

Best Army – one prize each for Judges' Choice and Voters' Choice

Single Miniature painting contest (sponsored by Mohawk Miniatures)

We have trophies for every category and a selection of fantastic prizes from our sponsors as well – we'll be updating these as more are added, and you can check out all the event sponsors on the event page on Goonhammer!

MAP



A = venue, B = staff and disabled parking, C = main event parking