

THE GOONHAMMER OPEN UK SEPTEMBER 2023

When: Sept 2nd/3rd 2023

Where: De Montfort Students' Union, Campus Centre Building, Mill Ln, Leicester LE2 7DR

Players: 72

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 current season's GT pack at the time of the event.

Lists should be submitted in BCP no later than 23:59 on 19th August 2023 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 and including 19th August 2023. 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

The venue will have a staffed bar serving refreshments throughout the weekend.

The Student Union is well placed for a short walk to numerous different food options. The lobby has a lounge ideal for having your lunch if you bring it in or have it delivered.

Chess Clocks

If either player wants to use a chess clock in a game, a chess clock should be used. During rounds, there will be regular announcements of the amount of time that has elapsed, and if you are concerned your game might run out of time, please consider starting using a chess clock at this point, with half of the remaining time allocated to each player. If you are concerned about time management in a game, please let a judge know as soon as possible.

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. The goal of the clock is to ensure both players get to participate fairly in the game, not to create an angle to exploit.

Missions and Scoring

Saturday

08:30 – 09:00: Arrival and announcements

09:00 – 12:00: Round 1 – Mission A – Take and Hold/Chilling Rain/Search and Destroy

12:00 – 13:00: Lunch

13:00 – 16:00: Round 2 – Mission H – The Ritual/Chilling Rain/Hammer and Anvil

16:30 – 19:30: Round 3 – Mission J – Priority Targets/Chilling Rain/Crucible of Battle

These missions will be played on terrain layouts inspired by GW Map 4

Sunday

08:30 – 09:00: Arrival and announcements

09:00 – 12:00: Round 4 – Mission M – Purge the Foe/Chilling Rain/Crucible of Battle

12:00 – 13:00: Lunch and Best Army judging

13:00 – 16:00: Round 5 – Mission L – Scorched Earth/Chilling Rain/Dawn of War

16:30 – 19:30: Round 6 – Mission O – Vital Ground/Chilling Rain/Crucible of Battle

19:30 – 20:00: Prizes

These missions will be played on terrain layouts inspired by GW Map 3

Pairings will be organised by wins -> random. Standings will be determined by wins -> OGW%

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

Terrain

We are using two types of terrain piece for the Goonhammer Open.

- Ruins – Played according to the rules for Ruins. All pieces will have a footprint or be placed on a base to create one. In all cases, treat all windows/holes on ground level as being opaque.
- Walls/Crate Stacks – Played according to the rules for Hills/Sealed Buildings.

In all cases, gaps between solid parts of terrain pieces are intended to be large enough to allow a Knight to pass them. If this is not the case, either adjust the terrain in agreement with your opponent, or call a judge to reposition it.

Please refer to the latest map pack available on the [events page](#) for the layouts for your table.

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:

Games Workshop Golden Ticket and contribution towards flights* – 1st place

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)

**dropping down places if the winning player cannot use it*

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 = Carparking