

# **The Goonhammer Open June 2024**

**When:** June 22<sup>nd</sup> and 23<sup>rd</sup> 2024

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

**Players:** 48 (64)

**Rounds:** 6

## **Tournament Format**

### **Kill Team Selection**

Rosters of up to 20 operatives will be used for the event as per normal (with 30 for Inquisitorial Agents). Rosters must be submitted to BCP no later than 23:59 on Friday the 14<sup>th</sup> of June. This is so that the organisers have time to review all rosters and factions to ensure they are legal. Failure to do so on time without a valid reason will result in a -2 VP penalty for each game.

We will be using the Battle Ready points scoring for each game (and thus you will not receive these points each game if you fail to submit your roster on time). All models in your roster must be painted and based. To count as Battle Ready you should meet the minimum standard as pictured below:



## **Proxies and Conversions**

Please contact the TO in advance for any conversions/appropriate proxies you plan to use for the event. All models should be clear to the opponent of a similar size to the base model. Remember, the event will be playing as modelling for disadvantage, so making models smaller than before etc will lead to slight penalties.

## **Rules, FAQs and Erratas**

The tournament will use all Games Workshop rules publications, FAQs, and errata published up to and including 14th June 2024. 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](mailto:contact@goonhammer.com) and specify RULES QUERY – GHOUK in the subject line. We maintain an event FAQ for all of our Goonhammer Open events on the [Goonhammer.com](https://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 Kill Team.
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. Chess Clock (Optional)

## **Time Milestones**

2:00 remaining – Start round (formally)

1:50 remaining – Complete pre-game mission sequence and begin Turning Point 1

1:20 remaining – Turning Point 1 complete, begin Turning Point 2

0:50 remaining – Turning Point 2 complete, begin Turning Point 3

0:25 remaining – Turning Point 3 complete, begin Turning Point 4

## **Chess Clocks**

If both players want 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. If you are concerned about time management in a game, please let a judge know as soon as possible.

Chess clocks cannot be implemented mid-game.

For rounds 4, 5 and 6, undefeated players (i.e. games with 2 undefeated players each) only need a single player to request the use of a chess clock for it to be used instead of the prior requirement of both players needing to consent.

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 operative 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 operative. 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.

Judges may allow single opponents to allow the use of Chess Clocks against opponents who have consistently not finished games on time (e.g. 2 or more games in a row). This will only be done on a case by case basis in exceptional circumstances.

### **Chess Clock Settings**

- 55 minutes for each player on the clock
- 10 minutes of paused time (off clock) for all simultaneous events (all time before barricade placement)
- Totals at 110 minutes for the clock, 10 minutes for off clock
- Ruilings/Judge calls either happen on the challenging player's time or paused time (if judge decides to pause the clock)
- Clock can never be paused except at the end of each turning point for determining victory points, flipping orders and determining initiative

## **Missions and Scoring**

Missions will be determined randomly each day using the Approved Ops missions (Loot, Secure and Capture).

### **Saturday**

09:00 to 09:50 – Registration

09:50 to 10:00 – Event Briefing

10:00 to 12:00 – Round 1

12:00 to 13:00 – Lunch

13:00 to 15:00 – Round 2

15:00 to 15:30 – Break

15:30 to 17:30 – Round 3

### **Sunday**

10:00 to 12:00 – Round 4

12:00 to 13:00 – Lunch

13:00 to 15:00 – Round 5

15:00 to 15:30 – Break

15:30 to 17:30 – Round 6

17:45 to 18:00 – Awards Ceremony and Event End

Your opponent in round 1 will be at random. Subsequent rounds will be paired via random Swiss within your bracket (e.g. people on 2-0 will be randomly paired with other players on 2-0 etc). Final standings will be determined by Tournament Points, Opponent Win Percentage, Total Victory Points, then total Tac Ops.

Final standings will be submitted to the ITC.

### **Terrain**

TBC

## **Streaming and Photography**

Can You Roll a Crit? 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 – Space Marines, Imperium, Chaos, Aeldari, Other Xenos, and Best Compendium

Top 8 – As per top 16 but with 6 limited edition Gold Crit Dice

Top 16 – Acrylic Crit Measuring Gauges

Best Kill Team – One prize each for Judges' Choice (1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>) and Voters' Choice Single Kill Team painting contest

Most Sporting Player – As voted by players

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!

## **Sponsors**

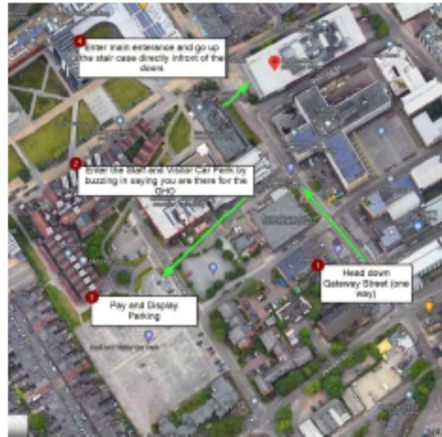
The Goonhammer Open could not happen with support from our Event partners and sponsors. We'd like to thank each of them and encourage you to check them out!



## Finding the Venue and Parking

The event is hosted at the De Montfort Student Union building (LE2 7DR) pictured below.

We have use of the onsite parking at the Staff and Visitor Car Park. Details on how to prebook this will be sent to you via email ahead of the event if you requested it, the new management company no longer will accept paying on the day.



As inner Leicester is all one way roads, do not overshoot the parking entrance (pictured below) – this will cost you 5 minutes of looping back around



## **Accessibility**

We want to ensure our event is accessible to everyone. If you have any specific accessibility requirements or if there is anything we can do to make your experience more comfortable please let us know at [contact@goonhammer.com](mailto:contact@goonhammer.com) with UK GH0 in the subject line.

## **Accommodation**

Being in the heart of Leicester there are plenty of options for accommodation for all different budgets.

We did have a few people get caught out by renting cheap student flats on AirBnb which got cancelled on them last minute when they found out they weren't students – so be mindful of that.

## **Age of Attendees R18+**

This event is restricted to individuals aged 18 and above at the time of the event.

## **Food and vendors**

The venue will have a staffed bar serving refreshments and snacks throughout the weekend. Alcoholic beverages are available; we kindly ask that you check with your opponent before getting a drink out of courtesy. Any drunken behaviour will not be tolerated at the event, drink responsibly.

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.

## **Refunds**

Requests for a refund on the ticket price can be made on Eventbrite up to 30 days ahead of the event.