



BRINGING THE HOBBY BACK

TOURNAMENT FORMAT

CORE PHILOSOPHY

Here at The Long War, we believe how one achieves victory is at least as important as the victory itself, that our opponent's experience is every bit as important as our own, and that as many aspects of the hobby should be rewarded as possible. Many players spend the lion's share of their hobby time immersed in the background; building, converting, and painting their models, and otherwise making their forces unique, while they spend only a small measure of time actually moving their forces in simulated combat on the tabletop.

We believe the Win/Loss format neglects major aspects of the hobby and thus isolates many active members of Warhammer 40K. We strive to address these omissions with our **Bringing The Hobby Back (BHB)** format, which harkens back to Games Workshop's bygone Rogue Trader Tournament format.

We also believe that multiple tournament formats can only benefit and grow the pool of active competitive players. A rising tide lifts all boats.

THE SOCIAL CONTRACT (GAMER'S BILL OF RIGHTS)

The Social Contract, sometimes referred to as the Gamer's Bill of Rights, is the barest ideal players should aim to adhere to during tournament games.

1. The very first part of it, what Games Workshop called, "The Most Important Rule", is that **both** participants have a good time. Sometimes, that's not possible, sometimes one's dice seem to betray a person at every turn. Such games can be frustrating and in such cases, it is useful to step back and remember the goal is to have fun. Constructing abusive lists that deliberately prevent an opponent from actively playing in the game is against this principle. No one likes it when their only contribution to the game is picking up their models from the table.
2. The second part of the social contract involves putting effort into the hobby. Each player deserves to battle against assembled, painted armies with appropriately modelled miniatures. These rules apply to the tournament environment. These games are not the equivalent of playtesting a list at the local FLGS. Models should be fully constructed and painted to a 3-color minimum. (Though players' skill levels in the hobby vary greatly, it should be enough that each player has made an effort.) Proxy models should be kept to the barest minimum and used only in rare cases. "Counts-as" models (where a model from a different army or a different manufacturer is used in place of the GW model) should approximate the size and appearance of the official GW model. Scratch-built models or modified models/toys should have significant work done to them so that they, at the minimum, closely match the official model. A good rule of thumb in cases using scratch-built models is that the model should be better than the official model. As well, the models should be recognizable as to what they are to a reasonably experienced player without he or she being told what it is. Models should adhere to a WYSIWYG (What-you-see-is-what-you-get) policy. This policy should be broken only under the rarest of circumstances and with the conditional agreement of one's opponent. Having additional wargear represented on one's model, which isn't used in the game and doesn't count on the army list toward a model's point cost is acceptable. But describing a squad modeled with flamers as all having meltaguns is not acceptable.
3. Both players should be able to amicably resolve rules disputes. To this end, both players should have copies of their pertinent rules available with them. The body of Warhammer 40K rules has grown to such an extent that it is nearly impossible for every player to know every rule. Reference material is essential. In cases, where ambiguous wording prevents player agreement on a rule, the tournament organizer or judge should be consulted. The judge will attempt to make the best rules call to the best of their ability. But in any case, the judge's ruling is final. Bear in mind that tournament judges are not referees. Their only exposure to your game might be the situation you are asking about and no further. In the case that both players complete a game using an incorrect rule which both players used while the game was ongoing, the results of that game stand.

4. Players deserve to play a game. While it is not always possible for tournaments to have an even number of players, game buys should only be used in the direst of circumstances. Players attend a tournament to play not to sit out a round. Tournament organizers should have a standby player with a ringer army list prepared to play in the tournament. The ringer player is ineligible for any tournament prizes.
5. Players deserve to play on tables with adequate terrain. At a minimum, each tournament table should have 25% of its surface covered with terrain and some of it (usually 2 pieces) should block line-of-sight. If the tournament organizer cannot provide this level of terrain, reduce the number of tables until this standard is met.

SCORING

In a BHB format event, each player can achieve a maximum of 100 points. **Battlepoints** account for 54% of a player's score. **Army Composition (Comp)** accounts for 12%. **Theme** for 6%, **Appearance** for 16%, and **Preferred Opponent** for 12%. An explanation of each subset follows.

BATTLEPOINTS – 54%

Battlepoints break down to the actual points players score during the missions. In the BHB format, you keep the points you earn. The format does not make use of points differentials or points padding to create separation.

Battlepoints are used exclusively for matching players in subsequent rounds of the tournament. Other scores are only taken into account after the final round to determine overall standings. Players with similar battle points play one another. In the BHB format, it is entirely possible that a winning player might play a losing player from a previous round if the margin of victory/loss was small and their scores are respectively close.

Missions have three major objectives generally with this break down **Primary** – worth **7** points; **Secondary** – worth **5** points; and **Tertiary** – worth **3** points, with bonus objectives making up the difference for a total of **18** points per mission. This adds up to a total of **54** points over **three** missions. Be advised that in the BHB format, not all missions are created equal, so pay attention to the points breakdown.

COMPOSITION – 12%

Perhaps the most controversial score of the BHB format is the Composition score. This score is awarded to each player by their opponent after each match. This is not meant to be a closet Sportsmanship score and mature hobbyists should be able to objectively judge an opponent's force regardless of victory or defeat. In the BHB format, it is completely possible and acceptable to have a great game against a fantastic opponent and yet award them a low composition score or vice versa. The composition score is meant to judge how closely an opponent's army adheres to the background or is simply meant to take advantage of only the most powerful units and exploit possible loopholes in the rules. Note that it is entirely possible to accomplish both of the above criteria given the current ruleset.

Because of player confusion in the past regarding how to award scores, we've included examples in each category to serve as a guideline as to what kind of army would achieve that particular score. Keep in mind that players are free to deviate from these based on their experiences within their own clubs. An army list that ranks as 2 points in one club may be awarded 4 points in another. As a reference point, we at The Long War would award the majority of tournament armies somewhere between 1 points and 3 points.

The composition score breaks down as follows for each round:

- My opponent's army list was constructed with a primary focus on theme and adhering to the social contract. In fact, several obvious powerful units / combinations have been omitted in favor of theme. Pure 40K Hobby Love! **4 Points.**
 - *EXAMPLE: This is like Troy Greeley's infamous Squat army. Or an Army of Catachans with no vehicles. Or playing an all-guardian Eldar force. If a list deliberately sacrifices effectiveness in favor of theme, it probably belongs here.*
- My opponent's army is a hard-hitting competitive list with some thematic elements. Allies were included not just to bolster the force, but also for thematic reasons. The combinations made sense and were within the spirit of the rules. More thematic than competitive. Very much adheres to the social contract. A tough, but fair, list. **3 Points.**
 - *EXAMPLE: Armies that include a deathstar composed entirely of only one faction's units or only 1 formation. Think ThunderWolf Cavalry, bolstered by a Runepriest and an Ironpriest with Cyberwolves. A gimmicky Forgeworld unit, 1 LOW / Superheavy / Gargantuan etc... Fairly standard.*

- My opponent's army list had few thematic elements and had aspects that could be considered abusive. More competitive than thematic. Powerful units were included repetitively with little concern for balance or theme. Allies were included primarily to exploit rules combinations. The social contract starts to suffer with this list. **1 Points**.
 - EXAMPLE: *A reroll able "All" shooting armies, All turn one 1 charging army. Mortal wound spam army.*
- My opponent's army composition cared nothing for theme or the social contract. It combined multiple factions only to exploit the most abusive rules combinations. A great example of everything wrong with the win-at-all-costs mentality. This was no fun to play against and, given the choice, I would not play against it again. **0 Points**.
 - EXAMPLE: *3 Baneblade variants / 50+ Dark reapers / 100+ ratlings*

A player's opponent scores army composition because army composition plays a large role in how the tabletop experience will unfold. The BHB format emphasizes this because the tabletop experience is paramount to the hobby, especially in a competitive environment. Ideally, the player-scored army composition score should have nothing to do with the results of the game itself.

What do we mean by theme and balance? The words should be self-evident, but they have come to mean different things to different players who may be biased because of their local meta. In the BHB format, Theme addresses how well an army adheres to the established 40K background (the "fluff"). For example, an Eldar force representing the Iyanden craftworld and consisting of Wraithguard, Wraithlords, and Wraithknights may be extremely hard hitting, and yet is well within the boundaries of Theme, since the Iyanden Craftworld is known to favor wraith constructs. While a Grey Knight force whose allies summon daemons is not thematic in the least. As for Balance, does the army consists of combined arms and a variety of units? Or does it only contain the minimum required units as a "tax" to unlock the most powerful units available?

THEME – 6 %

This is an army composition score awarded by the tournament judge. It utilizes similar criteria as the player awarded composition score, but with a stronger emphasis on how a particular force adheres to the 40K established background. This effectively acts as a fourth comp score and can help mitigate abnormally high or low player-scored composition results.

APPEARANCE – 16%

This score takes into account painting and other aspects of the hobby such as army displays, basing, creative modeling, and conversions. The Painting score is awarded by a tournament judge.

PREFERRED OPPONENT – 12%

This aspect has traditionally been referred to as Sportsmanship. The ideal is that the hobby will be pursued and enjoyed for its own sake. The goal can be conceptualized as an enduring and relatively stable characteristic or genial disposition in behavior. Sportsmanship refers to virtues such as fairness, self-control, courage, persistence, and respect for one's opponents. We all know what a "sore loser" or a "bad winner" looks like and no one wants to be "that guy". We participate in an elite hobby with a storied pedigree of some of history's most respected individuals as participants. This is a game of gentlemen and gentlewomen. In the BHB system, we expect all participants to be paragons of sportsmanship. But in the course of a tournament, some games and some opponents will outshine others. Hence why our system refers to a Preferred Opponent. At the conclusion of the final round, players will be asked to rank players. This can, and should, be a difficult choice. Players can award Gold, Silver, or Bronze scores and can only give out one of each. The scores break down as follows.

- **Gold: 4 points**
- **Silver: 2 points**
- **Bronze: 1 point**

QUESTIONS

Please direct any questions or points requiring clarification to your tournament organizer. Good Luck and Have Fun!

The Long War Doubles GT Format

Chapter Approved 2017 will be used. All Games Workshop FAQs will be in play with the following exception: If a FAQ or Codex comes out 2 weeks prior to the tournament, we will not use it. We will use ALL errata, even if it comes out the day of the tourney.

Follow order of operations and rules as in the main rulebook, Chapter Approved, and FAQs.

- ✖ All codex options and Forgeworld units which are current for Warhammer 40K 8th edition are permitted. If Forgeworld has a model for the unit, you must use that model. If a FW model does not exist for the unit, you cannot use the unit. You may of course use FW models to represent non-FW units as long as it is clear to your opponent what the model is meant to represent.
- ✖ A team is comprised of 2 players each bringing a separate 1000-point battle forged army that can stand on its own. There is a limit of two (2) detachments per player. Each team must use the same army throughout the tournament.
- ✖ Understrength forces are not permitted. This means armies may have less than exactly 1000 points.
- ✖ A team is treated as a single force on the table top. This can be a bonus, or a limiting factor based on the keywords available.
- ✖ A team must choose a single warlord per team in pre-deployment. This will remain the team warlord for all three (3) games. Any associated relics also must remain the same for all three games.
- ✖ Both forces that comprise a team must follow standard battle forged rules for list construction for matched play.
- ✖ Named characters are unique within a team. For example, a team can only field one Guilliman or Celestine, not two.
- ✖ **TEAM BONUS:** Each player on a team contributes all of their command points to the entire force on the table. For Example: If both players have a single battalion. They each contribute 3 CP's from the battle forged rule and an additional 3 each from the battalion for a total of 12 CP's
- ✖ **ALLIED BONUS:** The total CP's are available to the entire force for any purpose, but all stratagems may still only be used once per phase. Furthermore, all units in both players' forces can receive stratagems and other buffs as long as the keywords are correct as if they were the same army.

Pre-registration will occur at 10:30 PM Thursday, March 22nd. Registration will resume at 08:00 AM Friday, March 23rd. Round 1 begins at 10:00 AM, Friday, March 23rd.

BRINGING THE HOBBY BACK

PREFERRED OPPONENT SCORE



Please rank your opponents. You may only award each ranking once. This can, and should, be a difficult choice.

GOLD (4 points) _____ Round played: _____

SILVER (2 points) _____ Round played: _____

BRONZE (1 point) _____ Round played: _____

It is a good idea to write down your opponent's names and the round you played them in the space provided below, so you will remember at the end of the tournament.

ROUND 1 OPPONENT: _____

ROUND 2 OPPONENT: _____

ROUND 3 OPPONENT: _____



MISSION: CHOOSE WISELY



MISSION DESCRIPTION:

Not every objective is of equal value to every force. Your opponent may not be trying to achieve the same goals as you are. Play to your army's strengths and to your opponent's weaknesses. **Choose Wisely.**

DEPLOYMENT: Dawn of War.

DIRECTIONS: Prior to beginning the game, each player should choose which objectives will serve as their Primary, Secondary, and Tertiary objectives, inform their opponent, and circle the appropriate choice below. Each Objective may only be chosen once.

For scoring purposes, the **Primary Objective** is worth **6 Battle Points**, the **Secondary Objective** is worth **5 Battle Points**, and the **Tertiary** is worth **3 Battle Points**.

BONUS OBJECTIVES (worth 1 Battle Point each):

- ☠ **LineBreaker** (1 pt)
- ☠ **Big Game Hunter:** (1 pt)
- ☠ **First Blood** (1 pt)
- ☠ **King of the Hill** (1 pt)

GAME LENGTH: Variable Game Length.

SPECIAL RULES: **King of the Hill** is most models within 6" of table center. **Big Game Hunter** goes to the player who destroyed the highest point unit not belonging to them.

PRIMARY OBJECTIVE / SECONDARY OBJECTIVE / TERTIARY OBJECTIVE (circle one)

THE EMPEROR'S WILL: Each Player should place a single objective marker in their own deployment zone. At the end of the game, each Emperor's Will Objective Marker is worth **3 Mission Points** to the player that controls it. Contested markers do not count. The player with the most **Mission Points** achieves this Objective. In the case of a tie, neither player achieves this objective.

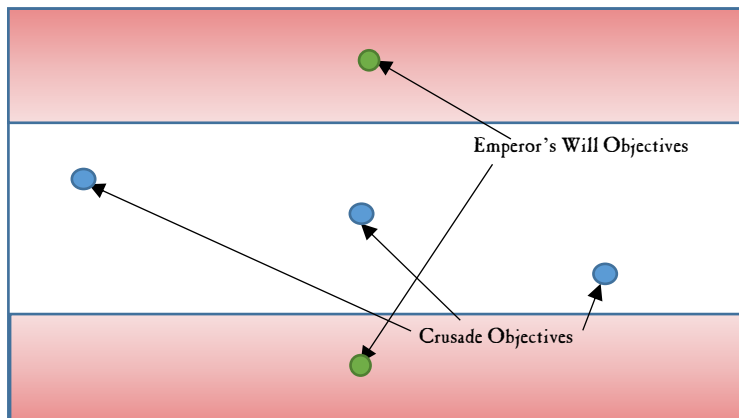
PRIMARY OBJECTIVE / SECONDARY OBJECTIVE / TERTIARY OBJECTIVE (circle one)

PURGE THE ALIEN: At the end of the game, tally each player's **Power Level** for each enemy unit that has been completely destroyed. The player who destroyed the most **Power Level**, achieves this Objective. In the case of a tie, neither player achieves this objective.

PRIMARY OBJECTIVE / SECONDARY OBJECTIVE / TERTIARY OBJECTIVE (circle one)

CRUSADE: Players roll off to place a total of **3 Objective Markers** on the battlefield outside their deployment zones. Objective markers cannot be placed within 12 inches of one another or within 6 inches of a board edge. One player will place **2 markers** and the other player will place **1 marker**. At the end of the game, each objective marker is worth **3 Mission Points** to the player that controls it. Contested markers do not count. The player with the most **Mission Points** achieves this Objective. In the case of a tie, neither player achieves this objective.

DEPLOYMENT & NOTES



NOTES:



BHB WARHAMMER 40K TOURNEY RESULTS SHEET

NAME: _____ OPPONENT: _____
MISSION #: _____ TABLE #: _____
BATTLEPOINTS: PRIMARY: _____
SECONDARY: _____ TOTAL: _____
TERTIARY: _____

Fill out the section below after reporting your score and then return it to the tournament organizer / judge.

The Comp score should have nothing to do with how the game went. It should be your objective opinion.

ARMY COMPOSITION (Most Tournament Armies will fall between a 3 and a 1.)

___ My opponent's army list was constructed with a primary focus on theme and adhering to the social contract. In fact, several obvious powerful units / combinations have been omitted in favor of theme. Pure 40K Hobby Love! **4 Points.**

___ My opponent's army is a hard-hitting competitive list with some thematic elements. Allies were included not just to bolster the force, but also for thematic reasons. The combinations made sense and were within the spirit of the rules. More thematic than competitive. Very much adheres to the social contract. A tough, but fair, list. **3 Points.**

___ My opponent's army list had few thematic elements and had aspects that could be considered abusive. More competitive than thematic. Powerful units were included repetitively with little concern for balance or theme. Allies were included primarily to exploit rules combinations. The social contract starts to suffer with this list. **1 Points.**

___ My opponent's army composition cared nothing for theme or the social contract. It combined multiple factions only to exploit the most abusive rules combinations. A great example of everything wrong with the win-at-all-costs mentality. This was no fun to play against and, given the choice, I would not play against it again. **0 Points.**



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MISSION 2: Somebody Set Us Up The Bomb!



MISSION DESCRIPTION:

Counterstrike! Plant the bomb in the enemy Command Post. Prevent them from planting it in yours.

DEPLOYMENT: Vanguard (measure 21.5 inches on the long table edge and 14.5 on the short table edge.

OBJECTIVE MARKERS: Each player gets 2 objective markers. The first objective represents the player's Command Post. Place the Command Post within the player's deployment zone 12 inches from the player's short edge and 24 inches from the player's long edge. The second objective represents **The Bomb**. Place The Bomb outside the player's deployment zone 48 inches from the player's short edge and 9 inches from the long edge.

GAME LENGTH: Variable.

SPECIAL RULES: Each force has a single bomb that needs to be delivered to the enemy Command Post. Bombs can move a **maximum of 12 inches** in a single battle round (i.e. cannot consolidate 3" after a combat if

it already moved 12"). A unit that *advances* with the bomb may never shoot in the same phase regardless of what other rules they may have. The bomb may be picked up at any point during a unit's movement.

- ☠ Each army is only capable of moving their own bomb. The Command Post cannot move.
- ☠ **A character can never pick up the The Bomb.**
- ☠ Once within 3 inches of the enemy Command Post, the unit carrying the bomb must arm it. If the unit is alive and not locked in combat at the start of the controlling player's next turn, the bomb will detonate.
- ☠ The bomb will detonate only at the enemy Command Post.
- ☠ If the bomb detonates, every unit within 12" takes 3D6 mortal wounds. Measure from the edge of the bomb. The game ends immediately if either bomb detonates.

PRIMARY OBJECTIVE (10 pts) – Score only 1.

- ☠ Detonate the bomb (10 pts).
- ☠ Capture the enemy's bomb without yours being captured. To do this, you must be within 3 inches of the enemy bomb objective with no enemies within 3 inches of the bomb at the end of the game. You cannot move the opponent's bomb (5 pts).

SECONDARY OBJECTIVE (5pts)

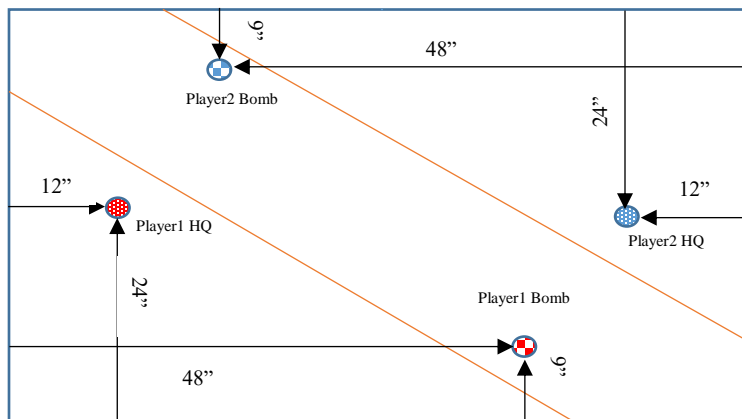
PURGE THE ALIEN: At the end of the game, tally each player's **Power Level** for each enemy unit that has been completely destroyed. The player who destroyed the most **Power Level**, achieves this Objective. In the case of a tie, neither player achieves this objective.

TERTIARY OBJECTIVES (3pts)

- ☠ Slay the Warlord (1 pt)
- ☠ Alpha Strike (1 pt)
- ☠ Linebreaker (1 pt)

DEPLOYMENT & NOTES

NOTES:



BRINGING THE HOBBY BACK

APPEARANCE SCORE

(PLACE THIS BY YOUR ARMY)



TEAM's NAME: _____

ARMY: _____

NOTE: Tournament Organizers are encouraged to adjust painting scores relative to the overall painting level of tournament participants. (Grade on a curve.)

CORE PAINTING

Check One Box

- Bulk of the Army is **mostly-painted**, but some units are **unfinished**. – 0 points.
- Bulk of the army is **fully-painted** to at least a **three-color standard**. – 1 point.
- Bulk of the Army is painted to a level that shows **true hobby effort** - 3 points.

Subtotal: _____/ 3 points.

DETAILED MODELING & PAINTING

Check all that apply

- Models display discernable highlights/shading, blends, other advanced techniques – 2 Points.
- Models are identifiable. Unit markings and/or color codes to distinguish one unit from another. – 1 Point.
- Do these models feature conversions/kitbashes/epic model substitutions that remain WYSIWYG and are comparable to the actual FW or GW models? – 2 Points.
- Did a Hobby Maniac make this army? (hand-painted details, greenstuff sculpting etc..) – 2 Point.
- Model bases are detailed using **at least one flock** material. (sculpted resin bases count as 1 flock for this purpose) – 1 Point.
- There are extra details/flock on larger bases (helmets, skulls, rubble, etc) – 1 Point.
- The Army has a display base / movement tray – 1 Point.
- The display board includes terrain elements or a diorama (something more than flock) – 1 Point.
- There is an undefinable beauty to this Army. Something special. – 2 Point.

Subtotal: _____/ 13 points.

TOTAL PAINTING SCORE: _____/ 16 points possible

THEME

NOTE: Theme is a sliding scale between 0 and 6. (For instance you CAN award 5 points or 3 points). Most tournament armies will probably fall between 4pts and 2pts.

- Wow. Fluffy as fluffy gets. I would expect to see this army featured in a White Dwarf battle report. Army features unique models, personalized details, etc... It tells a story just by looking at it. – 6 Points.
- This army adheres to the spirit of the codex, but clearly came here to win. There is a good balance of hard-hitting and solid units here. This army is well within the spirit of the codex. Would be pretty fun to play against. – 4 Points.
- Army consists mostly of the toughest units in the codex. Very little effort went into balancing units. Those non-optimized units are only included because the rules required a "tax". Deathstars galore. A nightmare. – 2 Points.
- Broken and exploitative. Min/maxed to the extreme with no regard for fluff at all and just looking for loopholes in the rules. Army was thrown together with no regard for the social contract or the opponent's fun level. – 0 Points.

TOTAL THEME POINTS: _____/ 6 points possible.



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MISSION 1: THE FLOOR IS LAVA



MISSION DESCRIPTION:

The planet is crumbling. Volcanic magma seeps from the core. Your only chance to escape is somewhere ahead of you. There were **three** teleporters in the middle of the battlefield, but your sensors show that only **one** is working. You must escape before the planet tears itself apart.

DEPLOYMENT: Hammer and Anvil.

DIRECTIONS: Place 3 objectives in the center of No Man's Land. Objectives should be placed along the centerline 36 inches from the short board edge. 1 Objective goes in the center of the table, the other 2 objectives are placed 16 inches from the center objective along the centerline.

At the beginning of the second battle round, 6" from each player's deployment zone, starting at the short table edge, becomes impassible terrain excepting units that occupy the Flyer force organization slot. This happens at the start of every battle round for the remainder of the game.

Number the objectives 1,2, and 3. To determine if an objective is a working teleporter, starting on **Turn 2**, roll a D3. This objective is now the working teleporter for the remainder of the battle round. Roll for a new active teleporter each battle round. The other's become immediately useless.

BONUS OBJECTIVES (worth 1 Battle Point each):

- **Marked for Death (1)** – Select a unit to destroy during deployment.
- **Alpha Strike (1 pt)** Destroy a unit in your first player turn (both players may achieve this).
- **Slay the Warlord (1 pt)**

GAME LENGTH: Variable Game Length.

SPECIAL RULES: See NOTES section.

PRIMARY OBJECTIVE (8 pts)

ESCAPE! Your army must escape through the teleporter! A unit may escape through an uncontested active teleporter at the beginning of the controlling player's movement phase. An uncontested teleporter is treated exactly like an uncontested objective. Multiple units may pass through the teleporter. Starting on **turn 2**, each unit that teleports out is worth 2 Mission Points. On **turn 3**, each escaping unit is worth 2 Mission Points. On **turn 4 and later**, they are only worth 1 Mission Point. When the game ends, all units left on the battlefield are considered destroyed and count toward the Purge The Alien objective. The player with the most Mission Points wins this mission. In the event of a tie, **BOTH** players achieve this objective. (Note regarding contested objectives: Troops with Objective Secured or equivalent consider objectives uncontested.)

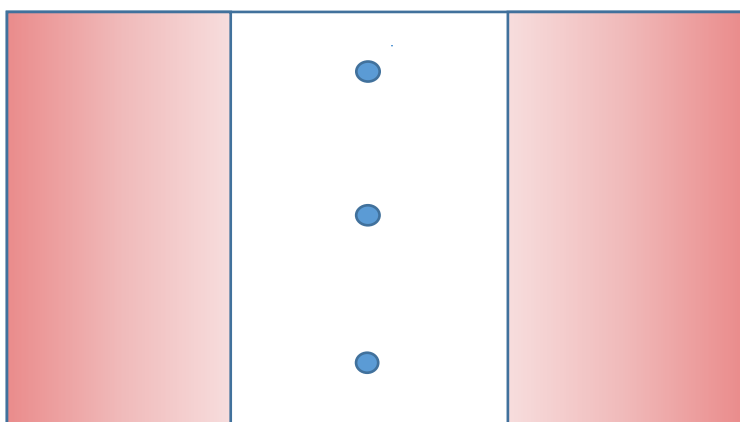
SECONDARY OBJECTIVE (5 pts)

PURGE THE ALIEN: At the end of the game, tally each player's **Power Level** for each enemy unit that has been completely destroyed. The player who destroyed the most **Power Level**, achieves this Objective. In the case of a tie, neither player achieves this objective. **NOTE:** Starting on **Turn 4** destroyed units are worth double their Power Level!

TERTIARY OBJECTIVE (2 pts)

BIG GAME HUNTER: The player who destroys the highest **point cost** unit in the opponent's army wins this objective. In the event of a tie, neither player achieves this objective.

DEPLOYMENT & NOTES



NOTES: Volcanic Debris: In each of your Shooting phases, place three dice number 1,2, and 3 anywhere on the battlefield, at least 12" apart. You then roll another die; if the result matches the number of one of the dice, a flaming chunk of molten hot magma crashes into the battlefield at the corresponding die's location and every unit within 6" of it suffers D3 mortal wounds. If the result doesn't match any placed die, the debris landed off the battlefield.