

**DDWG Devizes & District Wargames Group  
Attack! 2017  
40k 'Old Skool' Event – Saturday 15/16 July**



**DDWG hope you enjoy 40k at Attack!  
2017,  
Attack is a two day 4 game event and  
entry is £20.00.**

It is an Old Skool Event of 4 Games at 1650  
Points on 6x4 tables. Terrain will be pre-set.

**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.

**Venue**

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

**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 this document. Any queries  
raised will be clarified on the website.

## Weekend 15/16 July 2017

### Saturday

00:00 Registration – you must register  
09.55 Briefing  
10:00 Game 1  
12:30 Lunch, Show viewing, Army on display  
14:00 Game 2  
16.30 End

### How to Enter

Tickets cost **£20** for the event

**To book and pay for an event go to the DDWG website and click on the 40K link. Nobody is entered until it has been confirmed by the organiser. This will be done by email and/or posting your name on the DDWG 40K page.**

### Prizes/Awards

There will be a prize for the competition winner and runner up. There will be a certificate for the Best Army.

### 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.

### Best Army

Please display your army for the Best Army award during the lunch break on both days.

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.

### Sunday

09:00 Registration  
09:55 Briefing  
10:00 Game 1  
12:30 Lunch, Show viewing, Army on display  
13:30 Game 2  
16.00 End  
16:15 Presentations

*Referees will award “Preferred Enemy (unpainted models)” penalty against any unpainted/undercoated units*

*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.

. “The Gathering Storm” lists and Characters are **NOT** allowed (no “Fall of Cadia”, no “Fracturing of Biel-Tan”, no “Rise of the Primarch”) – all are fighting at GW events so **NOT** available here!

*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 Traitor Legions

. 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

. Necrons

. Orks . Waagh Ghazghkull

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

Space Marines  
· Sentinels of Terra,  
· Space Wolves

Angels of Death  
Clan Raukaan  
Champions of Fenris

Tau Empire  
· Tyranids

Farsight Enclave

## Old Skool

### Old Skool Army Requirements

You must select your **1650 points** army from **ONE** of the official GW Codex listed on page2 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 3<sup>rd</sup>=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 reroll saves 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.



## 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 by/before the end of **Friday 7 July 2017**. 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 Point.**

Please send your army list to: [contact\\_ddwg@hotmail.com](mailto:contact_ddwg@hotmail.com)

**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.

- Your first opponent will be randomly drawn. We will also accept any **grudge matches** for this first round. of each Event.
- After the second round the games will be based on the 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 ages 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.

## Missions

The Missions will be sent out before the events (but AFTER 01<sup>st</sup> July 2017 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.

## What you will need to bring with you

- .Your Army
- .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!
- .Army carrying device or tray as we call them

## Opening Times

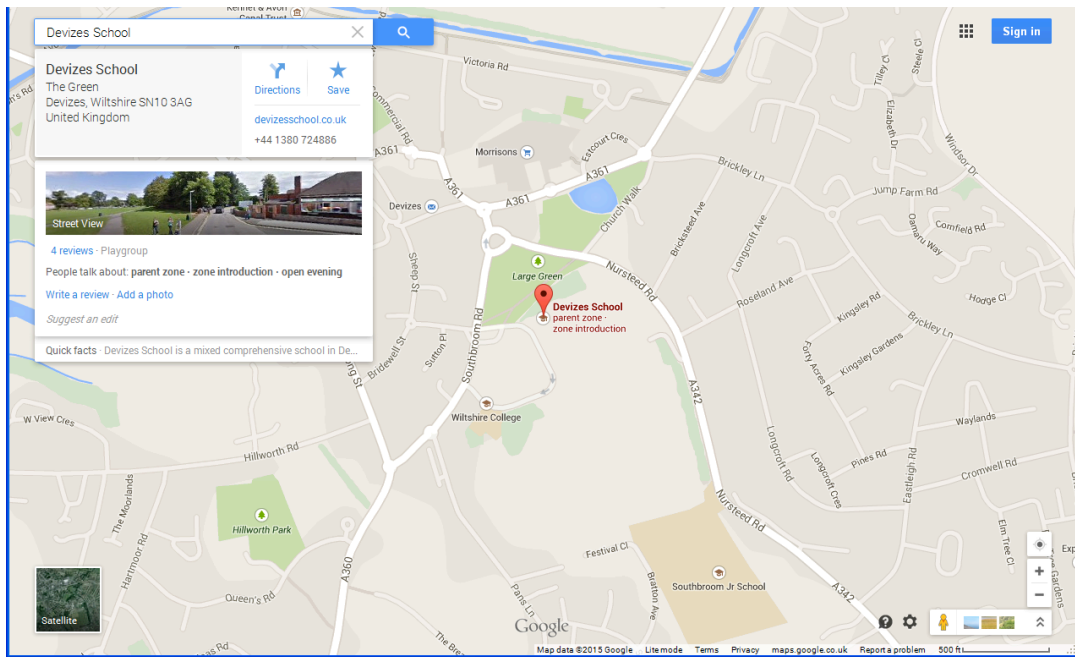
Attack! is open to the public 10.00am - 5.00pm each day and visitor costs are: Adults £2.50, U16s £1.00 and family tickets (2 adults and 2 u16s) just £5.00.

**Competitors do not need to pay entry to the show but they must register and a weekend pass will be provided.**

## 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,-1.91988257&z=16&t=m&hl=en&gl=US&mapclient=embed&cid=5306853765542021748c88257,16z/data=!4m2!3m1!1s0x0:0x49a5bb6202138a74?hl=en>