

Policies & Procedures



Leithal Hits

Start Competing: Player Pack

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Introduction

Leithal Hits are an Edinburgh based group of Warhammer players who organise fun, friendly tournaments. We aim for fun, friendly events where people play a fair game of Warhammer on a great-looking table, with an army they've worked hard on.

Our tournaments are, first and foremost, a social event for adults. You will meet new people, make new friends and, if the dice are in your favour, obliterate their models with bolter/lasgun/gauss fire.

have a suggested minimum age of 16. If you are under 16 and want to attend, please have a parent or guardian get in touch [via our Discord](#) or by emailing team@leithalhits.co.uk.

We'll have a friendly team of experienced players acting as judges on hand to help with tricky rules, confusing questions and anything else that might arise. We expect you to play to the best of your ability and in a way that's fun and fair for your opponents.

For our 1k Start Competing events, we generally take a more relaxed approach to what you'd see at a larger tournament. These events are not for experienced Warhammer players - and we don't expect you to have dozens of games under your belt.

We're here to help and hope you have fun and catch the bug for playing Warhammer.

This player pack is designed to make sure you know what to expect and what's expected of you. If you have any questions, please just get in touch [via our Discord](#) or by emailing team@leithalhits.co.uk.

1. Running order and what to expect

Our 1k event starts at 10 am. This means you should have arrived at the venue before 10am.

We'll kick off with a quick briefing, make sure everyone knows what table they are playing at and how to grab a judge if you need it.

On your table, the terrain and objective markers will already be set up for you - so when you get to your table, you can just start playing.

Round 1 will start at 1010 and run until 1230 - giving you 2 hours & 20 minutes for your game. If you finish your game within the 2-hour & 30-minute time limit, you're free to watch other games, chat with your opponent or go grab an early lunch, just please don't distract other players who are still playing!

After round 1, there'll be a 30-minute break, lunch, and you should be back at the venue and ready to play at 1300.

The organisers will tell you on returning from lunch which table you are on for round 2, and you'll then have another 2 hours & 30 minutes to play your second game.

If your first game takes longer than 2 hours, you can play into lunch. If you and your 2nd round opponent are back from lunch early, you can start before 1300.

Once all of the games are complete or 1550 - whichever happens first- we'll then have 10 minutes for the awards ceremony.

You will need to bring:

- Your army! Which should be built and at least part-painted (see #3 for more)
- The rules for your army (either physically or on an app)
- Dice (We recommend at least 20 D6s)
- A tape measure

- A way to keep track of the score (a notepad or the [tabletop battles app](#))
- A copy of the Chapter Approved Mission Deck (we will have some to loan out if you can't get hold of a copy)

You might also want to bring

- Water and snacks
- Tokens to remind you of unit rules or abilities
- A spare dice for tracking command points & wounds
- A chess clock to help you keep track of time

You will also be standing up for an extended period of time, even if you sit down when it's not your turn. You should make sure you are wearing comfortable footwear.

You will also be in close quarters with a dozen strangers for several hours. Please ensure that you have a good level of personal hygiene.

2. Rules & FAQs

Warhammer is a game that's always changing, and as such, new rules are being released all the time. Rules that have been released on or before the Sunday before the event shall be in use. This means that if the event is on Saturday 8th - Sunday 9th, all rules released on or before the 2nd will be in use.

If you are unsure if the Army you want to bring is affected by this, please just get in touch [via our Discord](#) or by emailing team@leithalhits.co.uk.

We don't expect players at our 1k tournaments to know all of the rules - but we expect you to understand the basics of playing the game.

If you have never played before, please just [reach out on our Discord](#); there are lots of experienced players who'll be happy to give you a practice game so you feel confident when you turn up on the day.

We will also be running practice game evenings at our club night on Mondays in advance of the tournament.

3. Hobby Requirements

Warhammer tournaments will usually have hobby requirements

At our normal events, we require all models to be painted to a Battle Ready standard, on the correct base size and be roughly the right dimensions. For the Start Competing events, we expect you to have made a good-faith effort to get your models painted.

Players should not turn up with any of the following:

- Models that are not fully assembled

- Models that have only been primed
- Models that have not been at least partially painted

We expect at least some of your models to be at a battle-ready standard. This event is mostly about learning to play in a competitive environment, so if you do turn up with the majority of your models in the state described above, you'll be able to play, but you won't get the 10 point painting bonus for each game and won't be eligible for any prizes.

If you need hobby advice, we recommend joining our [Discord](#) or attending a Hobby Night at Ancient Robot Games, where a friendly community will be happy to help!

If you are planning to bring models that you've kitbashed or 3d printed - that's absolutely fine, but please make sure that your models can be clearly identified as what they're supposed to be.

4. Your Army List

As part of the registration process, you will be asked to submit your army list. This has to be done at least a week before the event (midnight on 19th September).

For this process, you should first build your list on one of the many 40k list-building apps out there, which include:

- [The Official GW App](#)
- [New Recruit](#)

Your army list should contain the Army you are playing, the Detachment you have chosen, all of the units in your army, along with any wargear options you've chosen.

If you need a hand building a list or want to discuss one you've already built, please just get in touch [via our Discord](#) or by emailing team@leithalhits.co.uk.

We do have some list-building restrictions for our 1k events. These include:

- Your army should not include any large "centrepiece" models, like a Primarch, a C'tan or a Greater Daemon.
- Your army should contain no more than 2 models or 400 points (whichever is lower) of Monsters or Vehicles with a toughness value of 10 or higher.
- Your army should contain no more than 200 points worth of models with the Epic Hero keyword.

In addition to this, we recommend that all lists include at least 2 battleline units - as they are especially useful in a smaller 1k game.

We would also recommend trying to build a list that has a little bit of everything, rather than loading up on one unit or unit type.

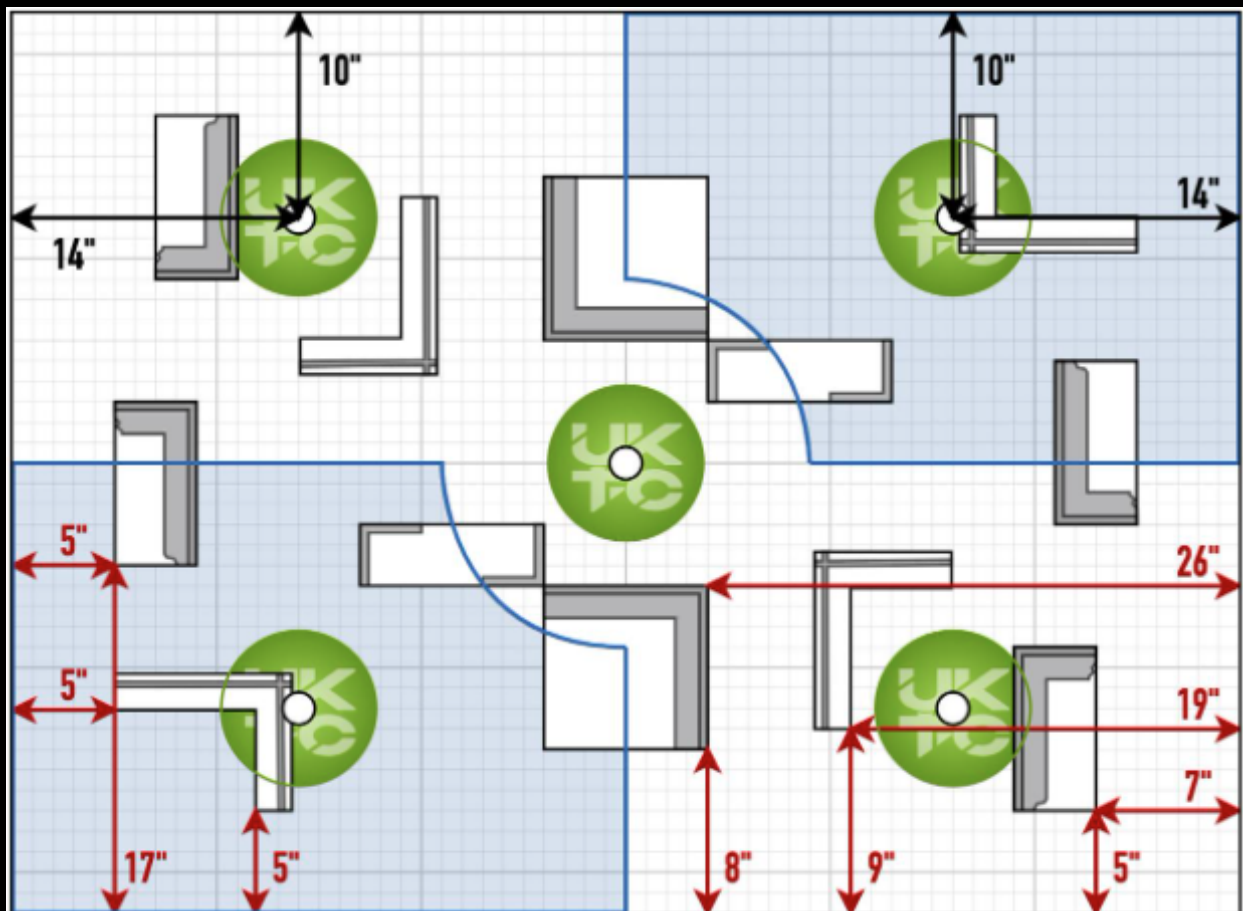
Before the event, one of our judges will review your list to make sure everything is correct. If there's an issue with your list, we'll reach out and help you fix it.

5. Missions

We'll be playing 2 missions during the Tournament, both on the same map layout.

Mission 1: Take & Hold

Mission 2: Purge the Foe



We will be using the Adapt or Die Twist for both Missions, which lets you redraw a secondary objective for free twice per game.

6. Scoring & submission

It is both players' responsibility to keep accurate scores throughout the game. This should be done on an appropriate scoring method that both players can see and access

throughout the game. We recommend using the Tabletop Battles app, and you should be comfortable showing your opponent the score on your phone at any point.

Additionally, you are permitted to use the Tabletop Battles app to generate secondaries, but you must do so in a manner that allows the other player to view you doing so.

At the end of each player's turn and battle round, both players should verbally agree and note the score. This must be done at the point in the game dictated by the mission wording, i.e. at the end of the battle round, turn or end of the game, etc.

If at any point these do not match and the players cannot identify the reason for the error, a judge should be called immediately who will adjudicate what the current score is, before the game recommences or concludes.

Once your game is complete, you should submit your scores on the BCP Player App. If you do not have a smartphone, you can submit your results to a judge, or your opponent can do it for you.

7. Sporting behaviour

All games should be played in a friendly, albeit competitive, manner. Any player not acting accordingly may be penalised.

Please note that we can only adjudicate issues that we are aware of, so please do call a judge when necessary. This can include, but is not limited to:

- Slow play or non-completion of a game
- Issue with another player's army, e.g. they have unpainted models or unfair proxies.
- Grievance with another player's behaviour
- Intentional/unintentional misplaying of the rules
- Inappropriate behavior
- Spectators giving a player advice

The Leithal Hits sporting behaviour policy and penalty system is a framework for helping players engage in games in a way that provides a consistent play experience for all of our attendees.

The sporting behaviour policy applies to all attendees, and it is our expectation that players' behaviour is in line with expectations before, during, and after games or events.

For more details on proper conduct, please see the [ITC code of conduct](#). Where contradictions occur between the ITC CoC and this pack, this pack takes precedence.

8. Rules queries or disputes

If, during the course of a game, you come across a rule that you're not sure how it works or interacts with other rules, please call a judge over.

We will have a team of experienced 40k players on hand, who will be able to steer you right and make sure you're playing the game in the right way.

40k is a big game, with lots of rules, not all of which work in the most intuitive way, so we'd rather you ask for help than try to puzzle it out yourselves!