



BATTLE BUNKER

THE DARK ARTISAN OPEN

Welcome to the Dark Artisans first Major Tournament! Where fantastic dressed tables as seen in battle reports on The Dark Artisan can all be fought over with some of the coolest armies around! With an incredibly wide range of tables and themes, live streamed games, and a full weekend of fluffy armies, hobby chat and games, The Dark Artisan Open is the tournament for you!

The tournament is held in association with Battle Bunker Ltd and Durham Raider

<https://www.facebook.com/battlebunkerltd/>

<https://www.facebook.com/DurhamWargamingClub/>

Location

Moor House Adventure Centre, Houghton Le Spring, DH4 6QY
(on the A690, near Durham, Just off the A1M)

<https://moor-house.org.uk/>

Dates

Doors open 18:00 on Friday 16/08/2019

Tournament Start 09:00 on Saturday 17/08/2019

Ends 15:30 on Sunday 18/08/2019

Tournament Details

Maximum Players : 32

Minimum Age Restriction 18

Ticket prices £75 (non refundable Deposit of £25 to secure ticket, and balance to be paid before 28/02/2019) paid by Paypal to thedarkartisan40k@gmail.com

Ticket price also includes Accommodation on site in dorm rooms. (max of 4 people per room, and own duvet/sleeping back required)

Breakfast includes Tea, Coffee, and Juice, as well as Fruit, Biscuits, Toast and Cereal and are provided in with the ticket costs as well as lunch time barbeque.

Food and Drink

You may bring your own Food and Drink (including Alcohol) if you wish. Kitchen facilities are available for you during the day.

Evening meal would be Self Catered "Takeaway" and a selection of menus will be provided.

Collections can be made and ordered.

"Tuck Shop" will be available pending attendance numbers for things such as Chocolate and pop.

Tea, Coffee and Cordial will be provided free of charge.

Travel

The venue is in an excellent location and easily accessible by car, From several main roads and motorways. With free on site parking

Durham train station is approx. a 10 minute drive away, so if you intend on travelling by train and require collection, please contact us thedarkartisan40k@gmail.com

Armies

- Armies must be 1750 points or less
- Must be battle forged
- All models must be fully painted and based, to a good competition standard.
- Models and weapons must be WYSIWYG. Conversions are greatly encouraged, but please check with us thedarkartisan40k@gmail.com
- Armies painted to certain Chapters/Sept/Forgeworld/legion etc. must use the rules for that faction. (e.g. hive fleet Kraken coloured Tyranids cannot play as Kronos)

Army Composition

- Armies can use a maximum of 3 Detachments, One must be a battalion or Brigade (the exception being <Questor Mechanicus/Imperialis> and <Questor Traitoris> who must use a Super Heavy Detachment
- Second and Third detachments must be 2 different detachments chosen from the list below. You cannot take the same detachment twice.
 - Air Wing
 - Outrider
 - Patrol
 - Spear Head
 - Super Heavy Auxiliary
 - Super Heavy
 - Vanguard
- Armies cannot use the “IMPERIUM, CHAOS, DAEMON, TYRANID, AELDARI” keywords when forging an army. You must use the <Chapter> <Sept> <Mark of Chaos> keywords to battle forge your army. Please check clarification at thedarkartisan40k@gmail.com
- Armies must be Comprised of a single faction with minor lenience’s
For Example, You cannot take a Blood Angels Battalion and an Ultramarines Vanguard

Some Exceptions are listed below – if in doubt, please check thedarkartisan40k@gmail.com

“Imperium” Armies may include a single detachment of

- <Questor Imperialis/Mechanicus>
- <Officio Assassinorum>
- <Inquisition>

“Chaos” Armies may Include a single detachment of

- <Questor Traitoris>

“Aeldari”

- Ynnari Armies may take additional detachments composed of entirely <Asuryani> <Drukhari> or <Harlequins>
 - Drukhari Armies may take Detachments compromised of <Kabal> <Wych Cult> or <Coven>
- All <Kabal> <Wych Cult> and <Coven> detachments in the army must be from the same Kabal/Cult/Coven

“Tyranids” may include a detachment comprised of

- <Genestealer Cults>
- <Genestealer Cults> may include a Single detachment of <Brood Brothers> Astra Militarum

Psychic Powers, Relics, and Warlord Traits must be included as part of the Army composition and cannot be changed between games. If you pay additional command points to take additional relics, then this will apply to all games.

List Submission



Lists must be submitted to thedarkartisan40k@gmail.com no later than 30/06/2019 But no earlier than 16/06/2019 and must be produced using BattleScribe Roster Files – Please ensure you do not have the “error” symbol when submitting your list.

If an FAQ or new release causes a change in your list, you may amend it up until and including 02/08/2019

Army Lists will be made publicly Available on thedarkartisan.co.uk after this date, and no FAQs and Errata’s released after this date will be used.

TimeTable

Arrive 18:00 16/08/2019

Official Intro 08:30 17/08/2019

Game 1 09:00 – 11:45

Lunch 11:45 – 13:00

Game 2 13:00 – 15.45

Game 3 16.45 -19:30

Day 2 Start 08:30 – 08:45

Game 4 – 08:45 – 11:30

Lunch – 11:30 – 12:15

Game 5 12:15 – 15:00

Results – 15:30 – 16:00

End 16:00

Rules Queries

Gamers are encouraged to resolve rules queries themselves. But Several Members of the Team will be available for rules queries throughout the event.

What you need

Your army and codex’s/rulebooks

Tap measure and dice, as well as maelstrom cards.

Sleeping bag/duvet

BBBEEEEEEEEERRRRRRR

Missions

Missions are to be decided prior to the event Pending Chapter Approved 2018. And will be published on www.thedarkartisan.co.uk and Facebook, before army lists are to be submitted.

Prize Support

Prizes will be given for 1st, 2nd and 3rd place, as well as most sporting, and best army on display.

There will also be spot prizes and a raffle to win some 40k goodies!