



The Spiky Club presents

STARSMASH 2012

15-16th September 2012

StarSmash is a Warhammer 40,000 tournament, run by The Spiky Club, and held at;

Post Office Sports and Social Club
Richfield Avenue
Reading RG1 8EQ

Entry Costs;

Normal Entry - £30
Early Bird entry (to 16th July) - £27

Your entry fee covers;

- Entry into the event
- Tea/Coffee facilities
- Lunch (served 12pm both days)
- Souvenir Objective Markers

You can pay at any Spiky Club event, or weekly club night (see www.spikyclub.com for details), via PayPal (please pay pete@itsjustyou.com), or by sending a cheque made payable to Spiky Club to;
Pete Ganderton
23 Southwood Gardens
Burghfield Common
Reading RG7 3HY

When you enter, please make sure to include your name, email address, and food allergies you may have. We need your email for 2 reasons;

- You will have the opportunity to place a food order closer to the date
- There is a high probability of a new rule set this summer, and we need to keep all players in the loop! (please see the section "6th Edition")

Picking Your Army

You can pick an army up to 1500 points, using a single Force Organisation Chart. All models must be fully painted, to the following standard;

4 colours minimum, meaning that 4 separate colours have been appropriately applied to the model, not including under/base coat. A model with the primary colour of black should have some high-lighting to bring out the model detail. A based model should have some texture (sand, rocks, flock etc.) applied to the base, and the base itself should be painted (no bare plastic, apart from the rim).

If you have any doubts, please contact the event organiser, and be prepared to send images. We appreciate that not everyone is a natural artist, and we are looking for effort when judging the 4 colour rule, not artistic ability. Models deemed not to meet this minimum standard will (at judge's discretion) either be banned from use, or incur a Tournament Point penalty.

Armies may only be picked from Games Workshop Codexes, including the download-only codexes. Imperial Armour/ForgeWorld units (not army lists) will be allowed if they are specifically labelled for Warhammer 40K (and not experimental), and the correct model is used (e.g. you may not use a standard dreadnought, and

claim it is a Contemptor model). Conversions and scratch-builds may be allowed, if they fit the theme and style of the rest of the army. Once again, if you have any doubts, please contact the event organiser, and be prepared to send images. If you use any ForgeWorld rules, you MUST have the printed publication that they rules for the model are in, and you must make all your opponents fully aware of the rules.

Any codex or ForgeWorld book published after 16th August 2012 will not be allowed for this tournament. Any FAQ's issued by Games Workshop will be used up to the date of the event.

As a general note, any queries regarding LOS and model size will use the current GW model range sizing for reference. While, as a club, Spiky encourages artistic creativity when modelling, for a tournament we will aim to be fair to all entrants. If you have a scratch-built model that is noticeably larger or smaller than the current GW range, then be aware that any queries will assume it to be the official model for ruling.

Army List Amendments

The following amendments are in force to current codices;

Grey Knights

Any unit with the type "Vehicle" that can take the "Psybolt Ammunition" upgrade, cost is 20 points rather than the listed cost.

Submitting Army Lists

Army Lists must be submitted to pete@itsjustyou.com by Friday 31st August 2012 to be checked for any errors. Please put your name and army type in the document title. You will also be required to give a copy of your army list in at registration.

Incorrectly formatted or late lists will be docked tournament points at the referee's discretion.

6th Edition

There is a high level of probability that there will be a new edition of Warhammer 40,000 core rules issued by Games Workshop this summer. There is every intention that StarSmash will run under those rules. As we do not yet know the scope and impact of these rules, there are a few things to keep in mind;

- 1) The missions will not be specified until the rulebook is out, and the impact of the rules changes understood
- 2) The organisers reserve the right to amend this rulespack once the new edition is released, in order to make sure that it and the rules work correctly together

We will ask for your email address when you enter, and will endeavour to make sure an event FAQ is issued ASAP to all players (also keep an eye on the forums at www.spikyclub.com, where this will be maintained).

Event Timetable

Saturday

09:00 Registration
09:45 First game starts
12:00 Lunch Break
• Best Army – Judges voting
• Best Model – Open voting
12:45 Second game starts
15:00 Second game ends
15:15 Third game starts
17:30 End of Day 1

Sunday

09:15 Doors Open
09:45 Fourth game starts
12:00 Lunch Break
• Best Army – open voting
12:45 Fifth game starts
15:30 Fifth game ends
15:45 Awards

Food and Drink

Tea and coffee will be available during the morning.

At 12pm the bar opens for drinks, bar snacks etc.

Lunch is provided for all players, and you may also bring bottles of water.

Finding Us

The Spiky Club is held at;

Post Office Sports and Social Club
Richfield Avenue
Reading
RG1 8EQ

This is between Brandon Tools and Indespension.

There is **Free Parking** at the Spiky Club.

The Tournament

The Tournament will consist of five missions. The missions will be announced at a later date, however as a rough guide expect 2 kill-point type mission, a low-number objective game, a random number objective game and one "Spiky Special!". The exact missions will be determined closer to the date (please see the section on 6th Edition). Missions and deployment will be announced at the start of each round.

Terrain - please do not move or scatter it. If you or your opponents are unhappy with the placement of the terrain then please ask a referee to re-set the terrain. Spiky Club terrain is a mix of LOS-blocking buildings, LOS-affecting terrain and rough terrain and hills...we will endeavour to have 20-25% coverage on all tables.

Dice - When you register on the Saturday, you will be issued with a set of standard GW Dice, and your 5 souvenir objective markers. Please use these for all games. When you have finished our last game please hand back the sets of dice (the objective markers you can keep...we find they are handy to keep in a dice bag!)

Slow Play - if a game is running slowly, when there is an hour left to go in each round, the organisers may assign a judge or impartial player to the table to speed things up. It is frustrating for everyone when a game fails to fully finish, and we would like to ensure that for the sake of everyone this is minimised.

Rules Queries - if there are any rules queries that the players cannot resolve amicably between them, a judge, or an impartial player nominated by the judge may be called on to resolve it. This resolution will be final.

Winning the Tournament

For each game there will be a scorecard to record Tournament Points and Victory Points

WIN	DRAW	LOSE
30	10	1

Each game will also have bonus Tournament Points available;

+2 TP if the most expensive enemy HQ unit is destroyed, or is fleeing at the end of the game.

+2 TP if the most expensive enemy non- HQ unit is destroyed, or is fleeing at the end of the game

+2 TP to whichever player has a model nearest the centre of the board at the end of the game

If a player concedes, or is tabled, then the opponent automatically gains 36 Tournament Points and 1500 Victory Points.

Sportsmanship Points

After your final game, you will be asked to name your favourite opponent from the weekend that you have played. You may only vote for a person that you have played that weekend. Players will be given a number of bonus Tournament Points based on the number of votes they get;

Votes	Tournament Points
0-1	1 TP
2	5 TP
3	10 TP
4	22 TP
5	36 TP

The overall winner is the person with the most Tournament Points. In the case of a tie, Victory points will be taken into account, then number of Sportsmanship Votes. Trophies will be given for 1st, 2nd and 3rd.

Please note that results will not be issued to any global ranking schemes.

Painting and Modelling Competitions

There will be 2 Painting and Modelling Competitions held throughout the weekend. Both competitions will have trophies for the winner.

Single model - Open Entry

On day 1, any player may enter a single model into this competition. The models will be displayed over the lunch-break, and all players will be asked to vote on their favourite. Entries are limited to a single model per person. The model used must be part of your army.

Best Army - Judges Shortlisting

During Day 1, judges will examine all armies, and form a shortlist for voting on day 2. These armies will be displayed during the Lunch Break on Day 2, and all players will be asked to vote on their favourite. Judges will be looking for quality of painting, conversion work, army theme and unit selection.

Accommodation

Abbey House Hotel
118 Connaught Road
Reading, RG30 2UF
0118 959 0549
www.theabbeyhousehotel.co.uk

Bow Guest House
25 Russell Street
Reading, RG1 7XD
0118 959 8279
www.bowguesthouse.co.uk

Caversham House Lodge
133 Caversham Rd
Reading, RG1 8AS
0118 957 3529
www.cavershamhouselodge.co.uk

Crescent Hotel
35 Coley Avenue
Reading, RG1 6LL
0118 950 7980
www.crescenthotelreading.com

Premier Inn Reading
(Caversham Bridge)
Richfield Ave, Reading
0870 111 2932
www.premierinn.com

Russell Court Hotel
27 Russell Street
Reading, RG1 7XD
0118 956 9014
www.russellcourt.com

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