

A detailed illustration of a Warhammer 40,000 battle scene. In the center, a heavily armored Imperial Knight with a golden sunburst halo stands amidst a chaotic battle. To the left, a massive black tank with multiple gun barrels looms. The background features a dark, industrial landscape with a large, gothic-style building on the right. The sky is filled with smoke and the silhouettes of aircraft. The overall atmosphere is one of intense, large-scale warfare.

THE SPIKY CLUB
Presents
RETURN TO JERICHO

8th August 2013

RETURN TO JERICHO

Introduction

Return to Jericho is the second annual one night Warhammer 40,000 Tournament. Each player will play four games in a single evening on Thursday 8th August 2013 at:

**Post Office Sports and Social Club
Richfield Av
Reading
RG1 8EQ**

Minimum entry age is 16, unless accompanied by an adult where it is 14. Entry is free for club members but places are limited so please book early.

Registration

All players must be registered prior to the event and places are limited. Registration will be recorded on the Spiky Club website and all those wishing to take part should post their details at the Return to Jericho topic of the forum here:

http://www.spikyclub.com/e107/e107_pligins/forum/forum_viewtopic.php?6402

Two copies of your Army list are required, and one must be handed in during registration on the day.

Army Selection

Your army can be chosen up to a limit of 600 points, using a single standard force organisation chart, and must be fully painted. Fully painted is a minimum of three different colours over the **entire** model, with the bases flocked/textured as well. Undercoat does not count as a

minimum colour. Proxy models are not allowed. Non-Games Workshop Miniatures can be used. Armies may only be picked from the Games Workshop Codexes, including the download only Codexes and supplements. Rules published by Forge World may not be used in this event but models may be used where appropriate to represent models from the Codex. No other published material is allowed. Any Codex or supplement released on the 4th of August will still be tournament legal for this event.

One fortification may be chosen as part of the list. Fortification may not be placed within 3" of another piece of terrain other than an aegis defence line which can be placed in and around terrain.

Army Limitations

- Armies must be no more than 600 points from the standard FOC.
- You must have 1 HQ choice.
- You must have 2 Troops choices.
- You must follow the Force Organisation Chart in the Warhammer 40,000 Rulebook.
- Fortifications may be used.
- Allies may not be used.
- Games will last 40 minutes.

Timetable

07.00PM Registration
07.25PM First Game Starts
08:05PM First Game Ends
08.15PM Second Game Starts
08.55PM Second Game Ends
09.10PM Third Game Starts
09.50PM Third Game Ends
10.05PM Third Game Starts
10.45PM Third Game Ends
10.50PM Awards

The Tournament

The Tournament will consist of four missions, taken from the rulebook. The missions and deployment types will be determined at the start of each round. Missions and deployment will be announced at the start of each round. All players will play the same mission and deployment type.

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 Thursday, you will be issued with a set of standard GW Dice. Please use these for all games. When you have finished our last game please hand back the sets of dice

Slow Play

If a game is running slowly, 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.

Tournament points		
WIN	DRAW	LOSE
30	10	1

Each game will also have bonus Tournament points available:

+2 TP for achieving Slay the Warlord
+2 TP for achieving Line Breaker
+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 the maximum number of Victory Points available in that game.

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;

Awards

There will be a small award for each of the following:

1st Place

2nd Place

3rd Place

Best Army

Best Presented Army List