

The Spiky Club Presents

SPIKY DOUBLES

Sunday 8th August 2010



RPOSSC, Richfield Av, Reading, RG1 8EQ

www.spikyclub.com



SPIKY DOUBLES

Doubles Tournament

Spiky Doubles is a Warhammer Fantasy Doubles Tournament, where two players pick a combined Army from two smaller forces to battle similar picked armies.

Spiky Doubles is on 8th August 2010, at the 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 £15 per player. Paypal payments can be sent to spikyevents@hotmail.co.uk Make cheques out to the Spiky Club, and post to Spiky Doubles WFB, Flat 3, 1 Brunswick Hill, Reading, Berkshire, RG1 7YT.

Picking Your Army

Your individual force can be chosen up to a limit of 1000 points, and must be fully painted. Fully painted is a minimum of three different colours over the entire model, with the bases done as well. Undercoat does not count as a minimum colour. Proxy models are not allowed. Non Games Workshop Miniatures can be used.

Spiky Doubles will be played using the new 8th Edition WFB Rules. The official errata documents for all armies can be found here <http://www.games-workshop.com/gws/content/article.jsp?aId=3000006#>

Armies may only be picked from the 15 main Warhammer Army Books. No other published material is allowed.

No Special or Named Characters are allowed.

Each player must pick 1 Hero to lead their force. Each players army must conform to the army selection criteria for a 1000 points, which is as follows: up to 25% Heroes, minimum 25% Core, up to 50% Special (no

more than 3 of the same unit type are allowed in each Force), and up to 25% Rare (no more than 2 of the same unit type are allowed in each Force).

Common Magic Items and/or Magic Banners may not be repeated across Forces.

Only 1 Force can take a Battle Standard Bearer, not both.

A Bretonnian Army must still upgrade 1 Paladin to be a Battle Standard Bearer as normal.

The Skaven Storm Banner is **One Use Only**.

Any army book released on the 10th July or after cannot be used as it will be within one month of the tournament.

Army Lists

Army Lists must be submitted to spikyevents@hotmail.co.uk by Saturday 31st July 2010 to be checked for any errors. Please put your name and army type in the document title. Do not submit your list in Army Builder format, any list sent in this format (including in text file) will be sent back to their owner to resubmit. Please give a copy of your army list in at registration.

Time-Table

09.00AM Registration

09.30AM First Game Starts

11.45PM Lunch Break

12.30PM Second Game Starts

14.45PM Second Game Ends

15.00PM Third Game Starts

17.15PM Third Game Ends

17.30PM Awards

Allies

All Armies are allowed to ally together, please see the rules concerning alliances on Pages 136 – 139 of the WFB Rulebook. The only exception is that armies are not allowed to ally with itself, for examples Dark Elves and Dark Elves.

Please refer to the WFB Rulebook for which side your force falls under, Order or Destruction and then what kind of alliance you and your partner will have with your forces allied together. There are a few additional additions to the Allies rule below which will be in effect

Treat Wood Elves as a Suspicious Alliance by all Forces of Order, except Bretonnians.

Dwarfs and High Elves treat each other as Suspicious Allies.

Vampire Counts and Tomb Kings treat each other as a Desperate Alliance

Treat Daemons of Chaos as a Fragile Alliance by all Forces of Destruction except for Beastmen and Warriors of Chaos.

Additional Rules

The model with the highest leadership must be the Army General. If it is a Wizard then your Team may pick another character to be the Army General instead.

Vampire Counts must still include a Vampire in their force even if they will not be the Army General. Vampire Count units cannot march if they are within 12 inches of the General if it is not the Vampire. Vampire Count units must still test each turn for crumbling if the Vampire (and only the Vampire) dies, even if they are not the Army General. This applies for Tomb Kings as well.

An Orc & Goblin army can Waaagh even if none of their characters are the Army General. They must have at least one

character alive at the point they want to declare a Waaagh though.

The Tournament

Teams will play the following three scenarios from the WFB Rulebook.

Game 1: Dawn Attack (Page 145)

Game 2: Meeting Engagement (Page 149)

Game 3: Battleline (Page 144)

The Terrain is fixed, please do not move or scatter it. If any terrain is moved due to spells please return it to its original place after the game.

Please refer to Pages 116 to 131 of the WFB Rulebook for rules on terrain. Please agree with your opponents what type of terrain you have on the table and what affect it will have on the game. Mystery Woods and Mystical Monuments can be used if on the table.

Winning the Tournament

Teams will be given a score card to record both their Victory Points and Tournament Points. Please refer to Page 143 of the WFB Rulebook for achieving Victory Points and to work out the type of Victory. If a Team concede they score 0 points and their opponents receive 2100 Victory Points and 30 Tournament Points.

Victory Type	Tournament Points
Crushing Victory	30
Win	20
Draw	10
Loss	1

The winners of the tournament will be the Team that scores the most Tournament Points. Victory Points will be used to determine the winner in case of a tie.

