

The Spiky Club Presents

SPIKY DOUBLES

Sunday 5th August 2012



THE SPIKY CLUB

www.spikyclub.com



Spiky Doubles Fantasy Tournament

Spiky Doubles is a Warhammer Fantasy Doubles Tournament, held on Sunday 5th August 2012, at the Post Office Sports and Social Club, Richfield Avenue, Reading, RG1 8EQ. Minimum entry age is 16, unless accompanied by an adult where it is 14.

Entry is £15 each. Payment can be sent by PayPal to spikydavid@gmail.com. Please title payment 'Spiky Doubles Fantasy Payment', and include your name and your partner's name. Make cheques out to the Spiky Club, and contact spikydavid@gmail.com for postal details.

Picking Your Army

Your individual force can be chosen up to a limit of 1200 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.

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

All armies are allowed to ally together, and all Alliances count as Trusted. Ignore the Bound by Blood Rule. Same Army Book alliances are not allowed.

All army Battle Standard Bearers can take mundane equipment normally allowed to their character type. A Wood Elf Noble with BSB retains his Longbow.

Fozzrik's Folding Fortress magic item is not allowed. Common Magic Items may not be duplicated across allied armies.

No Lord Level Characters are permitted.

No unit may cost more than 400 points, including command options, magic items, etc, nor contain more than 50 models in it.

A maximum of 90 shots (not including war machines) is allowed across both allied Forces.

A maximum of 4 war machines may be taken across both allied Forces, and no more than 2 of the same type of war machine may be taken.

A maximum of three flying units (including characters) may be taken across both allied Forces.

Nominate 1 character to be the army General, and only 1 BSB can be taken between both armies. Both armies will benefit from their rules.

All Army Lists must be submitted to spikyandy@gmail.com by Saturday 28th July 2012.

Time-Table

09.00AM Registration

09.30AM First Game Starts

**11.45PM Lunch Break &
Best Force Judging**

12.30PM Second Game Starts

14.45PM Second Game Ends

15.30PM Third Game Starts

17.15PM Third Game Ends

17.30PM Awards

The Tournament

Teams will play three randomly chosen scenarios from the WFB Rulebook.

Before each game please agree with your opponents what type of terrain you have on the table and what affect it has. Mystery Terrain rules will not be used with the exception of Mysterious Woods.

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

After the game when working out victory points ignore the 'King is Dead' and 'Seized Standards' rules.

After each game determine the victory point difference and consult the following table to find out how many Tournament Points each team receives.

Victory Points Difference	Winner's Tournament Points	Loser's Tournament Points
1800+	10	0
1400-1799	9	1
1000-1399	8	2
600-999	7	3
200-599	6	4
0-199	5	5

For Blood and Glory and the Watch-Tower if a Team wins by breaking their opponent army or controlling the watch tower they receive 500 additional Victory Points to their victory points for that game.

The winning team will be the one that scores the most Tournament Points. Victory Points will be used to determine the winning team in case of a tie.

Secret Missions

Before each game teams will be given secret mission cards with an objective to achieve in the game. If a team successfully achieves the objective they will earn a number of bonus tournament points.

Teams will receive 2 mission cards before each game, of which they choose 1 to keep. Do not reveal your mission to the opposing side, only at the end of the game do you reveal them to determine if you achieved the mission or not. No points are lost if you fail to achieve the mission.

Rule Changes

The following house rules will be in effect for the competition.

A maximum of 12 Power Dice can be used in any Teams' Magic Phase.

Characters affected by the following spells that would instantly remove it from the table only take one wound if it would normally benefit from a 'look out sir' roll. The Dwellers Below, Infernal Gateway, The Dreaded 13th Spell, and Final Transmutation.

A maximum of 25 models may garrison a building. A unit cannot swift reform and enter a building in the same turn.

Dark Elves ignore the Druchii Sorcery rule.

Awards

There will be awards for the teams that comes First, Second, and for Best Force. The winner of Best Force is for an individual force. It will go to the player who the judges feel to have the most visually impressive and outstanding army.

Any questions please email
spikyandy@gmail.com

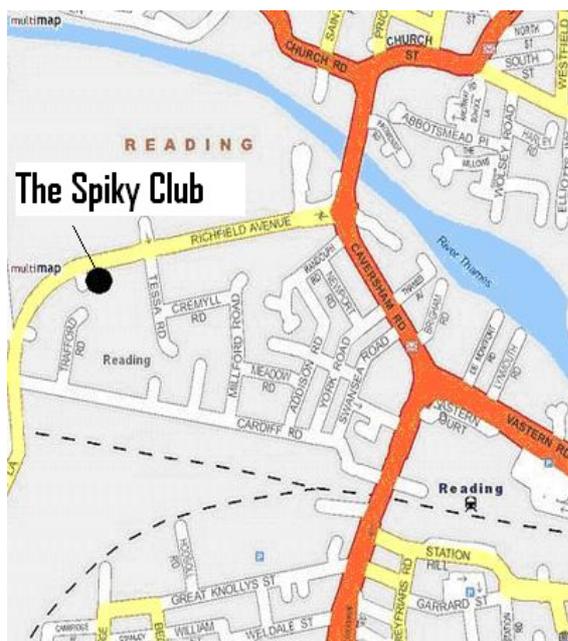
Good Luck!

Food & Drink

Tea, Coffee and Juice will be available during registration. At 12pm the bar will open. Lunch will be provided. You can bring your own bottles of water.

Location

The Spiky Club is held at the Post Office Sports and Social Club, Richfield Av, Reading, RG1 8EQ. This is between Indespension and Brandon Tools.



Richfield Av. can be approached from the A4074, A4155, A329 or the A33.

Accommodation

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

The George Hotel
10 - 12 Kings Street
Reading, RG1 2HF
0118 957 3445
www.georgehotelreading.com

Premier Inn Reading (Caversham Bridge)
Richfield Ave, Reading, RG1 8EQ
0870 111 2932
www.premierinn.com

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

Travel Lodge
648 - 654 Oxford Road
Reading, RG30 1EH
0871 984 6357
www.travelodge.co.uk

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