

Tides of Chaos

Tides of chaos is a campaign weekend where each player will play 5 games over the course of the 2 days.

Tides of Chaos is on the weekend of 16th & 17th of July 2011, at the Post Office Social Club, Richfield Av, Reading, Rg1 8EQ.

Minimum entry age is 16, unless accompanied by an adult where it is 14.

Entry is £25, and includes Subway lunch on both days – please advise us if you have any specific dietary or allergen requirements, and we will do our best to accommodate. Payment can be sent by PayPal to paypal@ubermoz.com or please make cheques out to "the Spiky Club", and post to:

Tides of Chaos
18 Francis Street,
Reading,
Berkshire,
RG1 2QB

Please include the full name, army being used and email address for each person you are paying for.

Army Lists

This is a Campaign weekend so we encourage you to bring characterful armies to play with. Whilst we will only do so in extreme circumstances we do reserve the right to ask people to change their list if we feel it's not in keeping with the spirit of the campaign weekend. For example Teclis, Banner of the World Dragon and a Phoenix Guard bunker are not in keeping! The only other restrictions on army selection are **No Power Scroll or The Book of Hoeth**.

You will need **2** army lists, the first being **2200pts** for the Saturday games, the second being **2999pts** for the Sunday games.

Your army must be fully painted to a **minimum** standard of three different colours over the entire model, with the bases flocked / painted as well. Undercoat does not count as a minimum colour. Proxy models are not allowed, however non Games Workshop Miniatures can be used.

SATURDAY

09.00 Registration
09.45 Domain Organisation, Declarations of War & Diplomacy Phase
10.15 Round 1 Game Starts
12.30 Lunch Break, Painting Judging, Declarations of War & Diplomacy Phase
13.15 Round 2 Game Starts
15.30 Round 2 Ends
15.45 Declarations of War & Diplomacy Phase
16.00 Round 3 Game Starts
18.15 Round 3 Game Ends

SUNDAY

09.00 Registration
09.45 Declarations of War & Diplomacy Phase
10.00 Round 4 Game Starts
12.45 Lunch Break, Declarations of War & Diplomacy Phase
13.30 Round 5 Game Starts
16.15 Round 5 Ends
16.30 Awards

Armies may only be picked from the 15 main Warhammer Army Books. No other published material is allowed. Any army book released on the 16th June 2011 or after cannot be used as it will be within a month of the tournament.

Army lists need to be submitted by 2nd July to spiky.tides@gmail.com (please send in one of the following formats; .odt .doc or .pdf – If you use army builder please submit in 'Tournament format' text files)

Please bring a spare copy of your list with you on the day for registration, along with all dice, tape measures, Army Books and Army Book FAQs etc that you require, along with plastic cement and super glue to make any ongoing repairs to your forces.

The Campaign

1: When you arrive you will be assigned to a faction. Since this is a campaign weekend, we will try to organise the domains to have appropriate groups of armies in them.

If you wish to be in a domain with friends please e-mail a list of domain members with your army lists, all member must be either Order or Destruction (or can ally with either), and in addition any "team" entered cannot duplicate Special Characters – remember you're one larger army, and Thorek cant be in 5 places at once!

2: There will be 10 domains consisting of 5 players. Each domain must decide who will be their Warlord, who will act on their behalf throughout the weekend, declaring war on other domains and deciding how to spend their income. Each faction will then be given a Gold reserve and their starting, home territories.

3: The campaign is split into a number of rounds (as shown in the timetable), with each round split into two phases: a diplomacy phase and a campaign phase.

4: In the diplomacy phase, the Warlord of each Domain must decide which opposing Domain they wish to attack. During the round the campaign umpires will hand out 'Declaration of War' slips that will have to be filled in with the name of the Domain to be attacked. These must be handed to the chief umpire before the end of the diplomacy round, and will be used by the umpires to decide who fights whom in the battle round. In round one Domain match ups will be decided randomly by the umpires.

With each declaration the Warlord also has the option to recruit mercenaries, assassins and other dogs of war to aid in their fight.

These can range from hiring gangs of scrawny street urchins from Nuln to "wet" the gunpowder of your enemies before battle, to Master Clan Eshin Assassins who can remove army generals from the up coming battle.

If you wish to try to ensure your domain battles a particular foe, you can use Gold to increase your chances – the more you spend, the better your chances of fighting your chosen opponent!

The gold could be used to bribe your rival commanders forces into delaying their advance, paying for clearer intelligence on the enemies location and troop disposition, and so on.

Once all Domains have filled in their declaration of war slips the campaign umpires will decide which domain will be fighting which in the Battle phase. Where your chosen target domain has already been allocated and you yourself are not attacked, then your domain will be thrown into the field of "Open War" against another faction in the same situation. At this point you will also be informed of which of the scenarios you will be playing this round. These will be taken from those found in the Warhammer rule book.

5: Next, players are matched up to fight their battles. Which player fights which other player, and on what battlefield, will be decided between the two Warlords fighting for that territory. This can be randomly decided, or whatever method both Warlords can agree upon.

In certain circumstances there may not be the same number of players in each domain. In this case, spare players from different factions will play in special missions – perhaps meeting each other only through the fog of war, the tricks of the Chaos wastes warping space and time so two armies meet who would otherwise never have done battle. While these will not contribute directly to your domains success, they will carry appropriate bonuses and rewards of their own!

6: Once each battle has finished the players will need to submit their results, according to the scoring chart at the end of this rules pack, to their domain Warlord. Please also record Victory Points, according to the Warhammer Rulebook, to act as a tie breaker as required.

The winning Domain, i.e. the one with the most wins (of any sort!) out of the played games, will need to indicate if they wish to plunder local treasure or take a territory:

- Gold lets you buy mercenaries as detailed in section 4, and can be used to buy extra Campaign points at the end of the Campaign.
- Territories will grant extra Campaign

points at the end of the Campaign, and can yield more bonus Campaign points for completing specific objectives.

The losing Domain will be given Gold to spend on their forces, as their rulers raid their treasure houses, desperate to maintain loyalty amongst their discouraged and down-trodden troops.

7: After each battle the results will be tallied and a battle update will be given by the umpires.

The outcome of each round will influence the mission played in the next round, as tribes expand their influence across the Warhammer world.

Rules Questions

Please address any pre-game rules questions to spiky.tides@gmail.com . These will be published in the "Events" part of the forum at www.spikyclub.com to form a living FAQ.

On the day rules question can will be answered by the umpires and remember - the umpires word is final!

Table Scenery

Play all terrain as detailed in the main rulebook. All woods should be treated as mysterious forests, and all Hills, Buildings and Obstacles are treated as the "normal" variety of each. If in doubt be sure to agree with your opponent what each piece of scenery is before you start playing.

Awards

Campaign Awards

The overall objective of the weekend is to help your Campaign side prevail. There will be a medal for every player on the winning side. There will also be a trophy for each member of the Mightiest domain. The winner of the Mightiest Domain trophy will be the Domain that has amassed the most campaign points at the end of the campaign. This may be through battles won and amended by achieving objectives such as holding territories. Campaign points are worked out at the end of each round.

Painting / Modelling Awards

There will be a trophy awarded for best army. Candidates will be selected by the umpires and then voted on by you, the players. Armies will be selected on all criteria not painting alone i.e; converting, theme as well as painting. There will also be a Trophy for best single model. This model may be any single miniature. Again, all criteria will be considered and this will be judged by the umpires. We will notify you at the event how to enter your model into this category.

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Day 1 Scoring – 2200 Point Games

Victory Point Margin	Result	Winning Player Score	Losing Player Score
1200+	Massacre!	6	0
600 - 1199	Major Victory	5	1
200 - 599	Minor Victory	4	2
0 - 199	Draw	3	3

Day 2 Scoring – 2999 Point Games

Victory Point Margin	Result	Winning Player Score	Losing Player Score
1600+	Massacre!	6	0
900 - 1599	Major Victory	5	1
300 - 899	Minor Victory	4	2
0 - 299	Draw	3	3