

The Spiky Club Presents

WINTER WAR 2012



14th January 2012



RPOSSC, Richfield Av, Reading, RG1 8EQ
www.spikyclub.com

WINTER WAR

Fantasy Tournament

Winter War is a 1 day Warhammer Fantasy Tournament where each player will play three games over the day.

Winter War is on Saturday 14th January 2012, 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 £18 unless paid by Saturday December 17th 2011 where entry is discounted to **£15** to encourage early payment. Payment can be sent by PayPal to spikydavid@gmail.com. Make cheques out to the Spiky Club, and post to Winter War, 18 Francis Street, Reading, RG1 2QB

As entrance fee includes lunch, **please** let us know if you are Vegetarian or have other dietary needs when you enter. If you do not state any specific requirements then it will be assumed that no special arrangements need to be made.

Picking Your Army

Armies are chosen up to a limit of 2400 points, and must be fully painted. Fully painted is a minimum of three different colours over the entire model, with the bases appropriately painted and textured. Undercoat does **not** count as a minimum colour. Proxy models are not allowed, however, non Games Workshop Miniatures can be used. If you are using "Counts as" please ensure these are readily identifiable as the appropriate GW miniature, with

Armies may only be picked from the 15 main Warhammer Army Books. No other published material is allowed. Any army book released on the 14th December 2011 or after cannot be used.

Winter War will be using a set of composition rules published further in this rules-pack.

Army Lists

Army Lists must be submitted to nosferatu1001@gmail.com by **midnight** on December 17th 2011 to be checked for any errors. Lists submitted after this date may be docked Tournament Points at Judges discretion – you have been warned!

Please submit your army list in a legible Spreadsheet or Word Processed format (.doc, .ods, etc) but **not** MS Works. If you are using the current version of Army Builder (3.x) then submitting the roster (.rst) file will be sufficient, however please ensure you are using the MOST current version, otherwise I may not be able to open them correctly. Where mistakes are made with army lists that have been submitted well in advance of the deadline, entrants will be given the opportunity to resubmit however lists submitted on or near the deadline may not receive this chance, so please check carefully for errors! If you wish to change your army list after the date, again a penalty in Tournament Points may be applied, at Judges discretion.

Timetable

09.00AM Registration

09.30AM First Game Starts

12.00PM Lunch Break & Best Army Judging

12.30PM Second Game Starts

15.00PM Second Game Ends

15.15PM Third Game Starts

17.45PM Third Game Ends

18.00PM Awards

The Tournament

The Tournament will use 3 scenarios determined on the day with the exception of the Watch-Tower mission. For the Blood & Glory scenario when one army reaches its break point continue to the end of the player turn and then equal up turns for both players.

Please note that you **must** finish your games within the two and half hour time limit given and get your results in so the event timing can keep on track.

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.

No Mysterious Terrain rules will be used except for Mysterious Forests.

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

Winning the Tournament

Players will be given a score card to record both their Victory and Tournament Points.

Victory Points Difference	Winner's Tournament Points	Loser's Tournament Points
Over 2100	20	0
1850-2099	19	1
1600-1849	18	1
1350-1599	17	3
1100-1349	16	4
900-1099	15	5
700-899	14	6
500-699	13	7
300-499	12	8
200-299	11	9
0-199	10	10

For the Blood & Glory mission, if a player wins by reducing his opponent's army to its

breaking point they receive 20 Tournament points regardless of victory points; and their opponent receives 0 Tournaments Points again regardless of victory points. However, for every standard (including the battle standard) that the winning player loses they reduce their score by 1 giving it to his opponent instead. If the winning player's general is lost then this counts as 2 deducted from their score and given to his opponent.

For example the winning player lost 2 standards his score is reduced to 18 and his opponent gains 2 Tournament Points.

Awards

There will be awards for the First Place, Second Place, Third Place and Best Army. The winner of the Best Army will go the player who the judges feel to have the most visually impressive and outstanding army.

Any questions please email nosferatu1001@gmail.com

Good Luck!

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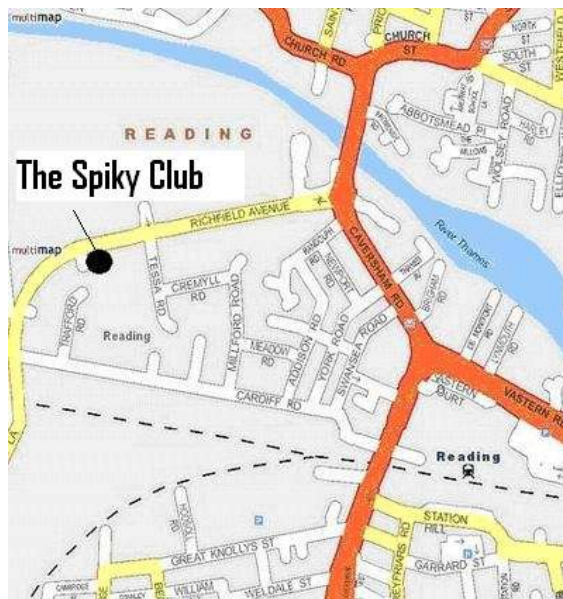
Food & Drink

Tea, Coffee and Juice will be available during registration. At 12pm the bar will open. Lunch is provided for players. You can also 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.

There is free parking at the Spiky Club.



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

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

Army Composition

General Restrictions

1. Apart from Winds of Magic dice and Channelling an army may only add 2 Power Dice or Dispel Dice to its magic dice pool in each magic phase.

Any dice added to the pool, regardless of source (generated, stolen, stored from previous magic phases, generated by magic items/abilities to boost spellcasting before or after the casting attempt, produced by spells, lore abilities, and so on) count. Excess dice are simply discarded and cannot be used in any way (i.e. - they can't be stored).

If a dice is stolen from the opponent's pool, but your army has already generated two extra dice, the dice is removed from the opponent's pool and then discarded. Any additional dice are lost and cannot be used. The controlling player chooses which dice are discarded if there is a need to distinguish.

Night Goblin Mushroom D6 do not count as "power dice" as per their Army book. Dark Elves may only use a max of 6 dice to cast a spell the same as everyone else. This overrides the rule in their book.

2. Non warmachine shooting is limited to 90 shots per turn - count the number of shots, not models. So for example Dark Elf Warriors with repeater crossbows count as 2 shots. Ranked (non-skirmisher) infantry with missile weapons with a range of 12" or less are excluded from this restriction. (see note (i) for additional clarification)
3. An army may not include more than 2 warmachines of the same type, and no more than 5 war machines in total.
4. No single non character unit in the army may be over 450 points
5. A maximum of **50** models per unit,

excluding characters, **at any time.**

6. Maximum of three units per army with the "fly" rule. A maximum of 3 units per army with the Terror rule
7. The magic item "Fozzrik's Folding Fortress" may **only** be taken if you provide a Games Workshop Watchtower model. This will count as 3 levels tall and therefore allow a maximum of 15 models to shoot out of it.
8. Special Characters **may be taken**, with the exception of the following: Masque, Teclis. Thorek may be taken with the "GW GT" change, which is that he is only allowed a single reroll on the Anvil test per game.
9. 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 roll from being part of a unit. The Dreaded 13th, The Dwellers Below and Final Transmutation. This does not apply if you are a lone character outside of a unit.
10. If an 11 of 12 is rolled for the strength of Infernal Gateway count it instead as the number of hits the targeted unit suffer at Strength 10. No saves of any kind are allowed.
11. All Battle Standard Bearers can take mundane equipment a Hero of their type is usually allowed. Wood Elves retain long bows.

Notes:

- (i) Any model with a fixed maximum amount of shots (read: shooting attacks) counts that maximum towards the shot cap (i.e blowpipes = 2) but those with a random/variable number (treeman, flamers etc) count as 1, excluding any ranked (non-skirmisher) infantry with missile weapons with a range of 12" or less from this as per this rulespack.
- (ii) Do not count the possibility of Tomb Kings being able to fire twice against this shot limit. For example a Skeleton

Bowmen counts as 1 shot, despite the possibility that with magic he could fire twice.

Race Specific Restrictions:

Lizardmen

- Salamanders 0 – 3 models per army
- Scar Veterans are 0 – 2 models per army
- Ancient Stegadons, including Engines of the Gods, are 0 - 1 per army
- Higher State of Consciousness and the Crown of Command may not be taken on the same model.
- Unfathomable Presence and Higher State of Consciousness are mutually exclusive.
- Becalming Cogitation and Focus of Mystery are mutually exclusive
- Cupped Hands of the Old Ones may **not** be taken

Vampire Counts

- Only 2 of the following 3 items may be in the same Vampire Counts Army: Helm of Commandment, Drakenhoff Banner, Master of the Black Arts.
- A maximum of two non character units may be taken with the "ethereal" rule. A Black Coach counts as "ethereal" for the purposes of this rule.
- A maximum of two Hero Tomb Banshees and/or Cairn Wraith are allowed in each army. If you have taken 2 ethereal non character units as per the restriction above this is limited to 1.
- The Fencers' Blades and the Helm of Commandment may not be taken on the same model.
- Cairn Wraiths (unit) are 0 – 6 models per army.

Dwarfs

- Cannons and Grudge Throwers may select a maximum of 2 Runes each

- Dwarfs may generate up to 4 additional dispel dice per turn, an increase on the general restriction noted above, however may only select a total of 2 runes that automatically dispel spells.

Skaven

- Hell Pit Abominations and Warp Lighting Cannons are 0-1 unit selection per army. If no Hell Pit Abomination is taken then Warp Lightning Cannons are 0-2 unit selections per army
- Warlock Engineers are 0 – 3 models per army.
- 1 - 3 Skaven Weapon teams count as 1 warmachine

Dark Elves

- The Pendant of Khaeleth may **not** be taken
- Hydras 0 – 1 unit selections per army.
- A Cauldron of Blood may not be taken if a Hydra has been selected.
- Units of warriors may not exceed 40 models; Corsairs and Witch Elves no more than 35 models

Empire

- Steam Tanks are 0 – 1 models per army, and count as 1 War Machine for the purposes of army selection
- If mounted on a War Altar then the Dawnstone and 1+/2+ armour save magic items are mutually exclusive

Warriors of Chaos

- Hell Cannons are 0 – 1 unit selections per army

Daemons of Chaos

- Flamers of Tzeentch are 0 – 6 models per army.
- Gifts are a 0-2 choice per army, with the exception of the Siren Song, Spellbreaker and Masters of Sorcery Gifts which are 0-1. Banners are magical banners as per the errata, and

so follow normal restrictions.

- Siren Song and Spellbreaker are mutually exclusive in the same army

High Elves

- The Banner of World Dragon, Banner of Sorcery and Book of Hoeth are all mutually exclusive.

Ogres

- No further restrictions

Tomb Kings

- No further restrictions

Bretonnians

- No further restrictions

Wood Elves

- No further restrictions

Orcs & Goblins

- No further restrictions

Beastmen

- No further restrictions

House Rules

1. When a character joins a unit he must be placed in the front rank closest to his starting position unless the position in the front rank is more than double his movement allowance.
2. Unless a unit retains the same number of ranks and files it had at the beginning of the turn (before using any magic item etc), discounting changes due to characters joining/leaving the unit or "raised" models, when the unit uses a 'Swift Reform' or 'Reform' manoeuvre they cannot charge in the same turn for any reason (magic move, start of turn etc).

3. Units which have performed a "Swift Reform" during the controlling player's turn may not garrison a building on that turn.

4. For this event buildings may only be garrisoned by up to 20 models (6 monstrous infantry).

If a unit consisting of more than 20 models successfully assaults a building they cannot enter the building and are instead pushed 1 inch away as if the defenders did not break/or were wiped out. Please also note units once inside a building cannot increase in size above 20 models without leaving the building first.

As a general rule it is impossible for more than 20 models to ever be garrisoned inside a building at any time.

5. "Conga Lines" are not acceptable (this is a formation consisting of a 1 model frontage and then multiple ranks deep). If you feel your opponent is trying to gain an unsporting advantage through use of a very thin frontage formation please call a referee over. It is often the case that formations need to be small (skirmish units are often 3x2 for example) or work well with the army (i.e detachments 3x3). This rule is to stop genuine attempts to abuse the rules, not hinder good tactics.

6. All buildings count as 'impassable terrain that would in reality stand in the way of the shot' as far as cannon balls are concerned. They will not bounce through them, they stop on the building and inflict hits upon anything garrisoning the building. You may not pick a point on a building as your initial point (under Choosing a Target p112).