

**The Spiky Club Presents**

# **WINTER WAR**

**30<sup>th</sup> January 2011**



**THE SPICY CLUB**

RPOSSC, Richfield Av, Reading, RG1 8EQ

[www.spikyclub.com](http://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 Sunday 30<sup>th</sup> January 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. Payment can be sent by PayPal to [spikydavid@gmail.com](mailto:spikydavid@gmail.com). Make cheques out to the Spiky Club, and post to Winter War, 124 Belmont Road, Reading, Berkshire, RG30 2UX.

### Picking Your Army

Armies are chosen up to a limit of 2200 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, however, non Games Workshop Miniatures can be used.

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

Any army book released on the 1<sup>st</sup> January 2011 or after cannot be used as it will be within a month of the tournament.

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

### Army Lists

Army Lists must be submitted to [spikyevents@hotmail.co.uk](mailto:spikyevents@hotmail.co.uk) by Sunday 14<sup>th</sup> January 2011 to be checked for any errors. 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**

**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 randomly on the day with the exception for the Watch-Tower. 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
2000+	20	0
1750-1999	19	1
1500-1749	18	2
1250-1499	17	3
1000-1249	16	4
800-999	15	5
600-799	14	6
400-599	13	7
200-399	12	8
100-199	11	9
0-99	10	10

For the Blood & Glory, 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.

## Comp Rules

Winter War will be using the following comp rules. If you have any questions please email [spikyevents@hotmail.co.uk](mailto:spikyevents@hotmail.co.uk)

### All Army Restrictions

- No Special or Named Characters
- No Double Rare, No Triple Specials
- Maximum of 4 War Machines allowed
- Maximum of 4 Chariots allowed
- A maximum of 12 Power Dice can be used in a players Magic Phase
- The Power Scroll cannot be taken

### Daemons of Chaos

- Only two of the following Daemonic Gifts and Icon can be taken within the army; Master of Sorcery, Siren Song and Siren Standard
- No Daemonic Gifts may be duplicated including Spell Breaker
- Maximum Unit Size of Pink Horrors is 46

### Dark Elves

- Only two of the following Magic Items can be taken within the army; Pendant of Khalaeth, Lifetaker, and Sacrificial Dagger

### Dwarves

- A maximum of 1 Rune of Spell-breaking is allowed

### Empire

- A Steam Tank counts towards your number of war machines

### High Elves

- High Elves replace special and rare restrictions with the following – No Quadruple Special, no Triple Rare
- The Book of Hoeth cannot be taken

### Lizardmen

- Focus of Mystery and the Focused Ruminant are mutually exclusive
- Cupped Hands cannot be taken
- Maximum of 60 Skinks (including Chameleon Skinks) allowed – Skink Cohorts do not count towards this limit

### Skaven

- Only two of the following Magic Items can be taken within the same army; Storm Banner, Brass Orb, and Doom-rocket
- If a Hell Pit Abomination is taken then only 1 of the above magic items can be taken

### Tomb Kings

- Maximum of 4 Chariot Units and/or characters on chariots

### Vampire Counts

- Only two of the following three Items can be taken within the army; Helm of Commandment, Drakenhoff Banner & Master of the Black Arts

## 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  
[spikyevents@hotmail.co.uk](mailto:spikyevents@hotmail.co.uk)

## Good Luck!

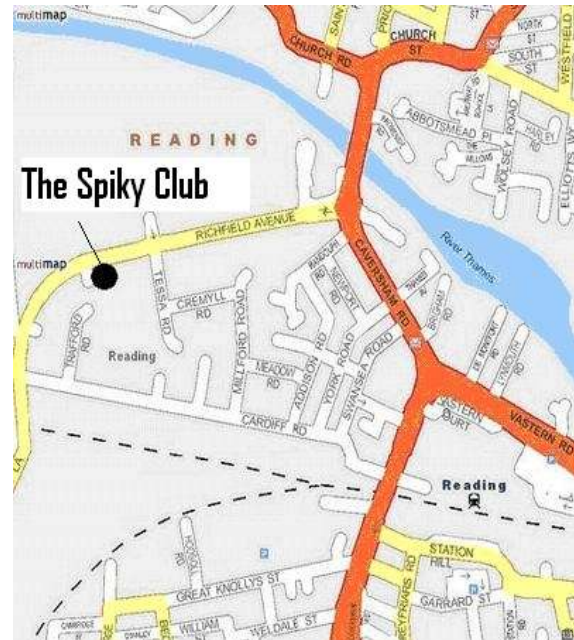
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## Food & Drink

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.**



## Accommodation

**Abbey House Hotel**  
 118 Connaught Road  
 Reading, RG30 2UF  
 0118 959 0549  
[www.theabbeyhousehotel.co.uk](http://www.theabbeyhousehotel.co.uk)

**Caversham House Lodge**  
 133 Caversham Rd  
 Reading, RG1 8AS  
 0118 957 3529  
[www.cavershamhouselodge.co.uk](http://www.cavershamhouselodge.co.uk)

**Crescent Hotel**  
 35 Coley Avenue  
 Reading, RG1 6LL  
 0118 950 7980  
[www.crescenthotelreading.com](http://www.crescenthotelreading.com)

**Premier Inn Reading** (Caversham Bridge)  
 Richfield Ave, Reading  
 0870 111 2932  
[www.premierinn.com](http://www.premierinn.com)

**Russel Court Hotel**

27 Russell Street  
Reading, RG1 7XD  
0118 956 9014  
[www.russellcourt.com](http://www.russellcourt.com)