

## **Bristol Brawl 2011 rules pack**

Please note that the information in this rules pack is not necessarily final we may have extra last minute information regarding the Tournament. This will be available from our website: [www.biguns.co.uk](http://www.biguns.co.uk) and the warhammer forums.

If you have any questions or comments you can contact us by email at [bydr@blueyonder.co.uk](mailto:bydr@blueyonder.co.uk)

### **Introduction**

Welcome to the rules pack for the 2011 Bristol Brawl. We suggest you read through the entire rules pack at least once before the tournament and refer back to the various sections if the need arises.

The event takes place on Saturday and Sunday March 5<sup>th</sup> and 6<sup>th</sup> 2011 at Iron Acton Parish Hall near Bristol. The postcode of the hall is BS37 9UH. It can be tricky to find the hall so have a look at the accommodation and direction document on our website for a rough guide for when your GPS gives up and says 'here be dragons!'

### **Timetable**

Day 1 – Saturday 5<sup>th</sup> March  
9:00 – 9:30 Registration and announcements  
9:30 – 12:30 Game 1  
12:30 - 13:00 Break  
*Note that lunch is NOT provided.*  
13:00 - 16:00 Game 2  
16:00 - 16:15 Break  
16:15 – 19:15 Game 3

The hall will be locked overnight and no one will be allowed entrance. All the organisers will be down the Lamb Inn for a pint and we hope you can join us.

Day 2 – Sunday 6<sup>th</sup> March  
09:00 – Hall Opens  
09:30 - 12:30 Game 4  
12:30 - 13:00 Break

*Note that lunch is NOT provided.*

13:00 – 16:00 Game 5  
16:00 - 16:15 Clear up  
16:15 – 16:45 Awards ceremony

### **The spoils**

The following trophies will be awarded:

1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place, coolest army award and most sporting player. Places will be awarded according to the highest combined total of battle and painting tournament points. The coolest army will be a small award chosen by the organisers and will be the army we feel has the best combination of theme, is the most fun to play with and against and just looks cool on the tabletop, it doesn't necessarily have to be the best technically painted there but this certainly helps, any themed terrain will also be considered

### **Army list legality/submission**

We won't be asking you to pre-submit an army list, instead you are to check your opponents army list for legality after the first game, after calculating the game result but before handing in your results slip. This should be a simple enough task requiring only a calculator and copy of your opponents army book and list.

Anyone found to be using an illegal list will receive a -10 TP penalty and have to correct it for the remaining 4 games, so please make sure they are right as we don't want this to happen to anyone.

To aide your opponent in checking your army list it must: Include your name, be typed, clear and readable. It must contain all point costs of models, upgrades, equipment, magic items etc. It must be 1,400pts or less, even one point over is unacceptable it must also conform to the comp. restrictions set out in this rules pack and all current rules/restrictions from the relevant army books and rules books.

### **Things to bring with you**

- Rulebooks, army books, any official publications in use at the tournament.
- Templates, calculator, dice and a tape measure.
- At least two copies of your army list.
- Your army and optional varied themed terrain pieces!
- 4 pieces of varied terrain if you are not bringing themed terrain.
- Superglue (for repairs).
- This rules pack.
- Some sort of food as lunch is not provided

### **Terrain**

We shall be using the new terrain rules as presented in the 8th rulebook including all the mysterious and special terrain rules but use the 8 pieces supplied by the players and alternating placement method.

Players are welcome to bring their own themed 8th edition terrain to use for the first game, this is optional and might gain you a few extra painting points, this can be any of the terrain types listed in the rulebook as long as a reasonable attempt has been made to model the terrain as that particular type eg. flames on a blazing barricade. We also recommend using a small label to clarify what it is for other players.

All scenery remains in place after the first game. We would ask all Wood Elf players to return woods moved by tree singing to their original starting position at the end of games. Wood Elves have to bring their own extra wood. If the scenery is felt by both players to be unclear or detrimental to game play please ask a referee or player judge to rearrange it in a mutually agreeable manner.

### **Comp restrictions**

Dogs of war units and characters may not be included. Armies from the Storms of Chaos, Lustria, and Kislev are not allowed. Bull riders from white dwarf are allowed. No special

characters are allowed, even the named characters within the new army lists, no appendix/back of book lists. Anything else, send us an email. Additional restrictions:

- No Power Scroll allowed.
- No double rare choices or triple special choices, this replaces the standard duplications restrictions. (High Elves may take 2 of the same rare choice and 3 of the same special).
- Only 12PD may be rolled in any single magic phase, as you use dice place them in a used pile to the side, once you have rolled the 12th PD the magic phase ends.

### **Models and WYSIWYG**

You have to use appropriate models for your army. Standard bearers, musicians and champions must be clearly recognisable, and they may not be present if the unit doesn't include them in the army list. All models must be based. When fielding conversions the actual idea of the original unit must be recognisable and not converted to give a deliberate advantage (the submerged stegadon for example)

All units with special equipment (mages and war machines) must be distinguishable so that magic items or runes can not "jump" from one model to the other.

### **Pairings and games**

We will play 5 pitch battle games, with scenarios from the rulesbook with slightly modified VPs as detailed below.

Games are given 3 hours and in this time you must play the scenario for the game, as detailed below, twice – once with your own army and then again swopping armies with your opponent. So game 1 is essentially 2 games using the Battleline scenario, for example. You will have 1 ¼ hours for the game that you use your own army and 1 ¼ hours for the game that you use your opponents army.

**Play with your opponents army first then swap to get your army back and play again.**

The pairings will be set with the following restrictions:

- You cannot play against your own club members in the first game.

Opponents for the 1st game will be drawn at random. From the second game onward they will be drawn using the swiss chess system.

**Scenarios**

- Game 1 - Battleline
- Game 2 - Meeting engagement
- Game 3 - Dawn attack
- Game 4 - Battleline
- Game 5 - Meeting engagement

**Victory points**

Result	Victory points difference	Points for the winner	Points for the loser
Draw	0 - 100	10	10
Draw	101 - 200	11	9
Minor win	201 - 300	12	8
Minor win	301 - 400	13	7
Major win	401 - 500	14	6
Major win	501 - 600	15	5
Major win	601 - 700	16	4
Major win	701 - 800	17	3
Massacre	801 - 900	18	2
Massacre	901 - 1000	19	1
Massacre	1001+	20	0

You score victory points as follows:

VPs equal to point value of unit.

For each enemy unit destroyed, fleeing or having fled the table. Each independent character is counted as a separate unit for this purpose, and characters mounted on monsters are also counted separately from their mount.

+ 50 Victory Points.

If the enemy General is slain, fleeing or has fled the table.

+ 15 Victory Points.

For each enemy standard slain in combat or by the last stand rule. This is +25VP for the enemy Battle Standard.

+50VPs Underdog challenge

If one of your champions slays an enemy hero or lord in a challenge then you receive a bonus 50VPs.

Victory points for a game are calculated by adding together your VPs from both 'mini-games'. So if you win with your own army 1000 VP to 500 VP then lose the army swap game 400 VP to 800 VP the GAME 1 result is (1000 + 400) VP to (500 + 800) VP = 1400 VP to 1300 VP, giving a difference of 100 VP and is a draw!

## **Sportsmanship**

If you had a particularly bad game against a very awkward opponent you may give them a sportsmanship hit of -3 TPs, please inform the judges at the scoring table and give detailed reasons for the hit, if they agree its appropriate then the player will lose 3 TPs from their overall score.

After the last game of the tournament you may nominate one opponent as your best opponent. Nomination is worth an extra 3 tournament points per nomination (a max of +15 TP). This nomination is not allowed to be awarded to a club mate. The player with the most nominations will win the most sporting player trophy. In the event of a tie the players will 'roll a dice for it'.

## **Painting**

Painting will be judged during lunch time on Saturday and possibly Sunday if the judges need extra time, please leave your complete army displayed on the tables together with any themed terrain and most importantly your name so we can identify who it belongs to. Anyone not doing this will receive 0 for painting points.

No unpainted models maybe used at the tournament, if you bring them you will be asked to remove them from the tabletop and play without them, there can be no exceptions to this rule. A model will be considered unpainted if it doesn't have at least 3 colours, the decision of the organisers is final.

You will score between 0 and 6 TPs for painting points based on the following categories:

### **Unpainted or zero effort = 0 TP**

We hope no-one will score this, this will only be awarded to un-named, unpainted or armies who haven't been given any care or respect in their painting.

### **Tournament/gaming standard = 3 TP**

This is what the huge majority will score and will be awarded to all armies that have been painted with at least 3 colours, based, and have movement trays where needed. An extra +1TP is available if you bring good quality themed terrain.

### **Best army standard = 6 TP**

Only a few armies will gain this score, those that do will have to show a degree of technical skill and effort and display a great theme throughout. No extra bonus for themed terrain is available but bringing it will help you gain this score boost from the gaming standard score.

## **Event location**

Iron Acton Parish Hall near Bristol. The postcode of the hall is BS37 9UH. It can be tricky to find the hall so please see the separate document available on our website :

<http://www.biguns.co.uk/tournaments/AccommodationandDirections.pdf>

The local pub is the well known Lamb Inn. If you find this you are within 100 meters of the parish hall. Just head away from the traffic lights, around a corner and look for a bus stop on your right. The Parish Hall car park entrance is by the bus stop.

There will be tea, coffee, soft drinks, chocolate and crisps available to buy. There is a microwave in the hall if you wish to heat up your food. Note that lunch is NOT provided, so bring your own. Saturday is a long day, so extra nosh would be advisable.

## **Accommodation**

Please see the separate document available on our website :

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