

# **BRISTOL BRAWL PART DEUX**

## **FANTASY RULES PACK**

THE BRISTOL BRAWL PART DEUX IS A WARHAMMER FANTASY TOURNAMENT CONSISTING OF 5 GAMES OVER 2 DAYS, THE 30<sup>TH</sup> AND 31<sup>ST</sup> OF OCTOBER 2010 AT IRON ACTON PARISH HALL, NEAR BRISTOL . MINIMUM ENTRY AGE IS 16, UNLESS ACCOMPANIED BY AN ADULT WHERE IT IS 14.

### **PICKING YOUR ARMY**

ARMIES ARE CHOSEN UP TO A LIMIT OF 2010 POINTS, AND MUST BE FULLY PAINTED. FULLY PAINTED IS A MINIMUM OF FOUR 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 AND OF COURSE WYSIWYG CONVERSIONS CAN BE USED.

- ARMIES MAY ONLY BE PICKED FROM THE 15 MAIN WARHAMMER ARMY BOOKS. NO OTHER PUBLISHED MATERIAL IS ALLOWED.
- NO SPECIAL OR NAMED CHARACTERS ARE ALLOWED. UNLESS YOU'VE NAMED THEM YOURSELF OF COURSE, "MEET BOB THE DAEMON PRINCE."
- ANY ARMY BOOK RELEASED ON THE 30<sup>TH</sup> OF SEPTEMBER OR AFTER CANNOT BE USED AS IT WILL BE WITHIN A MONTH OF THE TOURNAMENT.

### **COMP RULES**

#### **GENERAL ARMY RESTRICTIONS**

- NO DOUBLE RARE, NO TRIPLE SPECIALS

#### **MAGIC SYSTEM**

- MAXIMUM OF 12 'POWER DICE' (PD) IN THE ARMY (INCLUDING POOL DICE AND DICE GENERATED BY SLANN, I.E. YOU MAY NEVER ROLL MORE THAN TWELVE DICE PER PHASE, WITH THE SOLE EXCEPTION OF RE-ROLLS.)
- EACH 'BOUND SPELL' UNLESS OTHERWISE STATED CAN ONLY USE THE LOWER POWERED VERSION OF THE SPELL IT CAN CAST, AS STATED IN THE RULE BOOK.
- ALL POWER DICE GENERATED THROUGH CHANNELLING OR MAGIC ITEMS.

APART FROM THE RESTRICTIONS ABOVE THERE ARE NO OTHER RESTRICTIONS HOWEVER THE BRISTOL BRAWLS ARE KNOWN AS FRIENDLY EVENTS, WHERE WINNING MATTERS, BUT NOT AT ANY COST. IF YOU BRING A GRAND TOURNAMENT WINNING LIST TO THIS TOURNAMENT YOU'VE PROBABLY MISSED THE POINT AND MAY BE ASKED TO CHANGE IT.

## **ARMY LIST REGISTRATION**

THE ARMY LIST YOU INTEND TO USE DURING THE TOURNAMENT MUST BE REGISTERED WITH US PRIOR TO THE EVENT FOR CHECKING. ALL ARMY LISTS ARE REQUIRED TO BE SUBMITTED EITHER BY EMAIL TO:

[MR.MR.GARLICK@GOOGLEMAIL.COM](mailto:MR.MR.GARLICK@GOOGLEMAIL.COM)

OR POST TO: 14 SHEPPARD ROAD, FISHPONDS, BRISTOL BS16 2PB.

LISTS RECEIVED ON OR BEFORE: **15<sup>TH</sup> OF OCTOBER 2010** WILL EARN 20 ARMY SELECTION TOURNAMENT POINTS. ILLEGAL LISTS AND LISTS RECEIVED AFTER THE **15<sup>TH</sup> OF OCTOBER 2010** WILL NOT EARN ANY ARMY SELECTION TOURNAMENT POINTS. IF YOU SEND YOUR LIST TO US BY THE REQUIRED DATES AND THEN LATER CHANGE YOUR LIST YOU WILL ALSO LOSE YOUR SELECTION POINTS.

ANYONE FOUND TO BE USING A LIST DIFFERENT TO THE LIST THEY REGISTERED CAN EXPECT A VERY SEVERE POINTS PENALTY AND MAY EVEN BE DISQUALIFIED FROM THE TOURNAMENT.

THE ARMY LIST 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 **2,010PTS OR LESS**, EVEN ONE POINT OVER IS UNACCEPTABLE IT MUST ALSO CONFORM TO ALL RULES AND RESTRICTIONS FROM THE RELEVANT ARMY BOOKS AND RULES BOOKS. AS YOUR OPPONENTS WILL ALSO BE USING YOUR ARMY WE **VERY STRONGLY RECOMMEND** THAT YOU CREATE A QUICK REFERENCE SHEET FOR YOUR OPPONENTS TO USE CONTAINING YOUR ARMIES STAT VALUES E.G. WS, MOVE ETC AND MOST OF THEIR COMMON SPECIAL RULES. THIS SHOULD HELP ALLEVIATE SOME OF THE DIFFICULTY WITH PEOPLE BEING UNFAMILIAR WITH A NEW ARMY BOOK. ALSO IT WOULD BE HELPFUL TO HAVE A COPY OF YOUR ARMY'S FAQ AVAILABLE AS THIS WILL CLARIFY CHANGES TO YOUR FORCE UNDER 8<sup>TH</sup> EDITION.

## **TIME-TABLE**

### **DAY 1 – SATURDAY**

- 8:00 - 9:00 REGISTRATION AND ANNOUNCEMENTS
- 9:00 - 12:00 GAME 1
- 12:00 - 12:45 LUNCH BREAK

DURING LUNCH BREAK ALL PLAYERS ARE REQUESTED TO DISPLAY THEIR ARMIES ON THE TABLES TO FACILITATE THE NOMINATIONS FOR THE BEST ARMY AWARD.

- 12:45 - 15.45 GAME 2 (THE HAUNTED SCENARIO)
- 15:45 - 16:00 AFTERNOON BREAK
- 16:00 - 19:00 GAME 3

THE HALL WILL BE LOCKED OVERNIGHT AND NO ONE WILL BE ALLOWED ENTRANCE. THE ORGANISERS WILL BE DOWN THE LAMB INN FOR A PINT AND WE WELCOME YOU TO JOIN US.

### **DAY 2 – SUNDAY**

- 9:00 HALL OPENS
- 9:30 - 12:30 GAME 4 (ARMY SWAP)
- 12:30 - 13:30 LUNCH BREAK

DURING LUNCH BREAK ALL PLAYERS ARE REQUESTED TO DISPLAY THEIR ARMIES ON THE TABLES TO FACILITATE THE NOMINATIONS FOR THE BEST ARMY AWARD.

- 13:30 - 16:30 GAME 5
- 16:30 - 17:00 CLEAR UP AND AWARDS CEREMONY

# THE TOURNAMENT

## TERRAIN

ALL PLAYERS ARE REQUIRED TO BRING 4 VARIED PIECES OF TERRAIN, WHICH YOU WILL ROLL FOR AT THE BEGINNING OF EACH GAME TO DETERMINE ITS SPECIAL RULES IF ANY (PAGE 142 OF THE WARHAMMER RULEBOOK). ONCE YOU'VE FOUND OUT WHAT TABLE YOUR ON AT THE START OF THE EVENT PUT YOUR TERRAIN ON THE TABLE NEXT TO YOU IN DESCENDING ORDER I.E. THE PLAYER ON TABLE 1 WOULD PUT HIS TERRAIN ON TABLE 2 ETC, UNTIL THE LAST TABLE PUTS ITS TERRAIN ON TABLE 1. THIS IS JUST TO SHAKE UP THE RANDOMNESS OF THE TERRAIN. THE TERRAIN'S PLACEMENT IS DETERMINED AS NORMAL IN THE FIRST GAME, PLEASE DO NOT MOVE OR SCATTER IT AFTER THE FIRST ROUND. IF ANY TERRAIN IS MOVED DUE TO SPELLS PLEASE RETURN IT TO ITS ORIGINAL PLACE AFTER THE GAME.

## PLAYING THE GAME

THERE ARE FIVE GAMES OVER THE TWO DAYS WHICH WILL HAVE SCENARIOS PRESET ON THE DAY FROM THOSE IN THE MAIN RULEBOOK, WITH THE EXCEPTION OF GAME TWO WHICH WILL BE THE "THE HAUNTED!" SCENARIO SEE BELOW FOR DETAILS. ALSO GAME FOUR IS THE FAMOUS ARMY SWAP.

VICTORY POINTS ARE WORKED OUT AS NORMAL WITH THE FOLLOWING EXCEPTION. AS STATED IN THE NEW 8<sup>TH</sup> EDITION RULE BOOK BANNERS ARE WORTH 25PTS EACH, WITH 100PTS FOR THE BSB AND THE USUAL 50PTS FOR THE UNDERDOG CHALLENGE. THE CONQUEROR'S TAPESTRY COUNTS AS CAPTURING TWO STANDARDS. YOU MUST HAVE A STANDARD OR ARMY BATTLE STANDARD IN YOUR ARMY TO CLAIM THIS BONUS.

## WINNING THE TOURNAMENT

VICTORY POINTS DIFFERENCE	WINNER'S TOURNAMENT POINTS	LOSER'S TOURNAMENT POINTS
2010+	20	0
1750-2009	19	1
1500-1749	18	2
1250-1499	17	3
1000-1249	16	4
850-999	15	5
700-849	14	6
550-699	13	7
350-549	12	8
150-349	11	9
0-149	10	10

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.

## **THE HAUNTED SCENARIO; GAME TWO**

*THE STORM CLOUDS BOIL OVER HEAD AS THE TWO ARMIES GATHER. MAGICAL ENERGY LASHES OUT IN LIGHTENING ARKS ACROSS THE BLACKENED SKY. THE DEAD GROW RESTLESS AND STIR. THE GROUND ITS SELF RISES, BECOMING TWISTED AND CORRUPTED BY THE WINDS OF CHAOS.*

FOR GAME TWO ALL TERRAIN WILL HAVE A PRESET TYPE AS FOLLOWS ALSO ANY MISCASTING WIZARDS MUST ROLL TWICE ON THE MISCAST TABLE AND APPLY BOTH RESULTS DUE TO THE WILD MAGIC RAGING AROUND THE BATTLE. HOWEVER WIZARDS GAIN A + 1 TO ALL CHANNELLING ATTEMPTS FOR BOTH POWER AND DISPEL DICE.

- FORESTS AND WOODS COUNT AS WILD WOODS.
- HILLS COUNT AS SCREE SLOPES.
- OBSTACLES COUNT AS GHOST FENCES.
- ALL WATER FEATURES COUNT AS MIST WREATHED SWAMPS.
- ALL MONUMENTS COUNT AS SINISTER STATUES.
- INTACT BUILDINGS COUNT AS HAUNTED MANSIONS.
- RUINS ETC COUNT AS ARCANES RUINS.
- ANY TOWERS OR CHARNEL PIT TYPE TERRAIN COUNT AS AN ALTER OF KHAINE ON A ROLL OF A 1-3 OR A TOWER OF BLOOD ON A 4-6

## **AWARDS**

THERE WILL BE AWARDS FOR THE FIRST PLACE, SECOND PLACE, THIRD PLACE AND BEST ARMY.

THE WINNER OF THE BEST ARMY WILL VOTED FOR BY YOU THE PLAYERS, FROM A SELECTION OF THE BEST ARMIES CHOSEN BY THE JUDGES.

ANY QUESTIONS PLEASE EMAIL [MR.MR.GARLICK@GOOGLEMAIL.COM](mailto:MR.MR.GARLICK@GOOGLEMAIL.COM)

**GOOD LUCK!**

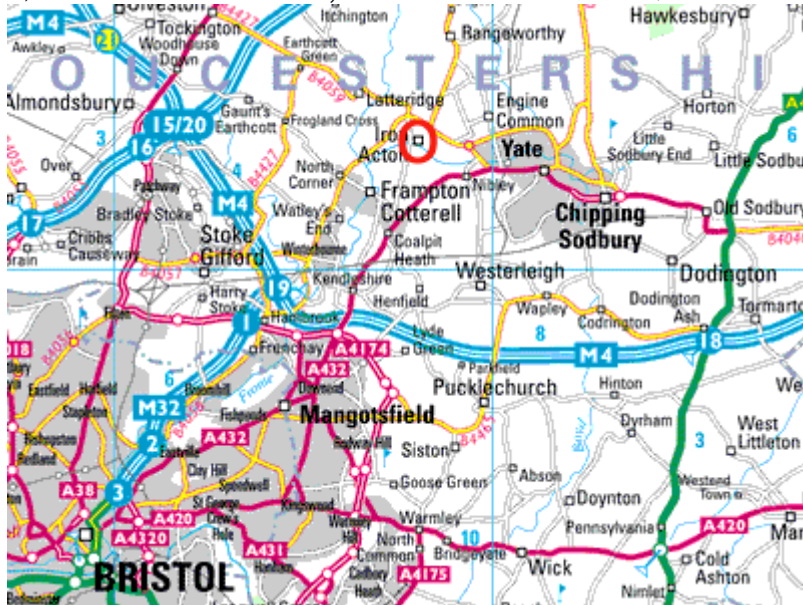
## **FOOD & DRINK**

TEA, COFFEE AND CANS OF SOFT DRINK WILL BE AVAILABLE OVER THE WEEKEND, AS WELL AS SNACKS, SUCH AS CHOCOLATE BARS AND PACKETS OF CRISPS.

## **LOCATION**

THE BIG'UNS MEET AT THE PARISH HALL IN THE VILLAGE OF IRON ACTON, ABOUT 12 KM NORTH OF BRISTOL. FROM FRENCHAY IN BRISTOL, FOLLOW THE B4058 OUT TOWARDS YATE. AFTER THE LEVEL CROSSING TURN RIGHT AT THE NEXT SET OF TRAFFIC LIGHTS AND THEN TAKE THE SECOND LEFT HAND TURNING, OPPOSITE THE WHITE HART PUB. FOLLOW THIS ROAD FOR ABOUT 150 METRES AND THE HALL IS ON YOUR LEFT.

THE LAMB PUBLIC HOUSE IS AT THE OTHER END OF THE ROAD. THE TWO PUBS ARE QUITE WELL KNOWN, SO ASK FOR THESE (ESPECIALLY THE LAMB). HERE'S A MAP:



IF YOU WANT TO FIND US USING THE ONLINE MAP TOOL MULTIMAP, HERE'S A LINK TO THE RIGHT PAGE TO START: [IRON ACTON ON MULTIMAP](#). ALTERNATIVELY YOU CAN FIND US USING THE [RAC ROUTE PLANNER](#). THE POSTCODE FOR THE PARISH HALL IS BS37 9UH. HAPPY HUNTING!

## **ACCOMMODATION**

- THE LAMB INN, IRON ACTON. 01454-228265
- TRAVEL INN, EMERSONS GREEN, DOWNEND, BRISTOL. 0117 9564755
- MODA HOTEL, HIGH STREET, CHIPPING SODBURY. 01454 312135
- THE WHEATSHEAF INN, 41 HIGH STREET, WINTERBOURNE. BRISTOL 01454 773758
- THE GOLDEN LION, BEESMOOR ROAD, FRAMPTON COTTERELL 01454 773348
- THE BARN GUEST HOUSE 44-46 CHURCH ROAD, WINTERBOURNE DOWN 01454 774361
- ENGLAND'S GUEST HOUSE 38 STATION ROAD, YATE, 01454 312078
- OLD GLOS. ROAD FARM, WINTERBOURNE 01454 775039
- THE PORTCULLIS INN, HIGH ST, TORMARTON 01454 218263 JUST OFF JUNCTION 18 OF THE M4 ABOUT 10-15 MINUTES DRIVE TO THE VENUE.
- TREETOPS HIGH ST WINTERBOURNE 01454 776951
- THE PORTCULLIS HOTEL/PUB, 11 HORSE ST CHIPPING SODBURY 01454 857785/6/7
- JARVIS GRANGE HOTEL NORTHWOODS OLD GLOUCESTER ROAD WINTERBOURNE 01454 777333