



# WAR PRESENTS WINNERSH WAR



The Wargamers Association of Reading proudly present Winnersh War, a 1 day Warhammer Fantasy Tournament.

Winnersh War is on Saturday 30th July 2011, at Winnersh Community Centre, New Road, Sindlesham, (near Wokingham) Berkshire, RG41 5DU.

Entry is £15 which includes 3 games of Warhammer and lunch. Please email the competition organiser Lance Gibson at [gibson6@ntlworld.com](mailto:gibson6@ntlworld.com).

Minimum entry age is 16, unless accompanied by an adult where it is 13. There are 30 places available; to guarantee yourself a place you must pay in advance.

## 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 done as well. Undercoat does not count as a minimum colour. Proxy models are not allowed, however, non Games Workshop Miniatures can be used.

Winnersh War will be played under the 8<sup>th</sup> Edition Rulebook. Please select your army according to the Rulebook restrictions. The official errata documents for all armies can be found here <http://www.games-workshop.com/gws/content/article.jsp?aid=3000006#>

There will be some comp that will be used at Winnersh War. This is shown in the General Restrictions and Rule Tweaks sections further in this pack.

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

Any army book released on the 30<sup>th</sup> June or after cannot be used as it will be within a month of the tournament.

Any questions about the competition please email Lance at [gibson6@ntlworld.com](mailto:gibson6@ntlworld.com)

## Army Lists

Army Lists must be submitted to [gibson6@ntlworld.com](mailto:gibson6@ntlworld.com) by 16<sup>th</sup> July 2011 to be checked for any errors. Please title your army list with your name and army type. Please also hand in a copy of your army list at registration.

## Time-Table

<b>09.00AM Registration</b>
<b>09.15AM First Game Starts</b>
<b>11:45AM First Game Ends</b>
<b>11.45AM 30 Minutes for lunch and Best Painting Judging</b>
<b>12.15PM Second Game Starts</b>
<b>14.45PM Second Game Ends</b>
<b>15.00PM Third Game Starts</b>
<b>17.30PM Third Game Ends</b>
<b>17.45PM Awards</b>

## General Restrictions

- No Special or Named Characters are allowed.
- Maximum of 4 War Machines in total, no more than two of each type. Within this restriction Anvil of Doom counts as a war machine, Steam tank as two. The Gyrocopter and Casket of Souls do not count as a war machines for this limit.
- Maximum of 60 Shots with a range of 24" or more. All War Machines count as 5 shots towards this limit
- No more than 12 Power or dispel dice may be used in any one phase
- No more than 2 units of flyers may be used, including character mounts
- Maximum unit size of 50 models and 450 points including command and magic banners.
- The following are 0-1. Hydra, Steam tank, Hell Cannon, Abomination, Ancient Stegadon, Black Coach, Doomwheel, Arachnarok, Necrosphinx, Warsphinx, Organ Gun
- Fozzrik's Folding Fortress, Book of Hoeth, Power Scroll, Pendant of Khaeleth, Cupped Hands, Belcalming Cogitation, Drakonhoff Banner may not be taken
- Skaven Slave units are 0-1 per Clanrat, Stormvermin or Giant Rat unit, provided that unit contains at least 20 models
- Maximum 4 flamers, 6 Cairn Wraiths and 10 shades per army

## Rule Tweaks

- Battle Standard Bearers may take mundane equipment normally allowed in their equipment options
- Characters in a unit only take a single wound when affected by the following spells: Dwellers below, Dreaded Thirteenth Spell, Final Transmutation, Purple Sun.
- The 11-12 strength result of Infernal Gateway is changed to the following: Instead of instantly destroying the enemy unit, it takes 12 wounds which ignore all armour saves, ward saves and regeneration.

- Units and characters that are fleeing at the end of the game count as being destroyed for Victory Points purposes.

## The Tournament

The following three scenarios will be used.

The Terrain is fixed, please do not move or scatter it. If any terrain is moved due to spells or random movement please return it to its original place after the game.

### Game 1: Cross Purposes

Battleline (Page 144) with the table divided corner to corner and units placed at least 6" from the centre line (like meeting engagement). Winner of the roll off chooses which diagonal is used and the winner deploys the first unit.

### Game 2: Magical Disruption

Blood and Glory (Page 148). Additionally magical users do not add their wizard level to cast or dispel. If an army reaches breakpoint play to equal turns. If by this point only one army has been broken the breaker gains 1000VPs.

### Game 3: Battleline (Page 144)

Mysterious woods will be used. Other terrain is mundane unless indicated.

## Umpiring

The tournament umpires will adjudicate any rules issues or questions. Their decision is final even if it later turns out to be wrong.

Players with particularly hard lists will be chosen to play each other in the first round by the umpires. We will also try and keep club players from playing each other. Second and third round pairings will be based on the Swiss system.

# 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
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.



## Awards

There will be awards for the First Place, Second Place, Third Place and Best Army. The winner of the Best Army will be voted on by the players.

## Food & Drink

A coffee bar serving tea, coffee and snacks will be open all day at the venue. Lunch will also be provided for players. You can also bring your own bottles of water. Please note the nearest shop is a Sainsbury's which is a 10-15 minutes walk away.

## Location

Winnersh War is being held at Winnersh Community Centre, New Road, Sindlesham, (near Wokingham) Berkshire, RG41 5DU.

<http://www.multimap.com/maps/?bundle=maps&locale=en-gb&countryCode=GB&q=rg41%205DU&zoom=14&moveMap=0,0>

By Road; the nearest access to the Motorway network is via M4 junction 10 using the A329M Western spur, exit at Winnersh Triangle. Access to the Community Centre is via Mole Road.

**There is free parking at the Community Centre.**

By Train; the nearest train Station is Winnersh which is on the South West Trains route between Reading and London Waterloo. From here exit the station and turn right onto Kings St. Lane heading towards a crossroads with a Sainsbury ahead of you on your left. Continue straight ahead past the Sainsbury and down Kings St. Lane onto Mole Road. The Community Centre is next to a park on the left.

## Wargamers Association of Reading

Winnersh War is being held by the Wargamers Association of Reading (WAR) a war gaming club who meet weekly on a Wednesday night at the same venue. Find out more about us at our website <http://www.readingwargames.co.uk> WAR also holds an annual War Games and Convention and Trade Show at the

Rivermead Leisure Centre, Reading in November. This year it is on the weekend of the 19<sup>th</sup> & 20<sup>th</sup> November 2011. Visit <http://www.readingwargames.co.uk/warfare.asp> for more details. **Please note this is a new web site for the club.**



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