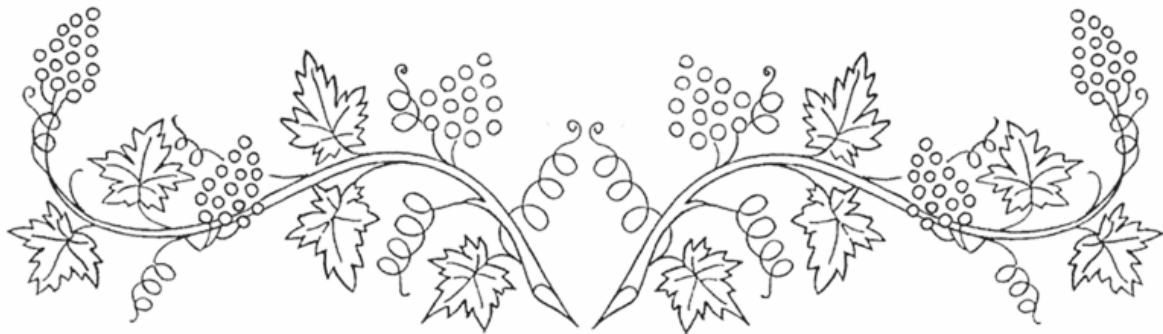


# *Battle in the Vines '09*



## **Players Pack**

Warhammer 40 000 Tournament

Saturday and Sunday 11-12 April 2009

Greta Arts and Sports Community Hall

Water St

GRETA NSW 2334

*Hosted by the Cessnock Slayers, the Cessnock Wargaming Club*

*In the grim darkness of the far future there is only war*

## **Event Information**

Battle in the Vines is a two day tournament for Warhammer 40 000, designed to allow players to field 2000 point armies.

The tournament will consist of five games over 2 days with 3 games being played on Saturday and 2 games on Sunday.

Players will be matched according to their generalship scores to date.

If necessary, the tournament organizers will adjust this allocation slightly, in order to try to give each player the opportunity of a different opponent, a different army and a different table for each game.

All games will be played on a 6' by 4' tabletop with an appropriate amount of scenery.

The overall winners will be determined using the following percentages: generalship 55%, composition 20%, sportsmanship 20% and painting 5%. This is described in more detail below.

Battle in the Vines is hosted by the **Cessnock Slayers**, the Cessnock Wargaming Club.

### **Who are we?**

We have evolved from the Trollslayers. We meet most Sundays in the Shiraz Room at the Cessnock Rugby League Supporters Club. We mainly play 40K but we are interested in other systems. Come along! Welcoming visitors, holding in-house events, and attending inter-club meets is what we do. Contact us via [www.wargamer.au.com](http://www.wargamer.au.com)

## **Contact Details**

### **Tournament Organizer/Referee**

Guy Townsend: Griever on [www.wargamerAU.com](http://www.wargamerAU.com)  
email: [the\\_monkey@hotmail.com](mailto:the_monkey@hotmail.com)

**Alternate email for Guy:** Jan Cherrie: email [j.nc7csg@bigpond.net.au](mailto:j.nc7csg@bigpond.net.au)

### **Ticket Sales, Travel and Accommodation enquiries**

Jan Cherrie: The Patron on [www.wargamerAU.com](http://www.wargamerAU.com)  
email [j.nc7csg@bigpond.net.au](mailto:j.nc7csg@bigpond.net.au)

Phone: (02) 4938 7674 Fax: (02) 4938 7674

Post: 7 Clift St GRETA NSW 2334

## Where

### **Greta Arts and Sports Community Hall Water St Greta NSW 2334.**

This is a new hall with modern facilities and plenty of space. It is easy to find.

Greta is on the New England Highway between Maitland and Singleton, about 15 minutes from Maitland and about 20 minutes from Singleton.

Coming from Maitland, Raymond Terrace or Newcastle, Greta is the next town after Lochinvar.

Coming from Singleton, Greta is just after Branxton.

Coming from Cessnock, the easiest way is to go directly from Cessnock to Branxton (15 min), turn right at the lights towards Maitland, and Greta is 4 km along the New England Highway.

Coming from Sydney or the Central Coast the easiest way is to take the freeway through to Maitland and then follow the New England Highway west.

To find the hall, turn onto Water St at the Band Rotunda in the centre of town.

There is plenty of parking.

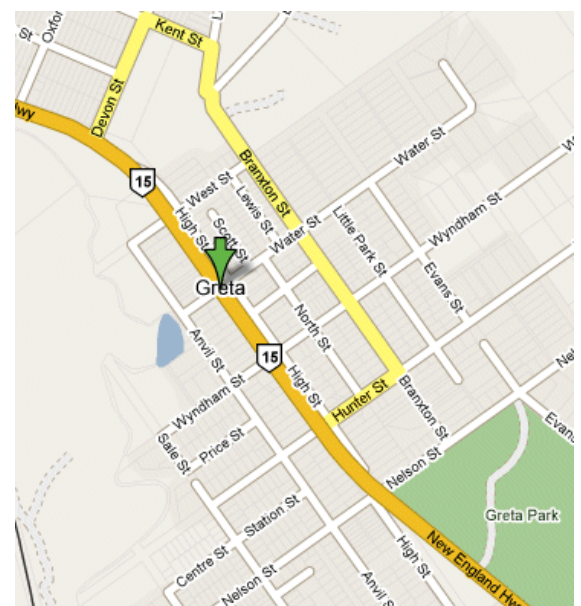
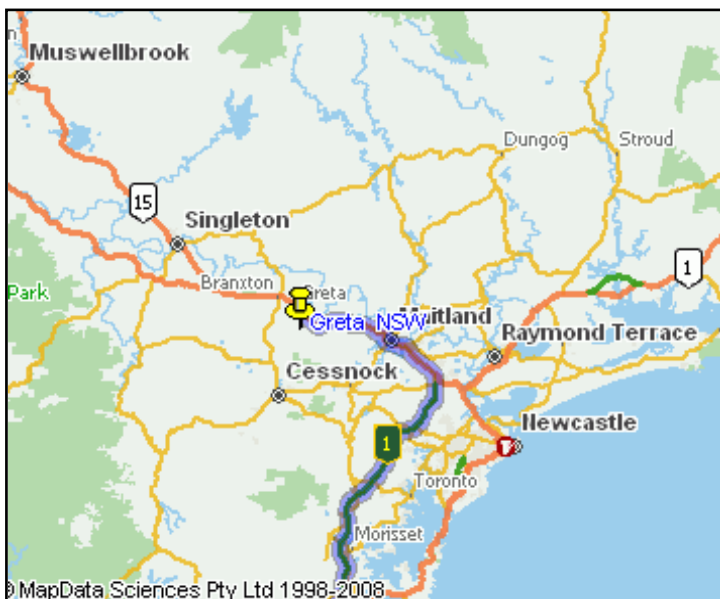
Map references:

<http://www.winecountry.com.au/maps.aspx>

This shows Greta's position in Wine Country and how to get there.

Or Google “map Greta NSW”

This shows the township of Greta. The hall on Water St is just to the left of the green arrow.



## When

### Saturday 11 April 2009

0830 - 0900 Registration and briefing  
0900 - 1200 Game 1  
1200 - 1245 Lunch (Bakery, Café, Pub etc are within walking distance).  
1245 - 1300 Painting Judging (5% of overall score; peer judged).  
1300 - 1600 Game 2  
1600 - 1630 Break (will be shortened if necessary to ensure Game 3 finishes on time)  
1630 - 1930 Game 3

### Sunday 20 April 2008

0900 - 1200 Game 4  
1200 - 1300 Lunch (Don't forget the Bakery will be shut!)  
1300 - 1600 Game 5  
1600 - 1630 Pack up  
1630 - 1700 Results and Prizes

The **time limit** for each game is three hours. This has to be strictly enforced to be fair to all. We are planning a 20 minute warning where you will be asked to make this the last full turn of the game, then a 5 minute warning, then when time runs out you will be asked to stop rolling dice **immediately**.

**Cost: \$35** to be paid by the end of March 2009

Payment can be made by cash, cheque, money order, or direct deposit.  
Our bank account is Westpac BSB 032 516 Account 18 9111  
Put your name in the reference section  
Cheques are to be made out to **Cessnock Wargaming Club**.  
Your payment will be acknowledged by email, PM, in person, or post.

#### Contact Details for Payment:

Jan Cherrie: The Patron on [www.wargamerAU.com](http://www.wargamerAU.com)  
email [j.nc7csg@bigpond.net.au](mailto:j.nc7csg@bigpond.net.au) Phone: (02) 4938 7674 Post: 7 Clift St GRETA NSW 2334

**Tickets are NOT available from Cessnock PCYC**

A list of paid up players will be posted on the BIV forum on [www.wargamerAU.com](http://www.wargamerAU.com)

**For the latest information go to**

BIV and Cessnock Wargaming Club forums on [www.wargamerAU.com](http://www.wargamerAU.com)  
Events on the Gosford Gamers website <http://www.gosfordgamer.net/events>

## **IMPORTANT**

*By entering this tournament you agree to the following:*

All decisions of the Tournament Organizers and Referees are final.

No discussion will be entered into once a decision is taken.

This applies to rules adjudications, scores applied in any category, issues of health and safety, and any other issue that requires the cooperation of the players.

Once the tournament results have been announced they will not be altered in any way.

## **Role of Referees**

If you have a problem with a rules question, and you cannot resolve it between you, you can call the referee. The referee will show you the relevant rule in the rule book or codex, suggest a compromise rule applicable to this situation only, or instruct you to roll a D6.

The referee's decision will be final.

The referee for this tournament will be **Guy Townsend**, supported by a team of veterans.

## **Which armies can be used?**

Army lists must be made from any of the following codices, current as of Easter 2009.

Space Marines (5 <sup>th</sup> edition, 2008)	Chaos Space Marines
Black Templars	Chaos Daemons
Dark Angels	Witchhunters
Blood Angels	Daemonhunters
Space Wolves	Imperial Guard
Orks	Dark Eldar
Necrons	Eldar
Tau Empire	Tyranids

Forge World/Imperial Armour or Apocalypse units or rules CANNOT be used.

Space Wolf 13<sup>th</sup> Company and the Kroot Mercenary lists MAY be used (both available as pdf files for download from GW).

No Special or Named characters that require opponents' consent may be used.

If in doubt, contact Guy directly, or via Jan, before the event.

## **Armies should meet the following composition criteria:**

All armies MUST contain the required minimum units (1 HQ, 2 Troops).

And be no more than 2000 points

Space Marines (5th edition, 2008): If more than one special character, nominate ONE as your army leader and use HIS special rules for the army for all games.

In the case of Witchhunters and Daemonhunters, ALLIES rules may be used as per their codex, but as per codex restrictions, allied units MAY NOT make up your compulsory unit choices, Allied units count as part of the player's army, and as such, Codex:Space Marines leader special rules will apply to them as well.

## Bonus Composition Points

Players come to tournaments to get a chance to play against different armies and opponents. To reward players for bringing less common armies bonus comp points will be allocated.

Group	Codices	Comp Bonus Points
Common	Space Marines, Chaos Space Marines, BA	0 points
Uncommon	Eldar, Orks, Tau, Tyranids, BT, DA, SW	1 point
Unusual	Daemons, Dark Eldar, Imperial Guard, Necrons	2 points
Rare	Daemonhunters, Witch Hunters, Kroot Mercs, 13 <sup>th</sup> Co	3 points

Any questions about rules and composition or missions are to be addressed to

Guy Townsend: Griever on [www.wargamerAU.com](http://www.wargamerAU.com) email: [the\\_monkey@hotmail.com](mailto:the_monkey@hotmail.com)

### Alternate email for Guy:

Jan Cherrie: The Patron on [www.wargamerAU.com](http://www.wargamerAU.com) email: [j.nc7csg@bigpond.net.au](mailto:j.nc7csg@bigpond.net.au)

## Army Lists

Army lists need to be submitted by **the end of March 2009** to be checked for errors.

Lists can be emailed to Jan (using Excel Spreadsheet, Publisher 2003, PDF or MS Word) or Guy (using Excel Spreadsheet, Army Builder or MS Word).

Any army list submitted late could be subject to a penalty.

You will be notified by post, email or PM when your army list has been received, and again when it has been approved.

Note that once your army list has been submitted, it cannot be changed except in consultation with the Referee. Army lists that have been changed will be penalized.

Guy Townsend: Griever on [www.wargamerAU.com](http://www.wargamerAU.com) email: [the\\_monkey@hotmail.com](mailto:the_monkey@hotmail.com)

Jan Cherrie: The Patron on [www.wargamerAU.com](http://www.wargamerAU.com) email: [j.nc7csg@bigpond.net.au](mailto:j.nc7csg@bigpond.net.au)

If you don't have easy access to email you can post army lists to  
Jan Cherrie 7 Clift St GRETA NSW 2334 or fax to (02) 49387674

## Required Information

Please include the following information with your army list:

Player's name

Age, as at 11/4/09, if under 18 (Junior Prize)

Contact details: phone, email address, postal address, or wargamerau name

Army name

Codex/Army book

Club or District

How long you have been playing 40K

Number of kill points in your army

## Prizes

**The Overall Winner** will receive the traditional Battle in the Vines prize, an AXE!

Mick and Karen Gregg from [www.scrapdragon.com](http://www.scrapdragon.com) have generously donated \$100 in gift vouchers to use as prizes and, as well, a discount on bought prizes.

Check out their website! They offer good prices and they are very reliable.

*Heresy Painting* (Damien Carter) is a new business offering conversions and/or custom painting of your miniatures. They have donated a \$50 gift voucher to be known as **The Heresy Painting Prize**. This will be awarded to the player with a combined score of “Best Comp + Worst Painted”. Look out for *Heresy Painting* flyers at BiV!

In addition, Prizes, Gift Vouchers or Certificates will be awarded for Second and Third Overall, Best Junior, Best General, Best Sport, Best Composition, Best Painted, The Cheesiest Army, and a Wooden Spoon for the player with the lowest overall score.

**Overall winners** will be determined using generalship scores (55%), sportsmanship (20%), composition (20%), and painting (5%).

**The Best Junior** will be the player aged under 18 as at 11/4/09 with the highest overall score.

Each entrant will be restricted to one prize or award. That means, for example, if you win First Overall you will not be eligible for Best Sportsmanship.

This will apply to all prizes and awards except the Painting Prize and the Cheese.

### Both Army Composition and Sportsmanship will be peer judged

A **score sheet** such as the one below will be handed out and filled in by each player after each game. There is no need to show this to your opponent.

Game Number: .....

Table Number: .....

Your Name: ..... Opponents Name: .....

Your result and score: ..... Opponents result and score: .....

SPORTS		COMP	
1	Would not play this person again. Very poor game.	1	This army was designed for two things: Winning and disregarding my enjoyment.
2	Definitely not the best game I've played, but not the worst either.	2	This army has a few cheesy/overpowered units or combos, but not the worst army out there.
3	An enjoyable game, with only a few minor disagreements that were easily overcome.	3	An average list, focused on reasonable unit choices and enjoyment.
4	A thoroughly enjoyable game. Well paced and well played.	4	A reasonably soft list, but still has potential for some close games.
5	A fantastic game! One of the best I've ever played!	5	An overly themed/soft list focused mainly on enjoyment, rather than winning games.

## Scoring Guidelines

Score	Result
1	Disappointing. You finished the game as quickly as possible to get it over with. <i>Could result in TO inquiry.</i>
2	Below average. Didn't enjoy yourself as much as you should have. For the more forgettable games.
3	Average score. Most games should result in this score.
4	Above average. For the more memorable games/armies.
5	Fantastic! Rated as one of your Top 5 Games/Armies Ever! <i>Could result in TO inquiry.</i>

**Painting:** This Category will be judged TWICE

### The 5% Painting Score

This will be judged by your peers during the painting judging session on Saturday. We aim to encourage players who make the effort to meet what is considered normal tournament standard.

There is no prize for this score; the score will be included in the calculation to determine the overall winner.

Guidelines similar to the following will be used:

1. Has this person tried to the best of their skill, ability, and time constraints to get their army painted?
2. Are all the models completely built, neatly base-coated and based?
3. Are all the models neatly painted with at least three colours, and on painted or flocked bases?
4. Does the army look like an army with colour schemes, insignia markings, or camouflage patterns?
5. Was extra effort put into the painting of unique characters, banners, vehicles or bases?

### The Best Painted Army

The top scorers in the 5% Painting Score will be eligible for the Painting Prize. This is a subjective prize based on artistic merit. The judge will be looking for effort, skill and talent. Your deployment must look like a cohesive army. You must have painted the army yourself. If you borrowed the army, bought it painted, or paid someone to paint it for you then you won't qualify for the prize and you will need to eliminate yourself.

The judge will be Stephen James, a well-known local artist, supported by Guy.

For information on Stephen and his work go to

<http://www.hunintervalleyarthouse.com.au/>

## **Missions**

You will be playing a mix of standard and custom missions, with at least one kill-point mission.

All missions will comply with the 5<sup>th</sup> Ed Rulebook

## **What to bring**

You will need 2 copies of your army list.

Once your army list has been submitted it cannot be changed, except in consultation with the referee. Army lists that have been changed will be penalized. Also bring your rules book, codex or army book, relevant Games Workshop FAQs, dice, templates, tape measure, pens, paper, a calculator and superglue for emergency repairs.

**You may wish to bring some lunch for Sunday.**

## **Code of Conduct**

Make all measurements clearly and accurately.

State what you are rolling for and roll in plain sight.

Politely answer any questions asked about your game, scenario, rules or army list.

Play briskly and in an organized fashion. Do not stall for time.

Stop playing immediately when time is called.

Be gracious, whether winning or losing.

## **Etiquette for each game**

1. Scenery for the battle will have been set up by the tournament organizers.

Terrain on your table can be moved for your game but it must be returned to its original position ready for the next game.

2. Talk your opponent through your army list, identifying which unit matches each entry.

3. Discuss the terrain on the board to determine type, size, height and cover saves.

4. Play the mission. If you have any disagreements about rules or anything else during the game discuss it between yourselves first. If necessary ask the referee for a ruling.

The referee's ruling will be final.

6. Work out the result of the game and fill in the sheet. Both players need to sign this section.

7. Fill in the Composition and Sports scores. You do not need to show this to your opponent.

**Victory needs no explanation; defeat allows none!**

## Saturday Catering

Within walking distance of the hall you will find an old fashioned Fish and Chips and Hamburger shop that sells a wide range of fried foods and sandwiches, a Bakery with a full range of pies, cakes and sandwiches, a Pub with counter meals, a Bowling Club, a butcher, coin operated BBQs, picnic areas, and Eagle Boys Pizza, our only fast food outlet. Within a short drive there is a supermarket, Chinese and Thai restaurants, Bowling, Golf and Workers' Clubs, service stations, gourmet sandwich shop, coffee shop, another fish 'n chips and hamburger place and a couple of up-market restaurants. It's a 15 minute drive to McDonalds and KFC.

We will be running a small kiosk at the hall for a quick breakfast, tea and coffee, snacks and cold drinks.

**Lunch orders** can be placed at the kiosk.

## Sunday

Because this is Easter Sunday many places may be closed. At this stage it is too early for the shops to give exact details. Closer to time we will put together a "what is open" list and map for both days. It will be available at BiV and on wargamer.au.

The Bakery at Greta is sure to be closed. The Bakery at Branxton MAY be open.

The Silky Oak Café SHOULD be OPEN, and if so will do LUNCH ORDERS.

**Be prepared! Bring lunch; drive to Branxton; check the above list!**

We are unable to provide a sausage sizzle or similar for Sunday Lunch. Sorry.

*Game 5 will start strictly on time!*

## Accommodation

The Hunter Valley has an extensive range of accommodation choices.

<http://www.huntertourist.com.au/accom.html>

Branxton is 4km from Greta

<http://www.branxtonhotel.com.au/>

<http://www.branxtonhousemotel.com.au/>

**Tattersall's Hotel**, 88 High St Greta, has country pub-style accommodation, serves lunch and dinner on Saturday, and is walking distance from the hall. It currently has just 7 rooms available.

Cost \$30 per room if we book the whole floor or \$50 per room on a room by room basis.

Phone Luke or Nikki on 4938 7302.

<http://flickr.com/photos/29029178@N03/3018281361/>

<http://www.totaltravel.com.au/travel/nsw/h...t/bars/10076108>

**Hunter Valley Motel Greta aka Greta Motel Stop'n Shop** is a small, older style motel with frig, microwave, toaster, crockery and cutlery, TV and DVD Player, attached to a convenience store, less than 1km from the hall. Cost \$99 per room for 4, \$88 per room for 3, \$77 per room for 2. Phone Leyla or Michael on 4938 7749

**Battle in the Vines 2009 is NOT a PCYC function.  
PCYC will not be handling enquiries or ticket sales.  
You do not need to be a PCYC member to attend.**

**Public liability insurance** is provided by the management committee of the Greta Arts and Sports Community Hall and is paid for by a premium added to the cost of hiring the hall.

**No Smoking inside the hall.**

You can smoke on the side verandah but please be careful to put cigarette butts in the container provided. The hall and fenced-in lawn area are used by a play group.

**No sleeping in the hall**

**Greta** is a fairly safe community but please be alert to the possibility of strangers wandering through.

**Road Safety** The New England Highway runs through the centre of the town and it can be very busy. Please be careful as a pedestrian and as a driver.

## **Coming Events**

\* April 18-19 **Leviathan** Quakers Hill 1500pts 40K, plus other systems  
<http://www.wargamer.au/forum/index.php?showtopic=65119>  
PM ArchonCryx or email [aozanne@yahoo.com.au](mailto:aozanne@yahoo.com.au)

\* Saturday April 25 (ANZAC Day) **Young Bloods 40K Shrike Shield Tournament**  
1,250 3 games only. For 13,14, and 15 year olds. Location corner Duffy Ave. and The Esplanade, Thornleigh, cost \$30. Contact firefox on wau.

\* May 23rd & 24th - **Fantasy Tournament** - The Outpost (2250pts) PM Fudd on wargamer.au

\* June 13th - **40K Tournament** - The Outpost (1750pts) PM Fudd on wargamer.au

\* July 25-26 **Lords of Terra** - open and invitational - Anzac Club North Sydney 5 x 1750 pts 40K  
<http://www.lordsofterra.com/info.htm>  
PM ArchonCryx or email [aozanne@yahoo.com.au](mailto:aozanne@yahoo.com.au)

**\* Tumult 09 - 40K Campaign Tournament**

North Sydney Anzac Memorial Club, Crn Ernest St & Miller St. Cammerary NSW 2062  
(3 games Saturday & 2 Sunday) Cost \$46  
Order Team vs Disorder Team (Limited to 12 per team) 2,000 points per army  
Prizes include Team Medal for each winning team member &  
GW prizes for Best General and Sportsman in each team.  
Rego Pack can be downloaded from [www.40kcampaigns.com](http://www.40kcampaigns.com) around August.  
contact: firefox (wau)

