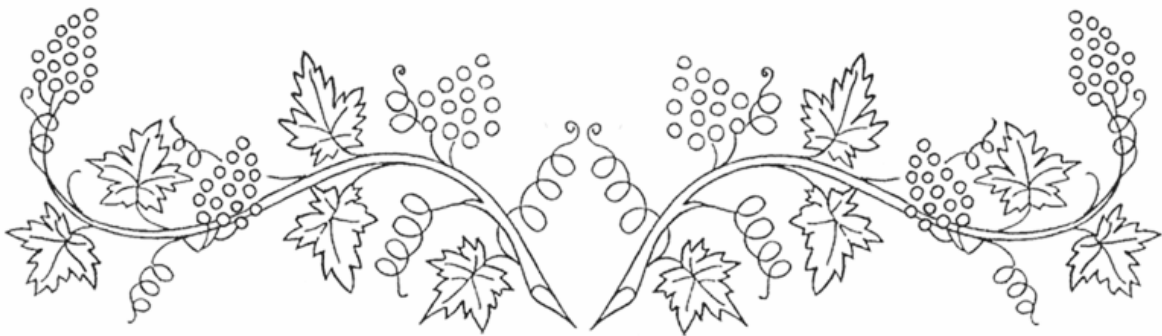


Battle in the Vines

Warhammer Fantasy Battles



Players Pack

Saturday 5 December 2009: Warhammer Fantasy Battles Tournament

Sunday 6 December 2009: Social Games

Cessnock Rugby League Supporters Club

1 Darwin St **CESSNOCK** NSW 2325

Hosted by the Cessnock Slayers, the Cessnock Wargaming Club

**It is a dark age, a bloody age, an age of daemons and sorcery,
of battle and death until the worlds ending.
These are the end times.**

Welcome to the Battle in the Vines 2009 Warhammer Fantasy Tournament!

This is the players' pack, which contains all the important information you require to compete at Fantasy BiV 2009. Important dates, tournament rules and other tidbits can all be found in this document.

We hope your experience with Fantasy BiV 2009 is both enjoyable and successful; we look forward to the tournament.

The tournament organizers will do their best to ensure that the tournament runs smoothly, allowing the players to get as much enjoyment as possible from the event.

Most important of all, enjoy yourself!

Event Information

Saturday 5 December

A One Day WFB Tournament

held in the auditorium of the Cessnock Rugby League Supporters Club.

Army Size: 1500 points
Rounds: 4 (2 hours each round)
Details: Standard Pitched Battle

Our aim is to plan an enjoyable day that will

*reintroduce Fantasy gaming to Cessnock,

*provide another opportunity for Fantasy gamers to play someone and somewhere else,

* and re-establish *Fantasy Battle in the Vines*, returning it to its 2 day format next year.

Sunday 6 December:

A series of **Social Games** will be held upstairs in the Shiraz Room, Cessnock Rugby League Supporters Club. The results of these games do not affect the results of the tournament.

For the latest information go to

BIV and Cessnock Wargaming Club forums on www.wargamerAU.com

Events on the Gosford Gamers website <http://www.gosfordgamers.net/events>

Who are the Cessnock Slayers?

We have evolved from the Trollslayers. We meet most Sundays in the Shiraz Room at the Cessnock Rugby League Supporters Club. Over the last couple of years we have mainly played 40K but we are now playing other systems, including WFB.

We have successfully re-established *40K Battle in the Vines* and we are now planning to do the same with *Fantasy Battle in the Vines*.

Come along! We look forward to meeting you. Welcoming visitors, holding in-house events, attending inter-club meets and running tournaments is what we do.

Tournament Organizer/Referee:

Richard Saxon: NoDoze on www.wargamerAU.com

Email: zep_po@hotmail.com

Event Organizer:

Paul Radnidge: Teefreka on www.wargamerAU.com

Email: t.a.anderson@bigpond.com

Ticket Sales, Travel and Accommodation Enquiries

Jan Cherrie: The Patron on www.wargamerAU.com

Email: j.nc7csg@bigpond.net.au

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

Post: 7 Clift St GRETA NSW 2334

The Venue

Cessnock Rugby League Supporters Club

1 Darwin St CESSNOCK 2325 Phone: (02) 4993 2655 www.cessnockleaguesclub.com.au

The club has a bistro, cafe and snack machines and is located in the heart of the shopping district, opposite Aldi and Big W.

There is a variety of fast food restaurants within walking distance and plenty of parking.

On Saturday we will use the auditorium, to the right as you pass reception. Players under 18 can walk through reception to access the bistro.

On Sunday we will be upstairs in the Shiraz Room. Walk through the lounge past the bar and then turn left. Players under 18 are allowed walk through but they must be accompanied.

Accommodation

The Hunter Valley has an extensive range of accommodation choices...

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

[Best Western Wine Country Motor Inn is adjacent to the Supporters Club at 5 Darwin St]

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

stay@winecountrymotorinn.com.au

Phone: (02) 4993 2999

...and an extensive range of **activities**.

Think vineyard tours, chocolate and cheese tasting, crafts, antiques, rose gardens....

Hunter Valley Visitor Centre: www.winecountry.com.au

Timetable

Saturday 5 December

9.00 - 9.30	Registration and briefing
9.30 - 11.30	Game 1
11.45 - 1.45	Game 2
1.45 - 2.30	Lunch
2.30 - 4.30	Game 3
4.45 - 6.45	Game 4
7.00 - 7.30	Results and Prizes



Please play briskly and in an organized fashion. Do not stall for time. Stop playing immediately when time is called. To be fair to all, time limits must be strictly adhered to.

Sunday 6 December

Games played today have no bearing on the results of the tournament.

Call in any time after 9am and come upstairs to the Shiraz Room for a pot-luck of several gaming systems, OR contact us in advance to book a game, OR bring a friend.

Social games can be any format. Bring your 40K army, Space Hulk or BloodBowl, pre-book a game with a mate, settle a grudge match, or try something new.....

This is a fun day for those who would like to make a weekend of it.

Tickets: Saturday: \$20 Sunday \$10

Even though the Fantasy Tournament is the main reason for the weekend, you are free to attend either or both days. Just let us know what you are doing.

Payments are due by **Tuesday 24 November 2009**

Payments can be made by cash, cheque, money order, or direct deposit.

Our bank account is Cessnock Wargaming Club at Westpac BSB 032 516 Account 18 9111

Put your name in the reference section

Cheques should be made out to **Cessnock Wargaming Club.**

Your payment will be acknowledged by email, PM, in person, or post.

A list of paid up players will be posted on the BIV forum on www.wargamerAU.com

Contact Details for Payment:

Jan Cherrie: The Patron on www.wargamerAU.com email j.nc7csg@bigpond.net.au

Phone: (02) 4938 7674 Post: 7 Clift St GRETA NSW 2334

Tickets cannot be purchased from the Cessnock Rugby League Supporters Club.

**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.**

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.

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 what type of terrain it is and any game effects.

4. Play the mission. 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.

5. Be gracious, whether winning or losing.

6. 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.

7. Work out the result of the game and fill in the score sheets.

The Role of the Referee

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 **Richard Saxon**.

Composition Criteria

Fantasy Battle in the Vines will be run under the 7th Edition Warhammer Fantasy rule set.

Armies can be chosen from any WFB army book that is current as of 7 November 2009.

Only the new Skaven book, due to be released on 7 November 2009, can be used.

The army should be **1500 points** or less.

No Back of the Book lists are allowed.

No Special Characters are allowed including the "named" characters published in the 7th edition army books.

Special character models may be used to represent 'normal' characters.

Proxies are not allowed.

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

Richard Saxon: NoDoze on www.wargamerAU.com

Missions

Player match ups for the first mission will be determined by the players experience and age. The match ups for the other missions will be determined by total generalship points to date.

Each mission will be a Pitched Battle.

Army Lists

Army lists need to be submitted by **Sunday 15 November 2009** to be checked for errors

Lists can be emailed to **Richard Saxon (Referee) or Paul Radnidge (TO)**

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.

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 5 December 2009, if under 18. (Junior Prize)

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

Army name

Army book

Club or District

How long you have been playing WFB

What to bring

You will need 2 copies of your army list.

Also bring your rules book, army book, relevant Games Workshop FAQs, dice, templates, tape measure, pens, paper, a calculator and superglue for emergency repairs.

FAQs

The link below has the official Games Workshop Errata for the 7th edition rulebook as well as the 7th edition FAQ and some army FAQ's.

<http://www.games-workshop.com/gws/content/article.jsp?categoryId=1000018&pageIndex=1&aid=3000006&start=2>.

The Direwolf Council is an independent council of gamers that incorporate and extend the Games Workshop FAQs. A link to the Direwolf FAQs can be found below.

http://www.geocities.com/mi_whplayers/dwfaq.html

Scoring Criteria

The WFB event will be scored out of 105, with 60 points for generalship, 20 points for sports, 20 points for composition and 5 points for painting.

You win **Generalship** points based on how well you play. The winner of each game will be decided on victory points. The number of generalship points that you get will depend on the margin of the victory or loss.

The maximum number of generalship points is 60 points for 4 games.

Generalship Points		Victory Point Difference
Win	Loss	
10	10	0 – 149
11	9	150 - 299
12	6	300 – 599
13	7	600 – 999
14	6	1000 – 1499
15	5	1500 +

A **Sportsmanship** scoresheet similar to the one below will be filled out by each of your opponents. This scoresheet will be used to determine your sportsmanship score out of 5 for each game, with a maximum sports score of 20 points for the 4 games.

Tick all of the following that apply

- *The player explained their army and any special rules associated with their army, or individual units, before the start of the game.
- *The player played the game in the right spirit. For example, they did not gloat when winning or sulk when things went against them.
- *The player stated what they were doing before taking any action or rolling any dice.
- *All measurements were accurate. No “rubber rulers” when checking ranges or models moving further than they should.

Only select one of the following if your opponent was significantly better or worse than you expected.

- *This person was a great sport to play against: you wish all opponents could be like this.
- OR
- *You’d rather not play against someone like this.

The **Composition** score will be marked by your opponent.

It is in effect a handicapping system to boost the scores of weaker armies. The players will look at their opponent's list and rate its composition by nominating it to a category of 1 to 5 (with 5 being the "weakest" and 1 being the "strongest"). The scores awarded by your opponents will determine your composition score out of 5 for each game, with a maximum score of 20 points for the 4 games.

Comp Category	Criteria
Category 5 (5 points)	The army would be considered soft. It has next to none of the stronger units from its army book. Unless it's commanded by a brilliant general, you expect to trample this army into the dust.
Category 4 (4 points)	While the army isn't weak it has sacrificed combat effectiveness for style or to match the background of the Warhammer world. It has forsaken many of the stronger units in its army book.
Category 3 (3 points)	The army seems to represent a well-designed tournament list that places it with the majority of the other lists and/or other normal tournament armies. You can also use this category if you have never faced an army like this before and you can't judge if it is hard or weak.
Category 2 (2 points)	The army has a VERY strong design and mix of units that makes it tougher than the majority of other armies and/or tougher than you would normally see at a tournament.
Category 1 (1 point)	The army is clearly MUCH tougher than the majority of other armies and/or MUCH tougher than you would normally see at a tournament. It is a point and click variety of an army - it doesn't need any skill to use it.

Painting:

We aim to encourage players who make the effort to meet what is considered normal tournament standard.

Models must be painted miniatures of the appropriate type for the troops they represent.

Minimum painting standards are three colours on each model in an appropriate scheme.

Models should also be appropriately based.

During the day the TOs will judge the painting using the guidelines listed below and give a score out of 5. This will be added to your overall score.

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?

Note: This score is not used to determine the Best Painted Prize.

More painting information on the next page...

The Best Painted Army

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. He has been generous enough to judge the last two *40K Battle in the Vines* Tournaments.

For information on Stephen and his work go to <http://www.huntermvalleyarthouse.com.au/>

Prizes

Prizes and Certificates will be awarded in the following categories

1st Overall – **THE AXE!**

Best Junior (under 18)

Best Painted (as nominated by Stephen James)

Best Sports

The Overall Winner will be the player with the highest total of generalship, sports, composition and painting scores.

The Best Junior will be the player aged under 18 as at 5/12/09 with the highest overall score. Each entrant will be restricted to one prize or award.

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

Important Dates

Army lists due Sunday 15 November 2009

Payments due Tuesday 24 November 2009

The Tournament Saturday 5 December 2009

Social Games Sunday 6 December 2009

Trading Table

We will allocate space for a trading table.

If you have gear to sell please bag it and label it clearly with your name and price.

Coming Events

Coastal Assault '09	Sun Dec 13th	Good Games Gosford	4 x 1500 pts 40K event
2010			
Gosford Shield	Sat Jan 16th	Gosford Hobbies	4 x 1250 pts 40K event
CanCon	23-25 Jan	ACT	40K, WFB, LOTR, BB
Dogcon	23 – 25 Jan	NSW	Fantasy
C-4 (Central Coast Corsairs)	February	Tuggerah, Central Coast	4 x 1500 pts 40K event
<i>Battle in the Vines</i>	10-11 April	Cessnock Slayers	5 x 2000 pts 40K event

A message from our Event TO

We at Cessnock Slayers hope that *Fantasy Battle in the Vines 2009* is a tournament where new Fantasy players can find their feet in the tournament scene while more experienced players will find the challenges they are looking forward to. The number of games and points has been set at this level to give room for the event to grow.

We are hoping to see a wide variety of armies attend the tournament, and we hope that players will feel free to relax and enjoy their gaming experience amongst like minded people.

I hope you all enjoy the tournament and find it a great experience.

I would personally like to thank the following people for their assistance in making this possible:

Jan Cherrie – “The Patron” who makes all things in our club possible

Richard Saxon – Tournament Referee who will be answering all those tricky questions

Mark Croxford – from Gosford Gamers for his ongoing support and allowing us to borrow from the Gosford Shield Players Pack

Andrew Galea – from Irresistible Force and the ideas taken from his players pack
andrew.galea@irresistibleforce.com.au
<http://www.irresistibleforce.com.au>

Paul Radnidge TO

Teefreka on www.wargamerAU.com

