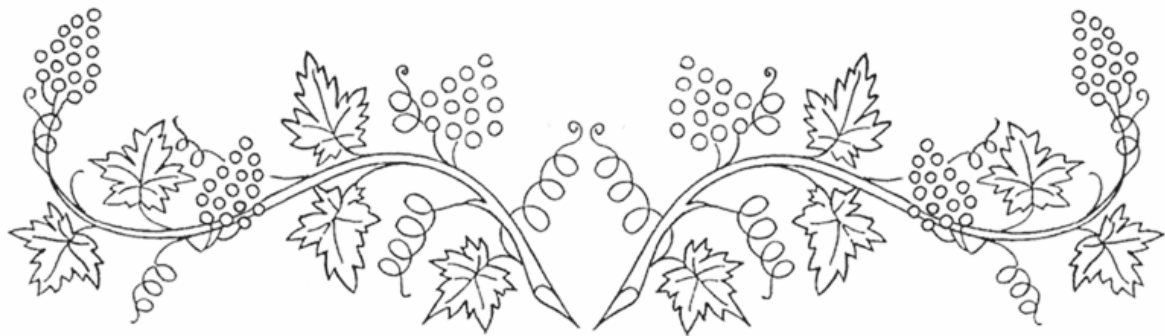


# *Battle in the Vines*

## *Warhammer Fantasy Battles*



### **Players Pack**

Warhammer Fantasy Battles Tournament  
One Day - **3 games - 1600 points**

**Sunday 21 November 2010**  
Cessnock Rugby League Supporters Club

1 Darwin St **CESSNOCK** NSW 2325

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

**“This is a world of eternal war and fleeting glory.  
The fate of the world, be it damnation or salvation,  
will soon be decided”.**

## **Welcome to Battle in the Vines 2010, a Warhammer Fantasy Tournament!**

This tournament is designed to allow newer, younger and local players an opportunity to participate in the Fantasy Tournament World with the new 8th Edition Rulebook.

Of course, experienced players and those who love the BiV atmosphere are always welcome!

### **Event Information**

#### **Sunday 21 November 2010**

##### **A One Day WFB Tournament**

held in our club home, The Shiraz Room, at Cessnock Rugby League Supporters Club.

**Army Size: 1600 points**

**Rounds: 3 (2 hours each round)**

**Missions:** will be based on **Battle 1: Battleline** and **Battle 2: Dawn Attack**, taken from pages 144-145 of the 8<sup>th</sup> Edition Warhammer Rulebook.

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

Our aim is to plan an enjoyable day that will

\*support 8<sup>th</sup> Edition Fantasy gaming in Cessnock and the Hunter,

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

\*build on the good reputation of the Cessnock Slayers and the *Battle in the Vines* tournaments.

We have decided to run 3 games only, to allow plenty of time for gaming with the new rules, and so that travellers can have a reasonably early trip home.

To reserve a place go to the *Who is coming?* thread, Fantasy BiV 2010, Tournaments Section, [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.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, BloodBowl, Mordheim and other specialist games.

We have successfully re-established *40K Battle in the Vines* and we are working on doing 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 Referee:

Kendall Williams: JumpingJehovah on [www.wargamerAU.com](http://www.wargamerAU.com)

### Event Organizers:

Paul Radnidge: Teefreka on [www.wargamerAU.com](http://www.wargamerAU.com)

Brett Chamberlin: Chambo on [www.wargamerAU.com](http://www.wargamerAU.com)

### 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



## The Venue

### Cessnock Rugby League Supporters Club

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

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](mailto: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](http://www.winecountry.com.au)

## Timetable

### Sunday 21 November

9.00 - 9.15	Registration and briefing
9.15 - 11.15	Game 1 Battleline - <i>the meeting of the minds</i>
11.30 - 1.30	Game 2 Dawn Attack
1.30 - 2.10	Lunch (For speedier service, please go for lunch as soon as you finish Game 2)
2.10 - 2.20	Beauty Pageant (Players' Choice)
2.20 - 4.20	Game 3 Battleline - <i>the final push</i>
4.40 - 5.00	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.

### Tickets: \$20

Payments are due by **Friday 12 November 2010**

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, or wau 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](http://www.wargamerAU.com)

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

## 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 co-operation of the players.

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

### 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 army book, 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 **Kendall Williams**.

## Composition Criteria

*Fantasy Battle in the Vines* will be run under the 8<sup>th</sup> Edition Warhammer Fantasy rule set.

Armies can be chosen from any WFB army book that is current as of 12 November 2010.

The army should be **1600 points** or less, **and** follow the army selection criteria on page 135 of the Warhammer Rulebook **and** as detailed below

## Army Selection Summary Table

*You must include at least three non-character units,  
plus one Lord or Hero to be your General*

	Points Limit	Duplicate Choice	Army Size 1600 points
Lords	Up to 25%	No Limit	Up to 400 points
Heroes	Up to 25%	No Limit	Up to 400 points
Core	25% or more	No Limit	
Special	Up to 50%	Up to 3	Up to 800 points
Rare	Up to 25%	Up to 2	Up to 400 points

No Back of the Book lists are allowed.

No Special Characters or “Named” Characters are allowed.

Special character models may be used to represent “normal” characters.

No more than 3 of any choice Lord, Hero, Core, Special, Rare

Proxies are not allowed.

Chaos Dwarf armies, Ravening Hordes and GT Lists may not be used; with no current GW Errata available CD’s are not a valid army.

Storm of Chaos lists may not be used.

Dogs of War armies may not be used; with no current Errata available, DoW is not a valid army.

Ogre Kingdoms can also take Rhinox rider units which will detract from your Rare percentage allotment.

Arcane item Power Scroll may not be taken.

4 War Machine cap Empire Steam tanks count as a war machine.

Fleeing units at the end of the game count as destroyed.

All the terrain will already be placed on the table. No other special terrain will be used.

Forest will use the rules as is from the book.

Hills will be treated as indefinitely high. If you have a model behind the hill you cannot see it for the purpose of true line of sight.

**For the latest Errata go to**

<http://www.games-workshop.com/gws/content/article.jsp?aId=3000006>

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

**Kendall Williams:** JumpingJehovah on [www.wargamerAU.com](http://www.wargamerAU.com)

## Army Lists

Army lists need to be submitted by **Friday 12 November 2010** to be checked for errors  
Lists can be emailed to **Kendall Williams** (Referee) [kendall.williams83@gmail.com](mailto:kendall.williams83@gmail.com)  
or **Jan Cherrie** on [j.nc7csg@bigpond.net.au](mailto:j.nc7csg@bigpond.net.au)

Acceptable army lists submitted on time will be eligible for up to 5 points which will be added to your overall score.

You will be notified by post, email or PM when your army list has been received, and again when it has been approved. A list of players with approved lists will be placed on the BiV forum on wau.

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 21 November 2010, 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.

## Etiquette for each game

1. Terrain for the battle will have been set up by the tournament organizers. *It cannot be moved or rearranged.* Discuss the terrain on the board to determine what type of terrain it is and any game effects.
2. 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.
3. Be gracious, whether winning or losing.
4. 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.
5. Work out the result of the game and fill in the score sheets.

## Scoring Criteria

This event will be scored out of **90**

### Generalship

Three games will be played by each player with a maximum of **20 battle points per game**.

The following table will be used to determine the points received by each player for each game.

Conceding a game prior to the completion of the 6th turn will result in a 0 to 20 loss.

### Battle Points Table

Battle Points	Victory Points
0-300	10-10
301-550	11-9
551-750	12-8
751-900	13-7
901-1100	14-6
1101-1250	15-5
1251-1450	16-4
1451-1750	17-3
1751-2050	18-2
2051-2350	19-1
2351-2600	20-0

### Sportsmanship

Everyone gets top marks for sportsmanship! That means you start the day with **10 points**. However, you run the risk of taking a points penalty if your lack of sportsmanship is brought to the attention of the TO.

### Composition

No composition score will be given. The general consensus is that it is next to impossible to impose any of the composition scoring methods developed in the earlier editions of the game. However, the Tournament Organisers will be assessing each list as it is entered to ensure no list is seen as “over the top” or abusive of the current rules. Such lists will be sent back to the author to be rewritten and resubmitted.

### Army List Score

*5 points will be awarded to those who submit an acceptable army list **on time**.*

## Painting

This Category will be judged **3 times!** By the TOs, by the artist and by you!

### 1. The Painting Score

This will be judged by the TOs during the course of the event and your score of up to **10 points** will be added to your overall score.

**All armies will be considered** whether or not you painted them yourself.

We aim to encourage players who make the effort to meet what is considered normal tournament standard. Guidelines similar to the following will be used:

Is the army painted?

Does the army look like a cohesive force (same colour, or linking colours used)?

Is it easy to differentiate between different units (eg squad markings, different gun colours)?

Have finer details been painted (eg gem stones, eye pieces, eyes)?

Do the models have highlighting / shading?

Are the models based?

Are the majority of the models based with something more than just paint and flock?

Are there a few easily noticeable conversions?

Are there many conversions throughout the whole army?

Is the army one of the top armies from Players' Choice?

Marks will be deducted for any unpainted models.

### 2. Artistic Merit

This is a subjective prize based on artistic merit. It is not included in your overall score.

The judge will be looking for effort, skill and talent. Your deployment must look like a cohesive army. You do *not* have to have painted the army yourself.

The judge will be **Stephen James**, a well-known local artist. He has been generous enough to judge the last four *Battle in the Vines* Tournaments.

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



### 3. Players' Choice for Best Army aka The Beauty Pageant.

This will be judged by the players using their own personal criteria. *All* armies will be considered. A score of up to 5 points will be added to your overall score.

## Prizes

Prizes and Certificates will be awarded in at least the following categories:

1<sup>st</sup> Overall

2<sup>nd</sup> Overall

Best Junior (under 18 as at 21 November 2010)

Best Painted (as nominated by Stephen James)

Players' Choice

## Important Dates

**Now:** put your name down on the Who is coming? thread

**Army lists** due Friday 12 November 2010

**Payments** due Friday 12 November 2010

**The Tournament** Sunday 21 November 2010

## Bring and Buy

The Bring and Buy table at this year's 40K BiV was very successful.

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

We do not charge commission.

## Coming Events

\***Coastal Assault** – now a 2 day event, 11-12 December 2010, Good Games Gosford, 7 games, 1500 pts 40K, limited numbers, possible change of date

\***40KGosford Shield** – planning is under way for an event early next year

\***40K Battle in the Vines 2011** 30 April – 1 May 2011 (the weekend before Mothers' Day)

\***War at Worlds End 2011**, 21-22 May <http://outpostgamesbunker.freeforums.org/>

## And finally, a message from our Event TOs

We at the Cessnock Slayers hope that *Fantasy Battle in the Vines 2010* is a tournament where new Fantasy players can find their feet, and more experienced players will find the challenges they look forward to. The number of games and points has been set at a level that will give room for the event to grow.

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

We 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

Kendall Williams, JumpingJehovah, our Tournament Referee who will be answering all those tricky questions

Steve James, the artist. This is his 4<sup>th</sup> BiV!

Mick and Karen Gregg from [www.gamingdragon.com.au](http://www.gamingdragon.com.au) for supporting all our tournaments

## Paul Radnidge and Brett Chamberlin

Teefreka and Chambo on [www.wargamerAU.com.au](http://www.wargamerAU.com.au)