



Warfare 2009 Presents WARHAMMER TOTAL WAR II



Total War is a Warhammer Fantasy Competition held at Warfare 2009, on the 21st & 22rd November 2009, at the Rivermead Leisure Complex, Richfield Avenue, Reading, Berkshire, RG1 8EQ.

Entry is £12 before the 1st October, £15 after. Cheques are made payable to Wargames Association of Reading, and posted to Total War II, 56 Belmont Road, Reading, Berkshire, RG30 2UU. Ticket price includes entry into Warfare 2009.

Minimum entry age is 16 unless accompanied by an adult where it is 14.

Army Selection

Armies are chosen up to a limit of 2000 points, and must be fully painted. Fully painted is a minimum of three different colours over the entire model. Undercoat does not count as a minimum colour. Proxy models are not allowed, however, non Games Workshop Miniatures can be used.

Armies may only be picked from the 15 main Army Books. No other published material is allowed, nor are any armies from the back of an army book allowed. No Special or Named Characters are allowed.

Beasts of Chaos are allowed to take Magic Items (except for Enchanted Items) from the 6th Edition Hordes of Chaos book.

Armies are not allowed to take any Dogs of War or Mercenary units.

Army Lists must be sent in word, excel, pdf, or html form to spikyevents@hotmail.co.uk by the 1st November to be checked for any errors, and to be marked for banding.

The Tournament

The Tournament is 5 pitched battles. There will be an Army banding Composition in effect for the tournament as well.

Scenery will be placed before the start of the tournament, please do not scatter it. If any terrain is moved/removed due to spells or being destroyed please return it to its original location after the game. If you are unhappy with the layout of the terrain please call over a referee over to change it.

Saturday

09.00AM Registration

09.30AM First Game

11.45AM Lunch

12.30PM Second Game

14.45PM Break

15.00PM Third Game

17.15PM End of Day 1

Sunday

09.45AM Fourth Game

12.00PM Lunch

13.00PM Fifth Game

15.15PM Fifth Game Ends

15.30PM Awards

Banding

Total War II will be using a Victory Points Army Banding System. Each player will be given a base score.

Army Base Score

300: Daemons of Chaos & Dark Elves

400: Empire, High Elves, Lizardmen,

Warriors of Chaos & Vampire

Counts

500: Bretonnians, Dwarves, Skaven*,

Tomb Kings & Wood Elves

600: Beasts of Chaos, Orcs and Goblins

& Ogre Kingdoms

Base Scores will then be modified plus or minus by the following to give you your final Army Score.

-300: Horrid - fully kitted out list, with maxed out combos, broken, gamey and no fun for opponent to play against.

-200: Nasty - very tough, optimised to win, may be especially overloaded in one specific phase (e.g. magic/shooting).

-100: Hard - a hard tournament list without any of the weaker elements while not including all the bells and whistles.

0: Standard - normal, solid, balanced list with some hard stuff, and some soft stuff.

+100: Fluffy - has few of the stronger unit choices and magic items, includes some weaker or seldom seen units, has no single game-breaking aspect.

+200: Weak - deliberately and specifically weaker than the norm, uses units not normally seen while neglecting most of the stronger choices, or may neglect entirely a key aspect of the game (e.g. magic/shooting).

Lists will be given their Army Score prior to the event by a panel of judges. Any list submitted late will automatically have 100 points deducted from their Army Score.

Any list that has been marked at -300 (not including those submitted late) the owner will be asked to resubmit a toned down list.

If someone receives a -200 score they are allowed to resubmit a new toned down list but they must accept the second result.

To ensure that everyone has a good time the organisers are looking for everyone to bring an army that is not Nasty or Horrid.

Working Out Victory Points

After each game work out Victory Points then compare your Army Score with your opponents. The player with the higher Army Score then adds the difference onto their Victory Points. For example a Dark Elf army with a score of 200 fights an Empire army with a score of 400. There is a 200 point difference which the Empire player (having the higher score) adds to their victory points total.

Victory Points are worked out as normal, before adding on any Army Score difference with the following exception.

The army that captures the most standards gains 100 Victory Points in total, while the opposing army receives nothing. This includes capturing the Army Battle Standard Bearer, but does not include Bretonnian Peasant Standards. You must have a Standard or Army Battle Standard in your army to claim this bonus.

Tournament Appendix Rules

A copy of all the FAQ's will be available during the Tournament. You can download them from the GW website <http://uk.games-workshop.com/news/errata/3/>

***The Skaven Score may be subject to revision depending on the power scale of the new Army Book rumoured to be out in the later half of 2009.**

Tournament Points

Players will be given a score card at registration to record both their Victory and Tournament Points on.

Victory Points Difference	Winner's Tournament Points	Loser's Tournament Points
2000+	20	0
1750-1999	19	1
1500-1749	18	2
1250-1449	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

Awards

The Competition Winner will be the player who scores the most Tournament Points. Victory Points will be used to determine the winner in case of a tie. There will be awards for 1st Place, 2nd Place, and 3rd Place and for Best Army.

Location & Parking

The Rivermead Leisure Complex is on Richfield Avenue, Reading, RG1 8EQ. Richfield Av. can be approached from the A4074, A4155, A329 or the A33. Parking is available at the Rivermead Leisure Complex, but it is 'Pay & Display.'

Rivermead Leisure Centre is only a 15-20 minute walk away from Reading Train Station. Rail Air run a regular bus service between Heathrow and Reading. Their details can be found at www.railair.com

Warfare 2009

Warfare 2009 is a Trade Show where there will be a large 'bring and buy', and lots of traders, including a lot of second hand and discount games work figures, as well as terrain supplies, other miniature ranges and war gaming supplies.

www.readingwargames.co.uk/warfare.asp

Food & Drink

Tea and Coffee, nor lunch is included in the ticket price, but there will be places to buy food and drink at the Rivermead Leisure Complex. However, you can bring your own food and drink as well.

Any questions please email spikyevents@hotmail.co.uk

Good Luck

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