



CLASH OF THE TITANS



CHERRYBROOK TECH ADEPTS

Welcome to Cherrybrook Tech Adeptes' *Clash of the Titans 2012* for players of *Warhammer 40,000*, *Warhammer Fantasy*, *Blood Bowl*, *Lord of the Rings* and *Flames of War*: **Saturday 18th & Sunday 19th February 2012.**

Now in its 7th year, CTA is holding a tournament for six separate game systems. We have separate *40k* and *Fantasy* divisions: a general entry and a junior entry sections. We are also offering *Blood Bowl*, *Lord of the Rings*, *Flames of War* and for the first time *Warmachine / Hordes*.

Our aim is to provide every participant in our events as enjoyable an experience as possible. This is achieved in part by playing on carefully created boards and scenery. Another is to make the event run as smoothly as possible with few to no organisational problems. However, I feel the most important factor is that people wish to enjoy playing a game *with* their opponent, rather than having every rule exploited to achieve victory at any cost.

As a result, as with all of the events run by Cherrybrook Tech Adeptes, the hobby is to have its own component and prizes. Sportsmanship, painting and army selection are just as, if not more important to our hobby than winning.

In response to feedback from previous years, we have altered the time length of each game in order to include time for paperwork. This also covers the extra time needed for games such as *Blood Bowl*.

Please note that this year we have decided to invite businesses to set up commercial stalls. Several of these companies have graciously provided prize support for the various tournaments we are running. If you are a vendor interested in setting up a stall at CotT please feel free to contact me through the email listed below.

We hope that all competitors have an enjoyable time at our event and will recommend participation to their friends for next year.

If there are any general questions, salutations, complaints etc please direct them to me at ctadepts@gmail.com as the Convention Organiser.

Anthony Felton (Fündi)
Commanding Officer

Where

Clash of the Titans is being held at:
Cherrybrook Technology High School
Purchase Rd
Cherrybrook, NSW, 2126

Directions

- **UBD – page 151 – Q9**
- **Gregory's - page 219 – E9**

Turn onto Purchase Rd off New Line Rd. Then turn into the school at the first roundabout on Purchase Rd. Once at the school, follow the signs to the Registration Table. On the day you will be provided with a Score Card for your appropriate tournament.

Schedule (Approximate Times)

Day One

8:30 Registration and morning briefings
9:00 Games begin
5:45 End of Day

Day Two

8:30 Breakfast
9:00 Games begin (40k)
9:30 Games begin (Other than 40k)
4:00 Clean up
6:00 End of Convention

PLAYERS PACK CONTENTS

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VENDOR STALLS

Combat Company
Games Empire
(Will add to this as more vendors are confirmed)



CLASH OF THE TITANS

5th Edition Rules

Clash of Titans presents.... 3++con!

www.3plusplus.net

General Entry

3++con is the Warhammer 40,000 event at Clash of the Titans and is all about rewarding everything within our hobby – generalship, painting, a combination of both and of course the all important sportsmanship. Whether you're a good general and a crap painter, a crap general and a good painter, a mixture of both or just a stand-up guy/gal, there's going to be something for you at 3++con! It's all about the hobby, every aspect of it.

5th edition rules will be in place with all 5th edition armies released up until Necrons viable (Sisters of Battle must use the new White Dwarf codex). Below is the table of contents detailing where further information can be found. **It is very important to read this packet thoroughly as it explains everything there is to know about 3++con.** Any enquires can be sent to the contact e-mail address and will be answered ASAP.

SCHEDULE:

8:30-9:00AM – Registration and morning briefing (Day 2 will be used to display your armies for Player's Choice)

9:00AM – 11:15AM – Game 1/4

11:15AM – 11:45AM – Lunch (food can be bought on site)

11:45AM – 2:00PM – Game 2/5

2:15PM – 4:30PM – Game 3/6

4:30PM – 5:00PM – Day 2 brackets announced and clean-up plus winners announced AFTER clean-up on Sunday.

TOURNAMENT RULES, SYSTEM & SCORING

There will be six games over the weekend, three on Saturday and Sunday each. The first three games are 'seeding' games with the players divided up into brackets for the final three games on Sunday (explained below). Each game is based upon a Win/Loss format (there are no Draws!) and you will only play against individuals with the same W-L record on Day 1. The missions will explain this more.

POINT LIMIT & ARMY LISTS

Each game will be played with 1850 points from a legal 5th edition codex using ONE Force Organisation Chart. You may NOT go over this limit but are at perfect liberty to take less. Imperial Armour is NOT allowed nor are any fan made units, armies, etc. White Dwarf approved units such as the Night Spinner and new Sisters of Battle codex are allowed.

Army Lists are due two weeks prior to the event (Saturday, February 4th) and must include the following.

- Your name (and online name if you have one)
- Contact number and e-mail address
- Which army you are using
- Full wargear purchases and changes (you do not need to list what the units come with standard)
- Full points for each individual unit (please ensure transports and units are listed separately)
- It is recommended half points of each individual unit are also included to make calculating VP easier
- Please do not send Army Builder formats with all the extraneous information (such as what the unit is armed with normally). These will not be accepted
- Please rigorously check your list before sending it in!

WHAT YOU NEED TO BRING

- Your codex and rulebook
- measuring devices
- dice and templates
- your army
- three 40mm objectives (they can be blank bases)
- a copy of your army list for yourself and each of your opponents (that's seven total)
- a good attitude!

FAQ'S & MODELS

Games Workshop FAQ's and errata (available online) will be used for 3++con. Additional material covering issues not addressed by Games Workshop will be released at least one month prior to the event.

All models must be What You See Is What You Get (WYSIWYG). Counts-as armies or armies using models not yet supplied by Games Workshop (i.e. Tervigons) are allowed as long as the model(s) is clearly identifiable and appropriately sized. If you are unsure of this at all I would highly recommend sending pictures of your army to the email address below to ensure there will be no

issues on the day.

Your army **MUST** be painted to a three colour standard minimum.

BATTLE POINTS

Although this is a Win/Loss based tournament, Battle points do come into play and measure how well you successfully control each mission parameter compared to your opponent. These will be used for calculating the **OVERALL** score of each individual and shall influence seeding within brackets for Day 2. Battle Points will **NOT** affect your placement in relation to General-based prizes.

Battle Points Breakdown

Each game is worth a maximum of 30 battle points (180 total for the weekend) – if you beat your opponent in every mission parameter you'll get 30 battle points. The break-down is as follows:

Primary Mission Parameter: Win = 12 points, draw = 7 points, loss = 3 points

Secondary Mission Parameter: Win = 9 points, draw = 5 points, loss = 2 point

Tertiary Mission Parameter: Win = 6 points, draw = 3 points, loss = 1 point

Victory Point Mission Parameter: Win = 3 points, draw = 1 point, loss = 0 points

If you beat your opponent in a given mission parameter, you will gain 12/9/6/3 points whilst your opponent will gain 3/2/1/0 points. If you and your opponent draw on a given parameter you will both gain 7/5/3/1 points. Add the total together for your Battle Points each round (maximum 30, minimum 6).

Yes, this does mean you can lose the actual game but still earn more battle points than your opponent by winning all of the remaining mission parameters. This rewards the player who stuck to the most important mission parameter whilst acknowledging the other player's control over the rest of the game.

PAIRINGS

On Day 1 before the brackets are implemented, all pairings will be done randomly. Your Battle Points will have **NO** influence on how you match-up within your W/L column.

BRACKETS

The point of 3++con is to provide the best possible environment for all aspects of the hobby. For generalship this means getting the best players fighting it out for the top spots. Unfortunately when this happens the players with less skill but who may not be Picassos in terms of painting can sometimes languish on the bottom of the pile and never really improve. Enter the bracket system for Day 2.

- There will be four or five brackets of eight players each – this depends on the number of attendees
- Each bracket will encompass the eight players who did the most similar in terms of W/L record and Battle Points on Day 1 – you should be playing against players with a roughly similar combination of generalship and army list potential
- Each bracket will have prize support for winners and runners-up (higher bracket = bigger prize) – this means even going 0-3 on Day 1 can still merit you a prize in relation to generalship

BRACKET FORMAT

- Knock-out format akin to what is seen in major sporting tournaments like the NCAA or Tennis
- Reverse 'losing' bracket to make sure everyone gets six games in
- Seeding is based upon your W/L record and Battle Points acquired Day 1 followed up by battle points.
- Winning players within the bracket will move on to play other winning players until there is one player who is undefeated within the bracket left
- The reverse track does this for losing individuals as well which allows each individual to be sorted from 1st through to 8th within their bracket

MISSION PARAMETERS

There are four mission parameters at 3++con – objectives, table quarters, kill points and victory points. Victory Points are always the **FINAL** method of determining a winner if both players have tied on each of the three previous mission parameters. The rest of the parameters are used in an interchangeable order around the different deployments to generate multiple unique missions (six of which will be used for 3++con). In this system, each parameter is identified as the primary, secondary or tertiary parameter. Whichever player wins the highest parameter will win the game **EVEN IF THEY LOSE EVERY OTHER PARAMETER**. Each parameter will be explained below.

THE PARAMETERS

Objectives

- Five objectives, 40mm in diameter (player's must supply 40mm bases)
- Four objectives in the centre of each table quarter (18" in from the short table edge, 12" in from the long table edge)
- One objective in the centre of the table (36" in from the short table edge, 24" in from the long table edge)
- Any unit can contest an objective
- Only Troop units can control objectives as defined in the 5th edition rulebook (pg 90); additional units which can score due to their codex (i.e. Space Marine Sternguard with Pedro) can also control objectives
- To control or contest an objective, one member of the unit must be within 3" of the base. Measure to the vehicle's hull if a unit is mounted in a transport
- Objectives are infinitely high and low – measure only laterally to determine if a unit is within 3" of an objective
- The player with the most objectives controlled at the end of the game wins this parameter

Table Quarters

- The 6'x4' table is divided into four equal quarters 24"x36" large
- To control a table quarter, the controlling player **MUST** have a Troops (or scoring) unit counter as within the Table Quarter
- Table quarters are controlled by the individual who has the most Victory Points in the Quarter at the end of the game
- Troops always count as full Victory Points, regardless of size, for purposes of controlling table quarters
- Dedicated transports for Troop units do not get this bonus – they are not scoring
- Do not round victory points
- Units can only be counted for one table quarter
- If a unit is spread over multiple quarters, the unit counts as being within the table quarter the majority of the unit is within
- If the unit is spread evenly over multiple quarters, use a D6 to randomise which quarter the unit is within
- The player with the most table quarters in their control wins this mission parameter.

Kill Points

- Kill Points work as described in the 5th edition rulebook on pg 91.
- The player who has **THREE OR MORE** kill points as defined by the 5th edition rulebook wins this mission parameter
- If players are separated by **TWO OR LESS** kill points as defined by the 5th edition rulebook, this parameter is tied
- Opponents tabled automatically lose this mission parameter

Victory Points

- Victory points work as described in the 5th edition rulebook, pg 300
- This is always the final mission parameter to determine who has won the game if the previous three parameters are drawn
- Do not round victory points

MISSIONS

Mission 1 –

Deployment: Spearhead
Primary Parameter: Table Quarters
Secondary Parameter: Objectives
Tertiary Parameter: Kill Points

Mission 2 –

Deployment: Pitched Battle
Primary Parameter: Objectives
Secondary Parameter: Kill Points
Tertiary Parameter: Table Quarters

Mission 3 –

Deployment: Dawn of War
Primary Parameter: Kill Points
Secondary Parameter: Table Quarters
Tertiary Parameter: Objectives

Mission 4 –

Deployment: Dawn of War
Primary Parameter: Table Quarters
Secondary Parameter: Objectives
Tertiary Parameter: Kill Points

Mission 5 –

Deployment: Pitched Battle
Primary Parameter: Kill Points
Secondary Parameter: Objectives
Tertiary Parameter: Table Quarters

Mission 6 –

Deployment: Spearhead
Primary Parameter: Objectives
Secondary Parameter: Table Quarters
Tertiary Parameter: Kill Points

DETERMINE THE WINNER

The player who meets the highest mission parameter (in order: Primary, Secondary, Tertiary, Victory Points) wins the game even if they lose all the other parameters. If all four parameters are tied, please contact the TO.

Tabling

Do **NOT** end the game because your opponent has been tabled! All of the mission parameters are still in effect and how able your army is to meet them is important. Continue playing the game as per normal but without your opponent's turn (random game length is still in effect). Fill out the player sheet accordingly. Tabling your opponent with one non-scoring model left on the table is completely different to tabling your opponent with your whole army functional.

The only exception to this is the Kill Points mission parameter – if you table your opponent, you will automatically win this parameter.

Contact:

General entry - Kirby: cott40k@gmail.com or Kirbys40kblog@gmail.com
WAU – Kirby

JUNIOR 40K

This will follow the same Mission format as General, though the points limits will be 1000pt, games will be 2 hours and played on 4'x4' tables. Juniors will not be using the tiered system, but rather matched games from round two onwards.

Contact:

Junior entry - Sean Doughty: cott40kjr@gmail.com



WARHAMMER

CLASH OF THE TITANS

8th Edition Rules

TOURNAMENT RULES

The tournament is a Warhammer 8th edition event.

- **Armies are to be 2400 points** in size for **General** and **1500 points** for **Junior**. (Plus an objective model!)
- **No Special Characters.** Special Character Models can be used to represent standard characters. No Chaos Dwarves or Dogs of War Armies allowed (they are no longer supported unfortunately).
- **Hills are to be considered as infinitely high** – hills of the appropriate size are too dangerous for precious models and are therefore to be considered as infinitely high, blocking LOS. All Terrain & LOS rules otherwise as per book.
- **Units that are fleeing at the end of the game offer half victory points.**
- **The magic phase will have a “Hard Cap” of 12 dice.** NO Item, spell or ability can increase a magic phase to above 12 dice, any additionally generated are wasted (i.e. The Sacrificial Dagger, Death Magic Lore attribute etc can all be used, until the casting player has generated a total of 12 dice to use in their magic phase). In the case of a miscast, the lost dice still count towards the 12.
- **The “Irresistible Force” rule is to be modified, requiring THREE 6’s to be rolled, not 2.** Any roll of Double 6 to cast a spell will still be counted as a miscast once the spell (if successful) is resolved (both dispelling, and spell effects). If double 6 is rolled and the casting level of the spell is not met, a Miscast still results. A dispelled spell cast with a double 6 still produces a miscast on the caster. (Dispelling armies can still dispel a spell rolling Double 6 as per the irresistible dispel rule).
- **Item Restrictions** - Folding fortress and Book of Hoeth are banned.
- **Characters will only suffer one wound from spells that would usually kill models outright or remove whole units** (Dwellers Below, Final Transformation, Dreaded 13th, Infernal Gateway 11-12 effect).

ARMY LISTS

- Army lists are due Friday 3rd February 2012.
- All lists received prior to the due date will receive an additional 5 tournament points
- Lists received after the due date will be deducted 5 tournament points per day. Reminders will be given on wargamerau
- All lists will be submitted in MS Word, MS Excel, or plain text. Army builder PDF is also acceptable

TOURNAMENT SCORES FOR WHFB

Composition

CofT will use the Combattle system of score adjustment or handicap to modify the score of each battle. Each army will be assessed pre-tournament and given a composition score between 1 and 6. The more competitive an army is, the lower its composition score. A score of 6 says that the player has basically taken an army full of selections that they would like to field with minimal thought for how it will perform or they use an older army book that struggles against the more powerful army books and haven't taken one of the stronger potential builds. A low score indicates that the army being played has been designed to minimise the chance of opponents scoring victory points and selected the strong elements of that army book only.

The TO reserves the right to reject any lists that are deemed too overpowered or annoying for an opponent to play against

For scoring purposes, the difference in Composition Score between players is halved. This number is then added to the player with the higher Composition Scores Battle Points and subtracted from the player with the lower Composition Scores Battle Points. (E.g. a Composition 2 army plays against a Composition 4 army and wins by 12 to 8. The Composition difference of 2 is halved, giving a 1, which is subtracted from the winner and added to the loser in this case, giving a final score of 11 to 9). The scoring sheet provided for the tournament will have an easy section to work this out in before handing it back to the TO.

SPORTSMANSHIP (20 POINTS)

It goes without saying that it is expected all players participate in a fair, friendly manner. As such, every player will be given an automatic sports score of 5 for each game. After each day, every player will be asked to nominate their favourite opponent. The player with the most votes (with highest battle/victory points as a decider) will be granted the best sports award. **Any issue regarding the fair game play of any participant should be raised with the TO. The TO reserves the right to deduct points from players displaying poor sportsmanship.**

PAINTING (20 POINTS)

The painting score is designed to make players paint their armies to a minimum standard and encourage the better painters amongst us to strive to do their best. You don't have to be a golden daemon winner to score full points. Most armies if they have had some effort put into them will score well.

When judging painting, the first criteria is –

- Is the army fully painted to a gaming standard including bases completed and using movement trays where required?
 - **Yes - 10 points**
 - **No – 0 points**

After this, further judging will be done on the models that are completely painted -

- Does the army have a consistent feel?
 - **Yes - 2 points**
 - **No – 0 points**
- Have any conversions been done to the army?
 - **Yes - 3 points**
 - **No – 0 points**
- Models have had a higher level of attention. E.g. highlighting, inking, advanced basing
 - **Yes - 3 points**
 - **No – 0 points**
- Character models stand out from the rank and file models
 - **Yes - 2 points**
 - **No – 0 points**

In addition, the TO will nominate armies to be voted upon for the Best Painted award. These armies will be voted on the second day. These votes do not contribute to your overall tournament placing.

SCENARIOS AND VP SCORING SYSTEM

Every game will have 20 Battle Points (BP) on offer. Please note that units that are fleeing at the end of the game offer half points for victory point's purposes.

Victory points will be used to separate players on even BP's

Each player is required to bring, along with their army, an “objective” model. It is to be no smaller than a 40mm square base, and no larger than a 50mm square base – and can otherwise be anything that the player desires! The player may choose to use it or not in painting scores.

Difference in Victory Points	BP for Winner	BP for Loser
0 - 99	10	10
100 – 199	11	9
200 – 299	12	8
300 – 499	13	7
500 – 799	14	6
800 – 1099	15	5
1100 – 1399	16	4
1400 – 1599	17	3
1600 – 1799	18	2
1800 – 1999	19	1
2000+	20	0

All 2.5 hour games will be held to a strict time limit. Warnings will be given at 30min, 15min and 5min marks. Once told to stop rolling dice immediately end the game and calculate the battle results.

Game 1 – Dawn Advance

Deploy – as per “**Dawn Attack**” **Battle page 145** – *Game Length* - 2.5 hours or 6 turns.

- Did you have 1 or more Standards in your opponent's deployment zone at the end of the game? (+200 victory points)
- Did you keep your deployment zone clear of enemy standards at the end of the game? (+200 victory points)
- Do you have more standards in your opponent's deployment zone than they have in yours? (+100 victory points, +0 victory points if tied)

Game 2 – Claim the objectives

Deploy – as per **Battle for the Pass Page 146**, with all its rules applying. However before Deployment – Choose sides, then each player then places their objective on the centre line, at least 12” in from the long table edge, and 10” from each other (player who chose sides places first). Then roll the scatter and artillery dice and move each Objective (staying still on a “hit”). Then each player rolls a dice, highest can choose which marker is the primary objective and the secondary objective. *Game Length* – 6 Turns or 2.5 Hours

Claiming an objective – the player with a unit containing a standard closest to the objective (and within 3”) at the end of the game claims the objective. In the event 2 units with standards are equidistant, the unit with the most models claims the objective. Split points if units are the same size with standards.

- Did you claim the primary objective (+300 victory points)
- Did you claim the secondary objective (+200 victory points)

Game 3 – Blood and Glory (Break Point = 3)

Deploy – as per “**Blood and Glory**” **page 148**. *Game Length* – until an army is broken (to a maximum of 6 turns).

- Did you break your opponent's army, winning this game? – (+1000 victory points)

Game 4 – The Wizards Tower

(Note – every table needs a building in the centre of the board to play this scenario! If you need to move the tower to the centre do so, then return after the game)

Deploy - as per **Watchtower page 150**, However *NO UNIT* from either side may start in the Tower, remove that section from deployment rules. *Game Length* – random length as per scenario - However; do NOT start this process until the Wizards tower is open - or 2.5 hours max time length.

The Wizards Tower is sealed at the start of the game, and no unit is able to enter. At the start of *each players turn*, roll a dice and add the Turn Number. If the roll is 7 or more, the Tower doors spring open! Until the doors spring open, no unit is able to enter and claim possession of the tower.

- Did you have a unit inside the Tower at the end of the Game? (+500 victory points)

Game 5 – Bounty Hunt

Deploy – **Battle Line page 144**. *Game Length* – 6 Turns or 2.5 hours.

The following bonus' replace the normal bonus' scored

- Slay the general (200 victory points)
- Slay the BSB in combat or from fleeing (200 victory points)
- Captured unit banners (50 victory points each)

We reserve the right to change the scoring system by the day of the tournament. You will be notified of changes before commencement of the first game.

JUNIOR ENTRY

The Junior games will run slightly differently. Points limit will be 1500pt, played on 4'x4' boards. There will be an extra game for the Juniors on the Sunday (a straightforward Pitched Battle), with each game having a 2hour time limit. A full break down of the scenarios for the Juniors will be handed out on the day, detailing the differences in victory conditions or victory points.

CONTACT

General entry - Brad Vassallo: cottwfb@gmail.com

Junior Entry - Tudor Valter: cottwfb@gmail.com



BLOOD BOWL

THE TITAN CUP!

Living Rule Book 6.0, Competition Rules Pack v2

For *Clash of the Titans - the Titan Cup!* we are using a Partial NAF 5-game Straight Swiss, Resurrection at 1100k TV. What this means is:

Partial NAF: While any NAF player vs NAF player games will count for ratings, it is not mandatory.

The Straight Swiss system: 1st vs 2nd unless they already have, in which case 1st vs 3rd and 2nd vs 4th, etc.

No optional/house rules will be used, with the following exceptions:

- Illegal procedures may only be used if both coaches agree before the game.
- 4-minute turnovers may only be used if both coaches agree before the game.
- Underworld, Slann and Chaos Pact are allowed.

TEAM COMPOSITION

- *Resurrection: The team that you field in your first game does not change, increase or gain any bonuses. Deaths will only last for the game in which they occur. No SPPs, winnings, anything are carried over.*
- *1100k TV: Starting Team Value of 1,100k gold, including the price of any inducements.*
- *You may take a max of 1 skill for each player, to a value increase of 20k each for any skill that can be taken on a normal roll, or 30k each for a skill that can only be taken on a double.*
- *Any player with the "Loner" skill may not take a 30k skill.*
- *Please note that no players may take stat increases.*

If games run overtime, coaches may be forced to end early at the Commissioner's discretion. The Commissioner reserves the right to make a final ruling on all decisions and rules disputes. If the Commissioner is involved in the dispute, a neutral third party will make a ruling.

SCORING

300pts for a win
200pts for a tie
100pts for a loss

+2pts per TD scored
-2pts per TD scored against you
+1pt per Cas inflicted
-1pt per Cas against you

Sportsmanship is voted on at the end of the tournament, ranking your opponents 1st/2nd/3rd. Painting is done by voting – 1 vote per player.

CONTACT

Justin Marchant – cottbb@gmail.com





CLASH OF NATIONS

SPONSORED BY GAMES EMPIRE & BATTLEFRONT

Version 1.0

Saturday:

08:30 - 09:00 Prep and round setup
 09:00 - 11:30 Round 1
 11:30 - 12:30 Lunch
 12:30 - 15:00 Round 2
 15:15 - 17:45 Round 3

Sunday:

08:30 - 09:00 Prep and round setup
 09:00 - 11:30 Round 1
 11:30 - 12:15 Lunch
 12:15 - 14:45 Round 2
 15:00 - 15:30 Presentation

BAGRATION CAMPAIGN:

Flames of War at CotT will be a campaign based event. Players are divided into four teams in two Alliances – Soviets: Northern Front and Southern Front, and Axis – Army Group Centre and Army Group South. If the numbers are uneven, there may be some traitor armies to balance the numbers – but the response from people willing to provide the right army and slot in where needed has been gratifyingly over-whelming. If/when registration reaches 5 for each team (total of 20 players) then further entrants will be accepted in pairs only - one for each matched team. You do not have to find a partner, but it would ensure your entry should you do so after that point. Before Round two, each team must select a Commanding General. Their task is to allocate Supply points each round. Actually, I am hoping that conversation on the forum will see CG's selected before the event. In addition, CG's may decide, prior to the start of the tournament, which round a given player has their Campaign game by assigning players to the available campaign game slots.

The period is Late-War using the Red Bear and Grey Wolf books.

Each round, there will be one or two Campaign battles. These games decide the outcome of the overall campaign. Each player will play in one Campaign battle during the tournament. The other games in each round generate supply points for the winning team to be spent in the following round. Supply points are spent by the Commander of each team to increase the army size of a player; ie a Supply Point means that the player uses their 1750 list. Unspent Supply points are lost. Players who receive a supply point in a Defensive Battle where the opponent does NOT receive a supply point are the Attacker if both armies are the same type. As the matchups and tables are known prior to Supply point allocation, this mechanism can be used to manipulate who defends.

LISTS:

Each player must construct a 1500 list and a 1750 list. The lists must use the same base list - eg US Armoured Co. The 1750 list must contain at least the same number of, and size, Troop units as the 1500 list. They may be expanded, upgraded, have more options etc. but no shrinkage. Eg if you purchased 3 x Pz IIIJ's in your Panzer platoon at 1500 you must keep them at 1750 - but you may add more and/or upgrade them to a later model. Warriors are allowed. Weapons and Support platoons may be re-done completely,

Anyone using a Late-War PDF must bring 3 copies - one for the TO, one for your opponent (returned after game), and one for yourself.

It is entirely possible to construct two lists that behave very differently. Eg a German 1500 list that works well against Infantry and a 1750 list that does well against Armour. This can be exploited by supply points.

A player is not forced to use a Supply point - in that case it is lost. It is incumbent on the Commander to spend the Supply points wisely - winning the Critical battles that round, and then looking to maximise the number of Supply points generated the following round.

Unless given a supply point, all players use their 1500 list (exception: Round one EVERYONE uses their 1750 list). Games are all won, drawn or lost. Note that getting a draw in a non-critical game means that neither side gets a supply point from that game. This is an entirely valid result.

MISSIONS:

<p>Campaign Mission sequence:</p> <ol style="list-style-type: none"> 1 Breakthrough 2 Hasty Assault 3 Free for All 4 No Retreat 5 Fighting Withdrawal <p>The above sequence covers Operation Bagration. These missions determine the outcome of the campaign.</p>	<p>Non-Campaign Mission Sequence</p> <ol style="list-style-type: none"> 1 Hasty Assault 2 Fighting Withdrawal 3 Hold the Line 4 Free for All 5 Breakthrough <p>These missions determine supply points for the following round.</p>
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Note that because each player will fight in one Campaign battle, then each player will both miss out on one scenario format - and play another one twice. Eg the players in the Campaign battle on round one will play Breakthrough and miss out on No Retreat. In round 5, they will play Breakthrough again.

Player matchups are preset based on the team that you are in. Players will only play against opponents from their opposing team eg Soviets play against Germans.

MISSION WIN:

Win. Normal rules for victory are used with one exception: in Fair Fight scenarios you may still win without an Objective eg 2-1, 3-1, 3-2 is a win. A draw (1-1, 2-2, 3-3) yields neither Supply points nor Campaign points to either side. Winning a normal game yields a Supply point for your team in the following round. Winning a Campaign game scores a Campaign point for your Alliance.

PRE ROUND DECISIONS:

Turn Sequence (from Round 2 on) [Exception: German ability is available Turn 1]:

- Player matchups and tables are announced. Campaign games will play that rounds Campaign scenario. All others play the announced scenario for the round. The TO will announce how many Supply points each team has for the current round. Automatic Supply points each round: minimum 1 for German Alliance (or each Army Group if enough players), 2 for Soviets (or 2 for Northern Front and 1 for Southern Front if enough players). Normal games won the previous round will add 1 point to that team's pool. Only the Commanding General for each Front/Army Group can announce decisions on behalf of that Front/Army Group.
- Northern Front CG may send Supply points to Southern Front player
- Southern Front CG announces which German team will be required to show its supply allocation. That German team openly shows its supply allocation.
- The other 3 teams now secretly allocate Supply points, after which supply allocation is revealed.
- The German Alliance may announce ONE player switch each round. One AGC German player, with army, switches with one AGS Army player. Supply points remain on their own front affecting the incoming player. No player may be switched more than once, nor may a Soviet player be required to play against a switched opponent on consecutive turns. Players in a Campaign battle cannot be switched.

TERRAIN:

Every effort will be made to provide interesting tables. The Sydney FoW community has provided the tables. Billiard tables will be avoided if at all possible. Forests and grain fields will be plentiful but not dominant - infantry should be able to find concealment on an advance. Linear obstacles that split the table will be avoided to encourage rapid manoeuvre. Grain fields will conceal vehicles should any part of the LOS pass through them, while acting as Forrest for infantry - 6" LOS if inside.

REWARDS:

The winning Alliance will all receive medals. The Commanding Generals will receive a specially marked medal.

There will be a prize pool provided by Games Empire (<http://www.gamesempire.com.au/>) and Battlefront. The majority of prizes will be allocated purely by random draw. This is because it will be very difficult to assess individual performance given the varying list sizes and who receives supply points.

There is no ranked sports scoring and no Composition/List/History scoring. Should the prize pool permit, there will be a best painted army prize. This will be adjudicated based on figures only - no display board, multi-media, histories etc.

Armies must be at a presentable standard - i.e. painted and based.

CONTACT

Nigel Slater: zog100@gmail.com





Clash of the Ages

WARMACHINE AND HORDES

(This information is an initial blurb - full players pack will be coming soon.)

35 point steamroller day 1

50 point steamroller day 2

6 games

2 lists allowed but must play both at some stage during the day.
Character restrictions will be used.

24 player limit.

Contact:

Ed McCann: cottwmh@gmail.com

Note from the C.O.

Terrain is possibly going to an issue as at the Tech Adepts we do not have any terrain dedicated (or even set aside at this stage) for Warmachine or Hordes. If you are able to bring some terrain it would be greatly appreciated. Please inform Ed when you send in your entry what you are able to bring. We will ensure boards are available to play on.

Cheers.

Anthony

GENERAL INFORMATION

ROLE OF OUR T.O.s

(TOURNAMENT ORGANISER)

Rules queries can be addressed to your TO, who may also intervene if there is a dispute. Be warned, however, that our TOs are under strict instructions to give players one of two answers to any question they are asked:

- 1. *They will show you the rule in its relevant place in the rulebook or Force book.*
- 2. *They will instruct you to roll a D6 to sort out any other rules problems.*

You should also note that the prime duty of our TOs is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences. This may happen either during a game or as a result of consistently poor sportsmanship scores. TOs will have a simple card system to adjudicate this kind of ruling:

- **YELLOW:** *A Yellow Card will be shown to the player and their player number and name logged. This card is a warning.*
- **RED:** *A Red Card will be shown to the player and their player number and name logged. 5 Tournament points per Red Card will be taken from a Red booked player's Tournament totals.*

The decision of the TO is final, and no discussion will be entered into. Arguing with the TO following a decision will be a RED CARD offence. If following a RED CARD a player continues to argue or they receive a second Red card, the Convention Organiser (CO) reserves the right to eject the player from the **Clash of the Titans**. No refunds will be made for ejected players.

OTHER PENALTIES:

If a player receives aberrant or, in the opinion of the judges, unwarranted scores for Force Composition or Code of Conduct

the TOs may choose to add or subtract Force Composition points to the scores of the players involved.

Also, tables are numbered and players will be expected to play on the table assigned to them. If players do not play on that table to them points may be deducted at the discretion of the TO.

PAINTING STANDARDS

First and foremost, you should be the one rewarded for your painting effort. If you have hired or paid someone else to paint it for you, you will not be eligible for any sort of painting prize. Minimum painting standards are three colours on each model in an appropriate scheme. Models should also be appropriately based. If the game system has requirements for base sizes these are to be followed, or miniatures may need to be removed. Suffice to say that an undercoat is not enough! You will not be asked to remove any unpainted models, but bonus points will go to those with fully painted armies. The Army must be WYSIWYG, or 'what you see is what you get'. This means that weapons, armour options and upgrades chosen from the army list must be shown on characters and on the majority of the models in a unit or squad. All no-compliant models will be removed from the table. They must be of the appropriate type for the troops they represent.

BEHAVIOUR

We realise this doesn't probably need to be said but we will anyway. Remember the convention is the meeting place for a mix of ages and temperaments. On that basis, please keep your behaviour (including language) to a level that the CO wouldn't be embarrassed to hear in front of his two young children. This extends to apparel – if your T-shirt, jacket etc could possibly cause offence, please leave it at home.

CANTEEN

On both days of the tournament there will be a canteen available all day to all participants of *Clash of the Titans*. It will include the following:

Item	Price
Soft Drinks / Bottled Water	\$1.50
V Energy Drink	\$2.50
Sausage Sandwich	\$2.00
Sausage and Drink	\$3.00
Steak Sandwich	\$2.50
Veggie Burger	\$2.50
Caesar Salad / Greek Salad	\$2.50
Bacon'n'Egg Roll (Sunday Breakfast)	\$3.00
Continental Breaky (Sunday Breakfast)	\$4.00
Ice Creams/Icy Polls	TBA
Chocolates	\$1.00 or \$2.50
Cake / Muffins / Fruit	50c or \$1.00
Tea / Coffee plus 2 biscuits	\$2.00
Packet of Chips	\$1.00



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PRIZES AND PLACINGS

AWARDS CEREMONY

The Awards Ceremony will take place after the terrain boards have been packed away at the conclusion of the final game. We urge players to stay for the awards ceremony if they possibly can, so that they can cheer the winners and commiserate with the losers! The list of prizes is based on a minimum number of participants to make the prizes viable. During the Awards Ceremony a number of prizes are presented to players in each game system. These are listed below. Due to the uncertainty of entry numbers, some awards may only be given as a certificate. We will make every effort to give out as many prizes as possible, but sometimes it's just not financially viable. On the other side of the coin, however, if we receive a large number of entrants, sponsorship or prize support, it will be possible to include more prizes than what is listed here. We do the **Best Painted**, **Best Army Selection** and **Best Sportsman** awards because our hobby is not just about winning at all costs. It's also about having fun, being considerate of your opponent's enjoyment, painting nice armies and playing in a friendly and sporting manner. All award winners will also receive a second Custom Participant's Dice and one of our Club Reroll tokens. The tokens can only be used within the club and have no monetary value.

Warhammer 40,000

General

Overall 1st and 2nd Place in each tier
Best Sportsman 1st&2nd
Best Painted Army - Player's Choice 1st&2nd
Best Army Selection 1st&2nd
Best General 1st&2nd

Junior

Overall 1st & 2nd Place
Best Sportsman
Best Painted Army - Players Choice
Best General

Warhammer Fantasy

General

Overall 1st, 2nd, 3rd Place
Best Sportsman 1st & 2nd
Best Painted Army - Players Choice
Best Army Selection
Best General 1st & 2nd

Junior

Overall 1st & 2nd Place
Best Sportsman
Best Painted Army - Players Choice
Best General

Blood Bowl

Overall 1st, 2nd, 3rd Place
Best Sportsman
Best Painted Team
Most Touch Downs
Most Casualties
Wooden Spoon

Flames of War

Best General
1st Place Team Medal
A number of random prizes - TBA

Lord of the Rings

Overall 1st, 2nd, 3rd Place
Best Sportsman 1st & 2nd
Best Painted Army
Best General 1st & 2nd
Best Scenery

Warmachine

Overall 1st, 2nd, 3rd Place
Best Sportsman
Best Painted Team
Best General

We would to thank the following organisations for their support:

The Combat Company, Games Empire, Shadowforge, Games Workshop Australia and Games Workshop Castle Hill, Good Games, The Northern Knights, Western Suburbs Gaming Society.

Updated: Tuesday 6th December 2011

