

SHEFFIELD SLAUGHTER

A DRAGON SLAYERS EVENT

A cartoon illustration of a green dragon slayer character. The character has a green, scaly head with yellow eyes and a small horn. It is wearing a white tunic with a red cross, a brown belt, and green boots. The character is holding a large, silver sword and has a yellow key in its mouth.

DATE

The Sheffield Slaughter 2013 will take place on Saturday 26th and Sunday 27th January 2013. The venue will be open from 3pm on Friday 25th January for pick-up games prior to the weekend starting.

ORGANISER

This event is being run by the Dragon Slayers, a gaming club based in Mansfield, Nottinghamshire. The head organiser for the event is Chris Legg. He can be contacted on chrislegg3@hotmail.com or via phone on 07843 605286, or even via twitter- @Chris_Legg.

ENTRY DETAILS

There are two methods of entry to the event. Firstly, you can send a cheque for £30 to Chris Legg, 67 Cantilever Gardens, Warrington, WA4 2GU. Alternatively, and the preferred option, you can send £31 via Paypal to chrislegg450@gmail.com.

The entry fee includes your entry to the tournament, lunch on both days and an evening buffet on the Saturday night. If you have any unusual dietary requirements please let us know.

LOCATION

The Sheffield Slaughter 2013 will take place at:

Davys Sporting Club
630 Prince of Wales Road,
Darnall,
Sheffield,
S9 4ER

Players should note that as a fully licensed venue you are unable to bring your own alcohol into the hall. The venue does however have a fully stocked bar (with Tizer on tap!) ready for you to purchase your refreshments from. We would ask you politely to adhere to this as we do not wish our relationship with the venue to break down.

TIMETABLE

Friday 25th January	
Hall open for gaming and registration	2pm Onwards
Saturday 26th January	
Registration	8am to 9am
Game 1	9am to 11.30am
Lunch	11.30am to 12.30pm
Game 2	12.30pm to 3.00pm
Game 3	3.30pm to 6.00pm
Dinner	6.30pm onwards
Sunday 27th January	
Game 4	9am to 11.30am
Lunch	11.30am to 12.30pm
Game 5	12.30pm to 3.00pm
Game 6	3.30pm to 6.00pm
Prizes	6.30pm onwards

PRIZES

We will be offering a variety of prizes over the weekend:

Overall Champion

2nd Place

3rd Place

Best in race trophies for all races, for highest gaming points AND painting.

Best Sportsman

Best General (Highest Gaming points)

Best Painted

2nd Best Painted

3rd Best Painted

WINNING THE EVENT

Players will compete in 6 games over 2 days. They will play opponents dependant on their previous game scores using the swiss system, with points for other scores added at the end:

Category	Points Available
Gaming	0-120
Sportsmanship	0-36
Army List	30
Total	186

ARMY SUBMISSION

Army lists will be due in by 8pm on Monday 14th January 2013. Players can either post the list to the postal address given above or (preferably) via email to **chrislegg3@hotmail.com**.

Players should note that all lists for the weekend will be OPEN. Prior to the event, around the weekend before, a PDF will be sent to all entrants who have submitted a correct, legal list. This PDF will contain the army lists of every other entrant. We will also post this list on TWF for everyone to see.

As such, and to make our jobs easier, the following format MUST be adopted for sent armies. If this format is not used, points will not be gained (see below). They can either be pasted into the email itself or attached to a word document, it is your choice. We are not looking to be completely anal here (i.e. commas etc), but please work with us as this does make a huge difference in the ability for us to check the lists.

Dark Elf Dreadlord (General); Dragon; Sea Dragon Cloak, Sword of Might, Black Dragon Egg, 511

Sorceress; Level 2, Dispel Scroll, Lore of Shadow 160

Death Hag; Cauldron of Blood, Battle Standard, 225

30 Warriors; Full Command, Shields, 225

25 Repeater Crossbowmen; Musician, Standard, Shields, 290

War Hydra, 175

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Submission of a correct, legal list in the above format prior to the above deadline will result in the following points bonuses for that player:

Criteria	Points
Submission of a legal list prior to deadline	15
List in specified format	10
Submission of legal list on the first attempt	5

ARMY SELECTION

The army selection restrictions for the Sheffield Slaughter are split into two sections, General restrictions, applicable to all armies, and Specific restrictions, used by individual armies. If your army is not mentioned below, then it has no further restrictions to it.

GENERAL RESTRICTIONS

1. All armies are restricted to a maximum of 2,400 points. Not a single point more!
2. Aside from the Winds of Magic and Channelling, an army may not add more than 2 power or dispel to its pool in each single magic phase. This is from ANY source- magic items, spells, abilities or attributes. Any excess dice are discarded and cannot be stored etc for future magic phases.
3. If an army has an ability to steal dice, and they have already generated an additional 2 dice, then the stolen dice is removed from their opponent's pool and discarded.
4. A maximum of 6 power dice can be rolled to cast a spell, including Dark Elves.
5. If any model in the army has an ability or item that gives the bearer the "Loremaster" ability, or can select their spells in any form, then another wizard in the same army cannot take the same lore of magic.
6. A maximum of 45 models with a ranged weapon or any other form of attack used in the shooting phase can be taken.
7. Chariots, Warmachines or ranked, non-skirmishing infantry with a range of 18" or less do not count towards this restriction.
8. No army may include more than 4 war machines.
9. No single non character unit in the army may be more than 450 points, including magic items and command.
10. A maximum of 3 units with the 'Fly' rule may be taken.
11. The magic item 'Folding Fortress' may not be taken.
12. Special Characters may not be taken.
13. An army book may only be used if it released prior to the 12th January 2013.

SPECIFIC RESTRICTIONS

LIZARDMEN

1. Salamanders are limited to one unit per army
2. Higher State of Consciousness and the Crown of Command may not be taken on the same model.
3. Any Slann with the "Banehead" cannot select the lore of Death.

VAMPIRE COUNTS

1. Red Fury and Quickblood are a combined 0-3 across the army.
2. A maximum of 3 ethereal units maybe taken.
3. Black Coaches do not count towards either the flying or ethereal caps.

DARK ELVES

1. The Pendant of Kalaeth and the Crown of Command may not be taken on the same model.

HIGH ELVES

1. The army gains an additional 100 points, so they may select an army up to 2,500 points. This will change their allowance for characters, core etc.

WOOD ELVES

1. The army gains an additional 100 points, so they may select an army up to 2,500 points. This will change their allowance for characters, core etc.
2. The shooting cap for the army is increased to 70 models with a shooting attack.

TOMB KINGS

1. The army gains an additional 100 points, so they may select an army up to 2,500 points. This will change their allowance for characters, core etc.
2. Only 2 wizards may choose from the same lore of magic.

EMPIRE

1. Steam Tanks and Demigryph Knights are a 0-2 selection combined.
2. If any Great Cannons are taken, a Steam Tank counts as 2 war machine's for the purposes of army selection.

WARRIORS OF CHAOS

1. The Infernal Puppet cannot be taken in an army with a Dispel Scroll.

DAEMONS OF CHAOS

1. Bloodletters and Khorne Heralds are restricted to 0-3 in total.
2. The Master of Sorcery does not give the Loremaster ability, instead counting as a wizard that rolls for spells normally.

BEASTMEN

1. The army gains an additional 200 points, so they may select an army up to 2,600 points. This will change their allowance for characters, core etc.

CHAOS DWARVES

1. A K'Dai Destroyer counts as 2 war machines for the purposes of army selection.

OGRE KINGDOMS

1. The Crown of Command cannot be used in any unit with the army general in it. If the general is in the unit, the item has no effect at all.
2. Mournfang and Ironblasters are a 0-2 selection combined.

SKAVEN

1. Hell Pit Abominations, Warp Lighting Cannons and Doomwheels are 0-1 unit selection per army, and a 0-2 choice combined.
2. Warlock Engineers are 0 – 3 models per army.
3. A Screaming Bell or Plague Furnace cannot join any unit with more than 35 models in it (excluding other characters)

ORCS AND GOBLINS

1. Goblin bolt throwers count as 0.5 towards the cap on warmachines.

WINNING YOUR GAMES

All games should be played using the Battleline rules given in the Warhammer Rulebook. At the end of the game, the winner is determined by adding up the total victory points scored by each side, with the additional points noted here. Players then convert the difference in Victory points to Tournament points using the chart.

Difference	Winner Points	Loser Points
0-149	10	10
150-299	11	9
300-449	12	8
450-599	13	7
600-749	14	6
750-899	15	5
900-1049	16	4
1050-1199	17	3
1200-1349	18	2
1350-1499	19	1
1500+	20	0

ADDITIONAL POINTS

1. Reducing a unit to 25% or below of its starting strength: 50% of the units cost
2. For a unit that is fleeing at the end of the game: 50% of the units cost

ROUND TIMINGS AND GAME LENGTH

As you have probably noted above, there is a strict timetable we need to adhere to. This will ensure that the event will run smoothly and people are able to leave in a timely fashion. In addition, to this, Warhammer is a game of six equal turns. Failure to complete all six turns can result in the frustration of your opponent, advantages that would not normally have been gained and a general sense of annoyance about the game. Whilst we are aware that most players do finish their games on time occasionally this does not happen.

To this end, The Sheffield Slaughter has four provisions regarding the round timings and game length;

1. Announcements will be made throughout the round indicating the amount of time remaining, and at 15 minutes to go. At this stage, we would strongly suggest that you complete your game, ensuring that equal turns have been played and to then submit your results. If you fail to hand in the results slip on time, you will be given a warning. If you fail to hand in the results slip a second time, your score (for both players) will be reduced to zero.
2. If a referee asks you to stop playing, and this request is refused, then both players will have their score for that round being reduced to zero. In addition, at the absolute discretion of the organisers a further point's penalty may apply to your tournament score.
3. On the score sheets will be a box to indicate the number of turns played. If a player fails to complete 6 turns in more than 2 games they will receive a point's penalty on their tournament equal to 5 points for every turn that they have failed to complete.

4. Notwithstanding the above; if a referee feels that a player is deliberately playing slowly despite warnings then they may be liable for a point's penalty.

We appreciate that the above may seem harsh and draconian, but the issue of incomplete games is becoming a hot topic at several tournaments. If you have any concerns in the speed that your opponent is playing at, please do not hesitate to come and speak with us, and we will attempt to resolve the matter before it becomes a problem.

HOUSE RULES

We will be using the following house rules at this year's Sheffield Slaughter. These have been put in after consulting some of the games top players and are an attempt to curb some of the more 'interesting' tactics available.

1. When a character joins a unit he must be placed in the unit in position within twice his movement value (if able to march, his normal move otherwise). He cannot 'teleport' across the unit. If he is unable to make the front rank, and there is space within the front to do so then he cannot join the unit.
2. Units which have performed a "Swift Reform" or "Reform" manoeuvre during the controlling player's turn may not garrison a building on that turn.
3. Buildings may only be garrisoned by up to 20 models (6 monstrous infantry). If a unit consisting of more than 20 models successfully assaults a building they cannot enter the building and are instead pushed 1 inch away as if the defenders did not break/or were wiped out. Please also note units once inside a building cannot increase in size above 20 models without leaving the building first. As a general rule it is impossible for more than 20 models to ever be garrisoned inside a building at any time.
4. All buildings count as 'impassable terrain that would in reality stand in the way of the shot' as far as cannon balls are concerned. They will not bounce through them, they stop on the building and inflict hits upon anything garrisoning the building. You may not pick a point on a building as your initial point (under Choosing a Target p112).
5. Characters affected by the following spells that would instantly remove it from the table only take one wound if it would normally benefit from a look out sir roll from being *part of* a unit. This does not apply if you are a lone character outside of a unit:
 - The Dwellers Below
 - Final Transmutation
 - Gateway
 - The Dreaded 13th
6. Units affect by Okkams Mindrazor cannot reroll failed hits in close combat.
7. For the avoidance of doubt, all GW FAQ's that are released up to and including the date of army list submission will be in force.
8. The Chaos Dwarf Item "Chalice of Blood and Darkness" can only remove dice at the beginning of a magic phase.
9. All new white dwarf updates, for Warriors & Daemons of Chaos (and any released prior to the submission deadline) must be used.
10. Unmodified leadership will be played as per the old FAQ- so the highest leadership in the unit, with no modifiers at all applied to it.

11. Ignore the FAQ regarding look out sir applying to chariot impact hits.

TERRAIN

Players are NOT required to bring terrain for the event.

All tables will be set up prior to the first round, and will be fixed for the duration of the event. All pieces and scenery are considered mundane- i.e. we are not playing using the mysterious terrain rules. If players have any concerns or queries with their own terrain or that of their opponent, please contact a referee.

If players feel that the terrain has been moved, please ask a referee who will be on hand to assist you.

SPORTSMANSHIP

Whilst we do not anticipate problems during the event, arguments and bad games can sometimes happen. At the Sheffield Slaughter, players will be awarded 6 Sportsmanship points per game that they play in. If you wish to award your opponent a lower score than this, please come and see us and we will gladly listen to what has happened and if necessary we will award a lower score. This does not necessarily need to be at the end of the round, if you would prefer to wait and speak with us in private later on this will be fine.

Note that you should not simply award a lower score because you lost or you did not like their army composition.

In awarding a lower points award, the player WILL be required to justify their choice to the head organiser. Players should be aware that a single opponent will not affect another player's score, as shown below:

Criteria	Deduction
Single lower award	0
Second lower award	-2
Third, or more lower award (per game)	-5

PAINTING - GENERAL

No specific points will be given for painting. However, at this years event the following will apply;

We expect all armies to be painted to a reasonable standard, with three colours and appropriate basing as a minimum. Should an army not meet this basic standard, they will be ineligible to win any prize, and at the judges absolute discretion may be asked to remove the models from the table.

PAINTING- BEST ARMY

The painting judge for the weekend will be Steve Wren. He will go around and check each army over the weekend and compile a list of the armies he believes are the best. The top army in each race will be considered, and a prize awarded. The overall top three painters will then be chosen from this pool.

ANY QUESTIONS?

We hope you like what you have read and that you will join us for what is planned to be an excellent weekend of gaming! If you have spotted any mistakes or glaring errors, please let me know. If you have any queries please contact the head organiser Chris Legg on chrislegg3@hotmail.com, via phone on 07843 605286 or on twitter [@Chris_Legg](https://twitter.com/Chris_Legg)