

Regarding Retribution 2013

2nd November 2013

Presented by The Sad Muppet Society

New venue

THE  GAMES SHOP

Regarding Retribution

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Introduction

Your army has rallied to your standard and on this day, as the sun cuts through the morning mists, you must prove yourself worthy of their loyalty.

However your path will not be easy...

Enemy forces stand in your way...

Crush the enemy and secure that your name, not theirs, is recorded in the histories...

What's new this year

If you are a frequent participant of RR then you will already know the basics, therefore here is a summary of what is different this year:

- Regrettably, Church Cottage is no longer suitable for our needs, so Regarding Retribution 2013 will take place at The Games Shop in Aldershot, Hampshire.
- Tea and coffee included as part of your ticket price.
- No on-site food, but plenty of places to buy food close by.
- Any player not present at the start of their game will be judged to have lost that game and receive 1 tournament point.

Please read on for full details.

What you'll need

When you arrive and register you must hand in a copy of your army lists. They must include all of the models in your army, their points values, and the points values of all upgrades and equipment.

All models **MUST** be painted and representative of the appropriate type of troop. The minimal standard of 'painting' requires that at least three colours are painted on to the model and that the bases are textured in some manner.

In addition to your army you will need the following:

- This document
- A spare copy of each of your army lists
- Dice
- Tape measures
- Templates
- Movement trays
- Super glue for battlefield repairs
- Your Army Book
- The Warhammer Fantasy Battle 8th edition rulebook
- To be at least 14 years old
- And to have fun!

Rules of engagement

The Warhammer Fantasy Battle 8th Edition rules will be used for this tournament as will the latest FAQs from the Games Workshop website.

We also have a set of FAQs which came up last year on our forum at

<http://www.sadmuppets.org/forum/viewtopic.php?f=65&t=3093>

You will need to register on our forum to ask questions there, or you can ask by email rr@sadmuppets.org

The day

9.00	Registration
9.30	Game one – Spearhead
10.45	Break
11.00	Game two – Spearhead
12.15	Lunch
13.00	Game three – Battle
15.30	Break
15.45	Game four - Battle
18.15	Pack away
18.30	Awards ceremony and departure

Army limitations and requirements

For Regarding Retribution 2013 you must submit two army lists.

Spearhead Force

No more than 1,000 points may be spent on the army. Armies must follow all the restrictions on army selection from their own army book.

Battle Force

No more than 2,400 points may be spent on the army. Armies must follow all the restrictions on army selection from their own army book.

Please note that your 2,400 point list must have everything from your 1,000 point list. Units can be expanded from the Spearhead Force, but not reduced or removed.

All models used must be PAINTED and BASED miniatures of the appropriate type they represent. Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in the unit. Character models must be WYSIWYG, ie, what you see is what you get.

Models from manufacturers other than Games Workshop (yes, they do exist) are entirely permitted, indeed, positively encouraged.

Any full army books published at least one month before the tournament will be allowed. The list over the page represents the permitted armies as of July 2013. The Chaos Dwarf army list – The Legion of Azgorh – from Tamurkhan: Throne of Chaos is not permitted, nor are any Forgeworld rules.

Special characters from the army books may be used in Regarding Retribution. However as such characters are unique, if the same character is present in your, and your opponent's army, neither of you may use them for that game, and

both players will be awarded the appropriate victory points as if that character was slain in battle.

Choosing armies

	Lords	Heroes	Core	Special	Rare
Spearhead	250	250	250	500	250
Battle	600	600	600	1200	600

You must use the main army list from your army book.

If you have any further questions regarding army selection, please contact the event organisers before the tournament rr@sadmuppets.org. Many questions and answers on army selection can also be found on our forum at <http://www.sadmuppets.org/forum/viewtopic.php?f=65&t=3093>

Army roster

When you arrive at the tournament you must bring copies of both your Army Rosters for the umpires to refer to. These must include all the models and equipment in your army and must total equal to or less than the tournament points limits.

Permitted armies

Beastmen
Bretonnia
Daemons of Chaos
Dark Elves
Dwarfs
High Elves
Lizardmen
Ogre Kingdoms
Orcs & Goblins
Skaven
The Empire
Tomb Kings
Vampire Counts
Warriors of Chaos
Wood Elves

If any mistakes are found, the results of all the games in which you have used an illegal list will immediately be changed to Wins in favour of your opponents. This will even apply if the mistake was honest so please double-check your list before the tournament.

Games

Battlefield

The Battlefield will be set up before the game by the tournament organisers. Most scenery will be mundane but mysterious woodlands and waterways will be rolled for the first time they are entered each game.

Scenarios

Each game will use one of the scenarios from the Warhammer rulebook chapter Fighting a Warhammer Battle, pages 140-151. Battle 4, Blood and Glory and Battle 6, The Watchtower, will not be used. Battles 1, 2, 3 and 5 will all be used, but not necessarily in that order.

Deployment

Use the deployment as described in each scenario.

Victory Conditions

Use the victory conditions as described in each scenario.

Notes

All four games are Pitched Battles so Wood Elves can use their free Wood, providing they bring one wood up to 6" diameter with them. This is a normal, non-magical Wood.

Scoring

Generalship (0 - 120 points)

In order to work out your tournament points for each of your games, simply work out your victory points as per the scenario and work out who has won, as per the Warhammer rulebook, page 143 and the errata issued by Games Workshop.

Generalship (0 - 120 points)		
	Winner's tournament points	Loser's tournament points
Draw	10	10
Win	30	1

Upon finishing your battle please hand in your scorecard, including the victory points scored by both players, to an umpire as soon as possible.

After the first round, you will be matched against opponents using the Swiss system to place you against a similarly skilled opponent. Therefore to win you'll hopefully have to beat some pretty tough players!

Army list (0 – 1 point)

Players will receive 1 tournament point for submitting a correct army list at least two weeks prior to the event to the event organisers at rr@sadmuppets.org.

Best army

Players will vote for their favourite army. In the event of a tie, the organisers have the deciding vote. No tournament points will be awarded.

Sportsmanship

This tournament is not meant to be a cut-throat, win at all costs competition. We require all participants to compete in an especially friendly manner so please go out of your way to make the game an enjoyable experience for your opponent.

One of the most coveted awards at the end of the day is Best Sportsman. To find this one person, we ask every player to mark each of their opponents during the day. Nominate your most sporting opponent and a runner up.

Using these nominations, the referees will select a best sportsman.

Please note that there is absolutely nothing wrong with asking an opponent if you can read the appropriate rule of set or characteristics in their army book so that you can check for yourself that everything is being done correctly.

Of course, for kudos, these marks will be published with the tournament scores after the event.

Refereeing

You will be able to identify referees by the badge or committee shirt they will be wearing. Wherever possible they will show you the rule you're querying. If they need to make a judgement call, do not argue with them. Arguing with a referee is a Very Bad Thing.

In addition, the referees will use a yellow and red card system to penalise any unsporting behaviour during the day. You have been warned!

Sample score sheets

Best Army and Sportsmanship

Best Army

Sportsmanship

Most sporting

Runner up

Results

Game number

Player 1

Player 2

	Name	Tournament points (0 – 30)	Victory points
Player 1			
Player 2			

How to get there

The Venue: The Games Shop
6 Wellington Street
Aldershot
Hampshire
GU11 1DZ

By Car:

From the M3: Leave the M3 at either junction 4 or 4A and follow the signs to either Aldershot or Farnborough.

From the M25: Leave the M25 at junction 12 and join the M3 Southbound (signposted Basingstoke).

Leave the M3 at either junction 4 or 4A and follow the signs to either Aldershot or Farnborough.

From the M4: Leave the M4 at junction 11 and follow the A327 via Shinfield and Yateley to the A30 and then follow the signs to Farnborough initially and then on to Aldershot.

From the A3: Join the A31 Hogs Back just outside Guildford and then the A331 Blackwater Valley Road. Follow the signs to Aldershot and Farnborough.

By Train: The Games Shop is 5 minutes from the train station and easy to find on foot.

Food (and drink): Tea and coffee will be available. Lunch is not included. There are various places to eat in the town centre.

The Disclaimer

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