



The London Riots II - The Quelling
sponsored by Wargames Workshop
www.wargamesworkshop.com



- Venue :** Leytonstone & District Ex-Servicemen's Club, Harvey Road, London, E11 3DB
- Date & Time :** 11th April 2010 - 9:30am to 6:00pm.
- Cost :** £8 Non-Members, £6 for Tanelorn Club Members.
- Lunch :** This is not included. There are several fast food and sandwich shops nearby.



Entry Form :

Name:	
Address:	
Contact Tel No. :	
E-Mail address :	

Please send the above form plus a cheque (made payable to : **Tanelorn Wargames Club**) for the appropriate amount before the 2nd April to :-

Tanelorn Tournament

8 Sunderland Way
London, E12 5HR

You can also pay using Paypal as a gift to twgc_treasurer@tanelornwgc.org

Terrain:-

- ✚ All parts of any hill count as > 1" High but <2" High.
- ✚ All Water counts as *Shallow Water*.
- ✚ All buildings count as *Impassable Terrain*.

Your Army List:-

- ❖ Bring a 75pts Army List with normal restrictions; however you **must** take 2 Battle Groups instead of the normal 1. So you must have 2 Warlocks or Warcasters to start with.
- ❖ Both Warlocks/Warcaster must be from the same faction or the same Mercenary Contract. *For example you cannot take a Cygnar Warcaster and a Mercenary Warcaster as your 2nd choice.*
- ❖ You may NOT use Tiered Lists as this may cause problems with the army selection (see below).
- ❖ Any FA's are considered to be for a **Single Caster List Only**. *i.e. Non-Character FA's are not doubled because you can take 2 Warcasters/Warlocks.*
- ❖ You may use any of the Mercenary Contracts.
- ❖ The event will use the latest Hordes PDF that is at least 1 week old, so any update after the 3rd April 2010 will not be allowed.

Scenario's Played: These will be randomly picked from the Steam Roller 2010 Scenario pack during the day.

Times

09:30 - 10:00 - Arrival, Register, and Announcements.

10:00 - 12:30 - **Game 1** will be **75pts**.

12:30 - 13:15 - Lunch Time.

13:15 - 15:00 - **Game 2** will be **50pts**.

15:15 - 16:45 - **Game 3** will be **35pts**.

17:00 - 18:00 - **Game 4** will be **25pts**.

18:00 - 18:05 - Awards*.

* *Don't forget that entry to the event also gains you a free night at the club afterwards, which runs to 10pm; where more games can be played, including various board and other system games.*

After each game you **must** follow these instructions: -

1. Keep the models separated that have been **Destroyed** or **Removed From Play**, and the models that were still alive on the table when the game ended. For the following rules, these piles will be called the **Dead** and **Alive** piles.
2. Any units **at least** at half strength or greater in the **Alive** pile are restored to their original unit size including UA's and WA's. If any **Alive** units are below half strength they are now considered *destroyed* and are moved to the **Dead** pile.

For Solo Units like Incubi and Whelps, count them as a 5 man unit, with models that were not used in the previous game counting as still being alive.

3. Any models that were summoned during the last game are removed and do not count to either pile. **Note:** *This doesn't include models brought back to life and/or restored to their original unit, but will apply to any model brought back as solo's, etc..*
4. After each game you must now **create** an army for the next size game, using only the models from the **Alive** pile, with the following exceptions:-
 - a. After game 1, if you have one Warcaster /Warlock left in play, use this model for the rest of the event. Otherwise pick one from the **Alive/Dead** Pile to use for the rest of the event.
 - b. If your **Alive** points are less than your next size game, then you must add units/models from the **Dead** pile to the **Alive** pile, until you reach the desired points.
 - c. **Note:** All normal Army Creation Restrictions apply during Step 4.
5. You may reassign Warjacks and Warbeasts about between legal models. You may do this even if the Warcaster/Jack Marshals are still alive, so basically between each game you can re-organise your battle group(s) and/or Jack Marshalled Jack's to suit what's left.
6. All models not used in your new list are now returned to your figures case, and may never be used again for the duration of this event.
7. An army list sheet will be provided which you **must** use to keep track of which models no longer can be used once placed back in your case.
8. **In Summary:** The basic idea is that your force gradually get's smaller from game to game with each player only being able to use what was left alive from the previous game. Obviously for game balance, models may have to be removed or restored to that force to meet the next size game.