

THE SAD MUPPET SOCIETY PRESENTS...

# REGARDING RETRIBUTION

2011



**WARHAMMER**

5TH NOVEMBER 2011

# Regarding Retribution

## Introduction

Welcome to the fields of St Michael.

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 you'll need

When you arrive and register you must hand in a copy of your army list. It 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 your army list
- Dice
- Tape measures
- Templates
- Super glue for battlefield repairs
- Your Army Book
- The Warhammer Fantasy Battle 8th edition rulebook
- To be over 16 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.

## The day

9.00	Registration
9.30	Game one
12.00	Lunch
13.00	Game two
15.30	Break
15.45	Game three
18.15	Pack away
18.30	Awards ceremony and departure

## Army limitations and requirements

For Regarding Retribution 2011 you must submit one army list.

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.

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 August 2011.

Dogs of War or Regiments of Renown units may not be included.

## Regarding Retribution 2011

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
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](mailto:RR@sadmuppets.org).

### 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 (including additions from  
White Dwarf 380)  
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 Massacres 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. Terrain will be labelled as in the Battlefield Terrain chapter of the Warhammer rulebook pages 116-131

### 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.

### Deployment

Use the deployment as described in each scenario.

### Victory Conditions

Use the victory conditions as described in each scenario.

### Notes

All three games are Pitched Battles so Wood Elves can use their free Wood, providing they bring one wood up to 6" diameter with them.

# Scoring

## Generalship (0 - 60 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.

<b>Generalship (0 - 60 points)</b>		
Victory point difference	Victor's tournament points	Loser's tournament points
2000 +	20	0
1800 – 1999	19	1
1600 – 1799	18	2
1400 – 1599	17	3
1200 – 1399	16	4
1000 – 1199	15	5
800 – 999	14	6
600 – 799	13	7
400 – 599	12	8
200 – 399	11	9
0 - 199	10	10

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 marks (0 - 8 points)

The summary table should give you a rough idea how the points will be awarded.

The judges reserve the right to remove models from play which do not meet a common sense minimum painting standard.

<b>Army (0 - 8 points)</b>	
<b>Painting and conversion</b>	
	Players will vote for their favourite army.
0 - 5	Players will receive one tournament point for each vote cast for their army, up to a maximum of five.
	All votes will count towards the Best Army award.
0 - 1	One vote (but not tournament point) to be awarded by the referees in the event of a tie for Best Army.
<b>Army list (one of the following)</b>	
3	These marks are for submitting a correct army list at least two weeks prior to the event to the event organisers at <a href="mailto:RR@sadmuppets.org">RR@sadmuppets.org</a> .
1	This mark is for submitting a correct army list at least one week prior to the event to the event organisers at <a href="mailto:RR@sadmuppets.org">RR@sadmuppets.org</a> .

## 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.

<b>Sportsmanship</b>
Most enjoyable
Agreeable
Least enjoyable

Using these nominations, the referees will select a best sportsman and any honourable mentions.

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 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 enjoyable opponent  
Agreeable opponent  
Least enjoyable opponent

### Results

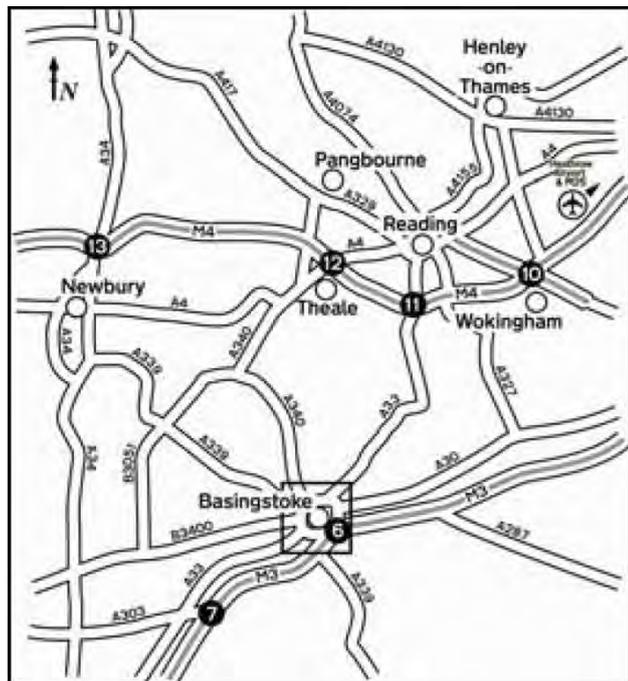
Table number

Game number

Player 1  
Player 2

Name	Victory points	Tournament points (0 – 20)

## How to get there



**Food (and drink)** There are various places to eat in the town centre. There will also be drinks, chocolate and crisps on sale at the venue throughout the day, but no cooked food.

**Shopping** There are lots of shops in Festival Place for gaming widows and Games Workshop is approximately ten minutes' walk away.

### The Disclaimer

This material is completely unofficial and in no way endorsed by Games Workshop Limited. No challenge is intended to any trademark or copyright of Games Workshop Limited.

**By Car:** As parking at Church Cottage itself is limited to permit holders only, we suggest following the signs to the Town Centre and park at one of the many available car parks (Vyne Road is particularly good for all-day parking and is marked with a white star on the map below). Most of the parking is about ten minutes walk away from the venue, through the town centre.

**By Train:** From the train station walk down into the town centre and into Festival Place.

**To find Church Cottage:** walk out of the main doors in Festival Place by Marks and Spencer and the Sports Centre, towards the big BIG church (this is St Michaels) and Church Cottage is immediately behind it.

