



The Redland City Wargamers AKA *"The Thunderstrike Brotherhood"*

Proudly Present

# RCGT II

## 2017

## RCGT

### A Great Day of Gaming

*Proudly Presented by The Redland City Wargamers AKA "The Thunderstrike Brotherhood"*

#### EVENT

Date 26<sup>th</sup> & 27<sup>th</sup> August 2017 (Saturday and Sunday)

Where Redlands Sporting Club  
Anson Rd, Wellington Point QLD 4160  
<https://www.redlandssportingclub.com.au/>



Entry **All Participants must sign in at reception and be escorted to the function room**

Cost \$50  
Your entry fee covers; your entry, Hall Hire, Prize Support, Your participation gift and Tea\Coffee and Biscuits.

Prepayments are encouraged. You may sent your payment through PayPal to [erathius86@gmail.com](mailto:erathius86@gmail.com) Please use the following convention [RCGT] – [Your Full Name]

ATM There is an ATM on site if you are unable to prepay. If you are using this method please let Evan know at time of list submission.

Smoking Smoking is **not** permitted on premises. Please leave the building and smoke outside.

Army Lists Army lists must be submitted by 20<sup>th</sup> August 2017 (12:00am) to Evan Dennett via email To: [thunderstrikebrotherhood@gmail.com](mailto:thunderstrikebrotherhood@gmail.com) CC: [Erathius86@gmail.com](mailto:Erathius86@gmail.com)

Army 2500 Points  
This event uses the rules outlined in the Games Workshop General's Handbook

In addition to your army you must also bring **4** objective markers that tie in with your force. Each objective must be placed on a 25mm, 40mm or 60mm base.

Compendium/Legacy and ForgeWorlds Warscrolls can be used, as long as there points are available and their version is current.

Restrictions	Conversions may be used <b>AND MUST BE APPROVED BY TOURNAMENT ORGANISER</b> and you must tell your opponents what they count as before the battle. Otherwise, <b>FULL WYSIWYG</b> is in effect. All models in your army MUST be 'WYSIWYG' (what you see is what you get).										
Markers	In addition to your army you must also bring 6 objective markers that tie in with your force. Each objective must be placed on a 25mm, 40mm or 60mm base.										
Dress Code	<b><u>There is a dress code for all participants to adhere to (SEE PAGE 6)</u></b>										
Conduct	All participants are required to conduct themselves appropriately onsite as we are considered to be guests (even members like myself) Alcoholic beverages are available for purchase, it is <b><u>your responsibility to conduct yourself appropriately during your stay onsite (before, during and after the event)</u></b> <b><u>BE CONSIDERATE OF OTHER PATRONS</u></b>										
Facilities	The venue has many facilities including gaming machines, responsible service of alcohol and fine dining.  <a href="https://www.redlandssportingclub.com.au/">https://www.redlandssportingclub.com.au/</a>										
Lunch	<a href="https://www.redlandssportingclub.com.au/dining/">https://www.redlandssportingclub.com.au/dining/</a>										
Registration	Now open										
Games	5										
Army	2500 Points (Warhost) This event uses the rules outlined in the Games Workshop General's Handbook  <table> <tr> <td>Leaders</td><td>1-8</td></tr> <tr> <td>Battleline</td><td>4+</td></tr> <tr> <td>Artillery</td><td>0-5</td></tr> <tr> <td>Behemoths</td><td>0-5</td></tr> <tr> <td>Other units</td><td>Any number</td></tr> </table>	Leaders	1-8	Battleline	4+	Artillery	0-5	Behemoths	0-5	Other units	Any number
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Battleline	4+										
Artillery	0-5										
Behemoths	0-5										
Other units	Any number										
Time	Please be on time for registration and each round.  <p>Players that get their list in to me before 20<sup>th</sup> August 2017 (12:00am) and have successfully registered through <b>Evan Dennett</b> only will receive the following;</p> <table> <tr> <td>Army list submitted on time</td><td>5TP</td></tr> <tr> <td>Army list submitted in correct format</td><td>5TP</td></tr> </table> <p>Players can send their lists to the following e-mail address Evan Dennett To: <a href="mailto:thunderstrikebrotherhood@gmail.com">thunderstrikebrotherhood@gmail.com</a> CC: <a href="mailto:Erathius86@gmail.com">Erathius86@gmail.com</a></p>	Army list submitted on time	5TP	Army list submitted in correct format	5TP						
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Army list submitted in correct format	5TP										
Battle Plan	The Battle Plans will be announced at the start of each round of each day										

Contacts	<p>Evan Dennett</p> <p>To: <a href="mailto:thunderstrikebrotherhood@gmail.com">thunderstrikebrotherhood@gmail.com</a> CC: <a href="mailto:Erathius86@gmail.com">Erathius86@gmail.com</a></p> <p>0430597321</p>																								
Time Table	<p><b>Saturday 26<sup>th</sup> August 2017</b></p> <table> <tr> <td>8.30 am - 9.00 am</td><td>Registration</td></tr> <tr> <td>9.00 am - 11.30 am</td><td>Round 1</td></tr> <tr> <td>11.30 am - 12.30pm</td><td>Lunch</td></tr> <tr> <td>12.30 pm - 2.45 pm</td><td>Round 2</td></tr> <tr> <td>2.45pm - 5.00 pm</td><td>Round 3</td></tr> <tr> <td>5.00pm</td><td>Voting &amp; Break</td></tr> </table> <p><b>Sunday 27<sup>th</sup> August 2017</b></p> <table> <tr> <td>8.30 am - 9.00 am</td><td>Registration</td></tr> <tr> <td>9.00 am - 11.30 am</td><td>Round 4</td></tr> <tr> <td>11.30 am - 12.30pm</td><td>Lunch</td></tr> <tr> <td>12.30 pm - 2.45 pm</td><td>Round 5 (Final Round)</td></tr> <tr> <td>3.00 pm - 3.30pm</td><td>Final Tally &amp; Break</td></tr> <tr> <td>3.30 pm</td><td>Ceremony</td></tr> </table>	8.30 am - 9.00 am	Registration	9.00 am - 11.30 am	Round 1	11.30 am - 12.30pm	Lunch	12.30 pm - 2.45 pm	Round 2	2.45pm - 5.00 pm	Round 3	5.00pm	Voting & Break	8.30 am - 9.00 am	Registration	9.00 am - 11.30 am	Round 4	11.30 am - 12.30pm	Lunch	12.30 pm - 2.45 pm	Round 5 (Final Round)	3.00 pm - 3.30pm	Final Tally & Break	3.30 pm	Ceremony
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Event Rules	<p>Measure distances from the bases of models to each other. Bases sizes allowed will be the ones models were supplied with or if you have rebased the model onto round/Oval bases then these must be sensible. <b>The Triumph table will not be used</b></p>																								
Models	<p>All models are expected to be fairly WYSIWYG. The correct scaling must be used. Conversions and suitable substitutions are allowed though, so if you have a cool conversion or unusual model, please contact the TO/EC for approval.</p>																								
Warscrolls	<p>Some Warscrolls in AoS contain rules for 'Matched Play' and 'Narrative Play' alike. It is important not to confuse the (2) types. For clarification purposes; a unit may only contain (1) Banner Bearer and (1) Musician.</p>																								
Clarification	<p>There is no such thing as a silly question, if you have any questions at all regarding anything fell free to ask. It will be a tremendous shame if your heart was set on bring something along only to find out it is not as you envisaged.</p>																								
Dice	<p>Any and all dice used for "rolling" (i.e. 'making a roll') at this event must have all of their denominations (numbers on each dimension\side of dice) clearly legible. They must be able to be interpreted (quickly and accurately) by all parties involved in this event (i.e. the owner of the dice, the opponent\s of the owner of the dice, any referee, event staff, EC and TO).</p>																								
Sport	<p>While this event is considered by the community to be prestigious in nature, especially where awards are concerned, it is important to remember that no matter what the outcome is – there is always next year and other events. Be a good sport and have fun, enjoy the day.</p>																								
Spectators	<p>Spectators are welcome to attend this event. If you are planning to come and watch or know of someone who may, please advise them <b>all spectators must sign in at the front desk.</b></p>																								

Challenges This is often referred to as “the friendly grudge match” or “grudging”. If (2) players both decide that they would like to have a game in the 1<sup>st</sup> round (Game 1) of this event, this is acceptable. Please notify the event coordinator **before** the day of the event if you wish to do this.

Scoring Army list submitted on time 5TP  
Army list submitted in correct format 5TP  
  
Army is painted to minimum standard 5TP\*  
Army painted to table top standard 10TP\*  
Army painted to tournament standard 15TP\*  
Army painted to show room standard 20TP\*  
*\*these scores do not accumulate*

Sporting scores per game 0 - 5TP (Max 25)

Gaming Points Total	100TP
Available points per game	20TP

Your complete tournament score is as follows: 100 for battle, 10 for Administration, 20 for Painting and 25 for Sports. The points total for this event is out of 155.

Victory Glorious Victories and Sudden Death Victories will **not** be used.

Battle Score Each round a player can achieve a maximum battle score of 20 (100 battle points are available over the course of the event). The victory points you score in the scenarios will determine what sort of victory you achieved in your game.

Major Victory	20TP
Minor Victory	14TP
Draw	10TP
Minor Loss	6TP
Major Loss	2TP

At the start of each round a score card will be placed on your table. At the end of the game fill out the card accordingly and hand it to the Tournament Organiser (TO) / Event Coordinator (EC) and make sure to fill it out legibly.

Rules Disputes All rules disputes should be resolved in one of three ways. Look in the appropriate rulebook & FAQ (including ETC FAQ, roll a D6 for it, or ask a TO (Tournament Organiser). The TO will then either show you the relevant passage in the appropriate rulebook/FAQ; or make a decision – once a decision has been made it is final. To avoid possible allegations of bias, a TO may consult another experienced player with the game, if games being played contains members of his\her inner circle. The TO\EC on the day will be Evan Dennett. Just because you disagree on a rule does not mean your opponent is a bad sport, It is only in the way they handle the dispute, and if they accept if they are wrong, that you can see their sportsmanship. Many people have different interpretations or house rules that are not used at tournaments and these will be resolved as stated above. The TO's word is final, and arguing after a decision has been made may incur penalties.

Awards	<b>Rostrum Place Holders</b>	<b>Hobby Awards</b>
	1st Place 2nd Place 3rd Place Last Place	Best Sporting Player Best Presented Army Best Conversion\s Best Display
	<b>Other</b>	<b>Runner Up</b>
	Best Grand Alliance:   Order Death Destruction Chaos	Best Sporting Player Best Presented Army Best Conversion\s Best Display

What to Bring	Your Army & Rules Pieces of terrain (optional) Relevant Warscrolls\ Battletome\ Information for your army Copies of your army list Dice and Tape measure Calculator or a phone (with full charge) Writing Implement (i.e. Pens) Glue (for incidental breakages) 4 Objective Markers (40mm Base)
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Battle Rounds	Games will last a max of 5 Battle Rounds\ Turns.
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Lore Rules	Any rule that requires an out of game, quirky action such as dancing or shouting will always be in effect as if the person had done the action required already. (Feel free to perform the action if you feel like it though!) The exceptions to this are: Any rule that you must obtain permission from your opponent for something to work; these rules will be played as per the rule, so you must obtain permission. Any hidden dice based rule; these rules will be played as per the rule. The part of Settra's rule where the person loses the game if he kneels, is ignored completely.
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Awards	<b>Rostrum Place Holders:</b>	<b>Hobby Awards:</b>	<b>Other:</b>
	1st Place 2nd Place 3rd Place Last Place	Best Sporting Player Best Presented Army Best Conversion\s Best Display	Best Order Grand Alliance Best Chaos Grand Alliance Best Death Grand Alliance Best Destruction Grand Alliance

#### **Rostrum Place Holders**

The player with the **highest total** tournament score (Battle Score + Admin + Painting score + Sporting Score) will be awarded 1<sup>st</sup> place. The player with the second highest total tournament score will be awarded 2<sup>nd</sup> place. The player with the third highest total tournament score will be awarded 3<sup>rd</sup> place.

### **Best Presented Army Award**

During the Lunch break, all players will have a chance to set up and display their army on a table for judging. All players will have the opportunity to vote for who will receive the award for "Best Presented Army". Tie breaks will be determined by the tournament organiser.

### **Best Sporting Player Award**

During the course of the Tournament each player will have a chance to grade their opponent's performance. This will determine who will receive the "Best Sporting Player" award. At the end of the final game, reflect upon the games of day and nominate the player you feel deserves this award, this will assist in the event of a tie.

### **Best Conversion Award**

At the end of Day 1, all players will have a chance to set up and display their Conversion's on a table for judging. All players will have the opportunity to vote for who will receive the award for "Best Conversion's Award". Tie breaks will be determined by the tournament organiser.

### **Best Display Award**

At the end of Day 1, all players will have a chance to set up and display their 'display boards' on a table for judging. All players will have the opportunity to vote for who will receive the award for "Best Display Award". Tie breaks will be determined by the tournament organiser.

### **Best Grand Alliance Award**

At the end of Day 1, all players will have a chance to set up and display their armies on a table for judging. All players will have the opportunity to vote for who will receive these awards. Tie breaks will be determined by the tournament organiser.

### **Wooden Spoon Award**

The Wooden spoon award will be awarded to the player with the **lowest** total tournament score (Battle Score + Admin + Painting score + Sporting Score) at the end of the tournament.

### **Penalties**

**Incorrect form:** We absolutely rely on everybody's accuracy in filling out their results forms. To this end, we will apply a fine of -1 Battle Point to players who fill out a form incorrectly. Reoccurring incidents will incur a further -2 Battle Points.

**Late Submission:** you will be fined a late submission penalty of -1 battle point if your army list is submitted after the designated date and -1 battle point for every day that passes until army list is submitted SUCCESSFULLY, THIS INCLUDES SEND BACKS.

**Unpainted Armies:** If 1 or more of your pieces (Miniature or otherwise is less than "tabletop standard" (i.e. 3 colours), you will receive -1 Battle Point per model. Arriving late: If you are arrive late for registration, any round etc. (which results in your opponents sitting idle and waiting you) you will incur a penalty of -1 Battle point per instances. If you are late for every round you will incur an additional -4 Battle points (total – 8 Battle Points).

**Objective Markers:** if you are unable to present appropriate sized objective markers on the day you will be fined -1 point on your total final score.

**Organiser's discretion:** At the organiser's discretion, you may be fined one or more battle points (At the Tournament Organiser's discretion) for inappropriate behaviour. Examples include being late for a round without informing us beforehand. **NO MESSING AROUND, HORSEPLAY AND GENERAL MISBEHAVIOUR MAY RESULT IN INSTANT DISQUALIFICATION (YOU MAY BE KICKED OUT)**

#### The Venue

##### Loss or Damage to Property

The Redlands Sporting Club will not accept responsibility for any loss or damage of property or merchandise left on the premises prior to, during or after the function. The client will be held responsible for property loss or damage to the Redlands Sporting Club and shall be financially responsible for such property loss or damage.

##### Beverages & Food

This is a licensed venue therefore guests are not permitted to bring their own beverages or food on to the premises. Celebration cakes are exempt from this rule. Any other exceptions are at the discretion of the General Manager.

##### Beverage Policy

The Redlands Sporting Club is a licensed premises and is committed to the Responsible Service of Alcohol. Regardless of bar tabs paid or bar packages purchased, and without refund to the client, function staff reserve the right to refuse service and will if necessary remove any guest from the Palms Auditorium considered to be underage, intoxicated or abusive.

In accordance with legislation guests may be asked to produce proof of age identification such as a current Australian Driver's License, Passport or Department of Transport issued 18+ card. If appropriate identification cannot be produced upon request the person will be considered underage. Any underage drinking detected will be treated as a serious offence and Management reserves the right to cease the function without refund to the client.

All parties drinking alcohol must remain with their drinks inside the designated club areas.

#### **Redlands Sporting Club**

##### **Dress Code**

Members, guests and bonafide visitors must be cleanly, neatly and modestly attired at all times.

The dress code is **smart casual dress**.

No rubber thongs are permitted.

The following dress is **not permitted at any time:**

- Men's singlets, tank tops or sleeveless shirts



- Torn or untidy garments
- Football jumpers or similar
- Sporting garments with numbers and logos
- Clothing displaying inappropriate or offensive slogans
- Exceptionally brief shorts or tops
- Bare feet
- Head wear (unless approved by Management for medical, religious or sporting reasons)

**Management has the right to determine whether patrons meet the Club standards**

Inclosing Hopefully this player's pack has provided you with all the information you need. Players that E-mail me their lists before the event will receive bonus points (as it will save time on the day).

If you have any questions please contact Evan Dennett on 0430597321 or via

Email [erathius86@gmail.com](mailto:erathius86@gmail.com)



<https://www.facebook.com/TheThunderstrikeBrotherhood>

**The Venue**





#### Dining

The dining facilities at the chosen venue for RCGT are impeccable. But please do not take my word for it, see for yourself.

<https://www.redlandssportingclub.com.au/dining/>

## A great choice of dining at Redlands Sporting Club

The Redlands Sporting Club has a great selection of dining options available 7 days for lunch and dinner at affordable prices. ***Come in and try for yourself!***



**Club Steakhouse** caters for Breakfast every Sunday with your choice of sausages, bacon, scrambled or poached eggs, hash browns, baked beans, grilled tomato, croissants, toast, tea/coffee & juice. Visit [Club Steakhouse](#) for our nightly specials.



**Our Coffee Shop** has something delicious to suit all tastes and budgets so why not come in, relax and take some time out for you .. and indulge! For more information about our Coffee Card Offer visit the [Coffee Shop](#) page.



**Buffet World Restaurant** has a universe of tempting foods available daily for lunch or dinner at the one low price. Go to the [Buffet World](#) page for booking information and prices.