



Proudly Presents

## **“The Rushden Rumble 2017” Warhammer Fantasy Age of Sigmar (AoS) Doubles Tournament 18<sup>th</sup> March 2017**

This is the opportunity for you all to try out your Fantasy Doubles with a twist using Age of Sigmar with the General's Handbook rules. Phoenix Gaming Club (a GCN member) will be holding its seventh Doubles Tournament but its first venture into AoS. We hope you will all come and have a great time meeting new people and some old ones!

**When : Saturday 18h March 2017** please arrive at 9.00 am to register – 1st game 09.30

**Where :** The Rushden Scouts Hall, Brooke Close behind Orbit Tyres which is on Skinners Lane Rushden NN10 OXH.

**Parking & Directions:** The following is a link to a Google Map with the location of the club and the two nearest free car parks marked. [Phoenix Gaming Location and Parking - Google Maps](#)

Free Parking is available between Duck Street and John Street Rushden. Please note that as there is only limited parking directly outside the Scout Hall, organisers and volunteers will be using it on the day; please therefore do not park directly outside the Scout Hall.

**Cost:** £16 for the team (£8.00 each) a slight increase on last year's price (an increase in Hall Hire fees is the cause). £17 per initial team if paying via Paypal. Still a cheap day out!

Pay Stephen Mawson via Cash or Cheque on club nights.

Cheques are payable to Phoenix Gaming Club.

Or please send to  
Rushden Rumble 2016– Phoenix Gaming Club Rushden  
C/o Warren Stevens events co-ordinator  
28 Allen Road  
Irthlingborough  
Northamptonshire  
NN9 5QY

You can also Paypal your payment to me at [warren.s66@virginmedia.com](mailto:warren.s66@virginmedia.com) if so then it is £17 per team. Please do not send cash!

**If you have paid and find yourself in a situation that you cannot come, then please be advised that no refunds will be available after the 18<sup>th</sup> February 2017. We have to pay for the Hall and order trophies well in advance. However if you can find a replacement for yourself after this time then you would have to sort out these monies (sell your ticket to recoup). Just let me know who would replace you.**

If all places have not gone in advance, then tickets may be available at the door – but I wouldn't bet on it guys! As soon as we receive cleared funds we shall add your initial team to the paid list.

When pay registering please supply the following information:

- Both initial team member's names
- The armies (eg, Sylvaneth & Seraphon) you and your initial partner will be using
- Some contact information, preferably an email address (just in case we need to get in touch with you prior to the event)
- The name of the club you are from (if any)

**ONLY 24 TEAM PLACES AVAILABLE (48 PEOPLE) – RESERVES WILL BE TAKEN AFTER THESE PLACES HAVE GONE.**

### Schedule:

- 09:00 – 09:30 - Registration – Free Doughnuts (morning hello) and free Coffee / Tea (all day).
- 09:30 – 11:45 - Game 1 – Scenario (Aleguzzlers of Doom! – see Battleplan pack) 2hr 15 mins
- 11:45 – 12:30 Early Lunch Break and Best painted army voting
- 12:30 – 14.50 - Game 2 – Scenario (Come and take it ... if you can!– see Battleplan pack) 2hr 20 mins
- 14.45 – 15:00 – 15 mins Break
- 15:00 – 17:20 - Game 3 –Scenario (Gifts from the Heavens See Battleplan pack) 2hr 20 mins
- 17:20 – 17:30 – Break 10 mins to shuffle your troops in cases and totting up scores.
- 17.30 – 17.50 - Results and Awards pack up
- 18:00 Event Finishes – rest to pack up

I will be the T.O. for this tournament and will only play if I have to fill in for an emergency.

As timing is of the essence here – we have to keep stringently to the timetable. If you feel your game will not complete a fair round (both teams completing a turn) then you should reach an amicable stopping point. Please note that we have extended the time for rounds two and three by 5 mins so that you can get acquainted with your new buddy! This has proven to be effective.

You will be given a 10 minute warning before each game is due to officially finish, and will be asked to stop playing once those 10 minutes have passed. For the smooth running of this tournament it is important that you get the results on the personalized tournament leaflets to us as soon as possible after each game. **Players who do not finish and drop dice when asked to will be penalized with a docked 10 tournament points. Please do not let it get to that position.**

There are free coffee and tea facilities at the scout hut (free doughnuts in the morning!) as well as a number of fast food outlets within easy walking distance (including a pub within easy staggering distance). It may be prudent to order pizzas etc. to collect at lunch. However, we will respectfully ask you to please be mindful of litter and use the black bin bags provided as well as clean up any spillages in the self-service kitchen. Please bring cups and mugs back from the gaming hall area and wash them out after use.

### What do I need to bring?:

Yourself and an initial partner

Both of your armies (models, movement trays where appropriate) plus a mercenary Aleguzzler Gargant each (or proxy).

Templates (especially large), dice, tape measure, calculator, pencil, pen, paper. Two copies of your separate stand alone army lists

Your AoS General's Handbook and your army tomes, as well as this rules pack /scenario pack. Remember that you can also have these and the warscrolls on the AoS app on a tablet or mobile phone. Warscrolls are generally free so there should be no excuses.

Any FAQs relevant to your army and errata. (Any available up to the 4<sup>th</sup> February will be accepted).

Glue and repair kit (there may be a table set aside for repairs)

Pack lunch if you don't fancy any of the culinary delights around Rushden

And last and by no means least – a sense of humour and a positive attitude!

### Rushden Rumble 2017

This year sees the inaugural use of the Age of Sigmar rules for the Rushden Rumble. Keeping with the tradition of the Rushden Rumbles of the past, you will be randomly swapping partners in rounds two and three. This has a bit of twist in it that will hopefully be something that fellow gamers may want to participate in. Obviously it isn't going to be everybody's cup of tea but we hope that most can see that we are forging ahead to make this tournament a little more unique. We are also keeping the old Giant format or should I say Aleguzzler Gargant format and reshaping it for the Rushden Rumble.

### How will this tournament work?

First you will have to have a stand-alone 1000pts army, which fulfils all the regulations of your legal Warhammer Fantasy AoS General's Handbook (GHB) and the Warhammer AoS Tomes/Warscrolls. Any Tomes, Rules, Errata published after 18th February 2017 will not be accepted. All lists should be made from the Pitched Battle Profiles page 129-152 in the GHB. This army would have to team up with your initial partner's stand-alone 1000pts (you know; that person you usually arrive with) and fight the first round together as allies. This will be referred to as the **Initial Team**. Both of you will each score

whatever you score collectively after the table battle has ended. For instance, if as an allied team you gained 20 points and scored 2000vps against 100vps then both of you would be marked down as having scored that each. This will be fed into a singles roster tournament programme. **In addition, you must have a free mercenary gargant (Giant), which is worth zero points to the opposition (unless stated in the battleplans).** You must keep it alive for as long as possible to gain bonus tournament points (see Battleplan pack).

What we are trying to do here is to see which individual players can play in a doubles team no matter who the partner is. For the second and third rounds you will not know who your partners are until the preceding round has been concluded. These will be put up for viewing. Again the doubles result will be added to each combatant's army tally. So effectively it is a single's league that uses the double's results to gain points. At the end it will be the two players who scored the most points in each of their double games (with various partners) that will be the winners. It is these players that would truly befit the accolade of doubles champions. If there is a draw the amount of Vps will be taken into account.

We are trying to build a more social aspect of the game where you would meet new people and have a great laugh. The only perceivable thorn in the backside of this is if you are drawn with somebody that you take an instant dislike to. Judging from past experiences this will be extremely rare and hopefully shouldn't happen if everybody is clear about the rules and shouldn't whinge when they are drawn. This will be the tournament as is and if you feel this isn't for you then we would graciously understand why and would feel a loss for your absence.

Each team must send in their forces lists to [warren.s66@virginmedia.com](mailto:warren.s66@virginmedia.com) no later than Saturday 4th March 2017 – two weeks before the tournament. This also adds to a smoother running of the tournament, as the need to check 48 lists on the day will not be required. However, random checks will be made on the day. So please get it right and double-check your lists. **Any lists deemed to be not in spirit of the game and you will be asked politely for it to be resubmitted.** This tournament is closed list. Each stand-alone army must bring two copies of their army list for their own use and for their opponents. Please ensure that one of these is available by your table for judges on the random checks.

Initial teams will not play teams from the same club in the first round – but after this it will be unavoidable for individuals. This will be left to the luck of the draw for the next two rounds. All round draws will be made a week before the event but only the first round will be posted. You will have to wait on the day to find out whom you will partner – bit of mystery never hurt anybody.

## Sportsmanship

After listening to a number of comments last year we have decided that we will use the Sports score again this time. This is to encourage sporting behaviour although this is what is expected in all tournaments. At the end of each game please give a score to each of your opponents for sportsmanship. Remember that you are voting on the person's sports and not the army he or she has brought. These scores will be added to the tournament point scores – so please play nice – it could be the difference for a roster placing! An extra 18 points on offer.

Sports score	Description
0	I would have reservations playing this person again. It was uncomfortable and I didn't enjoy the game.
1	Yeah not bad at all; one or two niggles – a fair opponent. Would play again but would hope for better.
2	A good opponent – would play again definitely. No hassles as such.
3	Wow this person went above and beyond what was expected. A true sportsperson in all respects. I wouldn't hesitate playing this person again

There will be a number of Phoenix Club teams playing in this event, and this may well include some of the organisers. In the event of a dispute over rules in a game, please try and work this out yourselves or use the D6 rule. If this cannot be done please find Steve, Par or me (Warren) who will endeavour to give you a fair and unbiased answer. If you have any reason to feel that certain decisions are biased then please report any grievances to the Tournament Organiser, Warren Stevens. I will always have the final word in such matters. Also as this is a friendly club run tournament any unruly behaviour will not be tolerated and as such you may be politely asked to leave the premises if such behaviour persists after a first warning.

### Army Construction Rules:

As this tournament is a doubles tournament with a twist there are a couple of terms used in this pack that should be clarified. The Initial Team is the team you play in for the first round only and will be the person you arrive with (mate, buddy etc..) This Initial Team will be made of your 1000pts stand alone army and his/her 1000pts stand alone army. We shall just refer to your individual stand alone army here.

When creating your Army list for this tournament you must follow the following rules:

- Your **Army** must be no more than 1000 points, which will ally with another stand alone 1000pts to make 2000pts combined. Each of you will have a free mercenary gargant worth zero points to the opposition for scenarios 1. They will be worth points to the opposition in scenario 2 and possibly scenario 3 (see scenario pack).
- As it helps to have a crazy fun tournament we want your army to ally with any army listed even if your partner's army is Sylvaneth (order) and you are Bonesplitterz (destruction). So the two **Initial Team armies** may not both be from the same warscrolls and warscroll battalions in the pitched battle profiles section. So no "battle brothers" are allowed – . However all units in each standalone army of the doubles team must come from the same army scroll lists/race.
- When writing your army list you should remember to:  
Include all of the models in your army, their total points value and if they have a Command (Champion or equivalent, Standard Bearer & Musician)  
**Max points for a hero warscroll is 250pts.**
- Allegiance abilities should be used and marked onto your army list. You may choose which command trait and artefact your hero(es) have and this shall be used for all games. Remember that only a max of two heroes may have these. Do not forget your battle trait for your allegiance.
- If your Army has their own spells to choose from (i.e. Bonesplitterz & Sylvaneth), they also must be marked on the roster and used throughout the tournament.
- "The Sudden Death Table" & Triumph Tables will not be used in any of the games.

Only lists from current Warhammer AoS GH pitched battle profiles, warscrolls and legacy warscrolls are allowed in this tournament. You must choose your army using **the vanguard section** on page 107. Behemoths and other nasties from the Monster Arcanum warscrolls / (Forgeworld list models) are encouraged. White Dwarf warscroll lists are also allowed but online fan-based lists are not.

If you are unsure, please contact Warren Stevens at [warren.s66@virginmedia.com](mailto:warren.s66@virginmedia.com)

### Painting and Proxy models.

- All models must have a least three colours on them as standard with appropriate basing. Models without such will be politely asked to be removed from the table and will not play any further part in the tournament. They will also count as a casualty.
- All models must be WYSIWYG (What You See Is What You Get) to the point that they are not confusing to your opponents. For example, an Freeguild Greatsword may not be used to represent an Freeguild Crossbowen, and an Ogre model may not be used to represent an Sylvaneth hero.
- Fully modeled or converted 'counts as' armies will of course be welcomed.
- ALL models must be on round bases because of the pros and cons of the advantages and disadvantages they could have against square bases. There is a company that sells round bases that have 20mm or 25mm square insets in the middle of them. So those playing 9<sup>th</sup> Age or Kings of War do not have to destroy their square bases.
- If you are unsure about any of these points please feel free to contact me at [warren.s66@virginmedia.com](mailto:warren.s66@virginmedia.com)

## Game Play

The tournament will consist of three rounds. Each round will be a single game of Warhammer Age of Sigmar using three different scenarios. The three scenarios are below but further details will be in the scenario pack.

**Round one: Aleguzzlers of Doom!**

**Round two: Come and take it ...if you can!**

**Round three: Gifts from the Heavens**

Please note that for all games the rules for Mysterious Landscapes only refer to woods, rough ground, hills and ruins at the Rumble. These should be determined from the Warhammer AoS GH page 166 as and when a model is within 3 inches. Buildings, walls, towers and other obstacles that may be present on the battlefield count as normal and all rules pertaining to them are also in effect for all scenarios. Ensure that you discuss all terrain pieces before playing.

- All terrain will be arranged on all tables before you arrive and must be kept the same for each round please do not move them unless certain gaming rules dictate that you must. Sylvaneth wizards who use the Treesong spell can only move Sylvaneth woods that they have paid for and brought to the tournament.
- All allegiances, spells and artefacts should be clearly marked on your army list and this cannot be changed throughout the tournament.
- Using heroic abilities and casting buff spells can only be benefited from by the friendly army it came from. You cannot use these for or on your partner's army.
- Each 1000pt army user should indicate their general to the opposition.
- Mystic terrain tests should be made at the start of the hero phase.
- Measuring distances will be done at base to base; for vertical distances please use the height from the head or torso (whichever is highest) to the base of the elevated opposing model.
- Ability and spell effects with the same name cannot be stacked but if any have a different name that gives the same effect then they can.
- Rolling for initiative is per partnering team, rather than individual players.
- The Three Rules of One apply.
- Ensure that your roster is how you play your units – 3 units of 10 skeletons should be played as 3 different units. However, if you have listed this as 30 skeletons (3 x 10 skellies) then this should be played as one big unit of 30.

## So how do we determine the battle outcome?

Use the individual battleplans in the battleplan booklet for in-game victory points to decide the outcome. If there is a draw according to the stipulations of each battleplan, then army points values for each army unit will be used to determine a minor victory. The difference has to be 150pts to gain a minor victory if not this is still a draw. Only these army point values will be counted:

- Each minimum unit killed plus all upgrades. This includes, if your opponent has 30 ghouls and you kill just 10 of them then you will get 100 army point values (apvs) even if he has 20 of them left. If you kill 19 of them, you would still only get 100 apvs. Kill an extra one to get 20 and you will then receive 200apvs. Any reserve or summoned units that have not made it to the board are also counted as casualties to your opponent.
- Killing the first opposition general counts as 50apvs
- Killing the second opposition general counts as 100apvs
- Gargant apvs = zero or 200 army point values depending on scenario

**You must keep a score of the army points values that you have killed as this could be another decider if tournament points are drawn at the end and there are prizes for the bloodiest of generals. In game victory points will only count to decide the tournament points unless stated in the battleplans.**

- Gargant Survival points – 1TP per round survived. These are added to the total Tournament points and should be kept separate (see your tournament score brochure).

**Tournament Points (TPs) are scored as follows for Battleplans:**

Type	TPs
Major Victory	30
Minor Victory	20
Draw	10
Loss	5
Gargant survival TPs	1 per round survived Scored separately.
Army list in time bonus	10

- When you have finished your game please then fill in your game result in your personalized tournament leaflet with the Tournament Points and army point values scored by both you and your opponents and hand it in to one of the event organizers. Please DO NOT FORGET your individual names as this will cause delays in the tournament scoring if you do. The leaflet should be self-explanatory.
- Please do not forget your sportsmanship score for each of your opponents after every round and don't forget to vote for best painted at lunch.
- After all, three games have been played the two individuals with the highest number of Tournament Points will be declared the victors. In the case of a tie in Tournament Points, Victory Point totals will be compared to determine the victor. As you can well guess people do find it tricky to work out how well they are doing compared to others, as we do not run a Swiss system due to the nature of the tournament. So it's always a surprise to most to see that they have done well and captured a prize ... or two at the end of the tourney.

## Results and Awards

In addition to the tournament winners there will be a few other special awards handed out at the end of this Tournament. So total awards are as follows:

### **Winners of the Rushden Rumble 2017 The two individual who have scored the most points**

**First Runners –Up of the Rushden Rumble 2017 – then the next two**

**Second Runners- Up of the Rushden Rumble 2017 – then the next two**

#### **Best Painted Force Award**

After the first game you may want to enter your army for the best-painted force (stand alone army). There will be no nominations this year so if you feel its good enough then present it for the painting competition over the lunch break. Everybody has a vote but you may not cast a vote for your own stand alone army in the event of a tie the Tournament Organiser will have the deciding vote.

#### **Most Bloodthirsty Team! – Phoenix Bloodthirsters 2017**

The two individuals that scores the highest amount of VPs (for **and** against them) will be crowned the Phoenix Bloodthirsters 2017 of the tournament! They just like bloody battles!

#### **Best Sportsman Award!**

The idea of this tournament is to have fun and to play in the best spirit of the game. The person that has showed the utmost courtesy (or leniency) or has caused you to whoop, “that was a fantastic game!” afterwards is deserving of this accolade. All players would have voted for this in the leaflets already so a quick totting up at the end will reveal who gets this award.

#### **I got Hammered -Awards!**

Last place awards. If you have had an awful run of it but had a great laugh – it's the latter that counts. With this is a free entry to next year's tournament Rushden Rumble 2018 for both team members.... So it's not all bad – you can rise again and regain your honour next year!

#### **Mercenary Gargant Award**

Best converted or painted Mercenary Gargant model – given by the organizers.

#### **Best Gargant Survivor Award**

Speaks for itself here. Have the most TPs for this alone wins you the accolade. Hopefully (but not guaranteed) there may be some little spot prizes throughout the day for certain other criteria met.

### Accommodation for those further away:

I must be truthful about this and say that Rushden is not really geared up for hotels or B & Bs. However the following are within 5 miles of the Scout Hall.

- 1) Travelodge Hotel – this has Buddies USA next to it. 10 mins drive to Hall  
A45 Eastbound, Rushden, Northamptonshire NN10 9AP  
0871 984 6115 [Travelodge Rushden Website](#)
- 2) Green Dragon Hotel – has a pub downstairs. A 6min drive to the Scout Hall  
4 College St, Higham Ferrers, Northamptonshire NN10 8DZ  
01933 312088 <http://www.thegreendragonhotel.com/>
- 3) The Courtyard Hotel – A really nice place to stay, you get what you pay for – a little expensive. This is a 12 minute drive to the Scout Hall.  
West St, Stanwick, Northamptonshire NN9 6QY  
01933 622233 <http://www.courtyardluxury.co.uk/>
- 4) The Premier Inn – in Wellingborough but only a 12 minute drive eastbound along the A45 to get to Rushden. Has a Beefeater Dog and Duck pub next door to it. London Rd, Little Irchester, Wellingbrough, Northamptonshire NN8 2DP 0871 527 9144  
<http://www.premierinn.com/en/hotel/WELDOG/wellingborough?cmp=GLBC>

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