



## Brisbane

All money raised will be donated to the Premier's Disaster Relief Appeal

**Cost:** **\$15 entry** (This gets you 1 ticket into the National Raffle and 10 tokens.)  
**\$5 for Ten Tokens** (Please do not ask for individual tokens)

**Date:** **Saturday 19th February 2011.**

**Place:** **Cavendish Road State High School**, Cavendish Road, Holland Park, Brisbane  
(Cnr of Cavendish Rd and Holland Rd near the BP Garage.)

**Timings:** Doors Open 8:30am  
Dice start rolling 9:00am  
Dice Down 4:30pm  
Awards 5:00pm

**Army Size:** **20 points (1 list only.) Tiers acceptable**

**Steamroller 2011 rules will be used, for rules are not specified in this document**

**National Raffle:** 1 ticket per \$10 worth of tokens

- Note: entry already gives you 1 ticket into the national raffles and \$5 worth of tokens which will count towards the 2nd ticket
- Prizes and Details for the National Raffle can be viewed at [Http://www.wargamer.au/forum](http://www.wargamer.au/forum)

**Brisbane Tournament Raffle:** 1 ticket per \$5 worth of tokens

- Note: entry already gives you 1 ticket into the Brisbane Tournament Raffle with the \$5 worth of tokens bought on entry.
- There are a number of substantial prizes to be won. From tickets into the National Draw to fully painted Box Sets from professional painters. Want to know more about the prizes for the raffle then you will need to come and play.
- Some prizes may be deemed significant. **A player can only win one significant prize.**

### Awards

Not everything needs to be the luck of the draw. The following achievements will be recognised with an award.

- **The Control Freak** - Player with the most number of control points
- **The Mad Dunker Award** - Player responsible for the most number of enemy models removed from play because of the deadly mud or deadly water rule
- **Born to Play Award**- Player who was victorious on the most number of tables.
- **Social Butterfly** - Player who competed against the most number of different players (Multi player tables do not count towards this award)
- **He who is King** - Most number of control points earned by this scenario
- **He who is Honourable** - Most number of control points earned from this scenario.
- **He who loves the Filth** - Most number of control points earned by this scenario

Notes:

- **A Player can only win one Award.** Awards will be presented in the order listed. Where there are no clear winners, it will come down to the player who spent the most number of tokens, then it will come down to a Rock, Paper, Scissor competition until we have a clear winner.
- A player can win one award and one significant prize.

## General Rules

- **All rules for the day will be found on the back of player's card**
- The venue will operate like pool tables at a Pub. Each table will have a cue point where players place their Warcaster/Warlock in the cue for that table. The player who won the previous game does not own the table.
- Each table will have a different scenario. There are 6 scenarios for 2 players and 3 multiplayer scenarios.
- Time Limits
  - Game Time unlimited
  - 2 player scenarios - a player's turn is 10 minutes
  - Multiplayer scenarios - a player's turn is 5 minutes
  - No time extensions
  - All other Turn Timing rules as per Steamroller 2011 rules (p5).
- Sportsmanship - as per steamroller 2011 rules (p3).

## Special Rules

### Tokens

Tokens can be used throughout the day for all games. See the Token Table to be printed on the back of your players card and at the end of this document.

### Monsoon Rain Rule

The beginning of each round, Roll a D6.

- **1 = Clear Skies** (no added affects)
- **2-3 = Heavy Rain**
  - LOS, Range and Magic Weapons ranges reduced to 12 inches.
- **4-6 = Torrential Down Pour**
  - LOS, Range and Magic Weapons reduced to 6 inches
  - No Eyeless sight advantage for models
  - No Flying advantage for models
  - All spray attacks reduced to the 6 inch template
  - Hills are regarded as difficult terrain

### Deadly Mud Rule (Muddy watering holes is a treacherous place)

The mud is thick and sticky, **any model that is knocked down is removed from play**. No souls, corpses or wreck markers are left or collected.

### Deadly Water Rule (Raging Rivers are deep and Fast)

The water is raging, any model caught in this water, drowns or is sweep from the battlefield. Either way **any model entering this water is removed from play**. No souls, corpses or wreck markers are left or collected. No amphibious ability whilst in this water terrain.

### Multi-Player Tables

- Warcaster/Warlock can only cast their feat once.
- Multi-Player Tables need at least 2 players before a game can commence
- Deployment zones will be a 10 x 10 inch area centred on each side of the table.
- No advance deployment for models. (ambushing is OK, but not in any players deployment zone)
- Rounds start on the board side of the first player, and remain that way until the game is finished.
- player turns will move in a clockwise motion.
- Once a player loses his/her caster/lock all models and there effects are removed from play
- A new player may immediately set up in the outgoing players deployment zone. (This can be the same player setting up again, though remember the cue first)
- A players model though on the board are immune to all affects and damage until the beginning of their first turn. They cannot be targeted by anything.

### 2 player Tables

- Control points can only be collected the **first time** a player plays that particular table
- Multiple attempts can be made to become victorious

## Multi-player Table Scenarios

### Table 1- King of the Hill Flood style

Objective is to control the highest point on the hill. The hill will be centrally located on the table.

At the end of each player turn check to see who controls the hill. In order to control the Hill your Warcaster/Warlock must be completely on highest level, and no opponent models touching this level. First player to gain 3 control points is considered victorious and game immediately ends. If you are the last player standing the game ends and you earn a bonus 2 control points and are considered victorious.

Rules for this scenario

- **Monsoon Rain Rule**

### Table 2 - Lynch the Looter

A Raffle Prize will be selected for each new game starting on this table.

Objective is the loot counter located in the centre of the board. This loot counter represents the selected prize for this game. First player who has their Warcaster/Warlock ends its activation in base contact with the loot marker owns the loot marker and removes it from play. Loot counter is a 40mm objectives as per steamroller 2011 rules

The player with the loot marker needs to make a decision. Their choices are:

1. **Honour without Blemish** - The prize is returned to the raffle pool of prizes. The game immediately ends, you are victorious and earn 2 control points.
2. **Maybe next time** - Games ends. The prize remains for the next game. The player who makes this decision retains their spot. Roll to see who starts and play again for the prize.
3. **Lynch me if you can** - You forfeit your deployment zone and you try and high tail your Warcaster/Warlock off the board. Succeed and the raffle prize is yours. (this is considered winning a significant prize) The lynching player completes their next turn immediately before the player who is setting up in the lynching players original deployment zone.

If you are the only player left on the board, you must wait 2 min before having another turn.

If the player with the loot loses their Warcaster/Warlock. Replace the Warcaster/Warlock with the loot counter. First player to have their Warcaster/Warlock in base contact with the loot counter needs to make a decision.

### Table 3 - Mud Fighter

Objective: to Control the 3 " AoE in the centre of the board which is considered elevated. (+2 defence from range/magic attack). This AoE is surrounded by an outer zone of mud.

At the end of each player turn check to see who controls the AoE. In order to control the AoE your Warcaster/Warlock must be completely within the AoE, and no opponent models within the AoE. First player to gain 3 control points is considered victorious and game immediately ends. If you are the last player standing the game ends and you earn a bonus 2 control points and are considered victorious.

Rules for this scenario

- **Monsoon Rain Rule**
- **Deadly Mud Rule** applies in the outer mud zone.

## 2 Player Tables

### Table 4 - Flash Flooding and Reseeding Water Lines

Objective: To gain control points located throughout the board. To gain a control point, your Warcaster/Warlock must be in base contact with a flag marker at the end of its activation. Only one control point per flag per player. First player to collect 4 control points is considered victorious and the game immediately ends.

Rules for this scenario

- **Hills**, is graded and represents inch. This will affect line of sight and water levels. Use fair judgement when working out LOS.
- **Water Level** - The game first round will start with the water level at zero. At the beginning of each round roll a D4. (there will be one provided)
  1. Water level reaches the first level of the hills. (ie completely on the hill is considered dry)
  2. Water level reaches the 2nd level of the hills (ie ground level is in 2 inches of water)
  3. Water level in reaches the 3rd level of the hills.
  4. Water reseeds, and the ground is dry again.
- 1 inch of water is considered shallow water
- A small model treats being in 2 inches as deep water.
- Medium and large models treat 3 inches as deep water.
- **Additional Token rule**, One token spent can heal one point of damage during your turn

### Table 5 - Fighting on the Barges

Objective: Caster Kill. Kill your opponents Warcaster/Warlock to be victorious.

Rules for this scenario

- The entire board is deep water (except for the barge of course)
- **Deadly water rule.**
- Deployment Zone is the Barge which starts at the back of the table, on the right hand side of the guide string. (barge will be approximately 8 wide and 12 deep you will see). At the beginning of each players turn the barge will move forward D6 inches along the string. Eventually these barges will be in base to base with each other.
- **Barges can be destroyed.** They are Armour 20 with 20 hit points. A barge that is destroyed will sink in one round. (Don't sink your own barge unless you have a cunning plan as any model that are on it at the beginning of your next turn will be removed from play. Oops) 2 control points for each barge.
- Friendly models that are deliberately drowned will be added to your opponents tally for the mad dunker award.

### Table 6 - Beware of the Mud

Objective: To gain control points located throughout the board. To gain a control point, your Warcaster/Warlock must be in base contact with a Flag marker at the end of its activation. Only one control point per flag per player. First player to collect 4 control points is considered victorious and the game immediately ends.

Rules for this scenario

- **There are 6 mud pools** located on the table which are numbered. **At the beginning of each player's turn** roll a d6 to determine which mud hole contains a frenzied bull snapper beast. The closest model within 9 inches of the mud hole is attacked by a Frenzied Bull Snapper.
- The **Frenzied Bull Snapper** has a MAT of 5 and his bite P+S = 12. The Bull snapper is immune to all spell, feat and other effects that may be in play at this time. After this attack the bull snapper is removed from play. Tokens do not work on these Bull Snappers.
- **Deadly Mud rule** applies to all mud pools

### Table 7 - Bull Sharks in Town

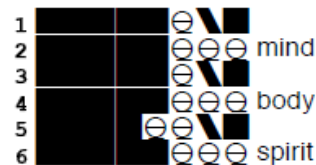
Objective: To gain control points. Control points can be earned by either boxing the bull sharks in the water or by controlling the centre of town. In the centre of town is considered higher ground. To control this high ground a player's Warcaster/Warlock must be completely on the high ground and no opponent models within the control zone. At the end of each player's turn, a player earns a control point if they are in control of this high ground. A bull shark that is boxed during a player's turn earns that player a control point. The first player to earn 3 control points is considered victorious. Caster Kill is also considered victorious.

Rules for this scenario

- 3 Bull Sharks are placed in the water. Each star in the water represents the bull sharks starting point.
- Bull Sharks are considered non-friendly frenzied small based warbeast.
- Starting on the 2nd round. At the beginning of each player's turn apply the frenzied rule to each bull shark. Ignore other bull sharks when applying this rule.
- The river is shallow water.

### Bull Shark

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	1	16	13	5
BITE						
Melee Wpn Head	Pow	5	P+S	11		



**Water born** - This model ignores the effects of deep and shallow water and must remain completely within water terrain at all times. While completely in water (Shallow and Deep) it cannot be targeted by ranged or magic attacks and can only make attacks only against models in water. While in water this model does not block line of sight.

Bite

**Grievous wounds** - When a model is hit by this weapon, for one round it loses tough, cannot heal or be healed, and cannot transfer damage.

### Table 8 - Only one bridge

Objective: Get your Warcaster/Warlock to the other side. The first player to get their Warcaster/Warlock onto green zone on the opposite side of the board is victorious and earns 5 control points. Caster Kill is considered victorious, but no control points are earned.

Rules for this scenario

- Bridge cannot be destroyed
- **Additional Token rule**, For 2 tokens a Model gains the **Jump** ability for one turn. For 3 Tokens a unit gains the **leap** ability for one turn.
- **Deadly Water Rule**

**Jump** - Once per activation, after making a full advance but before performing an action, this model/unit can be placed completely within 5" of its current location. Any effects that prevent charging also prevent models from using leap.

### Table 9 - Blinding Mud.

Objective: to Control the 14" AoE in the centre of the board. To control the AoE, a player's Warcaster/Warlock must be completely within the AoE and no opponent models within the control zone. Starting from the 2nd players, 2nd turn, At the end of each players turn, a player earns 3 control points if they are in control of AoE. The First person to earn 3 control points is considered victorious. A Caster Kill is also considered victorious and earns 2 control points.

Rules for this scenario

- **Heavy Rain Rule**
- All Models gain the range weapon thrown mud and the special attack Mud Pie

Thrown Mud			
RNG	ROF	AOE	POW
-	1	-	-

#### Thrown Mud

- **Cumbersome** - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.
- Range of weapon is equal to the strength of the thrower. Eg Str 8 = Range 8"
- This attack causes no damage. Instead models hit suffer Blind for one round.
- Non Magical attack

#### Special Attack Mud Pie

- This attack causes no damage. Instead models hit suffer Blind for one round.
- Non Magical attack

#### Blind Affect

(A blind model cannot make ranged or magic attacks, suffer -4 Mat and Def, cannot run or charge, and must forfeit either its movement or action during its next activation.



## Table 10 & 11 are Free Play Tables

No scenarios, just a place to play a game or 2. No army size restriction.

Still need to pay \$15 for the entry fee though. :-)

This document prepared by Allen Love, with contributions by Terry Masson, Ben Leong, Jake Kroker, Patrick Suhan, Mitchell Chapman and Nathan Pullen, with some rules stolen from Privateer Press, with logos also stolen from Privateer Press, and Alderac Entertainment Group. We hope these companies dont mind – this is purely a charity thing after all. All logos, names, rules, and character names are used without permission.



## FloodMachine

Running a special scenario outlined on the next page, FloodMachine will pit Warlocks and Warcasters from the Iron Kingdoms against each other in a test of wills, metals, and courage.

### Tokens:

1+	<b>Re-roll.</b> Didn't like that attack or damage roll? Failed a CMD test or skill check? Spend a token, and re-roll it. You can only re-roll your own dice, and each additional re-roll doubles the cost. The starting cost resets to 1 at the beginning of each player's turn.
1	<b>Boost.</b> Boost an attack or damage roll. Models may only boost attacks during their activation, and no roll may benefit from multiple boosts.
2+	<b>Additional die.</b> Add an additional die to any attack or damage roll. Multiple dice can be added to a single roll, but the cost doubles for each additional die beyond the first. When purchasing additional dice for a new attack or damage roll, start again at 2 tokens for the first extra die.
5+	<b>Starting roll bonus.</b> A common sight in Theme Forces, it's always good to get the first shot of the round. For each 5 tokens you spend, you can add +1 to your roll for deployment and choosing table sides. Both players must write down their starting bonus before rolling.
1/2/3	<b>Amphibious.</b> Add the Amphibious rule to any model, for one round. Small bases cost 1 token, Medium bases cost 2 tokens, and Large bases cost 3 tokens.
3	<b>Healing.</b> Heal one model 1d6 damage boxes, during your turn.
2	<b>Rampage.</b> One warbeast or warjack gains a Rampage from the following list. The effects last for one round.

### Rampages:

<p><b>Retaliatory Strike:</b> When this model is hit by a melee attack during your opponents turn, after the attack is resolved this model can immediately made one normal melee attack against that model. This model can make one Retaliatory Strike per turn.</p>	<p><b>Overtake:</b> When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1"</p>	<p><b>Headhunter:</b> When this model damages a warjack or warbeast with a melee attack, choose which column or branch suffers the damage.</p>
<p><b>Point Blank:</b> This model can make melee attacks with its ranged weapon, with a 0.5" melee range. Do not add this models STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.</p>	<p><b>Flotation Device:</b> This model and friendly models beginning their activations within 3" of it treat Shallow Water and Deep Water as clear terrain.</p>	<p><b>Dog Pile:</b> This model can run or charge without spending focus or being forced. Friendly models beginning their activation within 6" of this model may also run or charge without spending focus or being forced.</p>