



PIGMAR



Piggin' Mayhem!!!

Piggin' Mayhem!!! is a Warhammer Fantasy Team Event consisting of 4 games over 2 days, the 20th and 21st of August 2011, at Cut and Thrust Wargaming in Bristol.

Minimum entry age is 16.

Price is £25 per person.

Concept

Piggin' Mayhem!!! is an Event that pits Teams of 4 Players against each other.

Each Player must submit a legal 2000-point army list (See [Picking Your Army](#) below). This means each Team will be 8000 points strong.

Each Player will use his submitted list for the entirety of the event.

Each game played will contribute towards the Teams total Event score. The Team with the highest score at the end of the event will be declared the winners!!

What will you need to bring

- Your fully painted miniatures
- A tray to carry your models between games
- At least two legible copies of your Army List
- This rules pack
- Appropriate Rulebooks and Supplements, such as the most recent FAQs
- Dice and templates
- Tape Measure
- Pen and Paper
- Superglue and poly cement
- An Objective Marker

What will be provided for you

- A Lunchtime Meal on the Saturday and Sunday.
- 1 Free Tea or Coffee in the morning.(Vouchers are attached)

What you will need to sort out for yourself

- Accommodation
- Transport to and from the event
- Evening Meal (See schedule below)

Team Registration

To register, please send you Team's army lists and payments by cheque, made out to Pigmar Wargaming Club, to:

Pigmar Wargaming Club
Salisbury & Conservative Club,
Walcot Terrace,
Bath,
Avon
BA1 6AB

Alternatively you can pay by Paypal, and send your army lists by email to events@pigmar.co.uk.

Please, when paying by Paypal, can you mark the payment as a Gift.

The Players must be listed as Player 1, Player 2, Player 3 and Player 4.

Lists will need to be in before 5th August 2011 to allow us time to check all the lists. There is no penalty for late lists, although we may ask you to correct any faults with the lists.

Each army list must be clear and concise and include;

- Your Team Name
- The Player's Name
- Your Player Number
- All point cost of models, upgrades, equipment, magic items etc.

Picking Your Army

Each Player must chose an army up to a limit of 2000 points, and it must be fully painted.

- Fully painted is a minimum of four different colours over the entire model, and be based appropriately
- Undercoat does not count as a minimum colour.
- Proxy models are not allowed.
- However, non Games Workshop miniatures, and of course WYSIWYG conversions, can be used.
- Armies may only be picked from the 15 main Warhammer Army Books. No other published material is allowed. (This is our first event and so we would like to keep it simple for us to manage).
- Special and Named Characters **are** allowed. However, you may not take the same Special or Named Character within your Team more than once. So for example, if one Player takes Grey Seer Thanquol then the other Players in your Team cannot take Grey Seer Thanquol in their army.
- Each Team can only take one of each magic item. Therefore if 2 of your team want to take a Dispel Scroll, then you'll have to decide who needs it more. This is to stop 4 Power Scrolls or 4 Crown of Commands being used by 1 side in the final big game.
- Dwarf Rules of the Runes apply to all Dwarf armies in a Team.
- Any other army traits or abilities, such as Gifts of Chaos or Bretonnian Virtues, can be selected as normal for each army in the Team.

Please note that this is intended to be a friendly event. Feel free to take a Grand Tournament winning list, but you may find that you are missing the point of this weekend.

The Event

Terrain

The terrain will be played on as supplied at the event. Please do not move terrain round on the tables.

Playing the Event

There are 4 games over the two days, which are defined below. The scenarios are all in the Warhammer Rulebook.

Victory points are worked out as normal.

The winners of the event will be the Team that scores the most Points. Victory Points will be used to determine the winner in case of a tie.

Game 1 (Doubles) – 2000 points.

Each team will split into 2 pairs of Players. The first team will be of Player 1 and 2, the second of Player 3 and 4. You will be randomly drawn against another pairing from another Team.

Each Player must choose a legal **1000 point** list from their 2000 point list, making this a 2000 point doubles game.

This game will be the **Dawn Attack** scenario from the rulebook.

The Allies rules from the main rulebook will be enforced in this scenario.

NB: Spell Generation rules will be enforced on the pairing as though it was one army.

Game 2 (Singles) – 2000 points

Each Player will play another Player from another Team.

You will use your full **2000 point** list in this game.

This game will be the **Meeting Engagement** scenario from the rulebook.

Game 3 (Battle Royale) – 2000 points

One representative from 5 Teams will play the **Battle Royale** scenario from the Battles section of the Warhammer Rulebook.

You will use your full **2000 point** list in this game.

This game will be played on an **8 x 6 table**.

Game 4 (Quadruples) – 8000 points!!

Your Team will play against another Team in a huge 8000 point clash.

This game will use the Grand Alliance rules in the Warhammer Rulebook.

This game will be a **Pitched Battle** scenario.

Players will use their full **2000 point** list in this game.

This game will be played on an **8 x 6 table**.

NB: Spell Generation rules will be enforced on the Team as though it was one army.

Event Points

Each game won by a Player(s) will gain their Team a number of Event points.

Game 1: Winning will gain 10 points for the Team. A draw will gain 4 points for the Team.

Game 2: Winning will gain 5 points for the team. A draw will gain 2 points for the Team.

Game 3: Each objective held at the end of the game, your General surviving the game, and each General you have killed will gain you 1 point for the Team.

Game 4: Winning will gain 20 points for the Team. A draw will gain 8 points for the Team.

The totals will be added up and the Team with the most Event points will be declared the winners, with tiebreakers being decided by Victory Points difference.

Time-Table

Day 1 – Saturday

- 8:00 - 9:00 Registration and Announcements
- 9:00 - 12:00 Game 1 (Doubles)
- 12:00 - 12:45 Lunch break

During lunch break all Players are requested to display their armies on the tables to facilitate the nominations for the Best Painted Team award.

- 12:45 - 14.45 Game 2 (Singles)
- 14:45 - 15:00 Afternoon break
- 15:00 – 20:00 Game 3 (Battle Royale)

The venue will then be locked and no one allowed entry. The organisers will then be out for a curry/chinese if you wish to join us.

Day 2 – Sunday

- 9:00 doors open
- 9:30 - 12:30 Game 4 (Quadruples)
- 12:30 - 13:30 Lunch break
- 13:30 - 16:30 Game 4 (Quadruples cont'd)
- 16:30 - 17:00 Clear up and Awards ceremony

Awards

There will be awards for the First Place Team. Other awards may be handed out during the event.

Food & Drink

Each Player will receive a free Tea or Coffee each morning, as well as lunch on both days. Tea and coffee, cans of soft drink as well as snacks, such as chocolate bars and packets of crisps will be available from the shop downstairs.

Location

61, Old Market St.
Old Market
Bristol
BS3 OEJ

Call Alex: 01173 020 021 at Cut and Thrust or Tom Ogden (Pigmar): 07841477883 for more information.

1 Free Drink Voucher



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