

Welcome

Welcome to Blood & Oil 2013. This is Blood & Oil's fourth year and is set to be the biggest one yet as an official Masters event with more prizes, more players and more shenanigans!

This event pack will go through everything you need to know about Blood & Oil 2013 - where you need to go and what's going on over the weekend.

Hosted by Leicester Phat Cats Gaming Club



Contents

What is Blood & Oil?	2	Painting Competition	9
Where is Blood & Oil?	3	Terrain policy	10
Parking information	3	Clean play guidelines	11
Keeping up to date	4	Food & Drink	12
Event schedule	5	Evening entertainment	12
Things to remember	6	Local amenities	13
Hall map	7	Scenarios	14
Prizes	9	Notes	22

What is Blood & Oil?

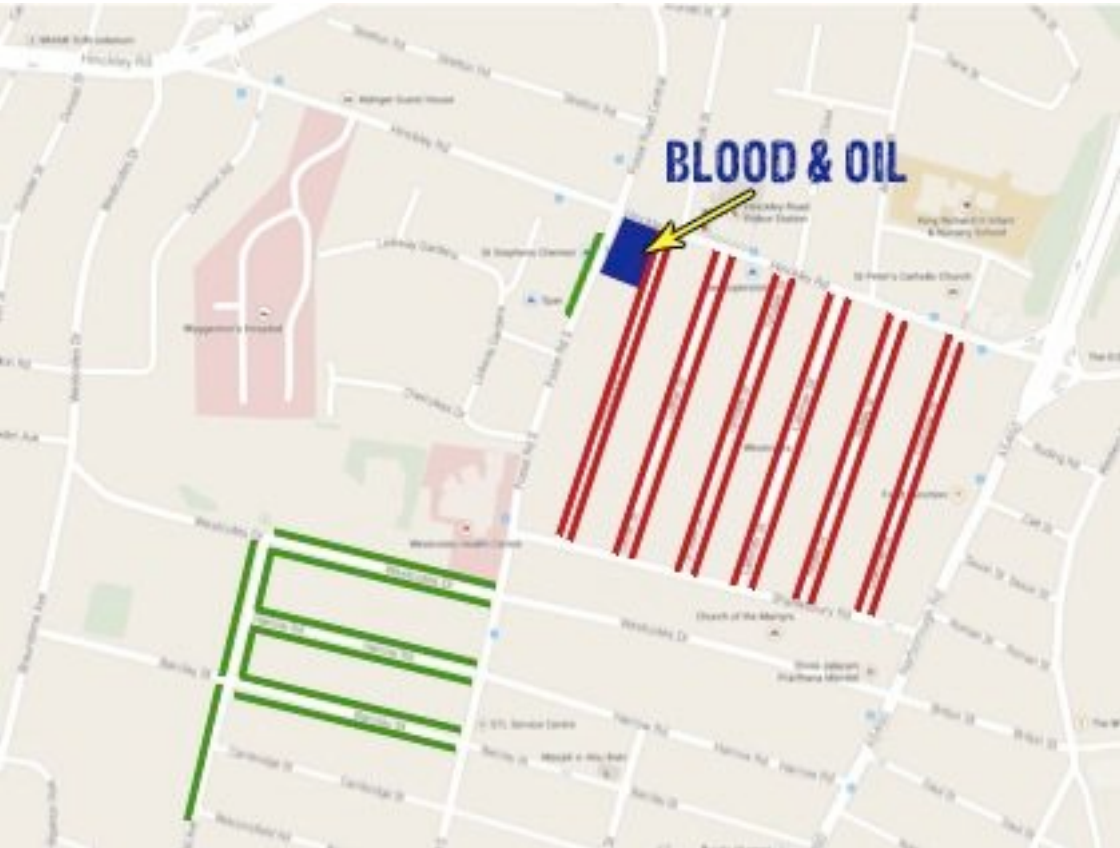
Blood & Oil is an annual Warmachine & Hordes tournament run by the Leicester Phat Cats. Started in 2010, each year the event has grown in size, from a one day event to a full weekend. This year the event is the final Masters event in the UK, seeing a total of 64 players fight it out over 6 rounds to become the Blood & Oil Masters Champion 2013.

The event will be run using the official Masters pack from Privateer Press.

Where is Blood & Oil?

As in previous years, Blood & Oil 2013 will be held at:

The Ukrainian Church,
Livingstone Street,
Leicester,
LE3 0QY



Parking Information

Unfortunately as of October 2013, the streets close to the Ukrainian Church are now subject to residential parking permit restrictions. For players who are planning on parking in the area, we have marked green zones on the map above that are not residential only, and red zones that are.

Keeping up to date

This years event will be available to view online live via TieBreak at the following URL:

<http://tiebreak.co.uk/blood-and-oil-2013>

Players

The Blood & Oil TieBreak page is optimised for mobile display, so during the event you can check results, standings, find out who your next opponent is and where you need to be via your mobile phone. Round draws will also be announced in the hall.

Spectators

As the Blood & Oil TieBreak page is online for the world to see, anyone that can't make the event can keep up to date with what's going on live as it happens. Whether they are your club mates, friends, family or fans from overseas - everyone can see every result and pairing as it happens.



Event Schedule

Saturday 23rd November

09:00 - Registration
09:30 - Welcome
10:00 - Round 1
12:00 - Lunch & preliminary painting judging
13:00 - Round 2
15:00 - Break
15:30 - Round 3
17:30 - Break
18:00 - Round 4
20:00 - Evening entertainment

Sunday 24th November

09:30 - Welcome back
10:00 - Round 5
12:00 - Lunch & final painting judging
13:00 - Round 6
15:00 - Break
15:30 - Round 7 (if required)
18:00 - Awards ceremony*

*If no 7th round is required, the awards ceremony will be at 15:30

Things To Remember

Players will be expected to bring with them:

Miniatures to represent every model required for play. Conversions must be approved by a judge before the event starts.

A copy of each list to show your opponent before each game.

All cards you require for your lists. War Room is allowed at this event - make sure you charge your device!

Tape measure.

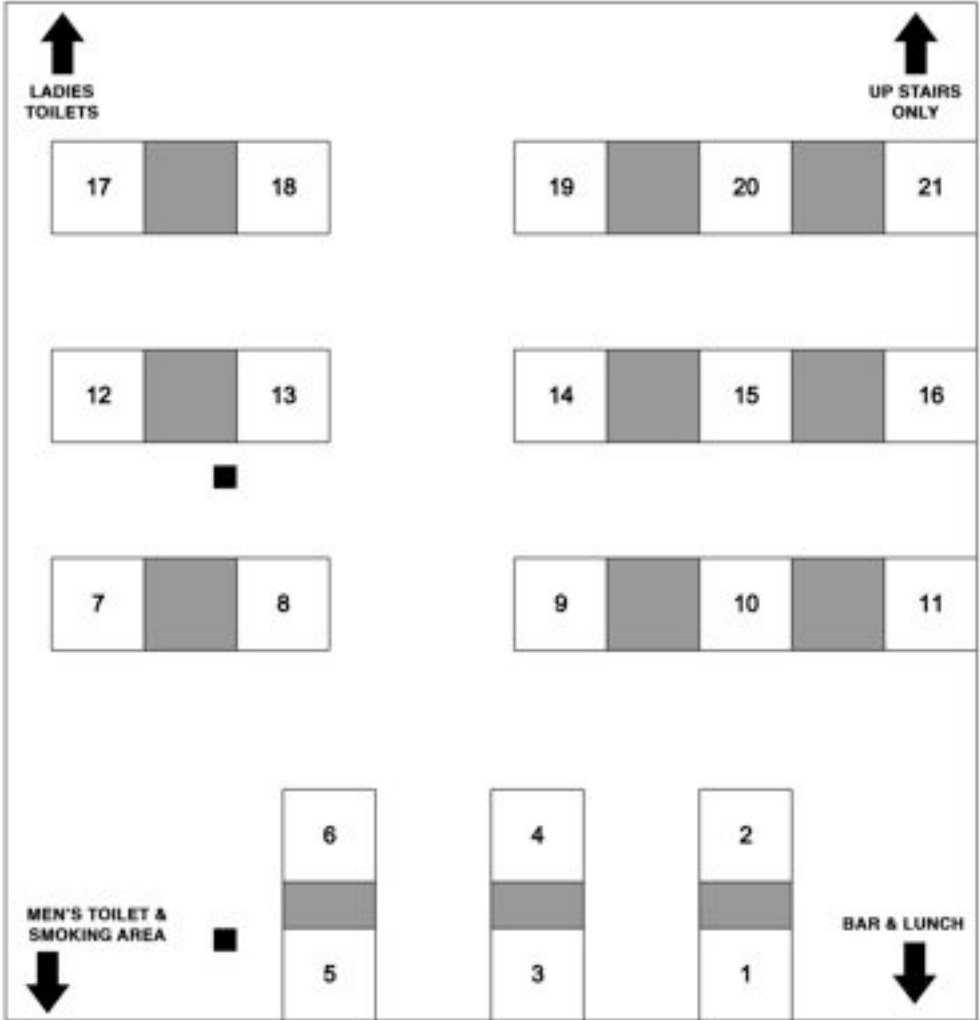
Dice.

All tokens you require.

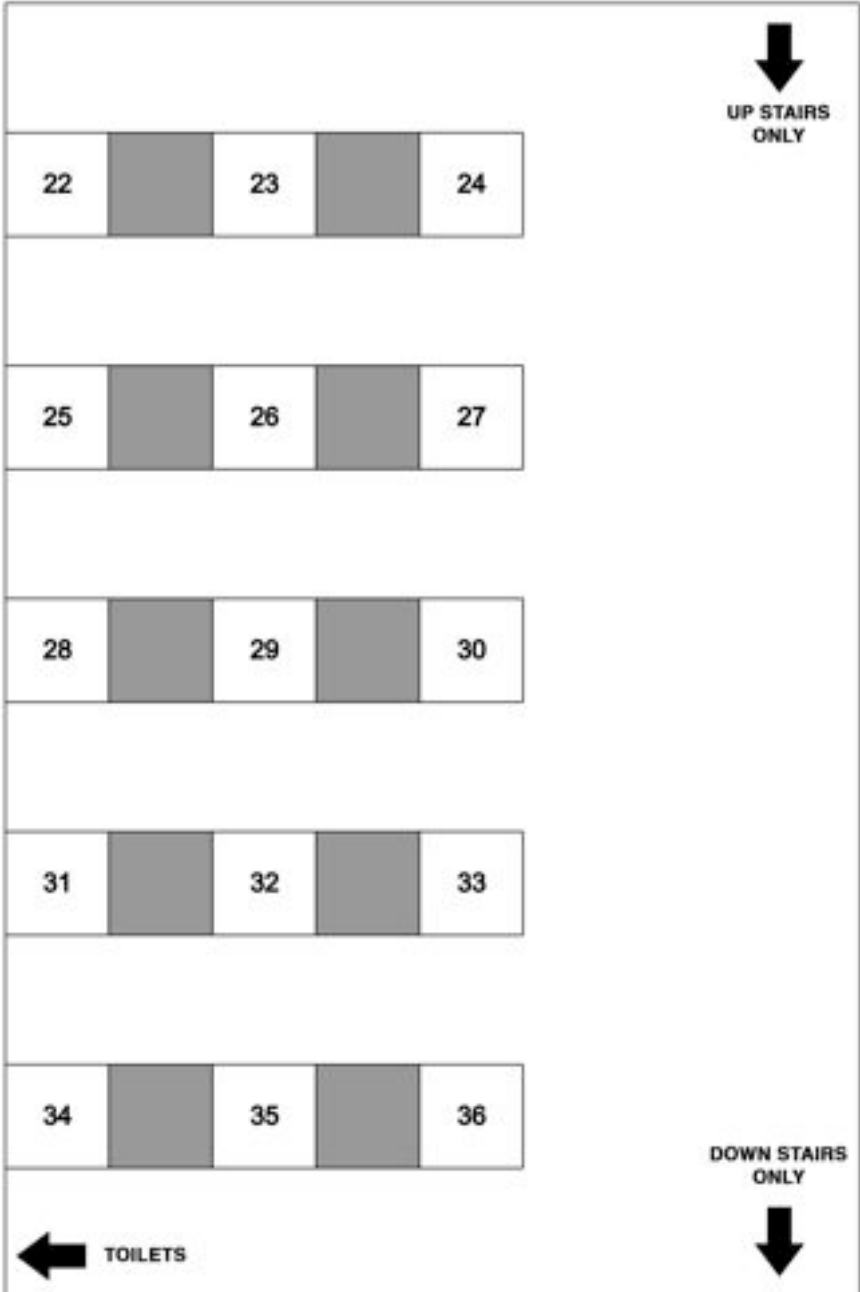
A tray to safely carry your miniatures between rounds.

Your pair.

Ground Floor Layout



Upstairs Layout



Note: Room layouts are subject to change

Prizes

We've done our best to get as many prizes as possible. Prizes will be available for the following:

- 1st, 2nd and 3rd Place
- Last Place (King of Sponge Valley)
- Best Army (1st, 2nd and 3rd)
- Best Team
- Best in Faction
- Most VPs
- Most CPs

Golden Gobber

Painting Competition

The Golden Gobber Painting Competition is back, this year with 4 categories:

- Best small based model
- Best medium based model
- Best large based model
- Best huge based model

This year we will only be taking dedicated entries, not models from player's armies being used at the event. Entries are to be handed in on Sunday morning and will be judged throughout Sunday by our judging team.

We are having a photographer at the event taking photos of the painting competition and best army entries. These photos will be posted online as part of our event coverage. Digital copies of photographs of your army or models can be sent to you after the event upon request.

Prizes kindly provided by:



Terrain Policy

Before the game begins, take a moment to agree with your opponent how each piece of terrain may affect the game. As a guide, we have provided the following guidelines, however there may be some items that don't fall under these categories. If you are unsure, call over a judge to make a final decision.

Hills



Hills are not considered to be tall enough to block line of sight.

Buildings



Swamps



Linear obstacles



Obstacles



Forests



Under no circumstances should a piece of terrain be removed from the gaming table unless agreed by a judge. Any player seen removing terrain from a table without permission will be disqualified.

Clean Play Guidelines

In the interest of fair play, we will be asking players to adhere to the Clean Play Guidelines laid out in the document at the following URL:

https://docs.google.com/file/d/0B_LhZF6t9Jz6ekEyengwSTFGZUE

If a dispute arises at the event that is covered by this document, a judge will make their decision as per this documents guidelines.



Food & Drink

The venue has a bar which will be open all day both days and Saturday evening. We will have a couple of waitresses taking orders to tables for drinks during rounds.

We have created some Warmachine themed cocktails that will be available from the bar.

Lunch will be provided both days as part of your entry price.

On Saturday evening players are free to order food to the venue.

Evening Entertainment

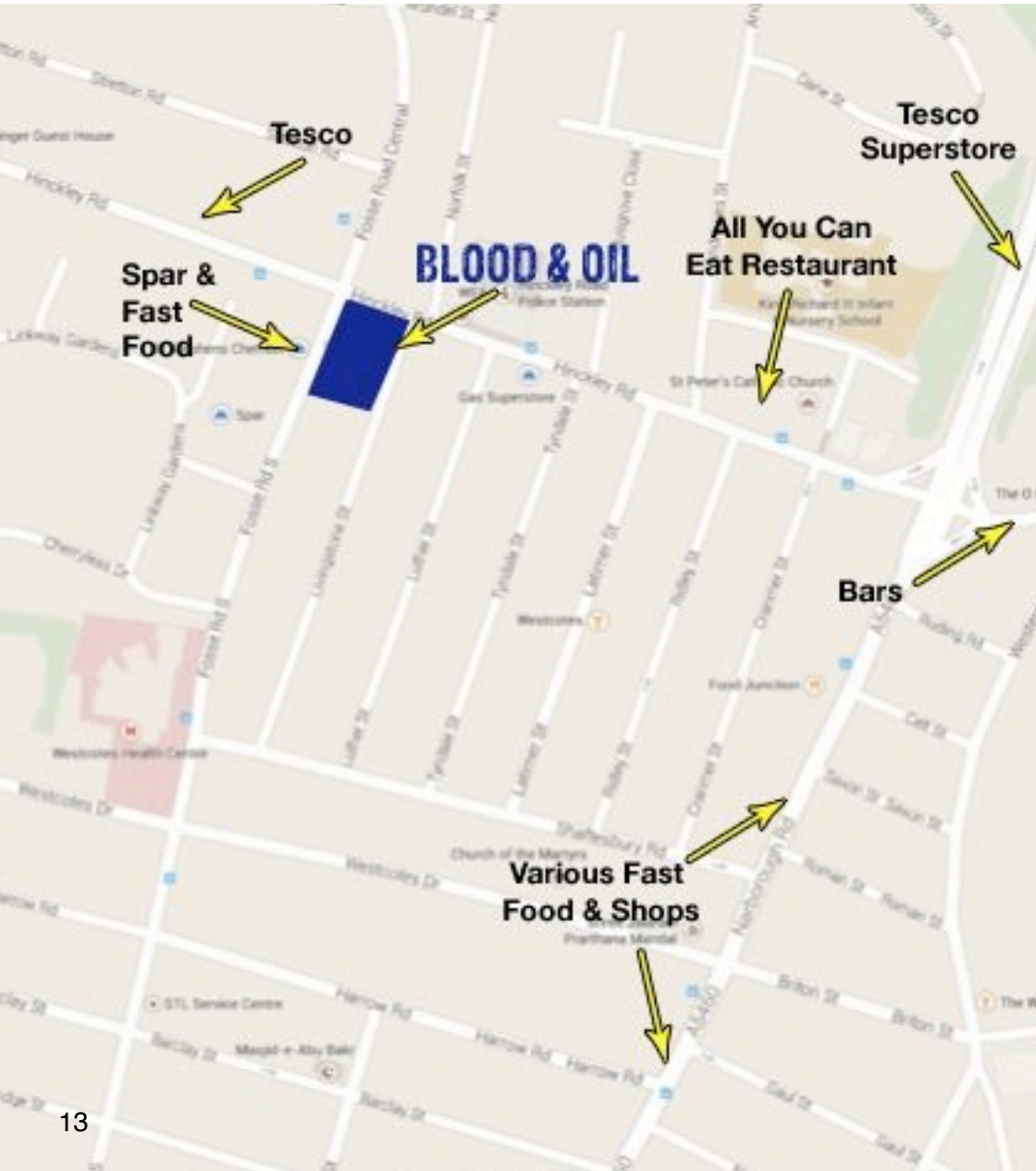
The venue will be free for players to use during the evening on Saturday night. Some tables will be left out for gaming purposes, and some cleared to create more room for eating and drinking.

There will be a raffle during the evening with a number of prizes kindly donated by a number of shops and by Privateer Press. All proceeds from the raffle will be donated to Help for Heroes.



Local Amenities

The map below shows a number of local shops, restaurants, takeaways and bars in the local area.



Scenarios



SCENARIO 2: CLOSE QUARTERS

SPECIAL RULES

Artificer: Kill Box

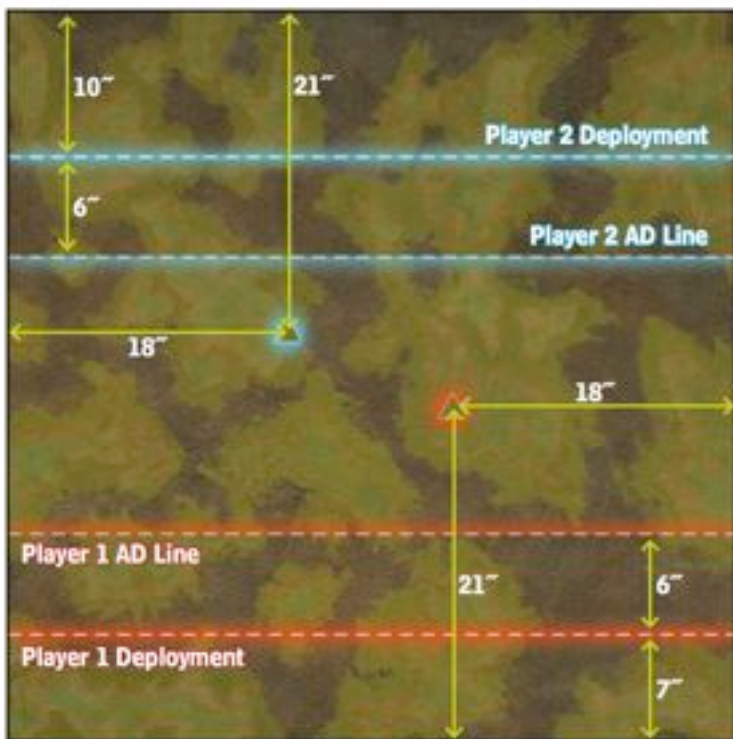
Place two flags in accordance with the diagram below. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- Friendly Flag: Dominate = 1 CP
- Enemy Flag: Control = 2 CP; Dominate = 3 CP

VICTORY CONDITIONS

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4" of the enemy flag.



Tactical Tip: Only the active player scores when multiple players dominate the same zone, flag, or objective.



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Opponent	Result	CP	VP
	W / L / D		

These scores are for you to keep for your records

SCENARIO 4: OUTFLANK

SPECIAL RULES

Mark two zones (12"-diameter circles) in accordance with the diagram below.

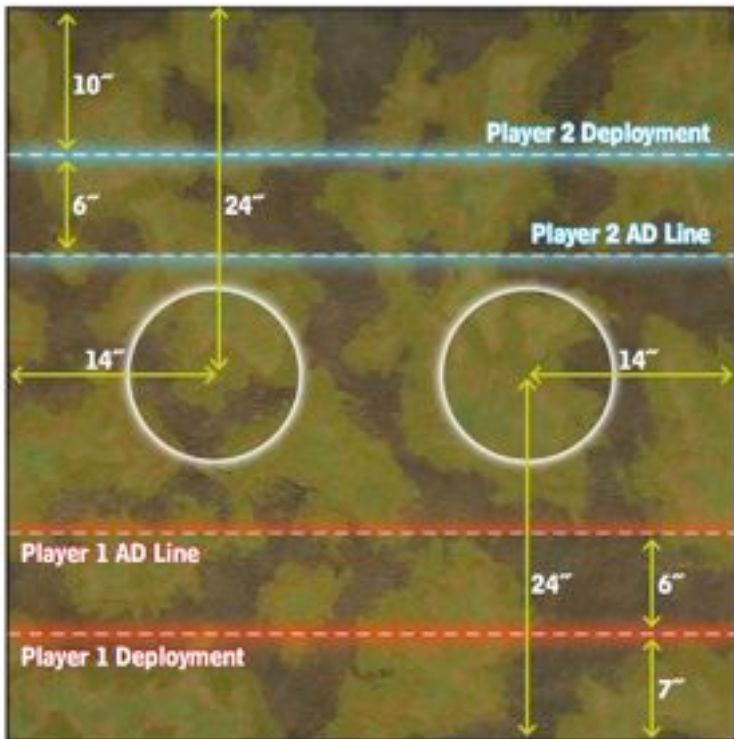
At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- Zone Control = 1 CP; Dominate = 2 CP

VICTORY CONDITIONS

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory; break the tie as outlined in the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within each zone.



Tactical Tip: Only the active player scores when multiple players dominate the same zone, flag, or objective.



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Opponent	Result	CP	VP
	W / L / D		

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SCENARIO 1: DESTRUCTION

SPECIAL RULES

Artifice: Kill Box

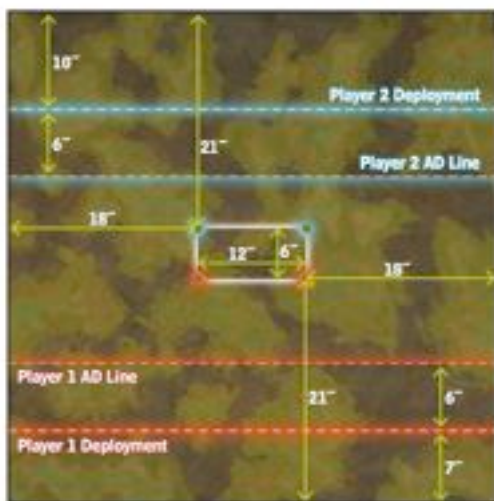
Mark a zone (12' × 6' rectangle) and place four objectives (Monoliths) in accordance with the diagram below. The objectives on Player 1's side of the board are friendly Faction models to Player 1 and vice versa. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- Enemy Objective Destroyed (once per objective) = 1 CP
- Zone Control = 1 CP; Dominate = 2 CP

VICTORY CONDITIONS

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the zone.



Tactical Tip: If multiple Monoliths are damaged simultaneously, then all Monoliths will benefit from Inexorable after the attack is resolved.

Tactical Tip: Only the active player scores when multiple players dominate the same zone, flag, or objective.



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Opponent	Result	CP	VP
	W / L / D		

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SCENARIO 5: INTO THE BREACH

SPECIAL RULES

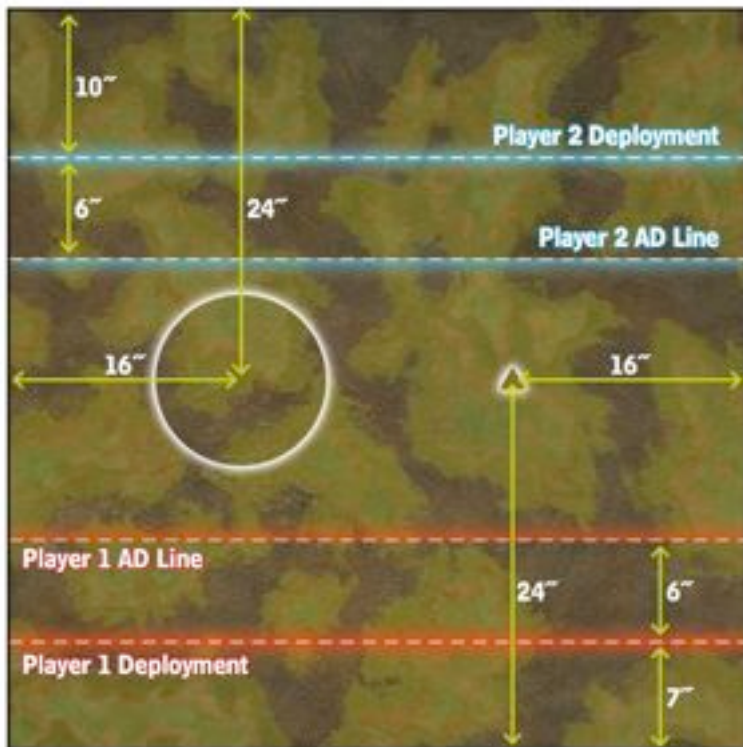
Mark a zone (12"-diameter circle) and place a flag in accordance with the diagram below. At the end of each player's turn, starting on the second player's second turn a player earns control points (CP) as follows:

- Zone: Control = 1 CP, Dominate = 2 CP
- Flag: Dominate = 1 CP

VICTORY CONDITIONS

The first player to earn at least 5 control points and have more control points than his opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the zone and within 4" of the flag.



Tactical Tip: Only the active player scores when multiple players dominate the same zone, flag, or objective.



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Opponent	Result	CP	VP
	W / L / D		

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SCENARIO 3: INCURSION

SPECIAL RULES

Place three flags in accordance with the diagram below. At the end of the second player's first turn, randomly remove one flag from the board.

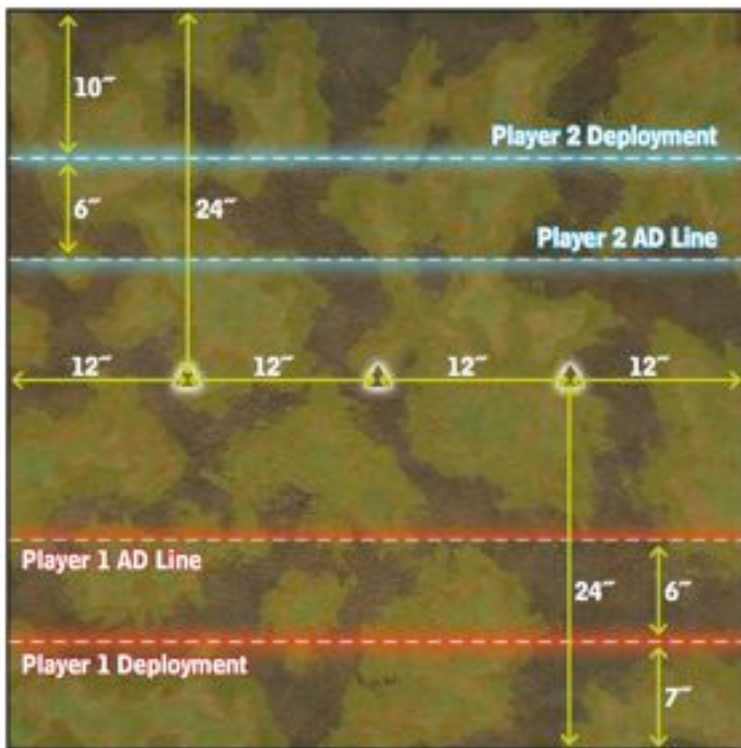
At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- Flag Control = 1 CP, Dominate = 2 CP

VICTORY CONDITIONS

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4" of each flag.



Tactical Tip: Only the active player scores when multiple players dominate the same zone, flag, or objective.

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Opponent	Result	CP	VP
	W / L / D		

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