

FloodWar

A collection of tournaments across several gaming systems and many different locations, Floodwar is an attempt to come together as a gaming community and gather funds for disaster relief in the 2011 floods of Queensland, Australia. Initially this was just planned for Adelaide, South Australia, but an outcry of “how can we help” has lead to this becoming a tad more public.

With a flat entrance fee on the day, Floodwar will bring together events for some major gaming systems, including Games Workshop’s **Warhammer 40,000** and **Warhammer Fantasy**, Privateer Press’ **Warmachine** and **Hordes**, and Alderac Entertainment Group’s **Legend of the 5 Rings** under the same banner. In the spirit of support for our north eastern cousins, each gaming system will also allow players to purchase various abilities in-game for tokens available at the event for donations.

Find out about your nearest FloodWar event here on WargamerAU <http://www.wargamer.au/forum/index.php?showforum=358> – but take note, not every event location will be running every event in this document. Entry fee on the day will also vary between locations, with as much as possible going straight to the charity coffers of the Queensland Government’s Flood Relief, while every dollar for every token sold will go straight in.

There will also be raffles, blind auctions, and maybe even a lucky dip auction on the day depending on sponsors and venue. Keep your ears and wallets open ladies and gentlemen, it’s all for a good cause – and contact your organiser beforehand if you have something to donate that might be good in an auction and/or raffle, we aim to send money as much as we can, although there may be goods donation boxes available on the day as well – see the Game Preservers section for details..

But above all, dig deep, have some fun, and come out in support of a good cause.

Regards,
Terry Masson
Aka Tilaurin, PressGanger for Adelaide

This document prepared by Terry Masson, with contributions by 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, Games Workshop, 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.

Document History 1.3

Currently contains rules and scenario for Warmachine/Hordes, rules for Legend of the Five Rings, rules for Warhammer 40k with scenarios to follow soon, and pending rules for BloodBowl, and Warhammer Fantasy Battle. Also includes FloodRats painting competition, and Game Preservers donation info.

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Please note that at this point the document is a work in progress, and only Warmachine and L5R are truly ready for play.



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+	Re-roll. 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	Boost. Boost an attack or damage roll. Models may only boost attacks during their activation, and no roll may benefit from multiple boosts.
2+	Additional die. 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+	Starting roll bonus. 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	Amphibious. 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	Healing. Heal one model 1d6 damage boxes, during your turn.
2	Rampage. One warbeast or warjack gains a Rampage from the following list. The effects last for one round.

Rampages:

<p>Retaliatory Strike: When this model is hit by a melee attack during your opponents turn, after the attack is resolved this model can immediately make one normal melee attack against that model. This model can make one Retaliatory Strike per turn.</p>	<p>Overtake: 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>Headhunter: When this model damages a warjack or warbeast with a melee attack, choose which column or branch suffers the damage.</p>
<p>Point Blank: 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>Flotation Device: This model and friendly models beginning their activations within 3" of it treat Shallow Water and Deep Water as clear terrain.</p>	<p>Dog Pile: 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>

FloodMachine (Charity Scenario) SR 2011

Special Rules

Summary: Players attempt to capture two flags and seize the high ground in the middle, as the water level begins to rise.

Place a Hill in the centre of the board. Place 2 Flags on the centre line, 12" in from the East and West sides of the board.

At the end of each player's turn, starting on the second player's second turn, any player controlling a flag can capture it, earning 1 control point and removing that flag from the table.

Event: Flash Flood!

At the end of each round after the first, roll 1d6 and consult the following table.

Round	Water level rises on a
2	5+
3	4+
4	3+
5	2+
6	Automatic

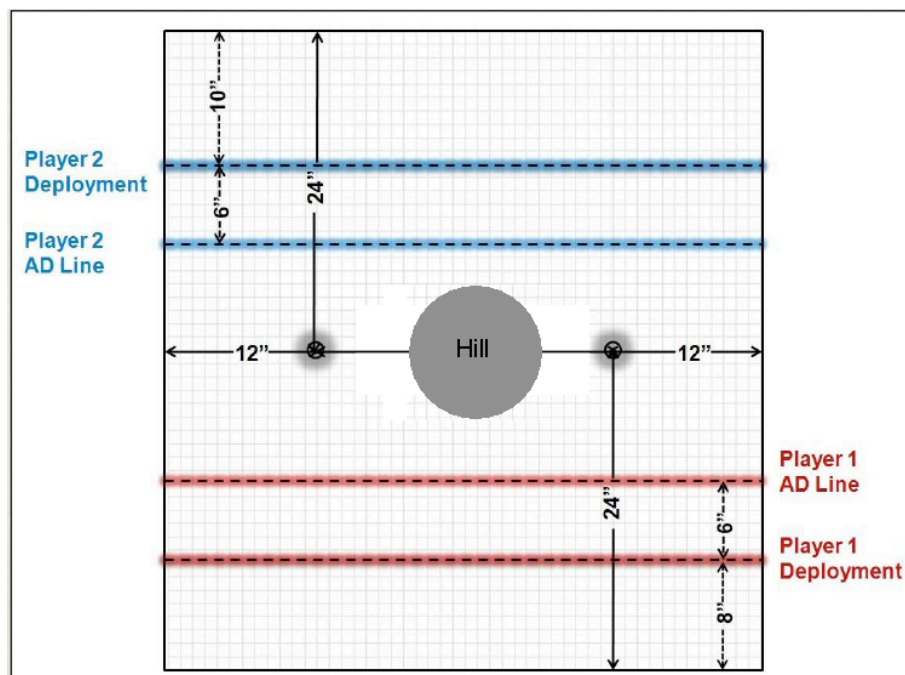
The first time the water level rises, everything at ground level becomes Shallow Water terrain. The second time that the water level rises, everything at ground level becomes Deep Water terrain, and all hills becomes Shallow Water terrain.

Once the table has flooded, at the end of each players turn, a player earns 1 control point if he controls the zone represented by the hill in the centre of the table.

Victory Conditions

The first player to earn at least 3 control points AND have more control points than the opponent immediately wins the match.

If time runs out before a player has won via scenario or assassination victory, break the tie as outlined in "Victory & Tiebreakers." For the 3rd Tiebreaker, only count models on the hill.



WARHAMMER

Floodhammer

COMING SOON



Floodhammer 40,000

RULES

FloodHammer will be using the standard Warhammer 40,000 5th Edition rules, including all FAQ's and errata published up to the date of the tournament. In addition, FloodHammer will be using a few special rules to encourage donations. This will take the form of tickets, which can be used for a number of special effects. Tickets will cost 50 cents each.

Deployment/First turn roll.

Tickets may be used to modify this roll, according to the following table:

- 1 Ticket- +1
- 3 Tickets- +2
- 5 Tickets- +3
- 7 Tickets- +4
- 10 Tickets- +5
- 15 Tickets- +6

Before making the roll, one player should declare what tickets they will be using to modify the roll. The other then has the opportunity to match or exceed that bid. If exceeded the first player then has the option to match or go higher. Continue like this until one player refuses to match or go higher, or until the maximum bonus is applied to both rolls.

Re-Rolls

For the price of one ticket, any single die may be re-rolled. There is no limit on numbers, if you wish to re-roll 8 dice, it will cost you 8 tickets. Standard 40k rules apply here as well, in that no dice may be re-rolled more than once.

Scenario-specific rules

Each mission will have a unique special rule, which may be used by spending tickets. These special conditions will be detailed on the mission sheets, and explained further in mission briefings on the day.

Ticket collection

Each mission sheet will have two envelopes attached- at the beginning of the game each player should take an envelope and write their opponents name on it. Any tickets you spend during the game should be handed to your opponent so he can place them in this envelope, and the envelopes handed in with the game results/sports sheets. These tickets will be tallied up, and totals kept. After game 3, each player will need to see the TO and pay for their tickets used.



Mission One - Capture Brick!

Every good general knows the value of good intelligence. With the coming storms, a meteorologically knowledgeable individual will be of incalculable value. Unfortunately, the only weatherman in town is Brick Tamland, last seen wandering into the forest after a news team knife fight. Your task is to seek out and capture Brick! Be wary though, as the enemy will surely be seeking him too.....

Deployment- This scenario uses Pitched Battle deployment (pg 93 Wh40k rulebook)

Special Rules- Infiltrators, Scouts, Reserves, Brick Tamland, "I Love Lamp!"

Brick Tamland- Before deployment, you will need to place an easily distinguished infantry sized model or other marker in the centre of the table. This is Brick. He may not be targeted with shooting, or be the target of an assault. No model may deploy within 18" of Brick. At the beginning of each player's turn, their opponent must roll 2d6 and a Scatter die. Move Brick this many inches in the direction indicated. Scatter rolls of a "Hit" mean the controlling player may choose the direction of movement. Brick is not affected by Difficult Terrain, but will stop if he hits Impassable or Dangerous Terrain.

Capturing Brick- Brick has an IQ of 48, and is easily scared. Any Troops unit that moves into contact with Brick in the Movement phase may attempt to befriend him- Roll d6, on a 4+ they are sufficiently persuasive, and Brick joins the unit. Please note that Brick will not enter a transport vehicle, and likewise cannot use any special movement modes such as Jump Packs or the like, nor will he Run.

"I Love Lamp!"- According to his friends, it is well known that Brick has declared his love for portable lighting. Before the first turn starts, for the cost of 10 tokens per unit, you may equip any of your Troops units with a lovely Tiffany desk lamp. Seeing the object of his affection will greatly endear Brick to the unit carrying it, and they may capture Brick on a 3+.

Game Length- 5-7 turns (Ending the game, pg 90)

Victory- The winner is the player who has possession of Brick at the end of the game. Any other result is a draw.

Bonus Points

- +1 Most expensive enemy HQ destroyed.
- +1 Most expensive enemy unit destroyed.
- +1 Enemy Broken
- +1 Remain Unbroken
- +1 Brick in your deployment zone at end of game.



Mission Two - Shopping Spree!

The word is through.....Brick says a nasty lot of weather is incoming, and Headquarters has decided all units need to get ready and bunker down before it hits. You need to get out there, and grab what you can, while you can!

Deployment- Spearhead as per WH 40,000 rulebook

Special rules- Supply Dumps. Expert Shoppers, "That's Mine, Bitch!"

Supply Dumps- Before rolling for first turn/deployment, place d3+2 objectives as per the rules in the WH40k rulebook. These are caches of supplies. At the end of your opponents turn, roll a d6 for every infantry unit you have in contact with a supply dump, as long as they are not falling back or engaged in close combat. Every roll of 4+ gains you 1 Supply Point, up to a maximum of 1 Supply Point per objective per turn. Please note that enemy units in contact with the objective will not stop you from scoring points, as long as the above conditions are met.

Expert Shopper- Knowing what supplies you really need is an important skill. For the cost of 10 tokens per unit, you may upgrade any Troops unit to Expert Shoppers. Expert Shoppers know exactly where to find those mission critical supplies like beer, pretzels, and ice, and gain a Supply Point on a 3+.

"That's Mine BS%#h!" When an opponent scores a Supply Point, if you have an infantry unit in contact with the same objective you may immediately pay 5 Tokens to snatch their Supply Point from them. However, they may immediately pay 5 Tokens to snatch it back! This may only be done once per Supply Point.

Game Length- 5-7 turns as per the WH 40,00 Rulebook.

Victory- The player who has the most Supply Points at the end of the game wins. If both players have the same amount of Supply Points, whoever has the most Kill Points is the winner. If the game is still tied it is a draw.

Bonus points

- +1 Destroyed most expensive enemy HQ
- +1 Destroyed most expensive enemy unit
- +1 Score more than double the Supply Points of your opponent
- +2 If you score at least two Supply Points from "That's Mine, Bitch!"



Mission Three - The Flood

Well, you trusted the knowledge of a sub-moronic weatherman, and surprise surprise, he was wrong! Floodwaters are rising, and there is no way you can sit this one out. Headquarters has given the signal to evacuate, and it's time to haul ass outta here!

Deployment- Roll for first turn as normal. Whoever wins may choose either of the short board edges as their deployment zone. Units may be deployed up to 12" onto the table from their short board edge.

Special Rules- Evacuate! , The Water is Rising! , Floaties.

Evacuate!- Before deployment, place two markers on a line 36" in from each short board edge, one 6" in from one long board edge, the other 6" in from the opposite long board edge. These are the evacuation beacons. A unit that finishes its Movement phase with all models in the unit within 3" of the beacon (and not in a transport) teleports out and is removed from the table, playing no further part in the game. Transports and other vehicles are too bulky to teleport, and have to be abandoned. Please note this does not apply to Walkers, Talos/Cronos, or Wraithlords.

The Water is Rising!- At the start of the third turn, the flood waters begin to encroach on the battlefield. At the start of every turn the water will advance 6" from both short board edges, obliterating everything in its path. So Turn 3 will see 6" from each short board edge under water, turn 4 will see 12" from both short edges inundated, Turn 5 18", and so on, and so on. Any unit caught by the water (i.e. any part of a vehicle hull over the line, or any member of a unit over the line) is destroyed and Kill Points scored by your opponent as if he had destroyed them. In addition, any units left on the table at the end of the game are considered destroyed, and Kill Points scored by your opponent as if he had destroyed them.

Floaties- Forewarned is forearmed, and some people are smart enough to see what's coming, regardless of what the official word is. At the cost of 10 tokens per unit, you may upgrade any unit (yes, even vehicles!) with flotation devices. A unit with floaties is not destroyed if contacted by the water, however, its movement is reduced to d6", and it may not use any special movement modes, i.e. Jump Packs, Skimmer, Turbo Boost, etc. A unit may still use Run moves. (They're just paddling harder!)

Game length- 6 turns, with a 7th on a 4+

Victory- The winner is the player who has scored the most Kill Points. In cases of a tie, the winner shall be the player who evacuated the most units. If still tied, the game is a draw.

Bonus Points-

- +1 Most expensive enemy HQ destroyed
- +1 Most expensive enemy unit destroyed
- +1 More units evacuated than opponent
- +2 Scored more than twice your opponents Kill Points



FloodRing

Banishing the Dark Oracle of Water

1 token: Open/Battle: *Buoyed by the Kami:* Straighten a target personality

2 tokens: Open/Battle: *As the Breakers:* Target a personality: bow that personality

3 tokens: Battle: *Master of the Rolling River:* Target your performing personality: move him to the current battlefield

5 tokens: Limited: *The water Dragon's favor:* Your personalities in and out of play gain the naval trait for rest of the game

7 tokens: Limited: *Rebuilding the Imperial City:* Add a province adjacent to your rightmost province that holds dynasty cards as usual.

3 tokens: Open/Battle: *Assistance on the Emperor's Roads:* Draw a Floodwar relief pack: You may put into play in your home or your current army any personalities/holdings/regions/attachments ignoring entering play requirements; you may resolve any events and may add to your hand any actions/attachments. You may not play this action until your third turn of the game.

2 tokens: Open: *The plots of Matsu Turi, the dark oracle of water:* Resolve the top card of the Floodwar event deck: this event affects all current games

The Floodwar event deck is a randomized deck of global events from the history of L5R.

Floodwar relief packs are a pack of 4 random legacy cards.



BLOOD BOWL[®]

Flood Bowl

COMING SOON

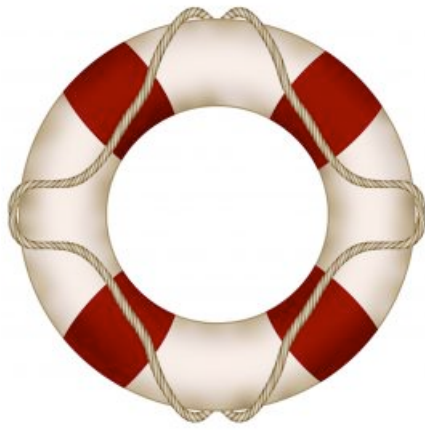


FloodRats

Painting competition

\$5 entry, 10 minute speed painting of a single pre-undercoated Skaven model. Participants may register at any time throughout the day, with final judging and prizes before the final presentation.

Each player will be able to retrieve their FloodRat and keep him.



Game Preservers

Many locations will be taking donations of gaming related materials to send to our devastated fellow gamers.

Be it old stuff you no longer need, unwanted christmas presents, or something you picked up cheap but don't actually need, donations will be very appreciated.

Check with your event organiser before hand as not all events will be taking such donations.

FloodWar

Player Registration

Name			
Phone Number			
Address			
Email Address			
Club/Store representing			
Events	Player #	Entry Fee	Donated (tokens)
FloodMachine			
FloodHammer			
FloodHammer 40,000			
FloodRing			
FloodRats			
Miscellaneous donations			
Total Donated (not including entry)			

Please fill out the above details fully as there may be some post event prizes/random draws you are in the running for. Information given will ONLY be used for this purpose, and will not be kept, sold, or passed on to any third parties.