

MAELSTROM GAMES



WARGAMING ENTERTAINMENT

present a
Monsterpocalypse tournament

RIVERSIDE RAMPAGE

to be held at **The Eye of the Storm**
on **Saturday 23rd January, 2010**

TOURNAMENT RULES PACK



www.maelstromgames.co.uk



Riverside Rampage 2010 Rules Pack v 1.0

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thanks to all the Maelstrom Games staff for all their effort, enthusiasm
and onion jokes

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RIVERSIDE RAMPAGE

Welcome to the third event held by Maelstrom Games at the Eye of the Storm!

WHAT'S A RIVERSIDE RAMPAGE?

If you don't know who Maelstrom Games or what The Eye of the Storm is, you probably won't know anything about our tournaments and are no doubt wondering what's going on. That's not exactly ideal, so for those of you in that particular pickle, here's a brief rundown!

Maelstrom Games is known around the country and indeed the world for its online retail business, in which we sell miniatures and their associated games and books at good prices with excellent service.

However, for many years our aim has always been to provide wargamers in the United Kingdom with an independent wargaming centre that has enough room to hold grand tournaments, excellent facilities with a store, bar and restaurant and a characterful setting that's not too far away from the hotel. There's nothing worse than attending a tournament at a venue on an industrial estate in the middle of nowhere!

To that end, we have been holding small events at our new premises in Mansfield - The Eye of the Storm - from the end of 2010, using only a small part of our gaming hall. Our events will be held for all the games systems we can think of and with the huge interest in Monsterpocalypse over the last year we feel that now is the perfect time for a small event to celebrate a cracking game that will make you laugh and cry in equal measure.

Thus, Riverside Rampage is our very first Monsterpocalypse tournament, and only our fifth event held at The Eye of the Storm!

A TOURNAMENT?

If you're unsure what a Monsterpocalypse tournament is, just imagine a room full of gamers playing your favourite game competitively, with the results from the various games entered into a Leaderboard to find out who the best player is that weekend. Along the way painting skills and sporting behaviour will also be celebrated and you'll get the chance to chat to like-minded gamers and have a few beers if you're that way inclined, and maybe win a few prizes if you're lucky enough.

What more could you need of a Saturday?

SO WHAT'S THIS THEN?

This booklet is the Riverside Rampage tournament rules pack and it is designed to give you all the information you will ever need to take part in the event, from the tournament overview and timetable to the scoring system and rules we'll be using. Please make sure you read it closely and, of course, bring it with you if you attend!

I WANT TO TAKE PART!

Entering the tournament will cost £15 and this covers all expenses for trophies, prizes and whatnot as well as lunch and as much tea and coffee as you can drink. There's a licensed bar on the premises too and you can stay until 2am!

If you'd like to enter the Riverside Rampage 2010 tournament, please visit our website - www.maelstromgames.co.uk - and purchase the relevant ticket from the Event Tickets category. You will receive your ticket in the post within a few days, and if you do not receive it in that time please let us know!

Note that, to enter our events, you must be over 16 years of age.

Please make sure you purchase your tickets at least two weeks before the event and don't lose it - you will not be allowed entry to the event unless you have brought your ticket with you!

Please attend if you have bought a ticket, too, because your entry fee is non-refundable and we reserve the right to be annoyed with you!

See you on the day! We hope you will have a great tournament!

I HAVE A QUESTION...

If you've any questions about this pack or, indeed, the tournament in general, don't hesitate to contact our Events Manager:

Gary Moore

garymoore@maelstromgames.co.uk

Alternatively, you could simply visit our website forums and leave a question in the "I have a question..." forum. You can find them at:

forums.maelstromgames.co.uk

TOURNAMENT OVERVIEW

All tournaments need rules and restrictions to make sure each game is as fair as possible. The Monsterpocalypse tournaments run by Maelstrom Games are no different, so please read this rules pack carefully and take note of how it will affect your games.

Many of these extra rules and clarifications have been used before at other tournaments so are tried and tested over many events. If you're not happy with anything, have a word with the tournament organisers before the event begins.

TOURNAMENT SYSTEM

The Riverside Rampage tournament is the first Monsterpocalypse event run by Maelstrom Games and will form part of a series of events that will stand on their own, but we will be keeping a league table for entrants that attend all the Monsterpocalypse events during a single year and will award a Master trophy to the league champion.

It will use the rules from the latest English edition of the Monsterpocalypse: Now and Rise Series rules. Any official English FAQs or errata, and of course any relevant rules presented here, will also be used. We strongly suggest that you familiarise yourself with these rules and get plenty of practice as time constraints will apply at the tournament. What better excuse could you hope for to play more Monsterpocalypse!

You may bring **two** monsters for your particular faction, although Mega or Quantum forms are not allowed, and you will play four games on Saturday with the results from each game entered into a Leaderboard. A printout of the tournament Leaderboard will be posted up at the beginning of every round so you can find out who your next opponent is.

Scores for painting and sportsmanship will also be considered on the Leaderboard, the rules for which will be given later in this pack. Whilst Monsterpocalypse miniatures are bought pre-painted, it is felt that we should reward those who make the extra effort to paint their miniatures further.

ODD NUMBERS OF PLAYERS

If for some reason we don't get an even number of players on the day we'll get one of the Referees to relinquish his workload and play. In other words, please make sure you attend if you say that you can!

WHAT YOU'LL NEED TO BRING

Please remember to bring the following for the tournament:

- Your entry ticket and tournament pack!
- A copy of your Faction List
- Your Monsterpocalypse faction miniatures
- Your copy of the Monsterpocalypse rules, map, health trackers and all the dice you'll need
- A pen and superglue (you never know)
- Some dosh for a night out!

WHAT YOU'LL NEED TO SORT OUT

You do have to sort a few things out yourself, chief of which are:

- Somewhere to sleep overnight, if needed
- Transport to and from the event
- Breakfast and evening meal
- Some spending money for beer and figures!

See pages 14 and 15 for directions to the Eye of the Storm and a list of accommodation!

WHAT WE'LL DO FOR YOU

We'll keep you fed and watered during the event of course - you'll get:

- As much tea and coffee as you can drink
- Buffet lunch on the day

HAVE FUN!

Remember guys and gals - it **is** only a game... so have fun and enjoy yourself...!

TOURNAMENT SCHEDULE

These times are approximate, but please try to keep to them; lateness especially offends, so make sure you're on time or you may miss out!

SATURDAY 23RD JANUARY

REGISTRATION

9:00am - 9:30am

A hot drink, a few greetings and a welcome from us before the first game begins!

GAME 1

9:30am - 11:00am

Straight into it with the first game and your first opportunity to get to grips with your opponents!

GAME 2

11:00am - 12:30pm

The second game comes around pretty quickly after lunch so be ready!

LUNCH

12:30pm - 1:30pm

Feel free to grab your lunch if you've finished early. There's time to look around our store too!

GAME 3

1:30pm - 3:00pm

Game three of the day but don't flag, this is where your skills start to come to the fore!

GAME 4

3:00pm - 4:30pm

The last game is where the tournament is won or lost, so keep your wits about you!

HONOURS CEREMONY

5:00pm

Don't leave early... you might miss out!

FINISH AND THE MAELSTROM SWAP SHOP!

5:30pm

There's plenty of takeaways nearby to grab some grub. If you fancy coming back for our Maelstrom Swap Shop there's beers all round, as long as they're on you!

The Maelstrom Swap Shop is your chance to bring the miniatures you don't really want and swap them with other Monsterpocalypse players for the miniatures you do want!



Maelstrom Games Ltd fully recognise the legal duties involved in providing a safe environment for visitors and employees alike. The company utilises established codes of practice to ensure this goal is met, but if you have any queries relating to health and safety please contact a member of staff.

SELECTING YOUR FORCE

Your Monsterpocalypse force may only comprise official monsters, units and buildings from the various Series released by Privateer Press, and only from the same faction. Other miniatures selected from any other source may not be used.

FORCE DESIGN RULES

Riverside Rampage allows you to use all the Monsterpocalypse factions from the Rise and Now series, but you are not allowed to mix monster factions regardless of agenda and, other than the further limitations below, feel free to smash and burn!

AGENDAS AND FACTIONS

Your force may only include monsters from one faction throughout the event, but units and non-Installation buildings may be of any faction. You are not allowed to mix monster factions within your force, even if they are of the same agenda.

For example, if you decide to bring a Destroyers force, you are not allowed to use both Planet Eaters and Savage Swarm monsters.

MONSTERS

Your force may include two **different** monsters, in both Alpha and Ultra Hyper form (but not Mega or Quantum Hyper forms), of the same faction. Note that you will only be allowed to use one monster per game.

UNITS

Your force **must** include at least eight units from the same faction as your monsters and may include up to seven additional units of any faction, although it is of course advantageous in the game to use those of your own faction or shared agenda. You may not bring more than three units of the same type, whether Grunt or Elite.

BUILDINGS

You **must** bring at least six buildings of any type, including any Installations specific to your faction, although you may not have more than two of any building or Installation with the same name.

MAPS

In addition to your force you must bring two map sheets with you. These must be the official two-sided Monsterpocalypse maps, so each player will have four maps to choose from each game.

FACTION CHOICE

For the avoidance of doubt, you **must** select your force from the following faction:

Protectors:

G.U.A.R.D.
Elemental Champions

Radicals:

Terrasaur
Empire of the Apes

Fiends:

Lords of Cthul
Subterranean Uprising

Destroyers:

Planet Eaters
Savage Swarm

Invaders:

Martian Menace
Tritons

Collaborators:

Shadow Sun Syndicate
Ubercorp International

FACTION LIST

Your faction list **must** be submitted to the organisers by 5pm on Friday the 15th of January 2010 **at the latest**. Late faction lists will incur a horrific **-5,000** point penalty to your tournament score, unless you come up with a bloody good reason for your tardiness! Please send all faction lists to the following e-mail address:

armylists@maelstromgames.co.uk

Most file types are acceptable as a faction list, but we recommend you create simple text files with monsters, units and buildings detailed. Illegible lists will be penalised!

Players must make sure that the faction lists they hand in are correct and conform exactly to the faction that you will be using. The organisers will check faction lists scrupulously and any errors must be corrected prior to the tournament. It goes without saying that players should check and double check their lists before submitting them!

Any player found using a list during the tournament that is different to the one they have submitted will have their score heavily penalised.

PREPARING FOR PLAY

There's a number of things you need to think about before you start playing, so make sure you read the rules again and practice playing with your faction!

RIVERSIDE RAMPAGE GAMES

Each game within the Riverside Rampage tournament will be played as per the standard game rules within the Rise and Now series rules.

SELECT YOUR MONSTER

At the start of each game, before you roll for map selection, both players must decide which of the two different monsters you have brought to use in the game. You will have both Alpha and Ultra Hyper forms for the monster you'll be using, of course! Both players must reveal their monster choice simultaneously.

MAP SET UP

Once you have decided which monsters you are using for this game, both players must roll five action dice. The player who rolls the lowest amount of strikes must use a map of his choice. It is therefore possible that you may never use your own map during the tournament, but it is nevertheless recommended that players mark their Monsterpocalypse maps in some way to avoid confusion.

Any maps that aren't being used must be placed underneath the table, inside their box. Please don't place any boxes in the space between tables - we'd hate for someone to trip and harm themselves, or even worse, crush your Monsterpocalypse box!

GRUDGE GAMES

Note that 'grudge' games - i.e., two players organising to play the first game at a tournament - are not allowed at Riverside Rampage, so please do not agree to them. If you'd like to play someone you haven't played before or just haven't seen for ages, organise an 'unfriendly' at the Eye of the Storm during the week or perhaps on the Friday night before the tournament!

FIRST GAME

The draw for the first game will be random and posted on our events website and forum before the tournament. You can find both at the following addresses:

events.maelstromgames.co.uk

forums.maelstromgames.co.uk

This means you can find out who your first opponent is on the Saturday and lay down some smack talk!

SUBSEQUENT GAMES

Subsequent games will be decided by the Swiss chess system, which makes sure that you play opponents of equal ability, more or less. This means you won't win all the time or get hammered all the time and there'll be lots of close games where you have to think in order to prevail and not simply move models about.

Once you hand your results in you don't really have to worry about it, but it's worth telling you exactly how it works.

Broadly, you play the person next to you on the Leaderboard, shown before each round. For example, the person at the top of the table will play the person below him, and so on until the bottom of the table. Next to each name will be a number - your overall position, based on the Tournament Points you have scored - and the Table Number, which will tell you where you'll be playing (each table will of course have a number on it). Your opponent is the other person on that table!

Note that you **must** play the person indicated on the Leaderboard unless you have already played that person during the tournament. There are **no** exceptions to this except for Repeat Encounters.

REPEAT ENCOUNTERS

If you find that you're paired against someone you've already played, talk to the Referees and they will sort you out. **Do not swap** with the players next to you!

CLUB MEMBERS

Club members who find themselves playing another member of their club **may not swap** with other players, unless they have already played their opponent before in the tournament.

I DON'T HAVE AN OPPONENT...

If you find yourself without an opponent at the start of a game for whatever reason please call over a Referee, who will find one for you. It may even be a Referee, so make sure you ask nicely!

LATENESS OFFENDS!

If you are more than fifteen minutes late for a game it may be that you have to sit that game out - and thus miss out on the chance of some Tournament Points!

As always, see the Referees if you turn up late or miss a game, but note that the Referees may give the game to your opponent as if you had conceded it should they feel this is justified.

In other words, don't take the mick with lateness just to avoid playing someone you don't want to!

GAME RULES

Please read the Monsterpocalypse rules and other relevant material to refresh your memory. Remember that you may play against players who do not interpret the rules the same way as you do, so be prepared to compromise and accept the fact that you could be playing a rule incorrectly.

RISE AND NOW

Riverside Rampage will use the Monsterpocalypse Rise and Now series rules, with any official errata of course.

GAME LENGTH

Each game will take a maximum of one and a half hours and players should ensure that equal game turns are played. Do not start another game turn if there is not enough time for both players to complete their turn! The game ends at this time limit or when the game ends naturally.

REFEREES

If there are any rules questions that can't be resolved via the Monsterpocalypse rules, talking with each other or rolling a D6 and getting on with the game, have a word with one of the Referees. Please check the rules prior to asking the Referee because they will not be happy if you have been lazy and haven't consulted them, but once a Referee makes a ruling, that decision is final and binding.

Note that Referees **will** interfere with a game if they see errors being made, or if something is going on that goes against the spirit of the rules or indeed our tournament. Play fair!

DICE ROLLS

All 'cocked' dice - i.e., dice that do not have one face flat against the playing surface - must be re-rolled, and any special dice rolls must be declared before they are made and witnessed by either your opponent or a Referee. Note that all dice must be rolled, not dropped or spun, and no dice tumblers may be used.

Gorghdratron advances through the city streets



COACHING

When you're playing somebody the last thing you need is somebody telling your opponent what to do or how to play against your Faction. If someone deliberately sits down beside another player and begins to coach (and that includes reminding them they've forgotten something), he or she will get a severe talking to and if he persists in doing it will get a points deduction in his own games. The old adage "two heads are better than one" does not apply here!

If you see an error going on during a game, don't interfere — leave that to the Referees. Call them over instead!

FORGETFULNESS

Remember that there **is** a sequence of play. Should you forget to move your monster or push your action dice to the other pool - well, that's tough, it is your fault and not your opponent's. Do not use the 'puppy dog eyes' tactic to try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game!

Remember that it is against the rules to return to a player that has been previously activated that turn, unless the rules state otherwise. This is a friendly event so don't make your opponent feel he should allow you to correct a mistake!

UNSPORTING BEHAVIOUR

Wargaming is a social activity and sometimes it's difficult to remember that you are playing a real person with real feelings when you're in the thick of it, but here at Maelstrom we're keen to ensure that everybody enjoys themselves during our events. Whilst we love the competitive element of tournaments as much as anybody, we take a dim view of any unsporting behaviour or any kind of toys thrown out of prams.

We hope that we will never have to use a more serious disciplinary route with players who we think have been unsporting, but we reserve the right to disqualify anybody who does not play Monsterpocalypse in the true spirit of gaming. Should this happen, there are no ticket refunds. Please be nice - it's only a game!

COMMUNICATE!

Please remember to be patient with your opponent and be willing to point out paragraphs in the rules if you cannot come to an agreement over a rule. If players have to call over a Referee, remember that most questions can be answered directly from the Monsterpocalypse rules.

Additionally, please ensure all conversations at the table are in English.

Remember the old wargamer saying "if it means that much to you..." !

GAME SCORING

Your Monsterpocalypse games will be scored according to the following guidelines.

GAME SCORING

Game scores are where the tournament is won and lost, for they reflect exactly how you have performed on the map. If you've butchered your opponents' monsters without losing much of your own monsters' health, you have done well!

Riverside Rampage uses our Five Thousand Point scoring system (explained later in this rules pack) to ensure compatibility with other game systems in a mixed event, so each game will enable a player to gain up to **5,000** Game Points by variously inflicting wounds on monsters and destroying units as well as actually winning the game.



GAME POINTS

You can win your games of Monsterpocalypse by killing both of your opponent's monsters before your own are destroyed, and this will earn you **3,600** game points. The game stops at the end of the turn this happens.

You will not earn additional wound points if you kill both of your opponent's monsters because you have already been rewarded for doing so, but your opponent can earn points for wounding your own monsters. Additionally, whether you win or lose, you can earn further game points by destroying your opponent's units and buildings, so make sure you record how many of each you destroy on your scoresheet at the back of this rules pack.

The following table shows you how many game points are available for each successful action performed.

| game points | given for |
|-------------|--------------------------------|
| 50 | Enemy Grunt unit destroyed |
| 75 | Enemy Elite unit destroyed |
| 100 | Building destroyed |
| 150 | Enemy Installation destroyed |
| 200 | Each wound on an enemy monster |

Players should appreciate that this scoring system is designed to encourage people to get stuck in and score as many game points as possible. Avoiding bashing your opponent's units or not destroying buildings is not always the best course of action; you might win the game, but the resultant loss of available game points could cost you dearly when the spoils are divided at the end of the tournament!

Remember that the maximum game points given for any game is 5,000, regardless of how many points you actually score.

CONCEDING

Players may only concede a game at the start of one of his turns. If a player concedes before a game is over, that player becomes the loser and his opponent becomes the winner, and the loser scores no game points regardless of how many wounds he has caused on the winner's monster or destroying units and buildings. The winner will also destroy as many extra monsters and buildings as needed to bring his score to 5,000 points.

In other words, the conceding player will receive zero points, and the winning player will receive 5,000 points.

It is always better to finish your games than concede!

Ultra Cthugrosh and Ultra Krakenoctus face off in a devastated landscape

HANDING SCORES IN

Once you've handed in your rules pack and the event scorer has finished with it, it will be returned to you, so please make sure you write your name in the box provided. Anybody who doesn't will automatically receive a dunce trophy!

Once the final scores are in, the rules pack will be returned to you so you can keep it as a record of the tournament and the games you have played, thus fulfilling your geeky collectible and statistician side!

Please note that you must hand your scores in on time so that the scorers can process your games quickly. Anybody who hands in scores late will get a bit of a talking to and may incur a penalty!

SPORTSMANSHIP SCORING

Sportsmanship, basically how nice you are, will be scored according to the following guidelines.



Cyber Khan and Aquosia don't show a lot of sportsmanship, but that doesn't mean their players shouldn't!

SPORTSMANSHIP SCORING

Sportsmanship scores are a very important part of tournaments and are included for many reasons, but mainly because a small percentage of wargamers are snivelling cowardly cheating gits and need punishing for being so!

Joking aside, almost all wargamers are good sports and play games in the spirit they are intended to be played in, with good grace and a happy demeanour. Thus, you might want to reward your opponent because he's been a great sport, for sportsmanship scoring is there for good sports as well as bad ones. That's why we've come up with the system we have!

HANG ON TIGHTLY...

For all your wargaming and not just Monsterpocalypse, it's worth sticking to an old saying from the Golden Age of tournaments: "Hang on tightly, let go lightly".

In other words, play the game as competitively as you must to win, but should you find yourself in a losing position through ill fortune or simply facing a better player, lose gracefully without complaint or toy-throwing. The sun will still rise in the east the day after you lose a game - it's not the end of the world!

SPORTSMANSHIP & FACTIONS

Do not forget that sportsmanship scores are there to mark the comportment of players and not to mark the composition of their faction. We take a dim view of players that feel they must mark their opponents down because of the faction they have taken, so don't do it!

SPORTSMANSHIP POINTS

At the end of the tournament you must mark each of your opponents' sportsmanship for each game.

Feel free to do this at the end of each game, as long as your opponent cannot see you doing so, but we recommend you do it at the end of the tournament. Additionally, please do not put your opponent under pressure to mark you well - this will be frowned upon by the Referees and, again, you'll get a talking to.

Rank each of your opponents according to the following:

- | pts | given for |
|--------|---|
| +1,000 | Ace: I had a fantastic time! My opponent was great and showed great character and courtesy. We had no problems whatsoever and it was one of the best games I've ever played! |
| +800 | Good: I had a really good time and a great laugh against someone who knows what he's doing. I'd play my opponent again without reservation! |
| +600 | Okay: We had an average game, really - a few queries cropped up and it wasn't an amazing amount of fun, but I'd play this person again. |
| +400 | Fair: It was all right, I suppose. I'm not sure if I really enjoyed it, to be honest, and I probably wouldn't like to play my opponent again. |
| 0 | Bad: It was a bad-tempered game and I really didn't enjoy it at all. I wish I hadn't played this person and don't want to in the future. |

Players are only allowed to give one of his opponents a 'Ace' or 'Bad' score during the tournament, but are not limited in the amount of other scoring types. Players who give consistently low scores will get a bit of a talking to!

PAINTING SCORING

The quality of your painting will be scored according to the following guidelines!

PAINTING SCORING

Here at Maelstrom Games we believe that unpainted models do detract from the spectacle of a game between two players going at it hammer and tongs over the map. Painted monsters and units facing off against each other look very nice indeed and that's why painting is included in the overall score.

Please note that you **must** bring fully painted miniatures to this event. If you do not bring painted miniatures you will not be allowed to play.

Obviously Monsterpocalypse miniatures are bought pre-painted or are coloured in some way so this is not an issue, but it's a standard for all our events and it's worth remembering if you'd like to enter those other than the Riverside Rampage.

WHAT YOU SEE IS WHAT YOU GET

Your models must, where possible, conform to the "What you see is what you get" principle, which ensures that both players understand what their opponent's figures are.

Any models that do not conform to this principle will be removed from play by the Referees. If you're using a unit model as a monster, expect it to be removed!

MARKING YOUR FACTION

If you have gone to the trouble of further painting your Monsterpocalypse faction, you will be asked to leave your painted miniatures set up nicely on your map for the Referees to mark.

As well as that, fill in the painting scores part of the Tournament Scores page that is relevant to you - effectively whether you have painted the models or somebody else has - and make sure you leave the rules pack next to your Faction as the Referees will need to know who it belongs to. We do have dunce hats and we are not afraid to use them if you don't put your rules pack out!

I'VE NOT PAINTED MY FACTION...

If you have not further painted the faction you have brought to the tournament with yourself, or even if some of them are painted by someone else, you will still get painting scores but you will not be eligible for the Best Painted honour.

PAINTING POINTS

At Maelstrom Games we feel the hobby is as important as the gaming, but we do believe effort should be rewarded as much as talent. To reflect this, at least three quarters of the points available for painting can be gained by painters and modellers of any standard.

The points given for painting will begin at zero points, and the maximum given is 5,000. The Referees will mark your Faction and apply reward points that follow these guidelines:

| pts | given for |
|--------|--|
| +3,000 | Painted: models that are painted (either by yourself or someone else) will be rewarded regardless of the perceived quality of the painting or modelling. Obviously this will be achieved by everybody in a Monsterpocalypse tournament! |
| +600 | Further Painted: Factions that have been further painted - i.e., you have gone to the trouble of painting your pre-painted faction in the manner you wish - will receive this reward. |
| +400 | Faction Markings: This reward is given for appropriate markings upon your models. Where necessary, units are distinguished from one another in some manner, but each has the markings of their faction or similar. |
| +400 | Detailed: all of the miniatures have had their details painted in a variety of colours or with noticeable effects. This discriminates between the merely painted and models that have really been worked upon. |
| +600 | Wow! the Faction has made the Referees go "wow!". It clearly contains some of the best painted Monsterpocalypse miniatures they have ever seen, and the Faction is in contention for the Best Painted award, as long as you have painted them yourself. A word of warning, though - this mark will be handed out sparingly! |

Anglax of the Tritons won't need painting, but we'd like to reward those who put the extra effort in and give him a bit of a touch up!



TOURNAMENT SCORING

Tournament Points are recorded on the Leaderboard, which shows all battle, painting and sportsmanship scores!



Ultra Drillcon-Vorionnik and Ultra Anglax go head to head in a battle for supremacy

THE LEADERBOARD

Every tournament needs winners and losers - by their very nature, they are competitive events - and thus needs a system of ranking players based on how they've performed during each game. The Riverside Rampage 2010 Monsterpocalypse tournament is no different!

During the course of the tournament, the Leaderboard will record all the game scores handed in as well as the painting and sportsmanship scores. The sum of all of these scores are recorded as Tournament Points, and players will be ranked on these from the highest value to the lowest.

Thus, the Leaderboard is the key to winning, losing or indifference at the end of the tournament, and you should pay a lot of attention to it during the event - guessing where you place or who you are playing next is not recommended because disappointment many ensue, but it's all part of the fun!

TOURNAMENT POINTS

Tournament Points are the scores used to rank players in a tournament and the scoring system we use for Maelstrom events - the Five Thousand Point or FTP system - is calculated in the thousands.

For many games this means we can directly relate the cost of armies to Tournament Points, giving you battle points based on what you destroy or force to leave the field, ensuring it is beneficial for you to continue playing regardless of how much you have suffered.

For Monsterpocalypse we have had to be a little creative, but it's relatively easy to see that the more wounds you cause, the more units and buildings you destroy the more points you get! Each game played is worth up to **5,000** Tournament Points, depending on whether you have won or lost and how many game points you have scored by performing the above actions.

The maximum painting score for your Faction is also **5,000** Tournament Points, the criteria for which is described in detail previously, and the maximum sportsmanship score you can get from your opponents is **5,000** Tournament Points. It's worthwhile doing your utmost to achieve both maximums as they are worth a game each!

As you can see, once you get the hang of how it works for Monsterpocalypse, the FTP system is very easy to get used to!

WINNING THE TOURNAMENT

When all dice have been rolled, curses aired and victory salutes given there must be a winner!

FINAL RANKINGS

When the last game has been played, the last scores handed in and all the Tournament Points worked out, the Leaderboard will show the final scores for the tournament and thus the final rankings for all the players. Then we'll know who's won and who's lost, and who we can give lots of trophies and prizes to!

TIES

Should any players have the same Tournament Points at the end of the tournament, players will be ranked by their Sportsmanship score, followed by their Painting score and finally their Battle score. If there's still a tie after that then there will be a roll-off between the two players to decide who's the man (or woman)!

HONOURS CEREMONY

The honours ceremony will take place after we've resolved the final rankings. We do urge you all to stay for this part of the tournament so they can cheer, boo or generally heckle whoever gets an honour!

The following honours will be awarded at the conclusion of the tournament:

- First Place
- Second Place
- Third Place
- Best Painted
- Best Sportsman

In addition, the event organiser may award other honours at his discretion to add a bit of fun and randomness to the weekend's gaming!

FIRST PLACE

The player with the most Tournament Points is of course the overall winner of the Riverside Rampage 2010, and he'll receive a trophy and a prize for his efforts, as well as the satisfaction that he's overcome six excellent opponents too!

SECOND & THIRD PLACES

The players with the second- and third- most Tournament Points will each receive a trophy and a prize... but they shouldn't be disappointed with that, because they've done extremely well!

BEST SPORTSMAN

The player who has the highest sportsmanship score, as judged by his opponents, will receive a trophy and a prize and the knowledge that he has been voted a truly nice guy by his peers!

BEST PAINTED

The player with the best painted faction, as judged by the Referees, will receive a trophy and a prize as well as a set of pictures of them taken by our studio photographer!

THE WOODEN SPOON

The player with the least Tournament Points (i.e., who came last), will receive the wooden spoon... but he'll also get a prize for the joy of taking part, because that's the main thing... isn't it?

PUBLISHED RESULTS

Once the honours ceremony has finished we will hand out free results sheets for any attendees that want them, and you will also find the results on our Events website over the course of the next few days.

We reserve the right to correct any errors with scores during the tournament, but once the tournament has finished we cannot alter the published results in any way.

SEE YOU NEXT TIME!

When all the dust has settled we hope that you have had a great time at the Eye of the Storm, and we'll see you next time!

THE EYE OF THE STORM

Wherever you are in the world, the Eye of the Storm is easy enough to get to!

FROM THE NORTH

From the north, exit **JUNCTION 29 of the M1** and follow the **A617 MANSFIELD** signs, going through the village of **GLAPWELL**. A mile later go over a roundabout, taking the third exit signposted **MANSFIELD** until eventually you reach the suburb of **PLEASLEY**. Follow this road until you reach a large set of traffic lights at which you turn **RIGHT** on an un-numbered bypass road towards **SUTTON-IN-ASHFIELD**.

Stay on this road for a mile or so; it will eventually join the **A6075** at a junction where you must turn right, again towards Sutton, until you reach another set of traffic lights at which you must turn left onto the **B6014 MANSFIELD**. Follow this road and go straight on over the crossroads marked by the **SIR JOHN COCKLE** pub on the left, onto **SHEEPBRIDGE LANE**. Go down the hill and under a railway bridge until you reach a crossroads where you must turn **RIGHT** onto **HAMILTON WAY**.

Turn **RIGHT** immediately, into the Eye of the Storm car park!

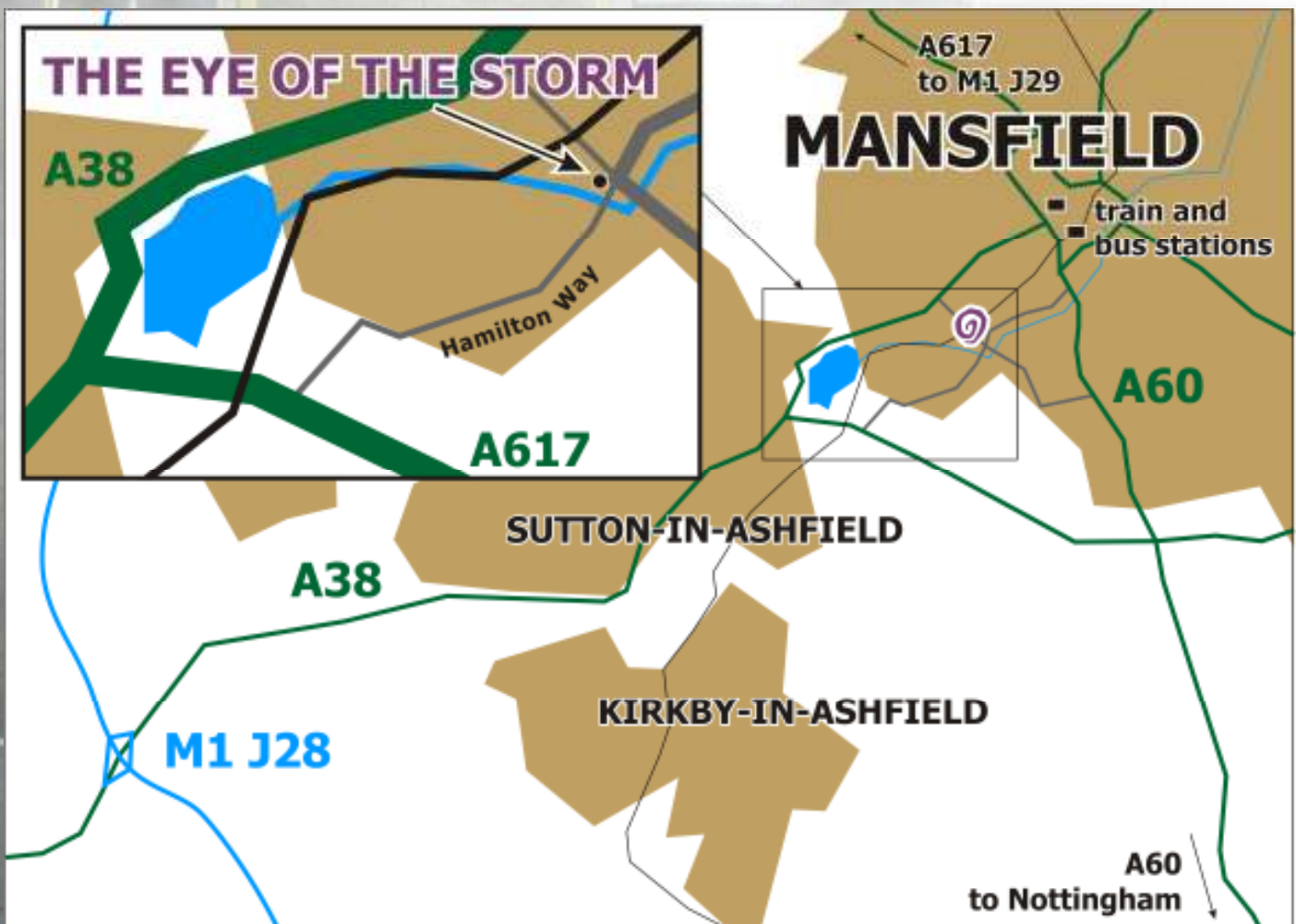
FROM THE SOUTH

From the south, exit **JUNCTION 28 of the M1** and follow the **A38 MANSFIELD** signs. Stay with this dual carriageway through all sets of traffic lights (this is a long stretch, easily five or six miles) until you come to a roundabout with a pub called the **KING AND MILLER** and a **MacDONALD'S** on your left.

Make sure you turn **RIGHT** here (it will still be signposted **A38 MANSFIELD**) and you'll pass the **KING'S MILL HOSPITAL** and a **MORRISON'S** supermarket / garage on your left. Turn **RIGHT** at a crossroads marked by the **SIR JOHN COCKLE** pub on the left, onto **SHEEPBRIDGE LANE**.

Go down the hill and under a railway bridge until you reach a crossroads where you must turn **RIGHT** onto **HAMILTON WAY**.

Turn **RIGHT** immediately, into the Eye of the Storm car park!



ACCOMMODATION

There's also lots of places to stay - here's the ones we recommend!

TRAVELODGE MANSFIELD

Travelodge have an excellent hotel with plenty of rooms within five minutes' drive of the Eye of the Storm, and you could walk it in fifteen. They've a lot of space and ample parking!

Telephone: 0871 984 6140

Website: <http://www.travelodge.co.uk>

Address: Lakeside Point, Mansfield Road, Sutton in Ashfield, Nottinghamshire. NG17 4NP



PINE LODGE HOTEL

A very nice hotel is the Pine Lodge, situated on the south side of the town on the A60 Nottingham Road and thus (quite literally) two minutes from the Eye of the Storm by car, and five minutes on foot. It has twenty bedrooms and various prices.

Telephone: (01623) 622 308

Address: 281-283 Nottingham Road, Mansfield. NG18 4SE

Website: <http://www.pinelodge-hotel.co.uk>



PORTLAND HALL HOTEL

A lovely Georgian mansion of a hotel set in fifteen acres of parkland, the Portland Hall is relatively difficult to find but worth it if you're not bothered how much you spend. It's about fifteen minutes from the Eye of the Storm by car.

Telephone: (0871) 716 1883

Address: Carr Bank Park, Windmill Lane, Mansfield. NG18 2AL



PARKHURST GUEST HOUSE

The Parkhurst Guest House, situated fifteen minutes from the Eye of the Storm by car, is really a bed-and-breakfast so it should suit those on a tight budget.

Telephone: 01623 627 324

Address: 28 Woodhouse Road, Mansfield. NG18 2AF



MANSFIELD GUEST HOUSE

Next door to the Parkhurst is the Mansfield Guest House, and again if you prefer bed and breakfasts than hotels you can find none better in Mansfield.

Telephone: 01623 629 352

Address: 27 Woodhouse Road, Mansfield. NG18 2AF



TOURNAMENT SCORES

Fill in all your tournament scores here and hand the pack to the event scorer!

YOUR NAME: _____

YOUR CLUB: _____

Have you painted all of the miniatures
within the faction you are using yourself?
YES / NO

PAINTING ACHIEVEMENTS:

Painted Further Painted Faction Markings Detailed Wow!

GAME 1

YOUR OPPONENT: _____

SPORTSMANSHIP SCORE:

Ace Good Okay Fair Bad

| | | | | | |
|------------------|---|---|---|---------------------------------|--|
| GAME WON: | ENEMY MONSTER WOUNDS CAUSED: | ENEMY GRUNT UNITS DESTROYED: | ENEMY ELITE UNITS DESTROYED: | BUILDINGS DESTROYED: | ENEMY INSTALLATION DESTROYED: |
| YES / NO | _____ | _____ | _____ | _____ | _____ |

GAME 2

YOUR OPPONENT: _____

SPORTSMANSHIP SCORE:

Ace Good Okay Fair Bad

| | | | | | |
|------------------|---|---|---|---------------------------------|--|
| GAME WON: | ENEMY MONSTER WOUNDS CAUSED: | ENEMY GRUNT UNITS DESTROYED: | ENEMY ELITE UNITS DESTROYED: | BUILDINGS DESTROYED: | ENEMY INSTALLATION DESTROYED: |
| YES / NO | _____ | _____ | _____ | _____ | _____ |

GAME 3

YOUR OPPONENT: _____

SPORTSMANSHIP SCORE:

Ace Good Okay Fair Bad

| | | | | | |
|------------------|---|---|---|---------------------------------|--|
| GAME WON: | ENEMY MONSTER WOUNDS CAUSED: | ENEMY GRUNT UNITS DESTROYED: | ENEMY ELITE UNITS DESTROYED: | BUILDINGS DESTROYED: | ENEMY INSTALLATION DESTROYED: |
| YES / NO | _____ | _____ | _____ | _____ | _____ |

GAME 4

YOUR OPPONENT: _____

SPORTSMANSHIP SCORE:

Ace Good Okay Fair Bad

| | | | | | |
|------------------|---|---|---|---------------------------------|--|
| GAME WON: | ENEMY MONSTER WOUNDS CAUSED: | ENEMY GRUNT UNITS DESTROYED: | ENEMY ELITE UNITS DESTROYED: | BUILDINGS DESTROYED: | ENEMY INSTALLATION DESTROYED: |
| YES / NO | _____ | _____ | _____ | _____ | _____ |

GAME 5

YOUR OPPONENT: _____

SPORTSMANSHIP SCORE:

Ace Good Okay Fair Bad

| | | | | | |
|------------------|---|---|---|---------------------------------|--|
| GAME WON: | ENEMY MONSTER WOUNDS CAUSED: | ENEMY GRUNT UNITS DESTROYED: | ENEMY ELITE UNITS DESTROYED: | BUILDINGS DESTROYED: | ENEMY INSTALLATION DESTROYED: |
| YES / NO | _____ | _____ | _____ | _____ | _____ |

GAME 6

YOUR OPPONENT: _____

SPORTSMANSHIP SCORE:

Ace Good Okay Fair Bad

| | | | | | |
|------------------|---|---|---|---------------------------------|--|
| GAME WON: | ENEMY MONSTER WOUNDS CAUSED: | ENEMY GRUNT UNITS DESTROYED: | ENEMY ELITE UNITS DESTROYED: | BUILDINGS DESTROYED: | ENEMY INSTALLATION DESTROYED: |
| YES / NO | _____ | _____ | _____ | _____ | _____ |