



**Up A Level York, 26 Market Street First and Second floor, York YO1 8SJ**

**Siege of York GT 09:30 13&14th of December 25**

[Register on BCP Here](#)

Parking:

*We recommend planning ahead on your parking for York if you are driving, the parking in the city center can be very expensive*

The [Castle Carpark](#) is **not recommended** as it is incredibly expensive at £17 for 5 hours and for every £3.40 hour thereafter.

The cheapest Parking option in the centre is the long stay car park at [York Train Station](#) quoted at £15 all weekend (20-25 minute walk to the venue)

Parking at [St George's field](#) is quoted at £25 per full day and is 10 minutes away from the venue.

[The York Park-and-rides provided the cheapest parking \(FREE\) access to the city center, but require catching a short bus \(~£3.90\) from the ring road \(various locations\)](#)

### **Tournament Rules and Details**

**Refunds** will be issued to two weeks before the date of the event (cut off at midnight on the Friday)

- This Event will be run on [Best Coast Pairings](#), please register here
- The event will use a 20-0 differential system to determine pairings
- 2000 point list using the rules and restrictions provided in the Pitched Battle section from the General's Handbook list submissions should be in before 12 midnight on Monday the 8th of December on Best Coast Pairings.



- Any kind of ability you can choose before the game must be chosen before the event and recorded on your army roster clearly. These choices are made for the entire tournament, and cannot be changed during the event.
- Armies must be painted to at least a 'battle-ready' standard (three colour cohesive scheme, with a painted/textured base)
- Any conversions or non GW miniatures should not be modelled to advantage and should be clear for the purpose of playing the game. The TO reserves the right to remove/temporarily replace any miniatures that do not meet these standards. Any doubts ask us in advance.
- Each Player must adhere to the *Player's Code*.
- Chess clocks will be encouraged on top tables, but not mandatory throughout the event.
- Lists must be entered by Monday the 8th of December and must list all points, scenery, regiments, and enhancements.
- Dice must be standard 1-6 cubes, with symbols only allowed in place of 6. Symbols on any other face are not allowed.
- Players are expected to use the terrain maps provided in the Generals Handbook for battleplans, the scenery on your table may vary slightly and players should agree what is appropriate. Any disputes will be resolved by the TO.
- Battleplans will be determined on the day.

#### Round Timings:

- First round is at **10:00**. Please arrive by **09:30** for introductions and registration. Lunch will start at 13:00 and finish at 14:00 (though attendees are welcome to start their games earlier if they like).
- Round 2 14:00 - 17:00
- 15 minute break
- Round 3 17:15 - 20:00

#### Food:

A selection of Hot drinks are included in the ticket price and will be located next to the play area

There are a large number of places for food in the city center, including the venue itself

Please note: food and drink not purchased at the venue is not allowed in the venue



# THE PLAYER'S CODE

- Always be polite and respectful.
- Always tell the truth and never cheat.
- Arrive on time with all of the things you need to play the game.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately – a selection of 3" and 6" gauges will be distributed by the TO!
- Never move a model without measuring – it cant be undone once its in your hands
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of a game.



# THE SIEGE

After a long and dreary march, tunnel or stampede across the marshlands around the city the armies have assembled around the walls of York (well, those who didn't sink beneath the floodwaters)

It is a bustling time of year for the city. Traders come from near and far to sell wares while revelers come to eat, drink and be merry - while dressed in the strange garbs of far flung lands (these often include pink feather boas and glittery cowboy hats)

But... whats that? The City has another visitor darting about the trader stalls, marshal encampments and underwater alehouses. Ho-Ho-Hogor Pete rides atop his mighty Stonehorn, Rudeoaf, delivering gifts to all the good children of the city.

## **Spot prizes will be available!**

Awards for the siege are distributed after round as follows:

- **Skirmish Champion:** 1st Place
- Second Place
- Third place
- Most Sporting, as voted for by the players.
- Coolest army (Judges Choice)
- Best Painted (Voted for)
- Coal for Christmas (wooden spoon)

If there are any questions please contact [@FistofYork](#) on Twitter or [FistofYork@gmail.com](mailto:FistofYork@gmail.com).