

**BLOOD  
& OIL**

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Welcome to Blood & Oil 2015. This is the event's sixth year and our biggest one yet – with a prize pool bigger than ever before!

This event pack will go through everything you need to know about Blood & Oil 2015 - where you need to go and what's going on over the weekend.

## WHAT IS BLOOD & OIL?

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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. Once again, the event is the final Masters event in the UK, seeing 90 players fight it out to become Blood & Oil Champion.

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

## WHERE IS BLOOD & OIL?

As in previous years, Blood & Oil 2015 will be held at:

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

## PARKING INFORMATION

There is a car park opposite the venue as shown on the map on page 11. The rate is £1 plus 20p admin fee for 24 hours.

To use the car park you will need to register at [paybyphone.co.uk/registration/](http://paybyphone.co.uk/registration/) and then you'll be able to pay via text, phone, online or via an app.

All the information is on the website, and you'll need the location number which is **79618**. Make sure you pay when you park though as it activates as soon as you pay for the time period you choose.



## KEEPING UP TO DATE

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

[TIEBREAK.CO.UK/BLOODANDOIL](http://TIEBREAK.CO.UK/BLOODANDOIL)

## 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 21<sup>ST</sup> NOVEMBER

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<b>09:00</b> Registration	<b>15:00</b> Break
<b>09:30</b> Welcome	<b>15:15</b> Round 3
<b>10:00</b> Round 1	<b>17:15</b> Break
<b>12:00</b> Lunch & preliminary painting judging	<b>17:30</b> Round 4
<b>13:00</b> Round 2	<b>19:30</b> Evening entertainment

## EVENT SCHEDULE

# SUNDAY 22<sup>ND</sup> NOVEMBER

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<b>09:30</b> Welcome back	<b>15:00</b> Break
<b>10:00</b> Round 5	<b>15:15</b> Round 7 (if required)
<b>12:00</b> Lunch & final painting judging	<b>17:30</b> Awards ceremony*
<b>13:00</b> Round 6	

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



## THINGS TO REMEMBER

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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 by emailing [leicesterphatcats@hotmail.co.uk](mailto:leicesterphatcats@hotmail.co.uk)

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

### LIST SUBMISSION

During Round 1, we will be asking players to check their opponents lists. If you find that your opponents lists are illegal call your nearest judge. We will also be spot checking lists throughout the weekend.

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

Tape measure

Dice

A tray to safely carry your miniatures between rounds

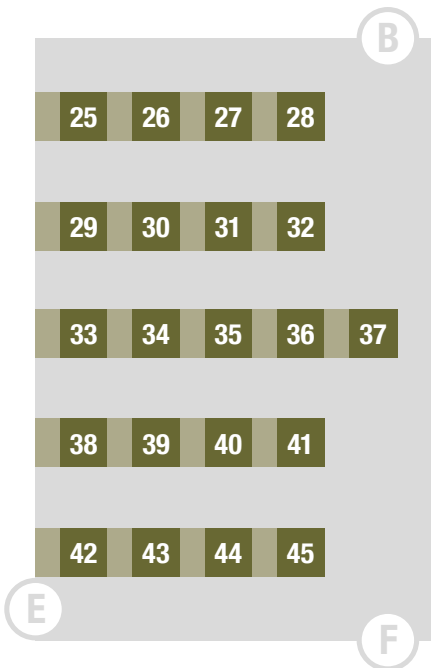
All tokens you require

1 x 50mm Objective

2 x 40mm Flags

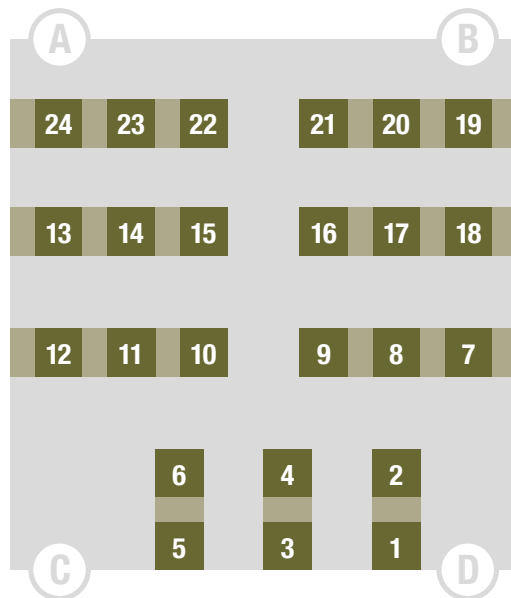
# HALL MAP UPSTAIRS LAYOUT

- B.** Stairs, up only
- E.** Toilets
- F.** Stairs, down only



# HALL MAP DOWNSTAIRS LAYOUT

- A.** Ladies toilets
- B.** Stairs, up only
- C.** Men's toilets & smoking area
- D.** Bar & Lunch



**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

## BEST IN WARMACHINE

## BEST IN HORDES

## 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.

**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.**



## HILLS

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



## FORESTS



## BUILDINGS



## LINEAR OBSTACLES



## SWAMPS



## OBSTACLES

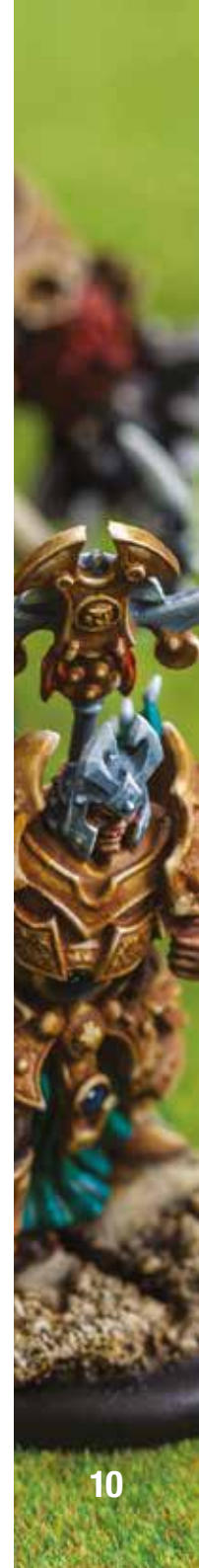


# CLEAN PLAY GUIDELINES

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:

[docs.google.com/file/d/0B\\_LhZF6t9Jz6ekEyengwSTFGZUE](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.

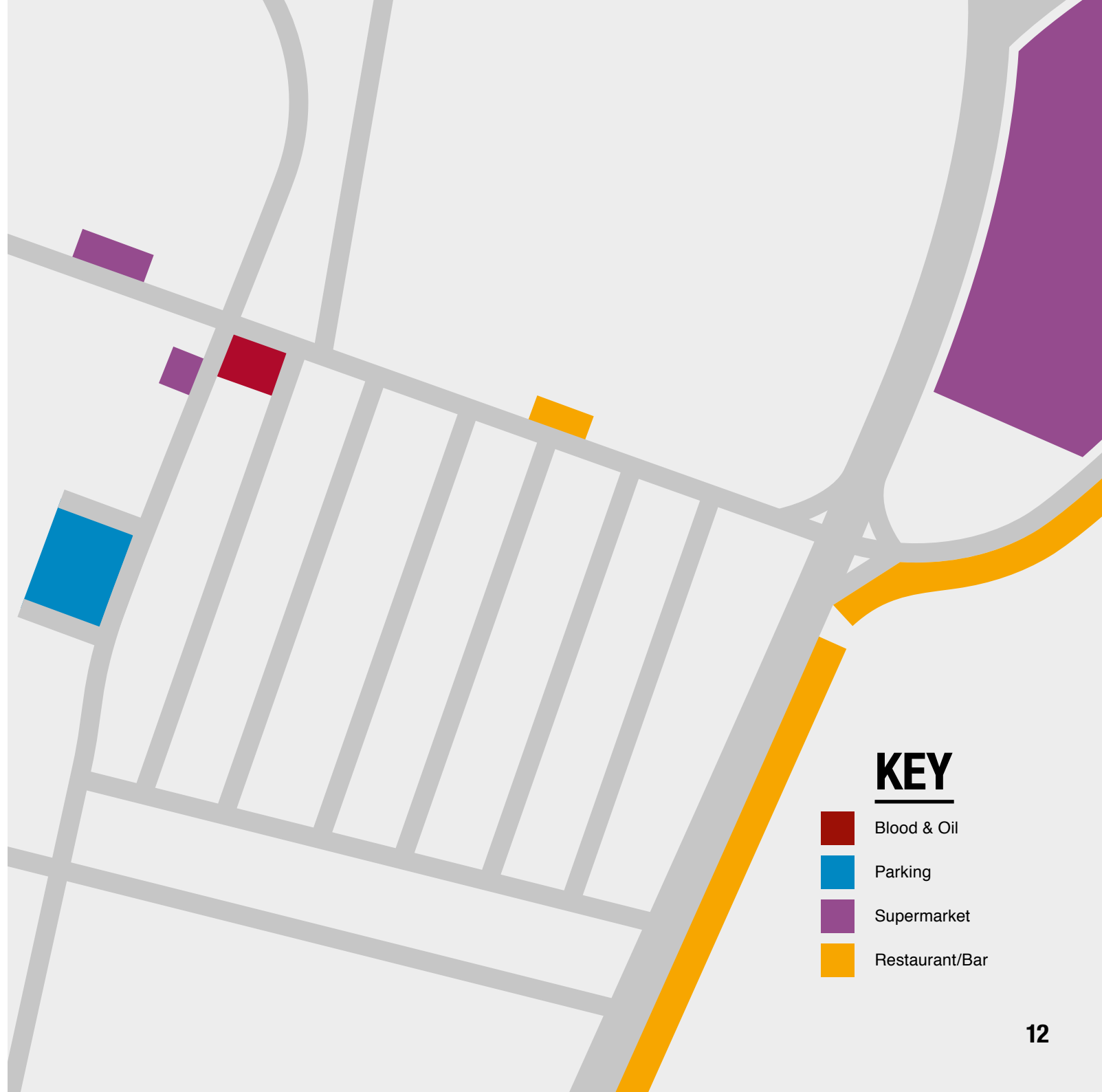
Lunch will be provided both days as part of your ticket price.

## **SATURDAY NIGHT**




The venue will be open until late and players are welcome to use the downstairs hall for gaming purposes, order food to the venue or spend the night in the bar.

## **LOCAL AMENITIES**

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



### **KEY**

-  Blood & Oil
-  Parking
-  Supermarket
-  Restaurant/Bar





# SCENARIOS

The scenarios listed in this section will be used for the weekend. The order they appear here will not be the order they are played.

All 8 scenarios have been included. Any of these could be used.

There's space below each scenario for you to keep a record of your own scores if you wish.



## SCENARIO 1: DESTRUCTION

### SPECIAL RULES

**Kill Box:** YES

Mark a zone (12" x 6" rectangle) and place two objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows.

- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**
- **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 on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the zone.



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

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Opponent	Result	CP	VP
	W / L / D		

These scores are for you to keep for your records

## SCENARIO 2: TWO FRONTS

### SPECIAL RULES

**Kill Box:** YES

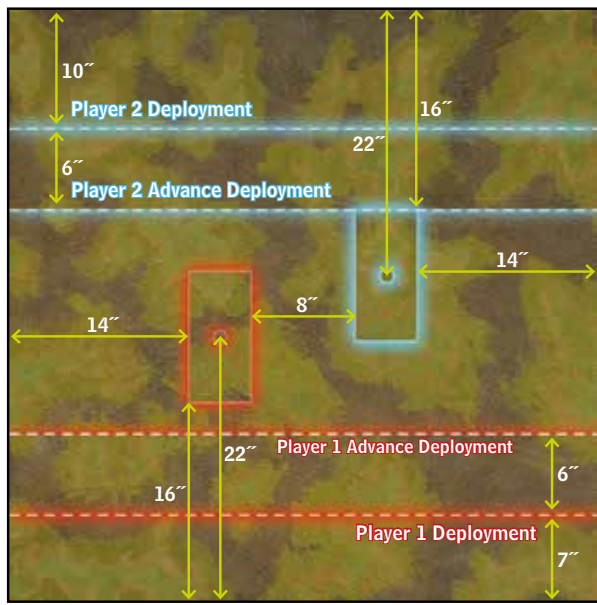
Mark two zones (12" x 6" rectangles) and place two objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **Friendly Zone: Dominate = 1 CP**
- **Enemy Zone: Control = 1 CP, Dominate = 2 CP**
- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**

### 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 on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the zones.



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

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Opponent	Result	CP	VP
	W / L / D		

W / L / D

These scores are for you to keep for your records

## SCENARIO 3: CLOSE QUARTERS

### SPECIAL RULES

**Kill Box:** YES

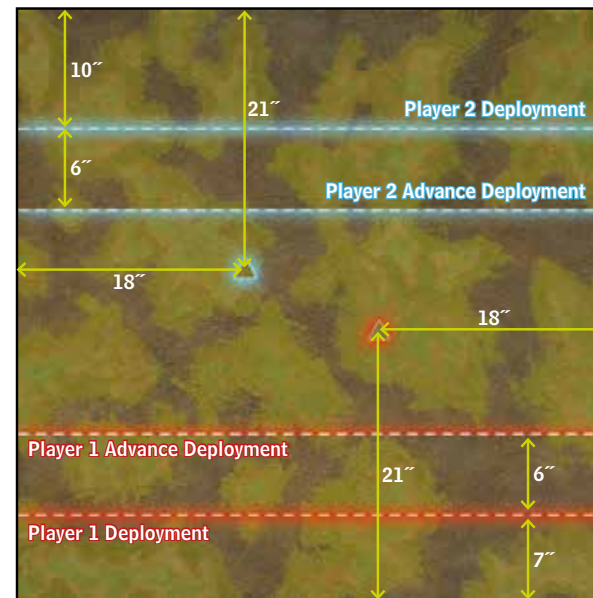
Place two flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **Friendly Flag: Dominate = 1 CP**
- **Enemy 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 on 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 or flag.

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Opponent	Result	CP	VP
	W / L / D		

W / L / D

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## SCENARIO 4: FIRE SUPPORT

### SPECIAL RULES

**Kill Box:** YES

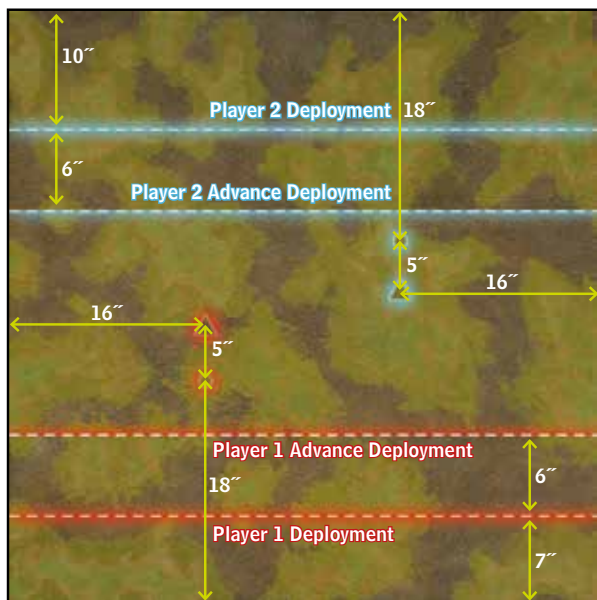
Place two flags and two objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **Friendly Flag: Dominate = 1 CP**
- **Enemy Flag: Control = 1 CP, Dominate = 2 CP**
- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**

### 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 on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4" of each flag.



**Tactical Tip:** Enemy objectives contest flags within 4".

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

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Opponent	Result	CP	VP
	W / L / D		

These scores are for you to keep for your records

## SCENARIO 5: INCOMING

### SPECIAL RULES

**Kill Box:** NO

Mark two zones (12" x 6" rectangles) and place two objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **Friendly Zone: Dominate = 1 CP**
- **Enemy Zone: Control = 1 CP, Dominate = 2 CP**
- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**

### 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 on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the enemy zone.



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

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Opponent	Result	CP	VP
	W / L / D		

These scores are for you to keep for your records

## SCENARIO 6: INCURSION

### SPECIAL RULES

**Kill Box:** NO

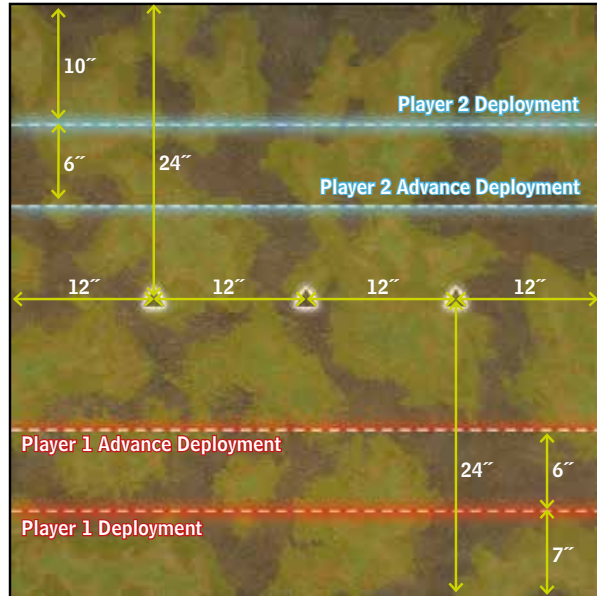
Place three flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **Flag:** Control = 1 CP, Dominate = 1 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 on 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 or flag.

## SCENARIO 7: OUTFLANK

### SPECIAL RULES

**Kill Box:** NO

Mark two zones (12"-diameter circles) in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's 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 on 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 or flag.

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Opponent	Result	CP	VP
	W / L / D		

These scores are for you to keep for your records

Opponent	Result	CP	VP
	W / L / D		

These scores are for you to keep for your records





# BLOOD & FOIL

Hosted by



**Leicester**

# PHAT CATS

**Gaming Club**