

WARHAMMER FANTASY BATTLES

INTRODUCTION

We are running two tournaments for Warhammer Fantasy Battles during the day. The first is a Single Player tournament, the other a Doubles event.

The rules which apply to them both are on this page, with specific rule pertaining to each tournament on the following pages.

SCORING

There are 80 points available throughout the day. These are split across Game Results and Army Painting.

Game Results (0-60 points, 75%)

A total of 60 points are available, 20 from each game, as detailed below. *Victory points are calculated using the rules given in the Warhammer rulebook (p143).*

Level of Victory	Victor Scores	Defeated Scores
Draw (0-99)	10	10
Victory (100+)	15	5
Crushing Victory	20	0

Game Results are the main bulk of your scores over the day and are calculated based upon the outcome of each battle. You will need to work out your **Game and Victory points** after each battle and record them on your Results Card. Simply work out the game result as indicated by the scenario played.

Army Painting (0-20 points, 25%)

The painting score will be an all or nothing score in the sense that a fully painted army will score **20 points** and an army with any unpainted models will receive zero.

The criteria for qualifying as a fully painted army are 3 colours and based. Please be aware that by painted we mean that it should at some point have involved the use of a paintbrush; armies painted solely with spray paint or undercoated and dunked will not receive the 20 points for a painted army.

Being based means that the base should either be flocked, or have painted basing materials, such as sand. Unpainted sand, or paint-only bases don't count! We have decided not to ban unpainted models, but if you want the 20 points for painting please ensure the whole army is painted and based. 'The whole army' includes models which may not appear in your army as deployed, for example Summoned Zombies.

Model Representation

Please also note that although the models don't have to be Citadel, they models should be 'what you see is what you get' (WYSIWYG) wherever possible. In the case of "counts as" conversions, please make sure that your opponent is clear as to what the conversion counts as prior to the game beginning.

Awards

1st, 2nd and 3rd Best Generals: the players who performed the best overall in terms of gaming. Ties will be decided on Victory Points difference.

Sportsmanship

We won't be asking players to award each other any sportsmanship points as we are presuming that we can all play our games fairly and in the spirit of enjoyment for without the need for additional motivation. If any situation should arise that can't be resolved by the players themselves, then the tournament organisers will be applying *The Most Important Rule* (WFB, p3).

In the unlikely event that a player is being obstructive or unreasonable and is affecting the enjoyment of other players, then judges will deduct points from that players score using their own judgement.

We certainly don't anticipate any situation needing such serious action as we hope that all participants will be taking part in a friendly yet competitive manner.

ARMY ROSTER

These should be printed or neatly hand written and should clearly show all unit and option costs. A copy of your list must be handed to the judges upon registration on Saturday. A random selection of lists will be checked through by the tournament organisers during the course of the day.

HOUSE RULINGS

- When characters in units are affected by the following spells they simply take a single wound instead of dying: *Dwellers Below*, *Final Transmutation*, and *Dreaded Thirteenth Spell*.
- The 11-12 result of *Infernal Gateway* is changed to the following: the number of hits (either 11 or 12) is generated as normal instead of instantly destroying the enemy unit. These hits wound automatically and ignore all armour and ward saves.
- When garrisoning a building the following additional restriction applies: "No model in the unit may be more than twice its normal Movement distance from the building."

WARHAMMER FANTASY BATTLES (Single Player) TOURNAMENT

ARMY SELECTION

Your army must consist of **2,000 points** or less, using the following army selection. There is a minor adjustment in that you may not take more than 3 Core choices of the same type.

	Points Limit	Duplicate Choices
Lords	Up to 500	No Limit
Heroes	Up to 500	No Limit
Core	500 or more	<u>Up to 3</u>
Special	Up to 1,000	Up to 3
Rare	Up to 500	Up to 2

Restrictions

- Special/named characters or named unit champion upgrades such as the Changeling may not be taken
- The following common magic item may not be taken: *Power Scroll*, *Fozzrik's Folding Fortress*.
- No unit in any army may cost more than a total of 400pts (characters are not included in this total)
- No unit in any army may contain more than 40 models (characters are not included in this total)

Army Race Permitted

- Unless otherwise noted, only the main lists from the Warhammer Armies books may be used.
- No back-of-book (appendix) lists may be taken, unless specified.
- Due to their age and lack of availability, neither *Chaos Dwarfs* or *Dogs of War* may be fielded.
- To reiterate: **no named characters may be fielded**. This includes, but is not limited to, those found in the 'back of the book' or in the army list itself (be they Lords, Heroes or unit upgrades).

Warhammer Armies: Bretonnians
Warhammer Armies: Beastmen
Warhammer Armies: Daemons of Chaos
Warhammer Armies: Dark Elves
Warhammer Armies: Dwarfs
Warhammer Armies: Empire
Warhammer Armies: High Elves
Warhammer Armies: Lizardmen
Warhammer Armies: Orcs & Goblins
Warhammer Armies: Ogre Kingdoms
Warhammer Armies: Skaven
Warhammer Armies: Tomb Kings
Warhammer Armies: Vampire Counts
Warhammer Armies: Warriors of Chaos
Warhammer Armies: Wood Elves

SCHEDULE

Warhammer Fantasy Battles (Single Player)

0830-0930	Registration
0930-1130	GAME 1
1130-1300	Lunch
1300-1500	GAME 2
1500-1600	Break
1600-1800	GAME 3
1800-1830	Break
1830-1900	AWARDS

This is subject to change on the day

BATTLES

The tournament consists of **three games**. The time limit for each game is **two hours**.

Please note that, at the end of the time limit, "dice down" will be called; so don't begin a turn that you cannot finish.

Scenarios

GAME 1 Meeting Engagement (p149)
GAME 2 Dawn Attack (p145)
GAME 3 Battleline (p144)

WARHAMMER FANTASY BATTLES (Doubles) TOURNAMENT

ARMY SELECTION

Each players **Force** must consist of 1,000 points or less. This gives a team **Army** total of 2,000 points or less.

Each players **Force** must contain at least one Hero to be their *General* and obey the following force selection rules:

	Points Limit	Duplicate Choices
Lords	<u>None</u>	-
Heroes	Up to 250	No Limit
Core	250 or more	<u>Up to 3</u>
Special	Up to 500	Up to 3
Rare	Up to 250	Up to 2

The two Forces combine in to an **Army**, which must obey the following army selection rules:

	Points Limit	Duplicate Choices
Lords	<u>None</u>	-
Heroes	Up to 500	No Limit
Core	500 or more	<u>Up to 3</u>
Special	Up to 1,000	Up to 3
Rare	Up to 500	Up to 2

Restrictions

- No Lords are allowed.
- Special/named characters or named unit champion upgrades such as the Changeling may not be taken
- The following common magic item may not be taken: Power Scroll
- No unit in any army may cost more than a total of 400pts (characters are not included in this total)
- No unit in any army may contain more than 40 models (characters are not included in this total)

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 Warhammer Armies: Skaven
 Warhammer Armies: Tomb Kings
 Warhammer Armies: Vampire Counts
 Warhammer Armies: Warriors of Chaos
 Warhammer Armies: Wood Elves

Allied Armies

We are using the Allied Armies rules from the Warhammer rulebook (pages 136-139).

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