



Warhammer Fantasy Battles Tournament

January 23, 2010

Tournament Rules

Following are the Tournament Rules that will apply to the Warhammer Fantasy Battles Tournament to be conducted at The GameShelf on January 23, 2010 starting at noon.

Army Construction

1. Players may construct any army from any of the legal factions available in Warhammer Fantasy Battles as of January 23, 2010 (i.e. any faction for whom, as of that date, an official Army Book has been published by Games Workshop), with the following constraints:
 - a. The latest version of the Army Book must be used and must be in the possession of the player on the day of the tournament;
 - b. Armies must be a maximum of 1500 points;
 - c. Armies must be legally-constructed in accordance with the corresponding Army Book;
 - d. You must have an Army Roster that lists each unit, its composition, its points value and any options that it includes. This Roster must be made available to your opponent before each round begins for him to inspect. While the "ArmyBuilder" software from Lone Wolf Development allows for easy construction of a detailed roster, any roster (including hand-written ones) will do, as long as it includes the necessary information and is legible; and
 - e. Armies must consist entirely of Citadel or Forge World miniatures that accurately depict the unit in question. Ideally, models should be "WYSIWYG". In instances where they aren't, the owning player must ensure that options such as weapons, icons, etc. are clearly indicated on the Army Roster and are clearly linked to a particular, identifiable model on the table.
2. Note that armies do NOT have to be painted to any particular standard (or even painted at all!) However, note that a prize will be given for the Best-Painted Army.

Rounds and Pairing

3. The tournament will be conducted in a series of rounds using "Swiss pairing" (i.e. in the first round, players are paired randomly; in subsequent rounds, winners play winners and losers play losers from the preceding round). If there are an odd number of players, one player in each round will be awarded a "bye" (a "bye" is a win against an imaginary opponent with no wins).
4. At least three Swiss rounds will be played. More rounds may be played, based on the number of participating players. In any case, enough rounds will be played to achieve a clear result. Ties will be broken based on "strength of schedule" i.e. a "strength" for each player based on the performance of his opponents; in general, if you play stronger opponents, your strength of schedule is better. The DCI Reporter software will be used to manage the pairing, results, etc.
5. A final determination of First and Second place will be made based on tournament performance and, as applicable, "strength of schedule". Additionally, a "Best Sportsman" will be determined based on the lowest-placing player in the tournament who plays in all rounds.
6. Rounds will be structured as follows (see the description of each scenario in the Appendix):
 - a. Round One - Treasure Hunt;
 - b. Round Two - Grudge Match; and
 - c. Round Three - Race for the Ruins.

Should additional rounds be required, then for each such additional round, a scenario will be provided by the Tournament Organizer (TO).

Special Rules

7. Special Rules that apply to each scenario are described in the Scenario Description in the Appendix.
8. If any special rules are allowed for a particular army by their Army Book, the owning player must ensure that his opponent understands those special rules by making the Army Book available to his opponent at the beginning of the round.

Victory Conditions for Each Round

9. The winner for each round will be determined by Victory Points accumulated:
 - a. as described on pages 102-103 of the small, soft-cover Warhammer Fantasy Battles Rulebook that comes with the "Battle for Skull Pass" set; and
 - b. as modified by the specific scenario.

Tournament Duration and Breaks

10. There will be a fifteen minute break between rounds. Accordingly, players should expect the overall duration of the tournament to be at least six hours i.e. from 11 a.m. until 5 p.m. on January 23. If additional rounds are required, players will be consulted if they wish to continue playing that day and/or resume playing the following day.

Tables

11. Play will be on tables measuring at least 4' x 6'. If the tables are physically larger, the play area will be taken to be 4' x 6'.
12. Any dice that roll off of the tables and onto the floor must be re-rolled, as must any dice that are "cocked" i.e. do not clearly land flat as a result of butting against terrain, models, other dice, etc.
13. At no time are food or drinks allowed on the tables...please keep these safely away from the tables, models and terrain!

Terrain

14. A total of six pieces of terrain will be provided for each table. Two of these terrain pieces will be Impassable Terrain, two will be Very Difficult Terrain and two will be Difficult Terrain. All will have the potential to block Line of Sight (true Line of Sight will be determined for models).
15. Terrain will be placed by the players at the start of the round. Each player will place one of each type of terrain, with the first player placing terrain determined by highest die roll. Once all six terrain pieces have been placed, each player will roll a die; the player rolling highest will choose which long table-edge is his, with his opponent being assigned the opposite long table edge.

Judging and Dispute Resolution

16. Passive judging will be used throughout the tournament i.e. if players encounter a rules question or dispute that they cannot resolve themselves, they are responsible for calling a judge for assistance and/or a ruling. All such rulings by the judge are final. The head judge for the tournament will be designated by the TO before the first round begins.
17. If the situation cannot be clearly mediated or arbitrated by the judge, then players will agree to accept a randomized solution e.g. the result of a die roll.

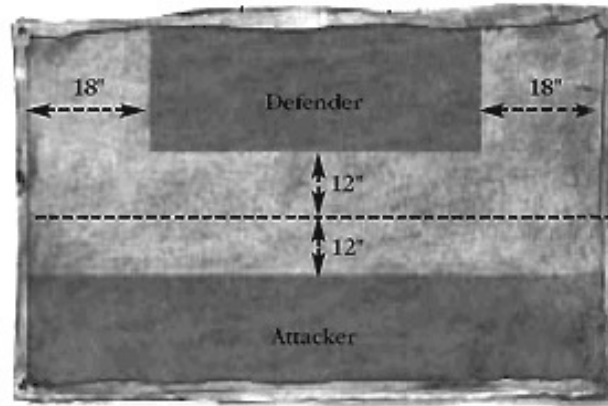
Tournament Victory and Prizes

18. At the conclusion of the last round of the tournament, players will be ranked based on their tournament performance, with ties broken by their "strength of schedule". Prizes as determined by the TO will be awarded to First Place, Second Place and Best Sportsman based on that ranking.
19. The prize for Best Painted Army will be awarded by a judging panel consisting of the TO and other judges to be named at the beginning of the tournament. The judgment of this panel will be final.

Scenario 1 - Treasure Hunt

The defender's army has recently looted the attacker's stronghold, and is now trying to organize itself and its loot for the march back home. However, a relief force--the attacker's army--has arrived on the scene, and has every intention of taking the loot back!

The table is set up as follows (the terrain shown is illustrative only):



Scenario Special Rules: After deployment, the defender must place 5 treasure piles (using the tokens provided) anywhere within the defender deployment zone, as long as the piles are farther than 3" apart (even within units, although only 1 pile may be placed into each unit at the beginning). For game purposes treat all treasure piles exactly as captured banners. At the end of the game each player counts the number of treasure piles their army is carrying (piles that are lying in the open are awarded to the defender if they are within the defending deployment zone, or to the attacker if they are outside of the defending zone). Roll a d6 for each pile and add together for a total. The player who has the highest total receives 150 bonus Victory Points for the scenario.

Who deploys first? Before deployment, each player counts their total number of units, excluding characters. The player with the most units is the attacker. In the case of a tie, roll a d6 and the player who rolled highest may choose. The defender deploys their entire army first, followed by the attacker.

Who goes first? The attacker goes first.

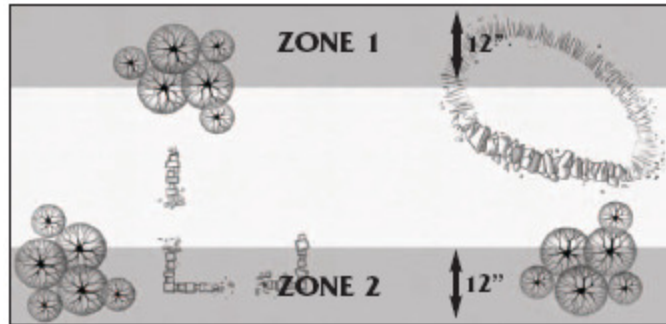
Length of game: 6 turns or 2 hours, whichever comes first.

Victory conditions: Use standard victory points as found in the Warhammer Fantasy Battles rules (pages 102-103 in the small Rule Book that comes with the "Battle for Skull Pass" set).

Scenario 2 - Grudge Match

The Generals of the opposing armies have a long-standing grudge, which will finally be settled today, on the field of battle.

The table is set up as follows:



Scenario Special Rules: If your Army's General (and/or any unit they are attached to) are within range of the Enemy General (and/or any unit they are attached to) you must declare a charge and issue a Challenge to that unit. If the Enemy General refuses, his player loses 50 Victory Points in addition to other effects of refusing a Challenge. If the Challenge is accepted, move the two generals out of the battle and into base contact with each other; a combat then ensues, consisting of an ongoing series of attacks by each General in turn, until one of them is killed or chooses to run away. Normal rules for combat, such as chargers striking first, apply. If a General chooses to run away, he may do so in lieu of attacking; move him back into the unit from which he started or, if he wasn't part of a unit when the Challenge was issued, into the nearest friendly unit, and treat him as though he had refused the Challenge (including the loss of 50 Victory Points). Killing the Enemy General in this manner earns the victor 150 additional Victory Points. Killing the Enemy General in any other manner earns no additional Victory Points.

Who deploys first? Each player rolls a d6. The player who rolls highest has the choice of choosing table sides and deploying first, or allowing his opponent to choose sides and deploy first.

Who goes first? Each player rolls a d6. The player who finished their deployment first may add +1 to the roll. The player with the highest score decides who goes first.

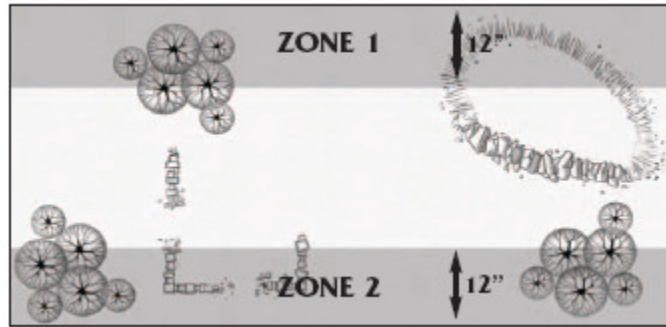
Length of game: 6 turns or 2 hours, whichever comes first.

Victory conditions: Use standard victory points as found in the Warhammer Fantasy Battles rules (pages 102-103 in the small Rule Book that comes with the "Battle for Skull Pass" set).

Scenario 3 - Race for the Ruins

An ancient ruin was recently discovered by a party of adventurers in a wilderness region near the Chaos Wastes. Rumors abound that the ruins are charged with arcane energies, and that whoever controls them will gain mastery over previously unknown powers.

The table is set up as follows (the terrain shown is illustrative only):



Scenario Special Rules: A distinctive marker will be placed in the centre of each table. These are the arcane ruins. Such is their power that they have the potential to warp space and time within the "zone of influence", a 12" radius circular area measured from the centre of the marker. At the beginning of each player's turn, roll a two dice for each unit which has at least one model in this "zone of influence" and consult the table below.

Roll	Result
2	Unit suffers 1d6 Strength 1d6 hits
3-5	Roll a Scatter die. Unit is rotated around its centre point to face in the direction of the Scatter die or until any part of it is 1" from another unit or contacts a piece of terrain, at which points it stops rotating.
6-8	No effect.
9-11	Roll a Scatter die. Unit is moved 1d6" in the direction of the Scatter die or until any part of it is 1" from another unit or contacts a piece of terrain, at which points it stops moving.
12	Unit recovers 1d6 Wounds (in single Wound models and/or in Wounds to multi-Wound models), to a maximum of its total Wounds at the start of the game.

At the start of each player's turn, a player with a unit in the "zone of influence", whose model is closest to the centre point of the marker, is considered the controller of the Arcane Ruins. The controller of the Arcane Ruins adds two dice to either his pool of spell-casting dice or dispel dice for that turn and earns 50 Victory Points.

Who deploys first? Each player rolls a d6. The player who rolls highest has the choice of choosing table sides and deploying first, or allowing his opponent to choose sides and deploy first.

Who goes first? Each player rolls a d6. The player who finished their deployment first may add +1 to the roll. The player with the highest score decides who goes first.

Length of game: 6 turns or 2 hours, whichever comes first.

Victory conditions: Use standard victory points as found in the Warhammer Fantasy Battles rules (pages 102-103 in the small Rule Book that comes with the "Battle for Skull Pass" set).