

Tasmanian Warhammer Fantasy Battles State Championship

15 & 16 July 2006

Mercure Hotel, 156 Bathurst Street, Hobart

Welcome to the second Tasmanian Warhammer State Championship, made possible by Area 52 with the generous assistance of Games Workshop.

This event will feature 5 games over 2 days, with the overall winner being crowned the 2006 Warhammer Fantasy Battles Tasmanian State Champion.

This is an NTS1 event, meaning that only 40% of your overall score will come from the results of the 5 games that you will play. The other 60% will come from your painting, army selection and sportsmanship. In other words, this is a total hobby event.

Neither is this just a tournament. On Saturday night there will be a dinner and quiz, hosted by Games Workshop staf. We hope that most, if not all players will attend and make this a total hobby weekend!

If you have any questions about anything in this rules package please contact Area 52 on 03 6234 2465 or email info@area52.com.au

Good luck!

Damon Hawker
On behalf of the organising committee



PART 1 – BACKGROUND INFORMATION

Tickets

Tickets go on sale at 12 noon on Tuesday 16 May 2006.

Day Player Registration - \$65.00

Includes entry to the tournament, and light lunch and afternoon refreshments on both days.

Enthusiast Registration - \$95.00

Includes entry to the tournament, light lunch and afternoon refreshments on both days, a buffet dinner on Saturday night at the Corus Hotel hosted by Games Workshop and a chance to test your knowledge in the GW quiz

The venue

The Mercure Hotel is a 4 ½ star hotel located at 156 Bathurst Street only a few minutes walk from the Elizabeth Street mall. Guests at the hotel have access to secure off-street parking. Visitors are advised to use the Hobart City Council car parks at Centrepont or Melville Street. As both lunch and afternoon tea are part of all tournament tickets, players are requested to not bring food or drink into the venue. Drinks and snacks will be available from the bar all day at additional cost.

Programme

The following timetable will be STRICTLY adhered to. Players who are more than 15 minutes late for the official start any round, no matter how good the reason, will forfeit that game. Their opponent will play one of the official bye-busters, and that the results of that game will contribute to their overall score. Players who forfeit two games in this manner will be disqualified from the tournament. Games that do not finish within the 2 ½ hours allowed will be stopped by the judge.

Saturday 16 July

8: 30 – 10:00	Registration
10:00 – 12:30	Game 1
12:30 – 13:00	Lunch
13:00 – 15:30	Game 2
15:30 – 16:00	Afternoon tea
16:00 – 18:30	Game 3
18:30 – 19:30	Drinks at bar
19:30 – 22:30	GW hosted buffer dinner & quiz

Sunday 17 July

9:00 – 10:00	Army display (for Player Choice awards)
10:00 – 12:30	Game 4
12:30 – 13:00	Lunch
13:00 – 15:30	Game 5
15:30 – 16:00	Afternoon tea and packing up
16:00 – 17:30	Prize presentation and close

PART 2 – THE RULES OF ENGAGEMENT

This is a 6th Edition Warhammer Fantasy Battles Tournament. You may spend up to, but no more than, 2,000 points on your army. As per the usual rules, this army list must meet the following criteria (unless your army specifically allows otherwise):

- At least 3 Core units
- Between 0 and 4 Special units
- Between 0 and 2 Rare units
- No more than 4 characters in total
- No more than one Lord-level character

Please note the following additional rules:

- Armies must follow the restrictions on army selection of their own Army book.
- Only fully painted armies will be allowed to compete. Players who turn up with unpainted models in their army, will, at the judge's discretion, be immediately disqualified.
- Each army may include up to one special character (or a pair, if that is the way that they are normally selected) worth no more than 300 points. The EXACT model must be used in this case.
- All armies must use an Army book that has been published and released in Australia prior to 30 June 2006. Dogs of War must use the army list published in the Warhammer Annual 2004. Chaos Dwarves must use the army list published in Ravening Hordes. Kislev allies, as published in the Warhammer Annual 2004, may be used. No back of the book armies (such as the Empire Artillery Train of Nuln) are allowed.
- Dogs of War may be used if available in an army's list. Dogs of War units of Pikemen, Heavy Cavalry and Paymaster's Bodyguard can carry a magic banner up to a value of 50 pts.
- Empire Steam Tanks and Dark Elf War Hydras, as published in the Warhammer Annual 2004, can be fielded.
- All models used must be painted Citadel miniatures of the appropriate type for the troops they represent. Models should also be appropriately based. Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit.
- Appendix 5 (Accidental Charges, page 262) of the Warhammer rulebook will not be used.
- All the rules from Arcane Lore published in the Warhammer Annual and White Dwarf can be used as long as they are the most current version and have been published and available for retail sale in Australia prior to 30 June 2005.
- Revised Lores of Magic for Life, Heavens and Beasts, as published in the Warhammer Annual 2004, will be used.

Army Roster

You must hand in a legible copy of your army roster to Area 52 no later than 30 June 2006. Just be sure that the roster is clear and legible, includes all of the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any magic items that you decide to take. In addition you can provide up to one page on the background or theme of your army.

What to bring

You must bring with you your army list, all the rules covering your army, the 6th Edition Warhammer Fantasy Battles Rulebook, your dice, all the templates that you might need, a tape measure...and your army!

You might also want to bring glue and other repair materials in case of accidents.

Judging

The formal tournament judges will be provided by Games Workshop. There will also be a number of 'floor judges' on the day. These are experienced players who will be able to give you a word of advice on how to interpret a particular rule. However, these floor judges will not be allowed to adjudicate on game that they are playing in, and will always defer to the formal judge.

Please keep in mind that at this level of competition, it is expected of all players that they know both the rules and their armies well enough to not have to ask for adjudication. We strongly recommend the d6 rule when undecided about a particular situation.

The draw

The draw for the first round of the tournament will be random. After that, players will be matched against players with a similar Generalship score – also known as the "Swiss chess" system. The only exception to this rule will be to avoid two players playing each other twice.

Pre-game procedure

In order to make this event as enjoyable and relaxed as possible for all players, we expect everybody to follow this procedure before each of their games.

1. Once you have found your opponent and table, exchange army lists so you are both aware of each other's armies.
2. If at any time during the game your opponent asks to see your army list, book or army-specific rule, promptly and politely show it to them.
3. Before deployment, discuss the terrain and agree on the effect of each piece of terrain on game play – particularly with regards to movement and line of sight.
4. When deploying each unit/character/war machine, clearly state what it is and its main attributes to ensure that there is no confusion, particularly if the model or unit is a conversion or unusual in some other way.
5. Before the game begins, shake hands and wish your opponent luck.

PART 3 - SCORING

The winner of the Tournament will be the player who scores the most points in the 4 categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In the case of a tie, the winner will be the player who scored the most points in the Generalship category. If still tied, the prize will be awarded to the player who has scored the most Gamesmanship points.

Overall Score Breakdown

40% Generalship – maximum of 100 points

20% Army Appearance – maximum of 50 points

20% Army Composition – maximum of 50 points

20% Gamesmanship – maximum of 50 points

Prizes will be awarded for the following categories:

- 1st Overall
- 2nd Overall
- 3rd Overall
- Best General
- Best Gamesman
- Best Painted army
- Player's choice

Army Appearance

Your army will be judged on its appearance by an independent and experienced judge using a number of set criteria. The things that this judge will be looking for will include:

- The whole army has been painted and based.
- There is a consistent scheme used across units and the army.
- Detail has been added, such as decals and/or conversions.
- Do characters and other army centrepieces stand out?

Although Golden Demon standard armies will obviously do very well in this category, it will be structured so that even an army that has only an average paint job should score well as long as it is completely painted and based with a consistent theme. The winner in this category will be finalised with the assistance of Games Workshop staff.

Note that for one of the scenarios you are required to provide a 'supplies' unit. This will be considered when your army is being scored. In other words, if you do not go to the trouble of providing some, you will lose a small amount of points.

Some players use armies that have been painted by other people. There is no penalty for this, by any such army is ineligible for the best painted army award, even if it scores the most points. We are relying on you to be honest about whether or not you painted your own army, and hope that you will not let us or the system down.

A note on “What you see is what you get” - WYSIWYG. It is very difficult to provide hard and fast rules on this, given the range of miniatures and options available that are, differing interpretation and perceptions, and the fact that often players use unusual conversions or miniatures from another race or system to customise their army. What WYSIWYG is meant to ensure is that models on the table top are as close as possible to what is on the army list and that there is as little opportunity for confusion as possible. This is far more likely to be an issue with common equipment than exotic items. For example, if a unit is listed as having shields, then the models should be given shields rather than inventing some strange justification for why they don't appear to have shields but still get all the benefits. On the other hand, if your hero is equipped with a sword of power, then it is perfectly acceptable for this to be represented by a suitably ornate mace, axe etc. Great weapons are particularly problematic, but generally if the weapon in question is obviously bigger than a hand weapon for a model from the same race, it can reasonably be considered a great weapon. As always, keep your opponent informed, and if in doubt, seek clarification prior to the tournament.

Generalship

Generalship is the score that you get for each game. The Victory Points scoring method (as described on page 198 of the Warhammer Rulebook) will be used. A number of scenarios will have special bonuses. The following is a summary of how to calculate Victory Points:

Situation	Victory Points awarded
Each enemy unit, independent character or monster destroyed, fleeing or fled the table.	Equal to points value
Each unit reduced to below half starting strength or character, monster or war machine reduced to below half wounds	Equal to half points value (round up)
Each table quarter held	100 Victory Points
Enemy General slain, fleeing or fled the table	100 Victory Points
Each Enemy Standard captured at end of battle	100 Victory Points
Enemy Battle Standard captured at end of battle	100 Victory Points

Once Victory Points have been calculated, refer to the table below for each player's score:

Difference in points	Winners score	Losers Score
0 - 300	10	10
301- 450	11	9
451 – 600	12	8
601 – 750	13	7
751 – 900	14	6
901 – 1100	15	5
1101 – 1300	16	4
1301 – 1500	17	3
1501 – 1750	18	2
1751 – 2000	19	1
2001 +	20	0
Concede game	20	0

Army composition

Your army will be scored against the following set of questions. Your starting score is 50 points. Yes, it is possible to get a negative score!

1. Deduct 10 points if you have spent less than 500 points on core troops.
2. Deduct 5 points if you have spent more than 550 points on characters.
3. Deduct 5 points if you have spent more on special troops than on core troops.
4. Deduct 5 points if you have spent more than 400 points on rare troops.
5. Deduct 5 points for each individual model beyond the first worth more than 250 points (characters and their steeds are counted separately)
6. Deduct 5 points for each model beyond the first that causes terror.
7. Deduct 5 points if you have spent more than 300 points on war machines or have more than 4 individual war machines (includes cannons, bolt throwers, stone throwers, steam tanks, hellcannons, screaming skull catapults, salamanders etc etc, but not chariots, tomb scorpions, bone giants or stegadons).
8. If your army generates more than 8 magic power dice and/or 6 magic dispel dice, deduct 2 from your score for each dice generated in excess of these amounts. (do not include the 2 mandatory dice or dice from one-use items such as the power stone, but do include any bonuses from magic items, marks etc. Additionally, all bound items/spells of power level 1- 5 count as 1 dice, all bound items/spells of 6-9 power level count as 2 dice and all bound items/spells of 10+ count as 3 dice. For Tomb Kings armies, Tomb Prince = 1 dice, Liche Priest = 2 dice, Tomb King = 2 dice and Liche High Priest = 4 dice. For Lizardmen armies, 2nd Generation Slann = 6 dice. Example: a Level 2 Necromancer with Book of Arkhan would count as 3 dice (Level 2 spellcaster (2) + a set-value 3 Bound Spell (1) = 3 total).
9. Deduct 5 points if you have spent more than 250 points on magic items (including Daemonic Gifts, Marks of Chaos (Marks on units do not count IF there is a character in the army with exactly the same Mark) magic standards, Dwarf Engineering runes, Dwarf Slayer Skills, Lizardman Spawnings for characters, or anything that counts against a character's magic item points allowance, i.e. Bretonnian Virtues, Vampire Bloodline Abilities, etc. For Greater Daemons, count the Daemonic Gifts they get 'by default' in this calculation.)
10. Deduct 5 points if you have more than twice as many units capable of ranged attacks of some form or another than units that are not capable of ranged attacks. (Count each war machine as a single unit for the purposes of working this out. Empire detachments, Skaven rattling gun teams etc also count as individual units for this purpose. Breath weapons count as a ranged attack, but magical missiles do not. Characters and their steeds are not counted.)

Gamesmanship

Gamesmanship is where you get to rate each of your opponents on their conduct and their army – and each of your opponents will also get to rate you! There are 2 components to Gamesmanship – sportsmanship and army balance and character.

Sportsmanship scoring

We've included this category to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the points that can be earned for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner. After each game you will be asked to rate the opponent in the following manner, recording the result on your Results Card:

5 - Top Sport

We had the best fun and it didn't matter in the end who won. This person was outstanding to play. I'd pick them as the best sportsman here.

4- Great Sport

This game was really enjoyable. We worked through everything as far as rules and I would play them again any time.

3- Good sport

This was a good person to play against. We had a few disagreements but they didn't let the roll of the dice not always going their way upset them too much. I'd play them again.

2- Poor sport

This person wasn't the most sporting player. They argued over little things and wanted every rule to be to their advantage. I would hesitate to play this person again.

1- Bad sport

This person was no fun to play at all. They were too competitive and where here to win not have fun. Or, they bent the rules to their advantage. I wouldn't want to play this person again.

This is not an opportunity to downgrade the opposition. Try and judge each of your opponent's fairly and honestly, and hopefully they will do the same to you. Players who consistently mark down their opponent will risk a penalty.

Army Balance scoring

You will also be asked to rate the character and balance of your opponent's army. Did it have a believable background? Was it balanced? Was there a theme? Was there a reason for the presence of powerful characters and units? (besides the fact that they are powerful!). Was it unusual in any way? Try not to let the result of the game or your personal likes or dislikes overly influence your score.

5- A fantastic army

This was one of the most interesting, characterful and balanced armies that I have ever encountered.

4- A good army

This was a really good army, quite balanced and quirky.

3 – an average army

This army was a good example of its type, but nothing out of the ordinary.

2 – an ordinary army

This army was somewhat unbalanced and bland.

1 – a poor army

This army seemed to have no real character, it was just a bunch of powerful units and characters.

PART 4 - SCENARIOS

Round 1 – Supplies

Both armies are escorting vital supplies to the front when they accidentally meet.

Deployment

1. Each army has an extra unit to deploy representing their supplies. The model must be provided by the player and can consist of anything appropriate on a 40x40 mm square base (or larger) that is also approximately 40 mm high.
2. Both players roll a dice, the player who scores highest can choose the side of the table to deploy his forces on.
3. The players roll a dice, the highest scorer may choose whether to start deploying first or second.
4. Taking it in turns, each player deploys one unit at a time, no more than 12" in from their long table edge and at least 24" from the opposing deployment zone. The player can deploy his supplies unit whenever he or she wishes (as if it were a normal unit), but the supplies unit must be no closer than 24" to a short table edge and no closer than 3" to a long table edge. It cannot be placed in rough terrain such as woods or on top of a mountain. The supplies unit is an immovable object that blocks line of site but is not a large target. It has the following stats: M:0 WS:0 S:0 T:5 W:5 At:0 LD:0 Armour Save:2+. Note that the supplies unit is hit automatically in close combat (it is considered to be immune to psychology and unbreakable) and is hit under the normal rules by shooting attacks.
5. All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battle field.
6. Champions are deployed within their unit, all other characters in the army are deployed after all other units, all at the same time.
7. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

Who goes first?

Both players roll a dice, the player who finished deployment first (not including Scouts) may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (reroll ties).

Game Length

The game lasts six turns or until one player concedes defeat.

Victory Conditions

Unless one player concedes then victory is worked out by determining who has scored the greatest Victory Points. Additionally, destroying your enemies supplies unit is worth 100 Victory Points. Each player whose supplies unit is still "alive" at the end of the battle (even if under attack) gains 250 Victory Points.

Special Note

This scenario counts as a Pitched Battle for the purposes of Wood Elf special rules. No other scenario in the tournament does. An extra forest will be made available on the day.

Round 2 - Control the field

Both armies are desperate to gain control of the field of battle. Each General needs to occupy and control more of the land than his enemy to achieve victory.

Deployment

1. Divide the table in the following way. Draw an imaginary line from a point 18" up the short table edge on your right side to a point 6" up the short table edge on your left side. Your opponent does the same. This will result in two long, shallow, triangular deployment zones. Both players then roll a dice, the player who scores highest can choose the corner of the table to deploy his forces on
2. The players roll a dice, the highest scorer may choose whether to start deploying first or second.
3. Taking it in turns, each player deploys one unit at a time, at least 24" from the opposing deployment zone.
4. All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battle field.
5. Champions are deployed within their unit, all other characters in the army are deployed after all other units, all at the same time.

6. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

Who goes first?

Both players roll a dice, the player who finished deployment first (not including Scouts) may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (reroll ties).

Game Length

The game lasts six turns or until one player concedes defeat.

Victory Conditions

Unless one player concedes then victory is decided on Victory Points. However, for the purposes of this game, each table quarter is worth 250 points instead of the usual 100.

Round 3 – The Fog of War

It's early in the morning, the armies are feeling the pinch of the cold, but worse, there's a thick fog rising from the ground and obscuring all details.

Deployment

1. Both players roll an artillery dice (misfires are re-rolled). The scores rolled are added together and multiplied by 2, giving a value between 8 and 40. This is the maximum distance in inches all models/units/war machines on the table can see UNTIL the end of Turn 3. At the start of Turn 4, this process is repeated, and the result applies for the rest of the game. Remember, you can generally only charge, shoot at or cast spells at a target that you can see.
2. Both players roll a dice, the player who scores highest can choose the side of the table to deploy his forces on
3. The players roll a dice, the highest scorer may choose whether to start deploying first or second.
4. Taking it in turns, each player deploys one unit at a time, up to 12" in from their own long table edge and at least 24" from the opposing deployment zone.
5. All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battle field.
6. Champions are deployed within their unit, all other characters in the army are deployed after all other units, all at the same time.
7. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

Who goes first?

Both players roll a dice, the player who finished deployment first (not including Scouts) may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (reroll ties).

Game Length

The game lasts six turns or until one player concedes defeat.

Victory Conditions

Unless one player concedes then victory is worked out by determining who has scored the greatest Victory Points.

Round 4 – Capture the objective

Both armies are attempting to seize control of a strategically important objective.

Deployment

1. Both players roll a dice, the player who scores highest can choose the side of the table to deploy his forces on
2. The players roll a dice, the highest scorer may choose whether to start deploying first or second.
3. Taking it in turns, each player deploys one unit at a time, no more than 15" in from their long table edge.
4. All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battle field.
5. Champions are deployed within their unit, all other characters in the army are deployed after all other units, all at the same time.

6. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

Who goes first?

Both players roll a dice, the player who finished deployment first (not including Scouts) may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (reroll ties).

Game Length

The game lasts six turns or until one player concedes defeat.

Victory Conditions

Unless one player concedes then victory is worked out by determining who has scored the greatest Victory Points. Additionally, the player who has the closest unit or war machine to the objective that is at least US5, not fleeing and not engaged in combat gets an additional 300 VP. If 2 units are exactly the same distance from the objective, the unit with the highest points cost wins. Characters and their steeds do not count, unless they are part of an eligible unit.

Round 5 – Kill the General!

It's been a long weekend - now it's time to get personal

Deployment

1. Both players roll a dice, the player who scores highest can choose the side of the table to deploy his forces on
2. The players roll a dice, the highest scorer may choose whether to start deploying first or second.
3. Taking it in turns, each player deploys one unit at a time, nor more than 12" from their own long table edge and at least 24" from the opposing deployment zone.
4. All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battle field.
5. Champions are deployed within their unit, all other characters in the army are deployed after all other units, all at the same time.
6. Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

Who goes first?

Both players roll a dice, the player who finished deployment first (not including Scouts) may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (reroll ties).

Game Length

The game lasts six turns or until one player concedes defeat.

Victory Conditions

Unless one player concedes then victory is worked out by determining who has scored the greatest Victory Points. However, for the purposes of this game, killing the enemy general is worth 300 points instead of the usual 100 (plus the models points value, of course).

FINALLY - THINGS TO REMEMBER

1. **Army lists must be submitted to Area 52 by 30 June. Penalties will apply to late lists!**
2. **You are required to bring an appropriate, painted model representing supplies for Game 1 on Day 1. This can be anything so long as it is at least approximately 40 mm x 40 mm x 40 mm in dimension**
3. **Make sure to bring this rules pack with you on the day.**
4. **It is only a game of toy soldiers. Don't forget to relax and have fun!**