



Tasmanian State Championship

18 & 19 July 2009

THE RULES OF ENGAGEMENT

This is a 7th Edition Warhammer Fantasy Battles Tournament. You may spend up to, but no more than, 2,500 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.
- All special characters listed in army books, as well as those on the GW UK site (<http://uk.games-workshop.com/warhammer/special-characters/1/>) are allowed.
- All armies must use an Army book that has been published and released in Australia prior to 30 June 2009. 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 are allowed. Storm of Chaos and Lustria armies are not allowed. Dark Elf War Hydras, as published in the Warhammer Annual 2004, can be fielded.
- Dogs of War and Regiments of Renown units may be used if allowable in an army's list. Empire and Orcs & Goblins armies may use Dogs of War and Regiments of Renown units as per the previous edition of their army books. Dogs of War units of

Pikemen, Heavy Cavalry and Paymaster's Bodyguard can carry a magic banner up to a value of 50 pts.

- 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.
- All official rules updates 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 2009.

Army Roster

You must hand in a legible copy of your army roster to Area 52 no later than 30 June 2009. 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 7th 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 a 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, except where grudge matches have been arranged as detailed below. 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.

Grudge matches

Two players can arrange to play each other in the first round of the tournament by declaring a Grudge Match. Both players must agree to this, and notify the organisers by 30 June 2009. All players not involved in such matches will have their opponents randomly determined. All subsequent rounds will be drawn using the method described above.

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.

Some players use armies that have been painted by other people. There is no penalty for this, but 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 half starting strength or below or character, monster or war machine reduced to half wounds or below	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 - 450	10	10
451 - 600	11	9
601 – 750	12	8
751 – 900	13	7
901 – 1100	14	6
1101 – 1300	15	5
1301 – 1500	16	4
1501 – 1750	17	3
1751 – 2100	18	2
2101 - 2400	19	1
2401 +	20	0
Concede game	20	0

Army composition

Your army will be scored against the following set of questions. Your starting score is 0 points.

1. Gain 5 points if you have **two or less** individual models worth more than 250 points (characters and their steeds are counted separately).
2. Gain 5 points if you have **one or zero** individual models worth more than 250 points (characters and their steeds are counted separately).

YES, THIS MEANS AN ARMY WITH ONE OR ZERO MODELS WORTH MORE THAN 250 PTS GAINS 10 POINTS IN TOTAL.

3. **LOSE** 5 points if you have **one or more** models worth more than 400 points in your army.
4. Gain 10 points if your army contains **one or zero** models that cause terror.
5. Gain 10 points if you have spent **less than 451** points on war machines (includes cannons, bolt throwers, stone throwers, steam tanks, hellcannons, screaming skull catapults, salamanders etc etc, but not chariots, gyrocopters, tomb scorpions, bone giants or stegadons).
6. Gain 10 points if your army generates **9 or less** magic power dice and **7 or less** magic dispel dice (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).
7. Gain 10 points if you have spent less than 401 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. For Special Characters, as a rule of thumb 20% of the cost of the character is considered to be magic items. If you wish to dispute this, the judges will be more than happy to consider your arguments!)

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

All 5 scenarios are based on the one described on pages 2 and 3 of the Warhammer Rule Book (Pitched Battle). Each player will have 5 scenario cards available to them, one of which must be played before the beginning of each game and thus will affect their objective and victory point conditions. Each card can be played only once in the tournament, and must be noted on the Report Form handed in at the end of the battle. Note that both players may have different objectives and victory point conditions due to this. These cards form the last page of this rulespack.

FINALLY - THINGS TO REMEMBER

- 1. Army lists must be submitted to Area 52 by 30 June. Penalties will apply to late lists!**
- 2. Make sure to bring this rules pack with you on the day.**
- 3. It is only a game of toy soldiers. Don't forget to relax and have fun!**

SCENARIO CARDS

Pitched Battle

Standard scenario, no VP adjustment.

Kill The General!

If the enemy general is DEAD (not fleeing or fled) at the end of the game, gain an extra 250 VP.

Control the Field!

All table quarters are worth 250 Victory Points, rather than the normal 100 VP.

Historic Landmark

Control of this feature (ask the floor judge to designate) is worth 250 VP.

Take Their Flags!

All enemy standards are worth an extra 50 VP. The enemy Battle Standard is worth an extra 100 VP.

That Was Fun

At the end of the tournament, feel free to buy the organisers a drink and say thanks for the hard work.