

Devilcon 2010

Tournament Rules for Devilcon 2010

Devilcon 2010 is a Warhammer Fantasy Battles Tournament, organised and run by the Van Diemens Wargaming Club.

In the interest of fairness and open competition, we have endeavoured to make the scoring system as transparent as possible. The rules pack, warhammer rule book, and assorted FAQ/Errata should cover most eventualities; however in the event of an issue arising that is not covered, the decision of the Tournament Organiser, Andrew Turnock (vandiemen@live.com) is final.

The goal of Devilcon is to provide Tasmanian players with another quality tournament event, but not be in direct competition with the Tasmanian State Championships. We wish to promote the game to the wider community, make tournament play more accessible to newer players, and to give Tasmanian players another opportunity to increase their national ranking score. All results will be forwarded onto Rankings HQ.

SCHEDULE:

Tickets: Can be purchased from Andrew Turnock. Email him at the above address. He will reply with banking details. Deposit the entry fee and he will send an email back with confirmation of your entry. The cost of entry into Devilcon 2010 is \$25.00 before March 1st, and \$30.00 between 1st and 6th March.

Army Lists: Due on or before 6th March.

Venue: Glenorchy State Library, room 1. 4 Terry Street, Glenorchy, TAS.

Day 1: Saturday

08.30am	Sign in and unpack armies at your playing table.
08.50am	Briefing and Welcome.
09.00am - 11.30am	Game 1 - No Grudge Matches, random pairings.
11.30am - 12.15am	Players Choice Inspection + voting, Lunch.
12.15pm - 02.45pm	Game 2 - Seeded on Battle Points.
02.45pm - 03.00pm	Afternoon Break.
03.00pm - 05.30pm	Game 3 - Seeded on Battle Points.

Day 2: Sunday

08.30am	Venue opens, Game 4 Draw made available.
09.00am - 11.30am	Game 4 - Seeded on Battle Points.
11.30am - 12.00pm	Lunch.
12.00pm - 02.30pm	Game 5 - Seeded on Battle Points.
02.30pm - 02.45pm	Afternoon Break.
02.45pm - 03.00pm	Presentation
03.00pm - 03.30pm	Pack up and buy TO a beer.

Prize Categories

Prizes will be awarded in the following categories:

- Overall - The best performed player over all categories.
- Best Sports - The best performed players in Sportsmanship.
- Best General - The best performed player in Battle Points.
- Players Choice - The player who received the most players choice votes.*
- Best Newcomer - The best performed new player at their first tournament.

Note: Each player will be eligible for a single 'major' prize, and will receive the best prize. They will then be taken out of contention to receive other prizes, although they can still be awarded a place in that category. ie: Player A wins Overall and Best General. He will receive Overall prize, but also the certificate for 1st in Best army. The person who placed 2nd in Best General will receive the prize.

* You must have painted your own army to be eligible for this prize.

Player Requirements

Armies:

Armies are to be of 2250 points or less. 2500 points or less for Orcs and Goblins and Ogre Kingdoms.

Armies used at Devilcon must use figures representative of the troops in their army list. Armies do NOT have to be 100% painted, this is to encourage newer players to attend. Although if they do attend with non-painted figures, they will be obviously behind the eight-ball in scoring. Models must be WYSIWYG (what you see is what you get).

If players have any doubts, they should seek guidance and clarification from the TO prior to fielding the miniature(s) in question. Models do NOT have to be Games Workshop products.

Armies must be created from the latest Games Workshop published WHFB army books, or in the case of Dogs of War and Chaos Dwarves, use the lists hosted on the Irresistible Force website (as they have received minor updates).

What to bring:

Players are requested to bring their own pen/pencil, tape measure, sufficient dice, a legible copy of their army list, and copies of their reference materials used to design the army list.

Army Lists:

Army lists must be submitted AT LEAST 2 weeks prior to the event. Please ensure your army lists are legible and legal. Army lists can be submitted via email to the TO (vandiemens@live.com). Army builder, text files, word, office, PDF, excel or html are all acceptable. If there are any issues reading your file you will be contacted via email.

Games

Games will consist of 6 turns, or as many as can be completed within 2.5 hours. The timings for games will be strictly adhered to. Players will be given 30 minute and 10 minute 'warnings' prior to the end of the game. At the 10 minute mark, if players are not finished their games, it is recommended they finish the turn they are on and end the game at that point. Games will not be allowed to extend into the break. Players deemed to be deliberately delaying so as to not finish the full 6 turns game will be warned once only by the TO, and will then forfeit any subsequent games where they are deemed to be delaying.

The rules to be used are those of the current (7th) edition of WHFB. Terrain will be pre-set by the TO and we ask you to please leave it stationary, or to return it to the starting place after the game. Note that all terrain will be marked with chalk.

Remember that no grudge matches are allowed. Round 1 pairings are completely random.

All rounds will use the standard warhammer scenario, as outlined in the WHFB book, pages 2-3, and using the Victory points on page 102.

Scoring System

All players will receive at the start of the event a single sheet on which to record their results for the weekend. It will include a summation of the scoring criteria applied as well as opportunity to record any votes cast during the weekend. At the conclusion of each game results are filled in for the game, as well as peer marking of your opponent and then forwarded to the TO for data entry purposes. Your sheets will be returned in time for the next game.

Why do we have votes? We choose to use votes to determine winners in categories because most people are genuinely good, which leads to a bunch of ties.

Do the votes contribute to the overall score? No.

Battle Points (120 points)

After each game, tally up the VP's according to page 102 of the WHFB rulebook. Determine the number of Battle Points you score by comparing the Victory Points Margin on that table.

Each player will know their composition score prior to the start of the event. It will be printed on their tournament score card for their opponent to see. After the conclusion of each game the players will compare their composition scores and find the difference. This difference will be halved and will be known as the 'composition modifier'.

The player with the higher composition army will add the composition modifier to their battle score. The player with the lower composition modifier will subtract the composition modifier from their battle score. The final score (after modifiers) will be the value entered onto the scoresheet and handed to the TO as the result for the battle for each player.

EXAMPLE: Andrew plays a standard Orc and Goblin army that scores a 0 from the judges. His army comp is 7. Jeff plays a very tough High Elf list that scores -1 from the judges. His army comp is 4. The composition modifier therefore is: $(7-4)/2 = 1.5$. If the result was High Elves 14 to Orcs 6, the eventual score is 12.5 to 7.5.

Sportsmanship (30 Points)

Sportsmanship will go towards determining the 'Best Sport' award and also be worth 30 points of the total score. At the end of each game you will be asked to score you opponent against the following criteria:

- Excellent Conduct: What more can I say? Wish more players were like this - 5 points.
- Above Average: More than what I expected. They are a credit to the game - 4 points.
- Average: What I expected. Played within the spirit of the game - 3 points.
- Below Average: I expected more. They need to lift their game - 2 points.
- Very poor: Hmm...Do I need to say more? - 1 point.
- Deplorable Conduct: Expulsion from the event should be considered - 0 points.

Players will therefore receive a total of between 0 to 30. TO does not expect anyone to receive the full 30 points - this will mean they have given 6 people the 6 best games of their lives. They are close to being the perfect human and gamer. Expected that most players should score 15 to 20 points, being the average sports score. TO does not expect anyone to score less than 10...

Army Composition

Due to the drawn out process in which army books are released it's hard for GW to effectively balance armies across their range. Composition in tournaments is players attempt to introduce some balance back into the game. A variation of the current tiered scoring system for armies will be used at Devilcon 2010.

At Devilcon 2010 all armies start on the following points for an average army:

- 2 points - Deamons of Chaos, Dark Elves, Vampire Counts.
- 4 points - Lizardmen, Tomb Kings, Skaven.
- 5 points - Brettonians, Empire, High Elves, Warriors of Chaos, Wood Elves, Beastmen.
- 6 points - Chaos Dwarves, Dogs of War.
- 7 points - Orcs and Goblins, Ogre Kingdoms.

Regardless of the Tier system used, some armies have natural disadvantages and find it hard to be competitive. As we want to encourage diversity in armies taken, we have allowed for the following concessions:

Orcs and Goblins

Allowed to field an army size of 2500 points.
Allowed to field 5 special choices (ie: an additional choice).

Ogre Kingdoms

Allowed to field an army size of 2500 points.
Allowed to field 5 special choices (ie: an additional choice).
Allowed to field a Slaughtermaster as their Lord level character.

Before the event starts your army list will be assessed by a panel of tournament players. They will then mark an army equal to or down from the starting value based on their knowledge of composition and the impression of playing against the army. For the two armies with extra benefits the extra points and an extra special slot will NOT be held against them.

- | | |
|--------------------------------------------------------------|--------------|
| - Its what I expected to see in an average army of this race | 0 points. |
| - Just a little bit harder than average | -0.5 points. |
| - Significantly harder than average | -1 point. |
| - An over the top tooled out army list | -2 points. |

There is no bonus applied to armies deemed to be soft or 'comp friendly'.

Players depending on what army they take, will therefore receive a total of between 0 to 30 composition points.

For those that claim little or no knowledge as to what makes up an average army we have prepared the following guide. While you may not agree with it in its entirety, as far as we are concerned, this is what we expect to see in an average army at Devilcon, and this is also the guide from which the panel markers will be marking lists against.

What makes an average army?

With respect to the tier system, the main gripe players have is that there's no clear indication as to what is an average army. Usually these are players who don't have a lot of tournament experience, though that number is decreasing as more and more players attend tournaments.

In an endeavour to establish some base line guidance for what does or doesn't make an average army apply the following to your army of choice and see how it applies.

In general, balanced armies capable of competing in all phases of the game are considered average, and also considered more effective across a tournament, as they have the ability to take on all comers. Armies which stack certain phases, be it movement/magic/shooting/combat will be the ones that suffer the most in panel voting. There is an understanding that some armies inherent strengths are based in some phases of the game, however that is not a reason to go over the top in that phase simply because it is common for your army.

As with anything, there are always exceptions. The intention is to provide guidance not necessarily a tick box approach to constrain army builds.

Guidelines:

Characters:

3-4 slots taken up

Around half the character slots being dedicated to magicians

Battle Standard Bearer.

Not filling your character slots is seen as a concession in most cases, especially if you go for a lord choice.

Units

A mixture of infantry and cavalry and/or chariot units. All cavalry and or/chariots is still considered harder than all infantry, as is a high proportion of chariots and single monsters.

Mixture of high and low armour save units.

Command models in some but not all units that can take them.

Banners on some but not all units that can take them.

Normally 7-11 deployments in the army.

Movement

1 March blocker, be it a unit of scouts or a flying unit, or one with special deployment conditions (miners, way watchers, etc)

A couple of fast cavalry/diverters, note: not cumulative with the above march blockers.

Move distances Variable.

Magic

4-6 levels of magic, ie: 6-8 power dice, 4-5 dispel dice.

1 bound item.

2 Dispell Scrolls.

1 Magic Banner

An exception that only have to two thirds of spells that could be cast in a round would be direct damage causing. The emphasis is on 2 lvl 2's V 4 lvl 1 spam casters.

NOTE: 8 Power Dice is a strong magic phase without over doing it, especially if you combine it with a single bound. If you have 10 power dice than having additional bounds and or ways of producing more power dice is pushing the boundries.

Shooting

2 Dedicated infantry shooting units, eg: Archers, Black Powder, Crossbows, about 12-15 models in size.

1 dedicated mounted shooting units, eg: glade riders, pistoleers, etc.

At least 1 ranked or combat infantry unit (eg: spearmen, dryads) for each shooting unit.

2 Artillery war machines.

NOTE: Bottom line is that players dont like removing models turn afer turn from copious amounts of shooting. Comp judges are players and will mark accordingly. So dont over do it. If you army is churning out more than 45 shots per turn then you have too much shooting. Balance your army with shooting and non-shooting units and you will have a more tactical force and also something that is more enjoyable to play against.

Terror Causers

Walking/Driving - One (giant, Stegadon, Steam tank, etc)

Non-Rank Breaking Flyer - Deamon Price

Weak Rank Breaking Flyer - Hippogriff, Wryven

NOTE: A Dragon or Greater Deamon is considered a tough, rank breaking, terror causer and will be marked appropriately. One Terror Causer is about the limit you should take if you dont want to get hit.

Appearance:

Army Appearance will contribute up to 25 points of your total score. The appearance category includes (but not limited to) painting, modelling, conversions, basing, colour scheme selection and other components. Appearance will consist of two elements - An organiser judged 'checklist' component worth 25 points and the Players Choice voting.

The checklist score is a set of questions that will determine your basic painting score. The checklist will give you a potential 25 points. The criteria for the checklist scoring are as follows:

- Is every model in the army fully painted with at least 3 colours? 5 points
- is every model based appropriately in a pleasing fashion? 5 points
- Has highlight and shading been used throughout the entire army? 5 points
- Does the army look cohesive? 5 points
- Have any conversions been used in the army and if so, do they look appropriate? 5 points

Judges may at their discretion award half points for any of the above questions if they feel the player has almost achieved the objective. Once score has been made, the player will be asked to sign off on the score. This allows you the chance to respond to the mark you have been given and gives greater transparency to the scoring process.

NOTE: To encourage new players or players starting new armies, Devilcon will allow unpainted minitures to compete in the event. Up to 50% of your army can be unpainted, the other 50% must have at least 3 colours. This is the reason that there is no 'painting' prize, the painting prize is instead 'Players Choice'.

Players Choice:

This year the players choice pagent does not contribute to the overall score. Before the lunch break the drawn will be done and table assignments will be posted. You should proceed to your table as normal but do not start deploying. Instead you should lay out your army for presentation and place your name tag on the table with the army. Once all armies have been deployed in this manner, it is lunch time. Players have lunch break to view armies and vote. Once all players have voted, the scores will be tallied. For each 1st place vote a player gets 3 points, 2nd place gets 2 points and 3rd place gets 1 point. votes will be added up. The highest total of the beauty pagent will receive the award for 'players choice' as voted by their peers.

This is your time to shine should you be more interested in painting than fighting. Your peers are the ones who have to face the army, and love or hate its individual style. They have a better idea of who is the best painter - so they are the 'judge' of who has the best looking army. Many people can easily achieve full appearance, but only one can be deemed... Ultimately Cool. (as cool as us nerds get anyways).

