

League of Gentlemen Warhammer Fantasy– New Age

The deal

These are 2 separate but identical Warhammer tournaments, to be held in Area 52 on Sunday September 17 and Sunday September 24. Up to 10 places are available for each event, and three 1,500 point games will be played. Entry fee is \$15. Note that if not enough players sign up for the second event, it may be cancelled. Players can only sign up for one event initially, though this may change if numbers allow.

Players must be out the front of Area 52 NO LATER than 9:30 am on the morning of the tournament or risk conceding the first round.

The Rules of engagement

This is a 7th Edition Warhammer Fantasy Battles Tournament. You may spend up to, but no more than, 1,500 points on your army. All the standard tournament rules apply. Please note the following specific rules:

- Armies must follow the restrictions on army selection of their own Army book.
- Only fully painted armies will be allowed to compete.
- No special characters or Regiments of Renown, except where allowed in Dogs of War armies.
- Dogs of War must use the army list published in the Warhammer Annual 2004. 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. 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.

Judging

You must hand in a legible copy of your army roster on the day. Judging will be shared between a panel of 3 of the most experienced players, plus the Area 52 staff member who is on duty.

Scoring

- A maximum of 84 points can be scored, broken down in the following way:
- Generalship – maximum of 42 points – gained from playing 3 games.
- Army Appearance – maximum of 12 points - judged by an Area 52 staff member.
- Gamesmanship – maximum of 30 points – judged by your opponents based on your sportsmanship and army composition.

Prizes will be awarded for First Overall, Best General, Best Army and Best Gamesman.

Generalship is the score that you get for each game. The Victory Points scoring method as described in the Warhammer Rulebook will be used. Once Victory Points have been calculated, refer to the table below for each player's score:

Difference in points	Winners score	Losers Score
0 - 200	7	7
201- 400	8	6
401 – 600	9	5
601 – 800	10	4
801 – 1100	11	3
1101 – 1500	12	2
1501 – 1800	13	1
1801 +	14	0
Concede game	14	0

All 3 games will be the pitched battle scenario from the new rulebook.

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.

Composition scoring

You will also be asked to rate the character and balance of your opponent's army. 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. Note that as there are no composition guidelines for this tournament, this section is very important.

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.