

Buckeye Battles V

Warhammer Fantasy Battles - Indy Grand Tournament Warhammer 40K – Rogue Trader Tournament

Core Fantasy Battles Tournament Rules 1.0

Date: July 9-10, 2011

Location: Ohio Wesleyan University Theatre, Delaware Ohio

Overview:

Warhammer 8th Edition

2200pt Warhammer Fantasy Battles armies

5 rounds

Points are awarded for sportsmanship, game play, and painting. On the first day, players are grouped in a set of bands based on army composition, and on the second day, all players are thrown together to duke it out for supremacy. Otherwise, the tournament uses a swiss seeding system for matchups.

Schedule:

Friday

40k RTT 11am Check in

See 40k packet for details

6:00pm-10:00pm open gaming, any system

Saturday

9:00 AM 9:30AM Check in, unpack armies

10:00 AM 12:30 AM Round 1

12:30 PM 1:30 PM Lunch break, please leave armies out for paint scoring.

1:30 PM 4:00 PM Round 2

4:00 PM 4:30 PM Vote for generals choice.

4:30 PM 7:00 PM Round 3

Sunday

9:00 AM 9:30 AM Check in,

10:00AM 12:30PM Round 4

12:30 AM 1:30 PM Lunch

1:45 PM 4:15PM Round 5

4:15 PM 5:00 PM Clean up and final tabulations. Players are asked to help pack up tables and terrain (Thank you!)

4:00 PM Awards

Registration:

1. You can register by submitting the following information to truckeye@aol.com, or calling (614) 572-8987

Name

City, State

Phone

Email

Army

Club affiliation, if any

2. To secure your registration and reserve a spot we must receive your \$30 registration fee by July 1st, 2011. You can send your fee and a copy of your list to

Jeff Parkhurst
1538 Autumn Village Dr
Columbus OH, 43223

You may use Paypal for \$30 and submit your list via email to the address in section 1.

3. If there are spots remaining after July 1st, you may register for \$40. **Entry is first come, first served and is only guaranteed by a payment and submission of your army list.** This is important for the judges to pre-check and place your army in the appropriate band.

4. If you register and must drop out before July first, your money will be refunded. After July first, your fees will be committed to covering the costs of the terrain, tables, location, supplies, copies, and awards.

5. When you arrive Saturday morning you must check in at the scoring table. Anyone arriving late may forfeit that round or be penalized sportsmanship and victory points depending on the degree of the tardiness. **Please arrive on time out of respect of your opponents and the organizers. The round starts promptly at 9:00 AM. Check-in is from 9:00 – 9:30 AM.**

6. We must have a typed copy of your list for checking validity and judging the band you will be placed by June 30th. Include the Lore you will use for the entire event for any wizards. Grayseers will need to list how many spells from which lore you plan to use. You will be contacted ahead of time if you are ranked into Band one and will have three days to resubmit a list if you wish to get into a lower band until June 30th. If you wait to turn in your list, you will not have time to alter it.

If you send in your list before June 20th will receive 10 bonus points for the GT. Those sent after the 20th through the 30th will receive 5 bonus points. Lists received after June 30th will get zero bonus points.

7. If we discover that you are using a different list at the GT than you submitted, you may be asked to leave or have a deduction in overall points. Lists may be spot checked throughout the event.

8. Legible copies of your list must be provided to your opponent BEFORE each game. **This will be an open list event. Take time to add up the scores correctly. Use your opponents list to verify the victory points are correct.**

9. Before each game go over your army with your opponent explaining any equipment, marks, upgrades, and types of characters.

General Gaming

1. The Judge or Umpire will have the final word. No exceptions.

2. No swearing or offensive language or actions. You may be warned or asked to leave without a refund depending on the offense and/or number of offenses.

3. Roll your dice in an open area and make sure your opponent can see them. Agree prior to the game what a cocked die is and how you will handle rerolling them. All rolls must be made by the player. Dice rolls made by spouses, kids, or buddies do not count.

3. Warhammer 8th Edition rules, Errata, FAQs are in effect. Know the rules. Know your army.

HOUSE RULES

1. Only Dogs of War armies may include Regiments of Renown. Use the Chronicles rules, not the fan update. Chaos Dwarfs are allowed per Ravening Hordes, not the fan update.

2. You may NOT include units in an army list which cost more than 500 points. *(for example, you may not field a "Death Star" unit consisting of twenty Blood Knights).* Note that characters are exempt from this rule *(so fielding a Lord mounted on a Dragon, or a Greater Daemon is allowed).*

3. You may NOT include units in an army list which consist of more than 50 models.

4. No special or named characters are allowed, including champions.

5. Saves Allowed vs. Magic Resistance: Ward saves from Magic Resistance (only) are allowed to be used against all spells which do not normally allow saves. *For example, models affected by the Lore of Life spell, Dwellers Below may take ward saves granted by Magic Resistance to avoid death if they fail their Strength test.* To further illustrate, a model with a 4+ ward save and MR(2) would be entitled to a 5+ ward save in this instance as only the ward save granted from the Magic Resistance would apply.

Note that in the unique circumstances where a spell has an effect that removes the entire unit at once (*e.g. if an "11" or "12" is rolled for the Strength of the Lore of Tzeentch's Infernal Gateway, or if the number rolled on the Skaven's Dreaded Thirteenth Spell is equal to or greater than the number of models in the target unit*) then ward saves are still not allowed in those unique circumstances.

Magic and Look Out Sir! Spells such as Dwellers, Final Transmutation, etc where every model takes a test or dies, are treated as a template that has hit all models in the target unit for purposes of allowing characters and/or champions a Look Out Sir! roll.

5. Max 12PD per turn, regardless of the source.

Terrain

1) Terrain is preset. It does not move other than if Treesinging moves it. At the end of the game place the woods back in the estimated original location.

- Hills block LOS to all but large targets.
- Buildings block LOS to large targets.
- Units cannot see over other units on the same hill.
- Woods are defined by the base for LOS and cover, not individual trees.
- Buildings will block LOS of large targets. **Max occupancy is 26 models.**
- **Ruins and craters** will be treated as soft cover and dangerous terrain.

2) LOS for models in ascending order

Anyone can see over a swarm

20-25mm infantry and **war machines** block LOS to each other and above, but can see over the above

40mm infantry and Cavalry block LOS to each other and above, but can see over the above

50mm monsters and Chariots block LOS to each other and above, but can see over the above

Large targets can only be blocked by hills, buildings and other Large Targets.

Composition Rating

1. A group of tournament veterans will be judging your list and assigning a comp score. This score will determine who you play on day 1 and what, if any, advantages you get on day 2.

2. The first day's rounds will be entirely within your assigned band, and Swiss system scoring is used within the bands.
3. On day two the groups will be merged into one pool and a pure Swiss system will re-rank the players overall for the final two battles. When you are matched up on day two, there may be a note that says CHOOSE and possibly BONUS. These rules apply on day two only.

CHOOSE: The player may choose sides, and make the enemy deploy the first unit, and choose to go first or second to start the game.

BONUS: The player also receives +3 additional battle points, and may redeploy two units after deployment in addition to the CHOOSE options.

3. The judges comp score will determine what bonus you get. A small difference in the score means neither player will get an advantage. This ensures those that fall between the groups will not be penalized. If the gap is significant, the weaker army will get the CHOOSE advantage. If the gap is double or more, the weaker comped army will get both BONUS and CHOOSE. This means it is possible to be at the bottom of band two and get a CHOOSE vs someone at the top of band two.

Grudges

No grudge matches due to the banding system.

Painting Scoring

Fully painted armies are not required, but are encouraged. To meet this goal we are awarding fully painted armies points for the effort to have a coherently painted army that looks like it belongs together. This *may* mean a chaotic or rag-tag look if appropriate. Judges will be looking out for armies where just the minimal is done, and those will be scored appropriately.

Nothing is painted 0 points

Partially painted 1-15 points

This will include those fully painted that lack effort and/or lack the attempt at cohesiveness i.e. it looks like you painted three units, your brother did two, and you bought the rest on eBay. Three color minimum might fall in the 15-19 pt. range depending on the quality.

Fully Painted: 15-19 points

Fully painted, coherent and well done! 20 points

WOW 20-25 points

This level will be the hardest to achieve, and will only be awarded to the very best armies..

The Best Presentation will be determined from those getting more than 20 points. The judges will not add any additional tournament points over 25.

Sportsmanship

At the end of each game, you will be asked to complete a sportsmanship questionnaire up to 5 points per round. We ask that you be honest. Time and time again, people give max points to everyone they play and then are disappointed that the guy that was not a good sport is in the running for a best sport award.

At the end of the tournament you will also be asked to vote for the 'Favorite Opponent' amongst those players you played over the weekend. **You may assign two Favorite Opponent points to one person that you played and one Favorite Opponent point to another person that you played. You may choose not to assign any bonus points at all.**

The favorite opponent vote will add to the Best Sportsmanship Award and the favorite opponent points translate to:

6+ Favorite Opponent points	5 tournament points
3+ Favorite Opponent points	3 tournament points
1 Favorite Opponent point	1 tournament point

This will be a total of 25 points + bonus points from Best Sports vote up to six.

Generals Choice

Players vote for their favorite army for any reason such as theme, painting, composition or any reason they think should win an award. This is not necessarily a painting vote per se, but **can be a comp** vote too.

General's choice award is from the most votes by your peers. The votes will also add to your tourney score as such:

5+ votes	3 tournament points
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2-4 votes	2 tournament points
1 vote	1 tournament point

Max of 3 points per army.

Awards

Best Overall (1st-3rd). A combination of Battle Points, Sportsmanship, Painting, and any bonus points. Sportsmanship is the tiebreaker.

Best General. Battle Points, with Sportsmanship as tiebreaker.

Best Sportsmanship. Most Sports points + bonus points from Best Sport vote.

Overall Team Award. The top 3 players from any club or team will be factored into a team score and awarded the best team. Sportsmanship scores will be tie breaker.

Most Sporting Team. ALL players from any club or team in sports will be added up and divided by the number of players from that team for a team sports score. Battle points will be the tie breaker.

Best Presentation. Painting score + evaluation from the judges. Sportsmanship is the tiebreaker.

Generals Choice. This is based on Theme, Appearance, and/or anything you like about the armies on display.

Wooden Mallet. Last place battle points, sports as tiebreaker.

What to Bring

- Rulebooks, army books, and any official publications in use at the tournament.
- Templates, dice (including special ones) and a tape measure or range rulers.
- Reference sheets.
- At least six copies of your army list one for you and one for your opponents
- Superglue (for repairs).
- This rules pack

What Not to Bring

- Alcohol – Our venue does not allow alcohol.
- Your warhammer face – If you're losing or having a bad game, smile, roll the dice and have some fun!
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