

ISLE OF WIGHTS

WARHAMMER FANTASY BATTLE TOURNAMENT

Date: Sunday 20th January 2019

Start Time: 09:00

Finish Time: 19:15

Location: Battle Bunker Ltd in Sunderland, UK

Points: 2,000pts

Price: £10 per player, does not include food however there is a Tesco and McDonalds within a 5 minute walk from the venue. Payments via PayPal to: tournaments@battlesearch.net due before 16th January.

List Submission Deadline: 16th January (lists not pre-submitted will forfeit starting points)

Enquiries/List Submissions: tournaments@battlesearch.net

Tournament Details

This is a one day, 3 game tournament for Warhammer Fantasy Battles 8th edition. Battles will be played using 8th edition rules, armies and all applicable official FAQs. Please read over the details in this document carefully as there are some unique caveats to this tournament and its scoring system. If your army was never given an official hardback 8th edition army book (Bretonnia, Beastmen, Skaven etc) and you don't wish to use the most recent official book, then you are permitted to use an 8th edition fan army book from the Warhammer Armies Project here:

<http://warhammerarmiesproject.blogspot.com/2017/09/download-page-for-ios-users.html>

In the case of fan/non-official armies (such as Norsca / Sartosa / Nippon etc) you are permitted to use these provided that they have and you use the 8th edition Warhammer Armies Project book given at the link above. For such armies, extra care should be taken to be realistic with what models you use and make sure that base/model sizes are appropriate.

Required Equipment

- Your army and required movement trays.
- Your army book/s, printed rules for any units you have in your list.
- An 8th edition rulebook (or have a friend at the event that you can share one with!).
- 2 printed copies of your army list.
- Dice, templates, tape measure.

Prizes

- £20 & certificate for overall winner
- £10 & certificate for best painted
- £10 & certificate for most sporting
- Wooden spoon & certificate for last place

Schedule

- 09:00-09:30 : Check In
- 09:30-10:00 : First Game Pairings and Set Up/Ranking up of armies
- 10:00-12:30 : **Round 1**
- 12:30-13:30 : Lunch (Painting competition setup during this period also)
- 13:30-16:00 : **Round 2**
- 16:00-16:15 : Break
- 16:15-18:45 : **Round 3**
- 18:45-19:00 : Working Out Final Standings
- 19:00-19:15 : **Awards**

House Rules

Unit Composition

No single model or unit (before characters) is permitted to be over 500pts.

Units must always have a non-character model in the front rank at all times, this can be a member of the command group such as unit champion, standard bearer or musician.

Spellcasting Restrictions

When casting a spell, wizards are only permitted to use a number of power dice equal to their current Wizard level +2, this does not include any additional dice added to a casting attempt through other means: magic items, goblin mushrooms, +D3 to casting from Dark Acolyte etc. In the case of bound spells or spells without a wizard level, only two dice are permitted. So for a level 2 goblin shaman, only 4 power dice (+1 for magic mushrooms) may be used on a single spell. This is intended to prevent lower level wizards being able to manifest the more powerful spells and suiciding themselves casting Purple Sun or such.

This restriction does not apply to dispel dice, however only a maximum of 6 dice may be used to dispel a single spell regardless of wizard level.

WYSIWYG / Proxies

Proxies are permitted for models however they should be WYSIWYG (What You See Is What You Get) and on the required base size of the official GW model (if one exists) and be roughly the same height. Units should be WYSIWYG if possible however where it is not (rule of cool etc) you must make clear to your opponent before each game starts what their armament is.

Terrain Rules

- All hills are normal hills.
- All forests are mysterious forests.
- All other terrain that isn't a wall or fence is classed as dangerous terrain.

End Times

No units / army lists / rules from the End Times series of expansions are permitted. So no Lore of Undeath / Stormfiends / Morghasts / End Times Malekith etc. Armies must follow the pre-End Times max 25% on Lords and max 25% on Heroes composition rules.

Allies

Allies are permitted however each different army you have inside your force must follow the standard army composition rules. So if you want to break your 2000pt force up into 1500pts of High Elves and 500pts of Wood Elves then you will still require a minimum of three units for each army, a general for each, and minimum 25% on core units for each army (so 125pts for the Wood Elves and 375pts for the High Elves) etc.

Scenarios *(Possibly subject to change)*

- Game 1: Meeting Engagement (with standard Battleline deployment)
- Game 2: Battleline
- Game 3: Blood & Glory

Matchup Selection

- 1st Game : Random pairings
- 2nd Game : Swiss pairings
- 3rd Game : Swiss pairings

Scoring

The winner will be determined based upon a combination of their success in their games during the day in addition to starting points given depending on their pre-submitted list.

Points available during the day:

- Each Win : 3pts
- Each Draw : 1pt
- Each Loss : 0pts
- No Good Game Votes† : -1pt

Starting points:

- No Wizards in army* : 1pt
- No Warmachines** in army : 1pt
- No Special Characters in army : 1pt
- Fully Painted*** army : 1pt

This scoring system is intended to promote a sense of comradery as well as rewarding players that still manage to succeed when at a disadvantage.

For instance it will be possible for a player to win overall (over a player with a more standard army with three wins) by only winning two games should their army have handicaps such as no warmachines, no special characters, no wizards etc. I expect that this will make me no friends and lead to loads of arguments so apologies in advance.

† *Good Game Votes: After each game, players will be asked to mark on their scoresheet whether they had an enjoyable game, these should be kept secret and in the unlikely event that a player gets **no** good game votes from any of their opponents that have given votes for their other games, then they will receive a 1pt penalty to their final score. This should hopefully not apply to any players but is the best I can come up with to penalise players that, while they may have won their games, were horrible to play against.*

* *Wizards: For Tomb Kings and Vampire Counts armies, you are permitted to have one Wizard at level 2 or less and still achieve the point for having No Wizards.*

** *Warmachines: The list of warmachines is extended to include the following that, while they may not have the troop type of warmachine, are one in essence:*

- *Dark Elf Cauldron of Blood*
- *Lizardmen Salamander / Razordon*
- *Vampire Counts Mortis Engine*
- *Warriors of Chaos Hellcannon*
- *Goblin Squig Gobba*
- *Dwarf Gyrocopters/Bombers*
- *Skaven Screaming Bell / Plague Furnace / Doomwheel*
- *Any form of bolt thrower / stone thrower / cannon etc*

*** *Painting: This is down to my discretion but will mostly be judged by the two-colour rule, any bare plastic will result in an army being classed as not fully painted.*