

ISLE OF WIGHTS

WARHAMMER FANTASY BATTLE TOURNAMENT

Date: Saturday August 24th 2019

Start Time: 09:00

Finish Time: 19:15

Location: Battle Bunker Ltd in Sunderland, UK (206 Roker Avenue, SR6 0BN)

Points: 2,500pts

Price: £12 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 21st of August.

List Submission Deadline: 21st of August (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

- £25 & 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**

Scenarios (*Possibly subject to change*)

- Game 1: Meeting Engagement (*using standard Battleline deployment zones*)
- Game 2: Battle for the Pass
- Game 3: Blood and Glory

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. In addition, all characters placed into units (with the exception of Bretonnian Damsels) must be able to fit in the front rank (so basically if a unit has full command and is 5 models wide, it may only include a maximum of 2 characters).~~ We have changed the above after attendee feedback. The new ruling is that, regardless of if a model is in base contact with a character from an enemy unit, they can always opt to strike the enemy unit instead. So if a unit is in combat with a wall of characters they are always able to strike their blows against the non-character models elsewhere in the unit. This also works for challenges, so if the only strikable model in the enemy unit is engaged in a challenge, then any models that would usually be able to strike it may direct their attacks to the enemy unit on the other side of the challenge instead.

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 “ordinary” forests and count as dangerous terrain. In a case where an army has the ability to place forests of their own (such as Wood Elves) then they can decide whether to have these as ordinary or mysterious forests when they are placed on the battlefield.
- 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 2500pt force up into 1500pts of High Elves and 1000pts 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 250pts for the Wood Elves and 375pts for the High Elves) etc.

Daemons

Daemonic characters (such as units from the Daemons of Chaos army book and Daemon Princes from the Warriors of Chaos army book - this does not include non-Daemonic units that simply have Daemonic mounts) are not permitted to take magic items from the Warhammer rulebook. They are limited to magic items specified in their own respective army books or Daemonic Gifts or Chaos Mutations & Powers. This is to prevent very powerful Daemon Prince builds and Greater Daemons with easy access to Always Strikes First and strength boosts.

Magic Items

Some changes are made to which characters can take particular magic items, please see the changes below:

- Hellheart (Ogre Kingdoms) – Lords only
- Brass Orb (Skaven) – Lords only
- Red Fury (Vampire Counts – Vampiric Power) – Lords/Konrad only
- Banner of the Barrows (Vampire Counts) – BSB only
- Banner of the World Dragon (High Elves) – BSB only

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.

After each battle, total up the number of victory points for each player as normal (including any additional scenario-based points) and then compare the difference between scores, and add the relevant amount of score points shown on the table below to each player's overall score.

Difference In Victory Points	Winner Score Points	Loser Score Points
0-200	10	10
201-400	11	9
401-600	12	8
601-800	13	7
801-1000	14	6
1001-1200	15	5
1201-1400	16	4
1401-1600	17	3
1601-1800	18	2
1801-2000	19	1
2000+	20	0

Starting points

In addition to the score points gained over the course of each game, each player may start the day with additional score points based upon the composition of their army, see below for how many starting score points you get.

There were plans to change up this system for this next event, however due to amount of other changes (such as the increase in points allowed and the scenarios chosen) I've decided to keep it the same for now.

Condition	Additional Starting Score Points
No Wizards in army*	5
No Warmachines in army**	5
No Special Characters in army	5
Fully Painted army***	5

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.

* Wizards: For Tomb Kings and Vampire Counts armies, you are permitted to have one Wizard at level 2 or less and still achieve the points 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 / **Stegadon with Bolt Thrower**
- 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, **I do not believe in the two-colour rule, fully painted means painted and finished, not dipped in paint on the night before etc. Any bare plastic will result in an army being classed as not fully painted.**

Good Game Votes

After each game, players will be asked to mark on their scoresheet whether they had a fun 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 10pt 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.