

The WarMaster's Fantasy Challenge



Player's Guide

March 15-16, 2008

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Welcome to *the Warmaster's Fantasy Challenge*, one of Canada's finest Wargaming Tournaments. Included in this package is information on the following events:

The Fantasy Doubles Tournament on Saturday, March 15.

The Fantasy Rogue Trader Tournament on Sunday, March 16.

There will be a pub night Saturday evening, featuring the dreaded Pub Quiz.

Rules for Both Events

- All models used **must** be fully-painted (3 colour min + basing) Games Workshop and/or appropriate ForgeWorld miniatures.
- All models **must** be WYSIWYG (what you see is what you get).
- All players will conduct themselves in a manner a mature fashion.
- All rules decisions will be based on the latest Games Workshop F.A.Q. at <http://uk.games-workshop.com/news/errata/3/>
- Players are expected to have all the items they need to play Warhammer Fantasy – rulebooks, army books, dice, measuring device, etc.
- Each *team* is expected to bring 3 objective markers.

Allowed Armies: Refer to the Canadian GW list of eligible armies at <http://ca.games-workshop.com/CommunityNew/HOH/HOHdownload/HoH-PlayersGuide07.pdf>

In addition the following lists have been disallowed:

Storm of Chaos (all lists)

Lustria (all lists)

The Doubles Tournament - Saturday, March 15

Size: 1000 points per player

Rounds: 4 rounds

Entry: \$80 per team

Registration: 8:00 a.m.

Lunch Provided

The Rogue Trader - Sunday, March 16

Size: 2000 points per player

Rounds: 4 rounds

Entry: \$30 per player

Registration: 8:30 a.m.

Lunch Provided

Hotel Information: Will be available on the www.warmasterschallenge.com

The Doubles Tournament

Additional Rules

Scenarios: The scenarios for the Warmaster's Fantasy Challenge feature Primary, Secondary, and Tertiary Objectives. They will be made available as on www.warmasterschallenge.com.

Mulligans: Each round, each team may use one mulligan to re-roll either a single dice roll or a leadership test.

Army List Guidelines

Force Organization Chart: Each player's Army Composition is as follows (except High Elves):

1-2 Characters
1+ Core*
0-2 Special
0-1 Rare

* There is also a "floating" Core choice that must be fulfilled by one of the two Coalition members, effectively requiring 3 core choices for the combined forces. This requirement is waved if **both** players are High Elves.

High Elf Army Composition: High Elves have the following composition rules:

1-2 Characters
1+ Core
0-3 Special
0-2 Rare

Additional Character Rules: One Character from the combined armies may be a Lord choice. This does not mean that each player gets a lord choice – there is one lord level character available per team.

The General: There is only one general for each team, following the normal rules for general selection – i.e. the character with the highest leadership is the general, and in the event of a tie, the players decide at the start of the tournament, who will be their general. The general and the lieutenant (see below) must be clearly indicated on the submitted army lists.

The Lieutenant: The player whose army does not contain the general must nominate one character as the lieutenant. The Lieutenant follows the same rules as the general, with the following exceptions:

- The Lieutenant's leadership radius is 6", not 12".
- The Lieutenant awards an additional 50 victory points if he is killed, not 100.
- **Exception:** the lieutenant may be a character that is normally not allowed to lead an army (i.e. a Dwarf Slayer or an Ogre Butcher), but other units may not use their leadership, unless they have joined the unit as normal.

Vampire Counts Army Commander: The rules regarding the general in the Vampire Counts army book for marching and crumbling apply to whichever character is deemed to lead their portion of the force (i.e. it could be either the general or the lieutenant). The radius for marching is always 12" from the Vampire Count leader. All other requirements remain the same (i.e. Vampire Count Army's must be lead by a spell caster). A ruling on what will happen with the new book will occur at a later date.

Tomb Kings Hierophant: Doubles forces that include Tomb Kings must have one hierophant. Please make sure the submitted army lists identify the hierophant.

Dogs of War Paymaster: Dogs of War armies must include a paymaster. He counts as the battle standard bearer in all respects.

Wood Elves: All scenarios count as pitched battles for the placement of their free wood.

The Battle Standard Bearer: There can be only one between the two armies, in the same manner as the lord choice rule.

Special Characters are allowed, but only one of any special character is allowed per team.

Other Limiting Restrictions (0-1 restrictions, max one per army restrictions, etc) - Other than Special Characters (dealt with above), all limiting restrictions are considered on a per player basis. Therefore a dual Bretonnian force could include one unit of Pegasus Knights each.

Each Team is considered to be one force for the duration of the Tournament. This means that many abilities are shared, provided the wording of the specific rule allows it.

If you have any questions regarding army composition rules and whether certain effects will carry over, direct them to natan_stevens@hotmail.com. The answers will be placed in the **Rules Clarification Section** at www.warmasterschallenge.com.

Scoring

Battle	128	
Mulligans	16	
Heads taking	12	
Sportsmanship		64
Appearance	50	
Theme	25	
Total	295	

Battles Points	Win	Loss	Draw
Primary Objective	15	5	7
Secondary Objective	10	3	5
Tertiary Objective	5	1	2

Mulligan: If you do not use your mulligan, you gain two points. If your opponent uses their mulligan you receive another two points.

Head-taking: Each team receives two points for killing the enemy general. Each team receives one point for each enemy lieutenant they kill.

Sportsmanship:

There are 10 points per round available or sportsmanship, based on yes or no questions. There is also a favourite opponent award, worth an additional 6 points per vote.

Sportsmanship (each yes is worth 1 point, except #8 which is worth 3)	
	Yes
1. Were your opponents fun to play against?	<input type="checkbox"/>
2. Would you play your opponent's army again?	<input type="checkbox"/>
3. Did your opponents arrive on time, ready to play?	<input type="checkbox"/>
4. Did your opponents measure and move fairly and accurately?	<input type="checkbox"/>
5. Did your opponents play in a timely fashion?	<input type="checkbox"/>
6. Did your opponents resolve rules differences easily and quickly?	<input type="checkbox"/>
7. Did your opponents have all the material necessary to play (dice, templates)?	<input type="checkbox"/>
8. Is this army representative of a competitive tournament force? (Award 3 points)	<input type="checkbox"/>
Total (out of 10)	<input type="checkbox"/>

Appearance:

There are 50 points available for appearance, which will be divided into 22 points per player, and 6 points combined.

Individual			
Name		Points Avail	Points Earned
1	Does the Army meet the 3-colour minimum?	4	
2	Is there a common colour scheme for the (individual) army)?	3	
3	Are the models based?	2	
3a	Are the bases exceptional?	1	
4	Is the piant job above average?	2	
5	Is the paint job exceptional?	1	
6	Has detail work been done - eyes, pouches, etc?	2	
7	Are there hand painted/customized banners?	2	
8	Are there minor conversions?	2	
9	Is the army heavily converted?	1	
10	Is the force among the top 10% of armies present?	2	
Total		22	

Team		Points Avail	Points Earned
1	Is there a common colour scheme for the combined armies?	3	
2	Is the basing of each army similar?	1	
3	Does the army have a display board?	2	
Total		6	

Theme:

There are 25 points available for theme. This will judge how well your two armies fit together. Your display and a written background (No more than 250 words, please. We will stop reading at one page) may heavily influence this score. For example, a Wood Elf and Chaos in-play combination is perfectly acceptable, and by developing a display board featuring the two factions battling each other, you will win theme points as well.

Note: It is entirely possible to score more than 25 points. This allows players to build their theme in whatever direction they desire.

Names		Points Avail.	Points Earned
1.	Does the Army include a written Background?	5	
2.	Do the armies belong together?	3	
2b	Heavily justified in the Warhammer Universe?	2	
2c	Extremely justified by both background and universe	2	
3.	Is there a Display Board?	5	
3a	Does the display board add to the theme?	3	
4.	Do the armies seem to gel together, playing wise?	4	
5.	Is there a common/complimentary paint scheme?	6	
6.	Does the display contain a dynamic element (story/battle)?	3	
7.	Are there conversions that reflect theme/complimentary forces?	1	
8.	Do the forces reflect a moment in Warhammer "history?"	3	
Total		25 (37)	

Prize Categories: Prize Support will vary depending on attendance.

If there are fewer than 15 teams:

Overall: 1 Empire Army & 1 Orc & Goblin Army

If there are 16-30 teams:

Best Sportsman: Choice of One Battleforce per player

Best General: Choice of One Battleforce per player

Best Appearance: Choice of One Battleforce per player

If there are 31-40 teams:

Best Appearance: Good Choice of a giant or dragon per player

Best Appearance: Evil Choice of a giant or dragon per player

Best Appearance: Battle Scene Choice of a giant or dragon per player

If there are 41+ teams:

Fewest Mulligans: Choice of a giant or dragon per player

Most Heads: Choice of a giant or dragon per player

Tiebreakers: The first tiebreaker is overall rank, the second is sportsmanship, and the third is generalship, followed finally by appearance.

No Team can win multiple awards. The ranking above indicates which prize takes precedence.

The Warmaster's Challenge Overall Prize: The player that has the best combined score over the two days will win a **ForgeWorld: Greater Daemon of Slaanesh** and entry to the Grand Tournament. This person may have won other categories over the two days.

The Rogue Trader Tournament

The Rogue Trader will be using the standard Games Workshop Canada tournament package, with two exceptions.

First, all points earned during the rogue trader tournament will be doubled by the organizer after submission. This provides greater potential for a comeback win for the overall prize.

Second, there will be **no** honour category. Instead, the points normally awarded in the honour category will be spread out among the others. Sportsmanship will be 0-5 points, Appearance will be 0-7, and Army Selection will be 0-5.

Prize Categories: Prize Support will vary depending on attendance.

If there are fewer than 20 players:

Overall: Choice of One Battleforce

If there are 21+ players

Best Sportsman: Choice of a giant or dragon

Best General: Choice of a giant or dragon

Best Appearance: Choice of a giant or dragon

The Warmaster's Challenge Overall Prize: The player that has the best combined score over the two days will win a **ForgeWorld: Greater Daemon of Slaanesh** and entry to the Grand Tournament. This person may have won other categories over the two days.

For more information, visit www.warmasterschallenge.com

Or e-mail natan_stevens@hotmail.com

Or call 519-897-0796 after 4:30 p.m.