

The WarMaster's Fantasy Challenge

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Player's Guide
March 20-21, 2010

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Player's Guide

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 20.

The Fantasy Rogue Trader Tournament on Sunday, March 21.

Location: Royal Canadian Legion, Waterloo Branch 530, 19 Regina St N.

Rules for Both Events (unless otherwise noted)

- All models used **must** be fully-painted (3 colour min + basing) Games Workshop and/or appropriate ForgeWorld miniatures and/or pre-approved scratch built models (contact the organizer for details).
- All models **must** be WYSIWYG (what you see is what you get). For the Rogue Trader, Special Characters cannot be represented by "counts as" models unless the player has discussed it with his opponents, and must have a backup "real" model if their opponents insist on its use. Special Characters that do not have official models may be represented through conversion, which must be WYSIWYG.
- Fantasy Models must be on the appropriately sized square bases (except fanatics, some flyers, and objective markers). **Note:** Daemon models in movement trays may be on round bases, but daemons without a movement tray must be on square bases.
- All players will conduct themselves in a mature fashion.
- All rules decisions will be based on the new Warhammer Fantasy FAQs from www.gamesworkshop.com. Any decision by a judge is final.
- The 7th Edition Ruleset and Current Army books will apply. If a new Army book is released within 30 days of the event, either book is acceptable, but you must only use **one** version of the rules and you must make your choice clear to the organizers and your opponents each round.
- 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 2 objective markers with base sizes not exceeding 40mm by 40mm

Slow Play Penalty: Any game that fails to complete at least 3 turns will result in a 0 point loss for both teams.

Allowed Armies:

Brettonia	Beastmen	Vampire Counts
Dwarfs	Daemons of Chaos	Tomb Kings
Empire	Warriors of Chaos	Ogre Kingdoms
High Elves	Dark Elves	Dogs of War
Lizardmen	Orcs & Goblins	Chaos Dwarfs
Wood Elves	Skaven	

In addition, the following books/lists have been disallowed:

Storm of Chaos (all entries) **Lustria** (all lists) Any Appendix List

The Doubles Tournament - Saturday, March 20

Size: Tier Points (1000-1200 points per player) – see the Doubles
Tournament Rules for Full Details

Rounds: 4 rounds

Entry: \$80 per team

Registration: 8:00 a.m.

Lunch Provided

The Event runs until approximately 8:00 p.m.

The Singles Tournament - Sunday, March 21

Size: Tiered Points (2000-2500 points per player) – see the Singles
Tournament Rules for Full Details

Rounds: 4 rounds

Entry: \$30 per player

Registration: 8:30 a.m.

Lunch Provided

The Event runs until approximately 6:45 p.m.

Hotel Information: is available at www.warmasterschallenge.com

The Doubles Tournament

Doubles Tournament Full Schedule:

8:00-9:00	Registration
9:00-9:15	Introduction
9:15-11:30	Game 1
11:45-2:00	Game 2
2:00-2:30	Lunch (Pizza Provided)
2:30-4:45	Game 3
5:00-7:15	Game 4
7:45-8:00	Prizes

Additional Rules

Scenarios: The Warmaster's Fantasy Challenge Scenarios feature Primary, Secondary, and Tertiary Objectives. Beta scenarios will be available on January 1st at www.warmasterschallenge.com.

Mulligans: Each round, each team may use one mulligan to re-roll either a single die roll or a leadership test. This roll does **not** include the scatter or artillery dice.

Early Theme Entry Bonus: Teams that submit their background and army list by March 12, 2009 will receive 5 bonus points. Please note whether your team's theme is based on the *allies* or *adversaries* path, as detailed in the theme section of this guide. Send submissions to natan_stevens@hotmail.com.

Army List Guidelines

Draft Tiers – *To be finalized February 1st, 2010.* The armies are divided into the following tiers for the Doubles Tournament, which indicate how many points players are allowed to take for their chosen force.

Tier 1 – 1000 Points

Daemons of Chaos Vampire Counts

Tier 2 ó 1100 Points

Beastmen	Brettonia	Chaos Dwarfs	Dark Elves
Dwarfs	Empire	High Elves	Lizardmen
Tomb Kings	Warriors of Chaos	Wood Elves	Skaven

Tier 3 ó 1200 Points

Dogs of War Ogre Kingdoms Orcs and Goblins

Army Composition Rules: 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

Special and Named Characters and Champions are allowed for the Doubles Tournament. A team can only feature a special or named character once, including named characters with multiple profiles. (i.e. You cannot have two Manfred the Acolytes, or Manfred the Acolyte and Count Manfred). Special characters that unlock special army composition rules (Helbron making Witch Elves Core) only apply to both players if they are both of the appropriate race.

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.

The Magic Phase: Armies are considered to be one force for the duration of play. Therefore, the combined armies have a base pool of two casting dice to share, and two dispel dice to share. **Note:** Any army that features Dwarfs as one (or both) armies of the two players, starts with four dispel dice.

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 Vampire).

Tomb Kings: Doubles forces that include Tomb Kings must have a hierophant and a Tomb Prince/King. Please make sure the submitted army lists identify the hierophant.

Vampire Counts and Tomb Kings Magic: Vampire Counts and Tomb Kings may target units in the other player's faction with their magic, following the usual rules. However, Lord of the Dead provides no bonus to the Vampire casting the spell if a Tomb King Skeleton unit is targeted (i.e. NO +1 to cast and the unit size cap is NOT removed).

Dogs of War: Dogs of War armies must include a paymaster. He counts as the battle standard bearer in all respects. Dogs of War may contain Regiments of Reknown. Rhinox Cav may be used by any army.

Wood Elves: All scenarios count as pitched battles for the placement of their free wood. Players are required to bring their own wood. If a team is unable to bring an adequately sized and modelled wood they will not be allowed to place one. A maximum of one additional wood may be used per team.

The Battle Standard Bearer: There can be only one between the two armies, in the same manner as the lord choice rule. If the team features Bretonnians, then the army standard must come from that force. (If the army is double Bretonnians, one player takes that Battle Standard, not both. If the team features Dogs of War and Bretonnia, then the team may choose which force takes the Battle Standard/Paymaster, but only one may be present).

Magic Items: Team members cannot take duplicate magic items, with the normal exception of Dispel Scrolls and Power Stones.

Magic Movement: If either spell has language that restricts the number of times a unit can move magically, a unit is restricted to that number of magic moves as its maximum.

Panic Issues: Allied units cause panic to their ally's units as well as their own. There are a number of units where the need to take a panic test is waived. We have decided to go with a RAW approach to these situations.

- a. Empire Detachments do not cause panic in any friendly unit
- b. For the Orcs & Goblins rule Size Matters, follow the exact wording for exceptions
- c. Gnoblar's don't cause panic for anyone
- d. Only Skaven ignore panic caused by Skaven Slaves
- e. Long Beards only provide their bonus to any Dwarfs (including Chaos Dwarfs)
- f. Bretonnian Peasants cause panic as normal in non-Bretonnian units.

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. For example, Warshrines of Chaos and Cauldrons of Blood target “friendly units” so they may benefit any unit in a coalition. The Anvil of Doom, on the other hand, has the ability to allow “Dwarf” units to move, not any unit. The Helm of Commandment allows an “Undead” unit to use the bearer’s Weapons Skill during the close combat phase, so any model with the Undead rule may use the ability.

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 **Fantasy Challenge Section** of www.warmasterschallenge.com.

Scoring

Battle	128
Mulligans	16
Heads taking	12
Sportsmanship	64
Appearance	50
Theme	25
Early Bird Bonus	5
Total	300

Battles Points	Win	Loss	Draw
Primary Objective	15	5	10
Secondary Objective	10	2	6
Tertiary Objective	5	1	3

Sportsmanship:

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

Sportsmanship
Questions 1 & 2 are worth 2 points each
1. Were your opponents fun to play against?
2. Would you play your opponent's army again?
Questions 3-8 are worth 1 point each
3. Did your opponents arrive on time, ready to play?
4. Did your opponents measure and move fairly and accurately?
5. Did your opponents play in a timely fashion?
6. Did your opponents resolve rules differences easily and quickly?
7. Did your opponents have all the material necessary to play (dice, templates)?
8. Did your opponents roll their dice in an open manner, giving you time to view their rolls?

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.

Appearance:

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

Preliminary Question: Did your team, or a member of your team, paint your army? (This question has no point value, but in order to qualify for a best painted prize, the army must be painted by team members. It has no impact on your total score and qualification for other prizes.)

Individual			
Name		Points Avail	Points Earned
1	Does the Army meet the 3-colour minimum?	6	
2	Is there a common colour scheme for the (individual) army)?	3	
3	Are the models based?	2	
3a	Are the bases exceptional? (i.e. mult. mats., matches board)	1	
4	Is the paint job above average? (i.e. shading, highlighting)	1	
5	Is the paint job exceptional? (i.e. source lighting, flat painting)	1-2	
6	Has detail work been done - eyes, pouches, etc?	1	
7	Are there hand painted/customized banners?	1-2	
8	Are there minor conversions?	1	
9	Is the army heavily converted?	1-2	
10	Is the paint job among the top 10% present?	1	
Total		22	

Team		Points Avail	Points Earned
1	Is there a common colour scheme for the combined armies? (If adversaries, consider contrasting colours for these forces)	1-3	
2	Is the basing of each army similar?	1-2	
3	Does the army have a display board?	1	
Total		6	

Theme:

Allies and Adversaries Paths: Each team must decide if their combination of armies follows either the *Allies* path or the *Adversaries* path for their back ground and theme. Each team must include in the header of their submission which path they are following.

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 500 words, please) will heavily influence this score. Written backgrounds that significantly exceed the word limit will negatively impact their theme score.

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

Note: The Warmaster's Challenge Organizers will not be impressed by cut and paste stories taken directly out of an army book or other published material

Theme			Points Earned
1	Did the Submission include a declaration of <i>Allies</i> or <i>Adversaries</i> at their path?	2	
2	Does the Army include a written Background?	0-5	
2a	Is the background of above average quality in presentation?	0-2	
2b	Does the background go the extra mile? (Full colour, uniqueness) . please submit this portion the day of the tournament for judging (without impinging on the early bird bonus.	0-3	
3	Does the display contain a dynamic element (story/battle)?	0-3	
4	Are there conversions that reflect theme/complimentary forces?	0-2	
5	Do the forces reflect a moment in Warhammer %history?+	0-3	
6	Has the team gone the extra mile in team spirit? . This can be things like T-shirts, haircuts, a banner, etc	0-3	
<u>Allied Path</u>			
7	Do the armies belong together?	0-3	
7b	Heavily justified in the Warhammer Universe?	0-2	
7c	Extremely justified by both background and universe?	0-2	
8	Does the Display Board build on the alliance?	0-5	
<u>Adversaries Path</u>			
7	Are the Armies in opposition to each other?	0-3	
7b	Is there a strong Warhammer Universe tie between these forces?	0-2	
7c	Do the Background and Universe build on each other?	0-2	
8	Does the display Board build on the adversarial relationship?	0-5	
Total		25 (33)	

Prize Categories: Prize Support will vary depending on attendance.

If there are fewer than 20 teams:

Overall: An approximately \$250 Army Package per player, featuring Skaven and Beastmen

If there are 21+ teams:

Best Sportsman: Choice of One Battalion per player

Best General: Choice of One Battalion per player

Best Appearance: Choice of One Battalion per player

If there are 40+ teams:

Best Appearance: Allied Good Choice of a giant, dragon, stegadon, or screaming bell

Best Appearance: Allied Evil Choice of a giant, dragon, stegadon, or screaming bell

Best Appearance: Adversaries Choice of a giant, dragon, stegadon, or screaming bell

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: Fire Dragon**. This person may have won other categories over the two days.

Las Vegas Grand Tournament Entries: The top two players over both days of the Challenge will win entry into the Games Workshop Las Vegas Grand Tournament in the summer of 2011. If those players are unable to attend, the next highest ranked player will have the opportunity to go, and so on.

The Singles Tournament

The Singles Tournament will use the following Warmaster's Tournament Circuit

Generalship: Standard
Sportsmanship: Masters of Virtue
Painting: Advanced

Favourite Opponent Votes: will be worth 3 points per round

Best Painted: Will be determined by player votes. No additional points will be awarded for these votes.

Draft Tiered System

– To be finalized February 1st, 2010. The armies are divided into the following tiers for the Singles Tournament, which indicate how many points players are allowed to take for their chosen force.

Tier 1 – 2000 Points

Daemons of Chaos Vampire Counts Will Paul (any & by request)

Tier 2 ó 2250 Points

Beastmen	Brettonia	Chaos Dwarfs	Dark Elves
Dwarfs	Empire	High Elves	Lizardmen
Tomb Kings	Warriors of Chaos	Wood Elves	Skaven

Tier 3 ó 2500 Points

Dogs of War Ogre Kingdoms Orcs and Goblins

Special Characters are allowed for the Rogue Trader.

Prize Categories: Prize Support will vary depending on attendance.

If there are fewer than 30 players:

Overall: Choice of One Battalion

If there are 31+ players

Best Sportsman: Choice of a giant, dragon, stegadon, or screaming bell

Best General: Choice of a giant, dragon, stegadon, or screaming bell

Best Appearance: Choice of a giant, dragon, stegadon, or screaming bell

The Warmaster's Challenge Overall Prize: The player that has the best combined score over the two days will win a **ForgeWorld: Fire Dragon**. This person may have won other categories over the two days.

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For more information, visit www.warmasterschallenge.com
Or e-mail natan_stevens@hotmail.com
Or call 519-897-0796 after 4:30 p.m.

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