

WARHAMMER FANTASY TOURNAMENT

(\$5.00 additional charge)

Coordinator: Chris Saik

2500 pts.

Registration: Saturday 7:00 am – 8:00 am

Game 1: 8:00 am - 10:30 am

Game 2: 11:00 am – 1:30 pm

Game 3: 2:30 pm – 5:30 pm

Game 4: 6:00 pm – 8:30 pm

For information or questions, contact Rob Miles at bobby.hostile@gmail.com.

RULES FOR BAYOU WARS ROGUE TRADER TOURNAMENT:

- You must use the same 2500pt army list for each game.
- All models must be Citadel, Marauder, Fanatic, or Forge World models. Forge World models may only be used to represent entries from the Army books and must be on the appropriate bases (which I think rules out every forge world fantasy mini unfortunately).
- Rogue Trader Tournaments are for fun, and poor sportsmanship will not be tolerated. You must conduct yourself in a manner that will not bring the hobby into disrepute. Conduct yourself as you would have your opponents conduct themselves.
- You may use Special Characters as long as they meet the specified requirements (e.g., you may not use a Special Character that is restricted to armies over 3,000 points or under 1,500 points if the tournament you are playing is using 1,850 or 2,000-point armies!). Some lists require the use of said Special Characters and cannot be fielded without them.
- Dogs of War may be used as an army of their own or as a Rare selection per the standard rules for that particular army.
- What You See Is What You Get (WYSIWYG). If you wish to use an item, it must be represented on the figure. Army list choices whose models aren't available must be

converted. Remember, if you are in doubt about a conversion you have done, you probably shouldn't use it! We don't want you showing up with something you can't use!

- You must bring all materials needed to play including dice, measuring devices, templates, models, and any rules that you will be using.

- Armies permitted: I've compiled a pretty extensive list of armies that will be allowed at the event, so this should make just about everyone happy:

- 7th Edition Dwarves
- 7th Edition Empire
- 7th Edition Orcs&Goblins
- 6th Edition Beast of Chaos
- 6th Edition Bretonnians
 - SoC Erranty War
- 6th Edition Dark Elves
 - SoC Cult of Slannesh
- 6th Edition High Elves
 - SoC High Elf Sea Patrol
- 6th Edition Hordes of Chaos
 - SoC Archaon's Horde
 - SoC Daemoniac Legions
- 6th Edition Lizardmen
 - WD 299 Sacred Hosts
 - Lustria The Red Host of Tehenhauin
- 6th Edition Ogre Kingdoms
 - WD 303 Gnoblar Hordes
 - WD 308 Ironskin Tribe
- 6th Edition Skaven
 - SoC Clan Eshin
 - WD 310 Clan Moulder List
 - Lustria The Bubonic Court of Nurglitch
- 6th Edition Tomb Kings
 - WD??? Army of Sehenesmet
- 6th Edition Vampire Counts
 - SoC Army of Sylvania
 - WD 305 Zombie Pirates
- 6th Edition Wood Elves
- Ravenging Hordes: Dogs of War
- Ravenging Hordes: Chaos Dwarves

The so-called "Soft" Scores will be scored differently than most people are used too. This system is an adaptation of the one used at Adepticon in Chicago and, for the most part, removes the roll of comp scores from players without actually removing comp scores.

* 60+ Battle Points: Base of 20 per round (10/10 - Draw, 13/7 - Minor Victory, 16/4 - Major Victory, 20/0 - Slaughter) with slight variations due to Battle Point Modifiers

* 19 Appearance Points: 16 points will be judged. Each Favorite Appearance vote received at the end of the tournament from an opponent will earn you +1 points. The following appearance checklist guidelines will be used, each worth 2 points:

1. Is the army ENTIRELY painted to a three color minimum standard? Yes/No
2. Does the army look like a cohesive force? Yes/No
3. Is the army based in a pleasing manner? Yes/No
4. Does the army use highlighting or shading techniques to add depth and lighting to the models? Yes/No
5. Do character models and army centerpieces stand out? Yes/No
6. Was time taken to paint the details of the models/units to bring out the individuality of the army (i.e. gems, lenses, ribbons, etc)? Yes/No
7. Is the army in the top 25% of armies represented at this tournament? Yes/No
8. Is the army THE top army represented at this tournament? Yes/No

* 21 Sportsmanship Points: 6 points per round based on the following checklist:

1. Did your opponent come prepared to play and bring all required items to play (dice, templates, rulers, rulebooks, army books, pens, calculators, etc.) Yes/No
2. Did your opponent appear to measure movement and charge distances accurately? Yes/No
3. Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time? Yes/No
4. Were rules issues that may have arisen during the game handled amicably by your opponent? Yes/No
5. Did you have fun playing your opponent? Yes/No
6. Would you voluntarily play this person again? Yes/No

Additionally, every Favorite Opponent vote received at the end of the tournament from an opponent will earn you +1 points.

* 11 Composition Points: All players will start with a base of 8 Composition points and be scored as follows:

- 2 for having the minimum number of core units
- 2 for having max Rare
- 2 for having more points in characters than core
- 1 for having duplicate Rare
- 1 for having max Special
- 1 for having triplicate Special

Additionally, every Favorite Army vote received at the end of the tournament from an opponent will earn you +1 points.

This next part is the awards stuff. It's not new to you, except for the factional winner thing. Not only will one player win this tournament, but in a grander scheme of things, one race will win the tournament as well. We can give out prizes for it, but, if GW wants this to matter then the bonus they receive in the campaign itself would be the reward. I also left out the Best Individually Painted Miniature award stuff. It's optional

AWARDS

- * Best Overall - The player with the highest point total. Battle Points for first tie-breaker. Appearance for second tie-breaker.
- * Best Painted - The army with the highest painting score.
- * Best Sportsmanship - The player with the highest sportsmanship score. Battle Points for first tie breaker. Composition for second tie-breaker.
- * Best Army - Highest combined composition and appearance score. Overall points for tie breaker.

If anyone has any questions or wants to pre-register (there are a finite number of spots), contact the tournament organizer at kylek2235@yahoo.com