

Warhammer Fantasy Ranking Tournament: 11th Conflict.

PREFACE:

11th conflict will be fought on Saturday, April 21st, 2012 at the following location:

Parochiezaal St. - Cornelius,
Rillaarsebaan 134
Gelrode.

Registration is through the T3 tabletop website on following link:

http://www.tabletopturniere.de/be/t3_tournament.php?tid=8874

Tournament Players can announce from 9:00 to 9:50. The first battle begins at 10:00 and the tournament will be done at about 19.00

For more information or registration 11thconflict.fantasy@conectr-team.be

or visit our forum at <http://www.conectr-team.weebly.com/>

There is a maximum of 60 players for the tournament.

The price to participate in the tournament is € 10, which can be transferred to the following account

Account: 751200839550

Iban: BE86 7512 0083 9550

Bic: AXAB

This is done at the latest two weeks before the start of the tournament to be sure that we received the payment so no misunderstanding at the event itself will arise.

RANKING DER NEDERLANDEN:

11th conflict is one of the tournaments that count towards the 'ranking of the Netherlands ". More info on this subject available at

<http://rankingdernederlanden.eu>

THE TOURNAMENT:

You will play three battles against three different opponents.

The opponent in the first battle will be allocated to you by drawing lots or something to that effect. For the other two battles a Swiss-system will be used. In the Swiss system, after each battle rankings are made and the numbers one and two, three and four, ... at that time play together.

After each battle you and your opponent count points gained from the battle played and bring it to the judges table. The judges will make the conversion to command points. If the two results (yours and your opponents) are not registered within 15 minutes after the end of the battle according to the timetable then the battle will be regarded as a draw.

The organization is not responsible for wrong scores brought to the table.

On top of that command points there are points on composition and painting collection.

At exactly 10 hours we will start and latecomers can still play, but might play against their club member or traveling companion for the first battle. The schedule shows how long you have for a battle. We would like everyone to stick to the schedule. We do not tolerate that an individual ensures that we are behind schedule. Only you and your opponent play the battle, spectators and supporters must not interfere with the battle. If there are problems with the rules, there are judges available that you can address with your question.

The tournament organization does not have the equipment for the battle you play, so bring everything you need for the three battles to play yourself.

Below is a small collection of items you may need when you play your three battles.

- Rulebook, army book, errata's and FAQ
- Templates
- Tape measure in inches
- Minimum 1 copies of your Army List
- Dice
- Painted Army
- Glue
-

1) Schedule:

Registration 9:00 Start
9:50 End of registration

10:00 Start the first battle
12:15 End of the first battle
PAUSE
13:00 Beginning the second battle
15. 15 End of the second battle
PAUSE
15.45 Beginning the third battle
18:00 End of the third battle

Award Ceremony 18.30

2) Rules:

To prevent that a small disagreement about the rules develops into a riot, we propose the most basics of rules: not to hesitate to look in the rulebook. There is nothing wrong with looking up a line where you have doubts during a battle. If you do not find it in the rulebook, there are two solutions, either you throw a dice and proceed with the battle or you call a judge to the table. The judge will try to solve the problem or indicate where the line is. The decision of the judge is always final. You can not debate with a ruling by the judge. A player that is contesting a rule beyond the decision taken or shows improper behaviour can be attributed a relevant number of penalty points to his command points score.

3) Warm up and cool down:

Before you begin your battle, you might just pause five minutes to go through everything with your opponent: how you will handle the terrain, make-up of the armies, the playing field and a few quirks that you might get during the battle so no surprises can come up.

4) Army List

All players who wish to participate in the tournament must have their army list CLEARLY typed (pdf, html, excel or word file) e-mailed to 11thconflict.fantasy@conectr-team.be No army builder files except in html format as the organization does not have this programs features available. We want a detailed army list which clearly shows points per unit and unit upgrade and character to be found, it is easier to check.

Handy is also your ranking number to mention, this can be found at the site of the ranking. Have you ever played a ranking tournament then you have a ranking number.

The army list needs to be in our possession **before midnight** on Saturday, **April 10th 2012** since we also need some time to check these lists.

No other list may be used than those which you have sent or emailed. This may result in penalties otherwise.

5) Army Selection

Tournament will be played with the eighth edition of the warhammer fantasy rulebook. No more than 1750 points may be used to assemble your army. Bring along at least one copy of your army list on the day of the tournament. The army list must clearly state all models with stats, upgrades, items, magic items and such.

The following armies may be taken:

Beastmen

Brettonia

Chaos Dwarfs (list at FAQ GW)

Daemons of Chaos

Dark Elves

Dogs of War (As a completely independent army) (Annual 2004, regimental or renown may be selected)

Dwarfs

Empire

High Elves

Lizardmen

Ogre Kingdoms

Orcs and Goblins

Skaven

Tomb Kings

Vampire Count

Warriors of Chaos
Wood Elves

We use always the latest released book for our army lists.

No special characters or named unit champions may be chosen, the only exceptions being Regiments of Renown in a Dogs of War army.

WYSIWYG rule applies and if not, you should clearly inform your opponent about the used models in advance to avoid misunderstandings and discussions.

6) Tournament Points (100 points):

During the tournament you can earn a maximum of 100 points and this in three different categories. There are the command points up to 75 points, 20 points are the painting points and another 5 points for the army list. Together they make your tournament score. The winner is the player at the end of the tournament with the highest tournament score. When there is a tie we first look at command points then the highest victory points and then points for painting.

7) The three play battles and scenarios:

A different scenario will be played every round. Scenarios will be announced on the event day itself but won't be the standard scenarios of the rulebook.

As for the terrain features:

All forests are "mysterious forests" as described in the rule book when entered or deployed it requires a role in the mysterious forest table "from the rule book page 119.

All rivers are "mysterious rivers" as described in the rule book to enter or to deploy a role in the mysterious river table "from the rule book page 120 is required.

If there is special terrain the organization will identify and make the rules are on the table.

To gain victory points:

The normal rules with the following exception:

Fleeing units and or characters at the end of the game offer their points of victory points for the opponent.

Models with half or under half their wounds and units with half or under half their numbers count for half their points.

Some armies have some rules or magic items that can ensure that they or their opponent gain additional victory points.

8) Command points (75 points):

TYPE OF VICTORY	DIFFERENCE	WINNER	LOSER
DRAW	0	13	13
MINOR	1-149	14	12
MINOR	150-299	15	11
MINOR	300-449	16	10
MINOR	450-599	17	9
SOLID	600-749	18	8
SOLID	750-899	19	7
SOLID	900-1049	20	6
SOLID	1050-1199	21	5
CRUSHING	1200-1349	22	4
CRUSHING	1350-1499	23	3
CRUSHING	1500-1649	24	2
MASSACRE	1650+	25	1

9) Painting Points (20 points):

During the first battle we will come along for the painting points. Painting Points are only given to fully painted armies. Here's how to earn 20 points. A few candidates will be selected for best painted army. They will be asked to display their army after battle 2. The best painted army will then be selected.

Painting: from 0 to 5 points if you have used at least three colours to paint your entire army. 2 points if not everything but more than half of your army is painted

Additional painting: from 0 to 5 points if your army we like it or do something unique with it.

Basing: 0 to 3 points for a fully based army. 1 point if not all but more like half of your army is based.

Additional basing: 0 to 3 points if you've put more effort into the bases of your figures.

WYSIWYG: 0 to 2 points if all your flags, and such clear markings or specially, WYSIWYG.

Conversion: 0 to 2 points for conversions.

10) Clear army list (5 points):

A clear army list (Excel, Word, PDF) that we received in time and that is correct from the first time it was sent in, gives you another 5 extra points. With a clear army list we mean: each unit or each model should list its base statistics, special rules and items with separate points for each item. No army builder lists allowed unless in html form. Army lists which are not submitted in proper form are will be returned immediately after which you lose the opportunity to earn these 5 extra points.

PENALTIES:

It may be that in rare circumstances Command Points are taken:

- Playing with a false list: -10 pts per battle and you get no points for that command battles.
- Unsportsmanlike behavior, cheating, ...: In the opinion of the judges.

SCENERY:

The scenery is drawn by the judges at the start of the tournament and may not be moved. Wood Elf players who use treesinging are to place their woods back to their original position after the game.

Afterword:

If there are questions or ambiguities concerning the rules in this document you can always mail to 11thconflict.fantasy@conectr-team.be

We, the organization, wish you much fun in your battles and hope you have a very pleasant battle day.

Also a separate painting competition will be held on the same day

Conect'r team presents

1st painting competition on Sunday 22 April

In the following four categories:

- Sci fi and fantasy figures
- Great figures sci fi and fantasy
- Showcase
- Open

Among these categories are divided following prizes, of course best of each category but also best young blood (15 years) and best of show and an audience. Additionally the "medals" gold, silver and bronze will be awarded

contest rules:

Inscriptions of the models can be done on Saturday, April 21 and Sunday, April 22 until 12:00

- You pay **1 euro per entry** and from 5 paying entries next entries are free.

Participants of the tournament and conect'r members receive **1 free entry**. More than 5 entries is allowed but you pay only 5 euros. Youngbloods get an extra free entry so participants of the tournament and younger than 15 get 2 free so villages.

- Participation in the competition is only allowed by bringing your own painted figures. This only counts in tenders, any price can be picked up by another person. On registration of organisation will provide you an entry form and a control strip and just with the control strip a participant gets his figure back.

- A project of several persons is allowed when at least 1 of the creators present.
- Reference material and WIP photos may be added to the model. (Organization can do aside from any lack of space)
- The model must not have the name or other mark which may indicate whose figure.
- The jury or organization can move a model to another category. They are also the only people allowed to touch the figures.
- The organization is not responsible for any damage or theft but puts every effort to avoid this.

The four categories:

1. figures sci fi and fantasy: all figures on a base game of snot unlike eldar jetbike rider in this category also fits the simplest to the seasoned infantryman with General Warhorse.

2. great sci fi and fantasy figures: figures that are too large for the above category, such as vehicles, tanks and samples with possibly their riders

3. Showcase: all figures on a display base, busts, ...

4. Open: Greens, dioramas, scenery, duels, ...

We give those who want the opportunity to show their models out of the race.

Judging:

This will be done by at least three guest judges determined by the organization.

Award ceremony: around 15.00 price support at hand

Location:

Parish Hall St. - Cornelius

Rillaarsebaan 134

Gelrode.

Contact:

Stijn Aerts

queelockeconectr@hotmail.com

Start painting!