

# **Warhammer Fantasy Ranking Tournament: 12th Conflict.**

## **The Event:**

Our 12<sup>th</sup> Conflict is a Warhammer Fantasy Tournament that will be held on Saturday April 13<sup>th</sup> 2013, and will be a part of The Ranking Der Nederlanden and is also listed on the T3 website.

As before, the location will be:

Parochiezaal Sint-Cornelius

Rillaarsebaan 134

B-3200 Gelrode

Participating in the event will cost **10€ per person** if you **pay in advance**, which can be paid on the following bank account:

IBAN: BE86 7512 0083 9550

BIC: AXAB BE 22

AXA Bank Europe

Beneficiary: Conect'R Team Aarschot VZW, Molendreef 50, Rillaar.

This fee will serve as a pre-inscription. You can also still subscribe the day of the event itself, providing there is enough place to accommodate more players of course so be sure to inquire by email or cellphone if there is still place available! Feel free to email to inquire if the tournament has reached its capacity or not (we can accommodate approximately 60 people).

**Important! If you pay at the day of the event itself, the admission fee will be 12€.**

*On Friday the 12<sup>th</sup> of April our secretary will make a final list of payments made so make sure your payment has come through before this date. If there should be a discussion about whether the payment has been done and this cannot be proved a player will have to pay the 12€ admission fee. If afterwards it is proven that a payment was correctly made, the 12€ will be refunded shortly on your bank account.*

The tournament will start at 10 AM, and registration will start from 9 AM. A marked and approved copy of each participants' army list will be present, but try to have a printed copy for yourself as well!

We ask all players to subscribe to the tournament via the T3 website:

[http://www.tabletoptournaments.net/be/t3\\_tournament.php?tid=10069](http://www.tabletoptournaments.net/be/t3_tournament.php?tid=10069)

## **Catering**

NOTE: unless you have special requirements (gluten-free food, vegetarian, ...) please refrain from bringing your own food and drinks to the event! We offer warm meals (this year a we will serve Belgian fries and other fried snacks) at affordable prices, as well as snacks on the side like sandwiches with cheese or ham, hotdogs and pies. Please don't go being a cheapskate and bring your own things! We do our best to provide for you, so please respect that!

## **RANKING DER NEDERLANDEN:**

12th 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  
12:30 End of the first battle  
PAUSE  
13:15 Beginning the second battle  
15. 45 End of the second battle  
PAUSE  
16.15 Beginning the third battle  
18:45 End of the third battle

Award Ceremony 19.00

### **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 ([12thconflict.fantasy@conectr-team.be](mailto:12thconflict.fantasy@conectr-team.be)) No army builder files except in html format as the organization does not have this program 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.

The army list needs to be in our possession **before midnight** on Sunday **31/03/2013** 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. Also electronic payment before 31/03/2013

#### **5) Army Selection**

Tournament will be played with the eighth edition of the warhammer fantasy rulebook. No more than 2200 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 found in forge world book "TAMURKHAN : The throne of chaos" )

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 always use the latest released book for our army lists.

If your army gets a new codex after 31/03/2013, you play with the old codex

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 3 battles and scenarios:**

**A different scenario will be played every round. The scenario's will be more balanced and have less impact on the game then last year.**

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.

Or stated otherwise in the specific scenario.

### **7.1) Battle 1**

#### ***Nice booze ay \*hips\****

Deployment : "Dawn attack" as described in rulesbook p145

Every army receives 3 flasks, all of them containing a special concoction.

The flasks are distributed openly after deployment and before the first turn, according to the following rules :

If a battle standard is present in the army, he HAS to take one flask.

The remaining flasks are then randomly distributed among the heroes (NOT lords)

If there happen to be more flasks then heroes, then the remaining flasks are lost (a hero cannot take two flasks)

A hero can drink his flask at the beginning of any of the player's own turns.

To see what happens, roll 2D6 and consult the following table :

<b>2D6</b>	<b>Description</b>	<b>Effect</b>
2	Skaven Brew	Sickness strikes, -1 Toughness However, the stench is so hard the hero is now -1 to hit in CC
3	Witch Draft	Old age strikes, -1 Strength However, the hero now looks so ugly he causes fear. (If the hero already causes fear, then he causes terror)
4	Infusion of the amazone frog	Alas, poison ... at the beginning of every own turn, throw a D6. On a 6, the hero has -1 Toughness (to a minimum of 1).

		However, the hero has poisoned attacks. If already poisoned attacks, then the hero receives one extra attack.
5	Grandma's Laxative	An urgent need to find a toilet overcomes the hero. However, one does not leave his comrades in the face of battle. Alas, no other option then ... As a consequence, the hero is at -1 to hit in CC, and has -1 Ld
6	Minute, Milord	None, apart from the lovely taste of tomatosoup
7	Nectar of the Gods	A halo forms around the hero, inspiring his comrades. The hero has +1 Ld
8	Anabolic's Fluid	The muscles of the hero immediately starts to enhance, resulting in +1 Strength
9	Dragon's Spit	Scales start to grow out of the hero's skin. The hero has +1 Toughness
10	Stronghold ale, blonde, 8°	The finest ale on earth ! The hero receives +100 VP
11	Stronghold ale, dark, 10°	The finest ale on earth, but with a bit more ! The hero receives +150 VP
12	Stronghold ale, triple, 12°	The finest ale on earth with a heavy punchline ! The hero receives +200 VP

These effects are permanently for the remainder of the battle, and cannot be removed.

(so the extra VP of 10, 11 and 12 do count, even when the hero does not survive the battle)

On the other hand, a hero can choose not to drink. The following rules then apply :

If a hero did not drink and does survive the battle => +100VP

If a hero did not drink and does not survive the battle => 0VP

Victory points are calculated as described in the general rules

## **7.2) Battle 2**

### ***Chicken Run***

It's the season of the Chickens with the Golden Eggs.

These eggs are rare and precious nowadays, for they even contain a tiny bit of warpstone.

No wonder armies gather to collect them !

#### Scenario information :

Deployment according to Scenario "Battle line" as described in the warhammer fantasy rulesbook p144

#### Extra rules : the hunt for the Golden Eggs.

In this scenario, there are 4 chickens in play.

Before the game starts, these chickens are positioned on the central line, 14.5 inches from one another and from the board. The chickens start the game in an airborne position, only to remain there for the entire game.

Note : chicken counters will be provided by the organizers

#### Egg drops :

At the end of every players' turn, all chickens drop one egg. If the chicken counter lays (partly) above one single unit, this unit immediately collects the egg. If the chicken counter (partly) lays above multiple units, roll a D6 to randomly select the collecting unit.

If no unit is beneath the chicken counter when the egg is dropped, this egg is lost.

Collected eggs cannot be lost, even when the collecting unit is destroyed or fled from the table.

Therefore the players only need to keep score on the Score Card for every collected egg.

Note : every unit is eligible to collect eggs, even single characters or fleeing units.

Note : the score card will be provided by the organizers

#### Chicken movement :

Once all chickens have dropped an egg, they immediately make their move. The chickens make a fly move. Roll 1 artillery die to determine the distance, and 1 scatter die for direction. In case of "misfire", the chicken remains on the same spot. This movement can bring the chicken into impassable terrain. In that case, bad luck, and hope for the best it will come out again next turn :o)

Chicken notes :

If a chicken moves off the table, it is gone and will not come back. Chickens do not block line of sight, nor do they block charges, for they are in fact flying in the air. Due to their specific diet, the chickens are kind of ethereal, so no point in trying to shoot them down. In addition, the chickens are immune to magical attacks, so no use in beaming them down. In fact, the chickens cannot be destroyed in any way :o) Finally, effects that grant movement to units, do not work on chickens.

Victory conditions :

First, count the standard victory points as described in the tournament rules. These points are then divided by 2. Second, count all eggs collected and multiply this number by 50. Finally, add both scores together to determine the victory points.

**7.3) Battle 3**

**Battleline**

Rulebook p 144

**8) Command points (75 points):**

TYPE OF VICTORY	DIFFERENCE	WINNER	LOSER
DRAW	0	13	13
MINOR	1-199	14	12
MINOR	200-399	15	11
MINOR	400-599	16	10
MINOR	600-799	17	9
SOLID	800-999	18	8
SOLID	1000-1199	19	7
SOLID	1200-1399	20	6
SOLID	1400-1599	21	5
CRUSHING	1600-1799	22	4
CRUSHING	1800-1999	23	3
CRUSHING	2000-2199	24	2
MASSACRE	2200+	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 are allowed unless in HTML format. We, the organisation, haven't got the armybuilder software.

You lose 1 point for an armylist sent in a wrong form.

You lose one point for every day later then 31/03/2013, example ; when you sent a correct list on 2/04/2013 you lose 2 points and get 3/5, and so on.

You lose 2 points per faulty list sent.

### **PENALTIES:**

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

- Playing with a wrong armylist: -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 ([12thconflict.fantasy@conectr-team.be](mailto:12thconflict.fantasy@conectr-team.be))

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



**Hall of Fame:**

	<b>FIRST</b>	<b>SECOND</b>	<b>THIRD</b>
4th CONFLICT	ALEXANDER FRENZEL	ROBERT STA	RUBEN HOOGLAND
5th CONFLICT	NICK KUYSTEN	JETHRO HENDRICKX	NIELS AERNOOTS
6th CONFLICT	KRIS JANS	NIEK HINSEVELD	MARTIJN KOCH
7th CONFLICT	LARS MEEUSEN	BART RIJK	NICK VAN DE MOLEN
8th CONFLICT	TONY CORNELIS	KAREL MISSINE	LARS FRENCKEN
9th CONFLICT	BART RIJK	KAREL MISSINE	PIETER DEWACHTER
10th CONFLICT	MAXIM DESAL	ROBIN REYNAERT	BART RIJK
11th CONFLICT	ALEXANDER FOLLENS	BART RIJK	BJORN VERPOORTE
12th CONFLICT			