

Warhammer Fantasy Ranking Tournament: 15th Conflict.

1. The Event:

Our 15th Conflict is a Warhammer Fantasy Tournament that will be held on Sunday April 17, 2015 and will be listed on the T3 website.

As before, the location will be:
Parish Hall Sint-Cornelius
Rillaarsebaan 134
B-3200 Gelrode

*Participating in the event will cost **€15 per person** if you **pay in advance**.
You can send your entry fee, with the mention of **your name** and **15th Conflict WHFB**,
to 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 pay the day of the event itself, providing there is enough place to accommodate more players. Be sure to email or call to check if there is still place available! We can accommodate approximately 40 people.

Important! If you pay at the day of the event itself, the admission fee will be €17.

On Friday the 15^h 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 €17 entree fee. If afterwards it is proven that a payment was correctly made, the €17 will be refunded shortly on your bank account.

The tournament will start at 09:30. Registration will start from 08:30. A marked and approved copy of each participants' army list will be present. Please 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/t3_tournament.php?tid=14945*

*You are only sure of your place if you pay in timely fashion and send in your army list.
In case of questions or in case of problems the day itself (traffic, car issues, ...), you can always call (0032)479 871 171 (Maarten Vanwesemael-Team Conect'r vzw responsible).*

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 at affordable prices. This year we will serve Belgian fries, curryworsts, soup, pies and sandwiches with cheese or ham. Please don't go being a cheapskate and bring your own things! We do our best to provide for you, so please respect that!

2. THE TOURNAMENT:

The Course of 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 09:30 am 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.

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.

- ***pdf of your armybook and the T9A rule book on paper or tablet/smartphone***
- Templates
- Tape measure in inches
- Minimum 1 copies of your Army List
- Dice
- Painted Army
- Glue
-

1) Schedule:

08.30 - 09:20	Registration
09.30 - 12:30	First battle
12:30 – 13:00	Lunch break
13:00 – 15:30	Second battle
15:30 – 15:45	Break
15:45 - 18:15	Third battle
18:30	Award Ceremony and wrap up

2) Rules:

To prevent that a small disagreement about the rules develops into a riot, we propose the most basics of actions: do not hesitate to look in the rules book. There is nothing wrong with looking up a line where you have doubts during a battle. If you do not find it in the rules book, 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 cannot 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 (15thconflict.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 **3/04/2016** 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 3/04/2016

5) Army Selection

The tournament will be played with the 9th age. <http://www.the-ninth-age.com/>. No more than 2400 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. ***We will play with hidden lists which means you do not have to state the magic items until used in battle.***

The following armies may be taken:

Beast Herds -

Daemon Legions

Dread Elves -

Dwarven Holds -

Empire of Sonnstahl -

Highborn Elves -

Infernal Dwarves -

Kingdom of Equitaine -

Ogre Khans -

Orcs and Goblins -

Saurian Ancients -

Sylvan Elves -

The Vermin Swarm -

Undying Dynasties -

Vampire Covenant -

Warriors of the Dark Gods -

Version 0.99 updates of all T9A publications will be used. This version will be online in March 2016.

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 battles:

In the three battles we used always the classic deployment zone. See p14 of the rule book

We will be using secondary objectives each battle

Battle 1: Hold the Ground

The player with the most Scoring Units within 6" of the Centre of the Board at the end of the game gains an extra 500 VP.

Battle 2: Breakthrough

A player with one or more Scoring Units in their opponent's Deployment Zone at the end of the game gains an extra 500VP. Ambushers that entered the Battlefield on Game Turn 4 or later don't count for this purpose.

Battle 3: Secure Target

After determining Deployment Zones, both players each place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player has to place the marker more than 12" away from their Deployment Zone and 24" away from the other marker. At the end of the game, the player controlling the most markers gains 500VP. A marker is controlled by the player who has the most Scoring Units within 6" of the marker.

8) Command points (3x25=75 points):

TYPE OF VICTORY	DIFFERENCE	WINNER	LOSER
DRAW	0	13	13
DRAW	1-200	13	12
MINOR	201-400	14	11
MINOR	401-600	15	10
SOLID	601-800	16	9
SOLID	801-1000	17	8
SOLID	1001-1200	18	7
SOLID	1201-1400	19	6
CRUSHING	1401-1600	20	5
CRUSHING	1601-1800	21	4
CRUSHING	1800-2100	22	3
CRUSHING	2101-2400	23	2
MASSACRE	2401-2600	24	1
MASSACRE	+2600	25	0

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 (4 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 4 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.

11) pay electronic before sunday the 3th of April (1point):

12) PENALTIES:

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

- Playing with a wrong army list: -10 pts per battle and you get no points for that command battles.
- Unsportsmanlike behavior, cheating, ...: In the opinion of the judges.
- Remember, the judge always has the last word.

13) SCENERY:

The scenery is drawn by the judges at the start of the tournament and may not be moved.

14) Afterword:

If there are questions or ambiguities concerning the rules in this document you can always mail to (15thconflict.fantasy@conectr-team.be)

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

15) Hall of Fame:

	FIRST	SECOND	THIRD
4th CONFLICT	ALEXANDER FRENZEL	ROBERT STA	RUBEN HOOGLAND
5th CONFLICT	NICK KUYSTEN	JETHRO HENDRICKX	NIELS AERNOUTS
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	ALEX THOUET	BART VAN De VELDE	MAXIM DESAL
13th CONFLICT	ALEX THOUET	BJORN VERPOORTE	NICO HERMANS
14th CONFLICT	NICO HERMANS	JOSSE BUSCHMAN	LUIGI PASSARO