

Warhammer WHFB Ranking Tournament: 14th Conflict

Our 14th Conflict is a Warhammer Fantasy Battles Tournament that will be held on Sunday April 19, 2015 and will be listed on the T3 website. Conflict results will be count towards the BTC ranking.

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**. This fee provides you a place in the tournament and lunch to fill your stomach. You will receive a voucher upon arrival and registration on the tournament day. With this voucher you'll be able to choose between soup with a sandwich or Belgian fries with sauce and a curryworst.

Please send your entry fee, with the mention of **your name** and **14th 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. We can accommodate approximately 50 people.

If you pay **on the day of the event, the admission fee will be €17 including the meal**.

On Friday the 17th of April at noon 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 proven 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 tournaments 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=13174

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).

As mentioned lunch is included in the entrance fee. As previous years we will be serving a wide selection a beverages and in the kitchen Belgian fries, curryworsts, soup, pies and sandwiches with cheese or ham or on the menu. Please don't be a cheapskate and bring your own things. If you require a gluten-free diet or anything specific feel free to warn us and bring your own essentials.

Army building

The tournament will be played with the eighth edition of the warhammer fantasy rulebook. No more than 2500 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 upgrades, items, magic items and such. Please use [our template](#) for this.

Max 50 % lords, Max 50 % heroes, Min 25 % core, Max 50% special and 0-3 times the same unit special choice, and finally Max 25% rare and 0-2 times the same rare unit choice

Special and named characters are allowed

The Lore of Undead can be chosen, but be aware that you need the correct models to do so.

Other than that, No end times magic, no end time special characters, no end time units, no end time rules and finally no end time armies.

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

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

Armies have to follow all the restrictions as detailed in their army book, taking into account the last set of FAQ's that appeared on the GW site. We use the latest released book for the army lists. Sources less than 1 month old prior to 14th Conflict may not be used.

Army

List

Send your list, in the proper format, to 14thconflict.fantasy@conectr-team.be Please mention the correct books. The army list needs to be in our possession before midnight on Friday 03/04/2015. If you decide to enter and participate the day of the event itself you must show up some time in advance in order for us to be able to review your army list.

The tournament

A total of 100 points can be earned: 25 per battle, 20 on painting and 5 on armylist and payment. You will play three battles against three different opponents. The first battle will be paired in such a way you won't play against a fellow club-mate or the same type of army where possible. From battle two and onwards we follow the Swiss system.

Timetable:

08.30 - 09:20 Registration
09.30 - 12:30 First battle (3 hours)
Lunch break (45mins)
13:15 - 15:45 Second battle (2.5 hours)
Break (15mins)
16.00 - 18:30 Third battle (2.5 hours)
18.45 Award Ceremony

FAQ

We will use the official games-workshop FAQs

Scenario's

Scenario 1: Keeping the restless dead alive

Use the rules of a standard "battleline" scenario (p.144 – WHFB Rulebook). In addition your army will include one free unit of 25 skeletons. (If you have the appropriate models please bring those skeletons, if you do not please do not worry and bring some proxies on 20x20mm bases.

The unit skeletons exists out of 24 standard skeletons and a tomb champion:

Tomb champion	M4	WS 4	BS 2	S4	T4	W 2	I3	A3	Ld 8
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Equipment : hand weapon, light armour, shield

Bound spell : "Come back": (power level 4,range 24") D3 +1 skeletons of the tomb champions unit are placed back at the back rank of the unit. The banner and musician model are always raised first respectively if they are slain. This bound spell can never raise the unit to a model count above 25 nor can it be used on other units then the skeleton unit.

Special rules: Killing blow, Unbreakable, Undead, Unstable, Fear

Skeleton	M4	WS 2	BS 2	S3	T3	W 1	I2	A1	Ld 5
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Equipment : hand weapon, light armour shield,

Special rules: Unstable, Unbreakable, Undead, Fear

Two of your standard skeletons are upgraded to musician en standard bearer (this banner will be worth 25VP when captured)

Special rules regarding the scenario:

The skeletons unit may march if the general or the BSB are within inspiring presence range. Friendly characters may join the skeleton unit. But not during deployment. The tomb champion may only leave the skeleton unit should he be the final survivor.

The skeleton unit can never be boosted or raised by any other spell effect then the "Come back" bound spell. The tomb champion cannot be healed nor revived

One of your characters will also have the "Come Back" bound spell. Choose this before the battle so your opponent knows which one. This spell can still only be used on the skeleton unit.

If your army BSB is within range the skeleton unit will lose one wound less due to combat resolution.

In the end calculate normal victory points as in Battle line. You gain extra points if:

The Tomb champion is alive +100 VP; all 24 skeletons alive +250 VP; 15-23 skeletons alive +200 VP; 8- 14 skeletons alive +150 VP and 1-7 skeletons alive +100 VP. So in total you can score 350 VP extra in this scenario.

Scenario 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 :

At the start of a player turn, the chickens immediately make their move.

The chickens make a fly move. Roll 2d6 die to determine the distance, and 1 scatter die for direction, use the small arrow for a hit symbol. In other words they will always scatter.

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.

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)

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 by each player and multiply this number by 50 for each player.

Finally, add both scores together for each player to determine the victory points.

Editor's note :

In this way, the maximum that can be scored is approximately 3625pts (First = 1225, Second = $4 \times 6 \times 2 \times 50$)

However, it is unlikely one player will collect all 48 eggs

Scenario 3: Keep it simple simple

Battle line BRB p 144

Extra rules

Scouts do not count to determine who has finished first with deploying.

Look out sir! rolls for the following spells: - Dwellers Below - Final Transmutation - Dreaded 13th - Purple Sun/Pit of Shades (templates so look out sir! is permitted)

regarding victory points:

To gain victory points the normal rules apply with the following exceptions:

Fleeing units and or characters at the end of the game offer their full 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.

Command points (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

Painting Points (20 points):

During the first battle we will come along for the painting points. 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.

Clear army list (4 points):

A clear army list ([in our format](#)) that we received in time and that is correct from the first time it was sent in, gives you another 4 extra points.

Pay electronic before Friday the 17th of April (1point)

Penalties:

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

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

Scenery:

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

Afterword:

If there are questions or ambiguities concerning the rules in this document you can always mail to (14thconflict.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 Team Conect'r Conflict Fantasy:

	FIRST	SECOND	THIRD
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
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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