

# **March of the Marauders II 1200 point Warhammer Fantasy Battles Tournament**

**When:** Sunday April 27th 9:00 to 5:00 lunch included

**Where:** 16 Hart Crescent

**What:** A 1200 point Warhammer Fantasy Battle Tournament

**Entry fee:** is 20 dollars if you submit your list a week prior to northmengamingclub@gmail.com this can be payable at the event. If you register on the day of event its 22 dollars.

what does the entry fee get you?

-lunch (please sign up early so i can plan accordingly)

-2 drink tickets

-four sweet games of warhammer

-opportunity of bragging rights



The Spring Equinox has past and the villages of the Northern Empire hope that it is the sun finally returning but it is the hordes of the north burning their neighbours. Spring returns and with it the season of battle begins anew. Small raiding parties fight in skirmishes to start but as the summer progresses these will unite in larger and larger forces that by mid summer will be led by the chosen champion of each race in large all out battles.

## **General Rules:**

- Valid lists: Beastmen, Bretonnia, Chaos Dwarfs (The Legion of Azgorh/Tamurkhan), Daemons of Chaos, Dark Elves, Dwarfs, Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, Tomb Kings, Vampire Counts, Warriors of Chaos, & Wood Elves.
- The most current army book must be used when creating your list
- The Warhammer Fantasy Battles 8th Edition Rules and all current relevant Games

Workshop Errata and FAQs will be used.

- Battlescrolls will be allowed
- Each player must create a valid 1200 point army. That is the army that must be played for the entire tournament without modification.
- Units, Special Characters and the Chaos Dwarfs (The Legion of Azgorh) army list from Tamurkhan: Throne of Chaos will be allowed. Players MAY NOT mix Warriors of Chaos/Daemons of Chaos and Chaos Dwarf units. Players fielding units from this book MUST have a copy of the book and it MUST be made available to your opponent at all times
- Special Characters will be allowed
- Non-GW models and proxies will be allowed but they must look appropriate. If you are unsure please check with the TO prior to the day of event. If this is not done there is a 5 battle point penalty on day of event.
- Armies do not need to be fully painted (this is highly encourage though) but models do need to be fully assembled.
- If your army contains Wizards, the Lore that each Wizard uses MUST be declared in their entry on the army list. Exception is Skaven Grey Seers and High Elf Allarielle the Everqueen, Dark Eld Morathi, these three may pick at the start of each battle.
- Building rules are in effect per the main rulebook.
- Terrain is fixed. If the terrain moves (e.g., Blood Forest or Tree-Singing), please return it to its approximate location after the game.
- All forests are counted as Mysterious Forests and follow all rules outlined in the main rulebook.
- Wood Elves are allowed their free forests, however they must be of the appropriate size (no bigger than 6" in diameter), fully painted and complete with trees (no pieces of paper). This forest will be considered a normal forest and does not have to roll on the Mysterious Forests chart.
- All games will be straight up battle line, except the first of the day which is Dawn Attack



### **Scoring:**

This is a all around tournament so battle, sports and painting is weighted equally for overall award.

### **Awards**

- Best Overall- The player with the lowest overall point total. Battle Points for 1st tiebreaker. Judged Appearance for 2nd tiebreaker.
- Best General- The player with most Battle Points. Wins for 1st tiebreaker. Sportsmanship for 2nd tiebreaker.
- Best Painted - The army with the highest painting score. Ties will be decided by the TO
- Best Sportsmanship - The player with the highest Sportsmanship score. Battle Points for tie breaker.

### **Sports:**

Pick your 1st and 2nd favorite game of the day these will be worth 2 and 1 points respectively.

There is three points available for checkbox in the questions below

Was your Opponent on Time and Prepared to play with all needed items?

Did your Opponent Measure accurately and play at a timely pace?

Did your Opponent know his/her rules and handle rules disputes reasonably?

### **Painting:**

Everyone will set their armies up for display at lunch time. At this time everyone will go around and pick their 1st, 2nd, 3rd favorite army. 1st will be worth 5 points, 2nd worth 3 points, 3rd worth 1 point. You cannot vote for yourself and can not receive votes if someone else painted your army.

There will be a judged painting checklist worth 10 points

Each line is one point.

- All Models are fully assembled - no half complete model, models need their arms on!
- All Models are fully primed - we don't want to see a sea of gray and silver here
- All models have at least 3 colours applied (not including primer) - 3 different stripes of paint do not count, needs to be actually painting primary areas of model
- Washes and/or highlights have been used to make details stand out - this needs to be done on a majority of models
- 50 % or more of the army meets basic tabletop standard - half the army looks to be complete
- 75% or more of the army meets basic table top standard - your army is almost complete good job buddy
- All models are based (paint or flock) - not a standard gw black base
- Additional base work completed (paint, grass, drybrushed) - multiple types of flock, the flock is painted, the rims of your bases are painted
- Do all models have a uniform theme - the models look like they all are from the same army not just same race. Could be company markings, similar colour pallet, if it's not obvious but you feel it is there then write a narrative to go with
- You have a display board - something to put your models on when you move table to table, could be pretty and add something to your army when it is on display

### **Generalship.**

Battle points will be determined as follow. Everyone will get 4000 points to start. Then the difference between you and your opponents victory points will either be added or subtracted from your total. eg.

Player A get 750 victory points

Player B get 300 victory points

Player A would go up to 4450 and player B would go down to 3550

Victory points will be awarded for fully destroyed units or those that have fled off the table.

100 victory points for killing the enemy General

100 victory points for killing the enemy Battle Standard Bearer

25 victory points for captured banners (enemy unit is deafted in combat or flees from combat)

25 victory points for underdog challenge (unit champion kills a lord or hero in a challenge)

### **Overall**

You will be assigned a point based upon your ranking each of the above three categories

whoever is lowest wins. eg

If you come 1st in battle, 3rd in sports, 4th in painting you would have an overall score of 8



## Schedule:

9:00 - 9:30am	Registration/Set-up
9:30 - 11:00 am	Game 1 (dawn attack)
11:00 - 11:15 am	Break
11:15 am -12:45 pm	Game 2 (battle line)
12:45 - 1:30 pm	Lunch and players vote for appearance
1:30 - 3:00 pm	Game 3 (battle line)
3:00 - 3:15 pm	Break
3:15 - 4:45 pm	Game 4 (battle line)
4:45 - 5:00 pm	Pack up, compute results
5pm	Awards ceremony

There will also be a cooler on site selling some beer and pop. who doesn't love a game of warhammer with a frosty beverage in their hand.

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