

# ANUWTF 2011

## Player's Pack

**Date:** 9th-10th April 2010 **Cost:** \$40

**Venue:** Moran Building 27, ANU, Canberra

**Details:** 2250pt Warhammer, 3 rounds per day, free BBQ lunch both days

**Tournament Organiser:** Ben Halligan

benjamin\_halligan@hotmail.com 0447547116 (for urgent things only)

ANU wargaming society is a friendly, social club and this will be reflected in the standards of our tournament. We do have a stronger focus on the "friendly" aspect, but still intend to promote some good old-fashioned competitive fun. This should be considered an excellent opportunity to try something different, bring something new, meet some new people and have a great time!

Army lists are due by April 1<sup>st</sup> by email. See the Army Selection and Restrictions section below for details.

Max entrants: 40

**Entry fee:** payable by cash, cheque (made out to "ANU Wargaming Society"). Payment on the day is acceptable.

Please email me if you plan to attend so I know how many and who to expect.

If we somehow run out of space, priority goes to: people who paid beforehand, people who have emailed me, then people who turn up on the day.

If you've said you're coming but you end up NOT coming, PLEASE send me an email or SMS or call me (on the day), so I know! I don't mind if this happens and you let me know, I just need to know ASAP so no one ends up waiting without a game on Saturday morning because I think you're turning up but you're not.

**Updates will be posted at:**

<http://anuwargamingsociety.proboards.com>

<http://www.wargamer.au.com/forum/index.php?showtopic=111539>

### ***What to do BEFORE the weekend:***

- Email me your army list (by the 1<sup>st</sup> of April)
- Email me to say you're coming

### ***What you should bring on the weekend:***

- Yourself (try not to forget this)
- An army of little plastic, metal, wooden, platinum men, monsters, mages etc (again, obviously)
- Army book (the one relevant to the army your taking – duh)
- Dice, including scatter dice if your army requires one
- Tape measure
- Templates, if your army requires them
- Army list to show opponents
- 8<sup>th</sup> ed Warhammer rulebook

### ***Rule #1 of ANUWTF2011:***

- Have fun, and make sure your opponents have fun too!

### ***Rule #2 of ANUWTF2011:***

- HAVE FUN, AND MAKE SURE YOUR OPPONENTS HAVE FUN TOO!

This bears repeating, as this tournament is intended to be a more “friendly” one rather than an ultra-competitive one.

### ***Rule #3 of ANUWTF2011:***

- The TO's (me, Ben) word is final
- In most cases I hope that people can resolve issues in a calm, polite manner, often with a D6 roll. If people decide to bring me into an issue then whatever my decision is, will be the final ruling for the issue – no exceptions

Note: I'd rather it not come to this situation, but I want the tournament to run smoothly and this is the simplest method

### ***Army Selection:***

2250pts, using the rules given in each army book

Armies are to be chosen using the most recent codex possible as of 01/04/2011 and using 8<sup>th</sup> edition rules

Army lists will be due one week before the tournament (by Friday April 1st). Army lists received after this date will receive anywhere from 0 to 50% of their normally rated comp.

Army lists are to be submitted by email in either .doc (word document), .odt (open office writer text document), .txt, or .pdf formats.

Army lists should be clearly separated out by unit type and army book selection entry

Army lists should list the points value of every choice as well as

upgrades for the unit, total for the army aspect type (core, special etc) (so something like: 40 stormvermin (240) halberds (40)... command group (30) Banner of the Ratty Rat (15) total = 325... core total = 800)

From your 2250 points you also need to select 1000 points to be used in the team game. Units and characters need to be selected from the army you have chosen, although characters and units may choose to remove magic items BUT not purchased new ones.

### ***Army Restrictions:***

Yes I have implemented army restrictions. This is my decision, based on investigation of the current 8<sup>th</sup> edition and a variety of other tournaments. These are compulsory:

- The power scroll is banned
- No special characters
- No more than 4 war machines (chariots are not war machines, they are chariots)
- Maximum unit size is 50 for models costing under 10 points, 40 for models costing 10-15 points, and 30 for models costing over 15 points. Monstrous Infantry are limited to 10 models per unit.
- No rare choices over 100 points can be duplicated

### **Amendments to rules:**

- Irresistible force (and the subsequent miscast) will occur when 3 or more 6's are rolled when attempting to cast the spell. This differs from the book, which requires only 2 6's to be rolled. Automatic dispel will also required 3 or more 6's to be rolled to automatically dispel the spell.

### ***Modelling:***

WYSIWYG will be enforced. A few simple guidelines include:

- Appropriate models for units – I will not condone the use of clanrats for stormvermin, high elf spearmen for lothorn sea guard, normal chaos warriors for chosen etc. Either those basic models need to have some obvious, defining modeling to distinguish them from their normal counterparts or need to be the proper models.
- Genuine distinctive models are acceptable. The use of say wardancers to represent witch elves. Do not test me too strongly on this point however. I like flavour in armies, however if you rock up with a unit type "representing" another unit that isn't painted the same as your army, or doesn't have a decent reason behind your selection

then you will be penalized. You can always e-mail and ask me about this, I'm happy to answer questions.

"Modelling for advantage" is not allowed, again, judged by me. If you spend too much time explaining to me how something isn't modelled too advantage, chances are it probably won't make the cut. However again you can always ask me AND/or bring a model which is a normally sized and posed replacement model which you can substitute. Note that you can only substitute the replacement model if it's in your opponent's favour, not yours (so, you can't claim that if your uber character of doom was on a normal base I couldn't see him to shoot him).

### **Scoring:**

Overall score will be 50% battle, 20% sports, 20% comp, 20% painting.

### **Scenarios:**

Game 1 - Dawn Attack

Game 2 - Meeting Engagement

Game 3 - Battleline (Team Game)

Game 4 - King of the Hill (The Watch Tower Scenario)

Game 5 - Blood and Glory

Game 6 - Battleline

Victory Point Bonus and Extra Conditions:

#### **Dawn Attack:**

1. The player that deploys first has first turn no roll is needed.
4. There will be an objective marker placed in the centre of the table. The player who holds the objective at the end of the game will receive a bonus 300vp to their overall score (see rulebook for rules on holding objectives).

#### **King of the Hill:**

A hill will be used instead of a tower, otherwise scenario conditions apply. No unit will be placed within 12" of the hill during deployment. If both players have at least one unit (NOTE: unit, NOT character, or warmachine, or monster) at end of the game they will receive 300 points. If one player has the hill uncontested they receive a bonus 500vp to their overall score.

#### **Blood and Glory:**

The game will continue after a player has reached their breaking point but the player that broke their opponent first receives a bonus 500vp

to their overall score.

After each game, work out the difference between victory points and consult the chart below.

Units reduced to half strength and units fleeing at the end of the game won't give up victory points.

### **Battle Scores: (Out of 50)**

Each battle will each be scored out of 20:

The following table will be used to work out how many generalship points will be awarded at the end of the game, in relation to victory points scored by each player.

0-100 = 8/8 (Both players)  
101-200 = 9/7 (Victor/Loser)  
201-400 = 10/6 (Victor/Loser)  
401-600 = 11/5 (Victor/Loser)  
601-900 = 12/4 (Victor/Loser)  
901-1200 = 13/3 (Victor/Loser)  
1201-1600 = 14/2 (Victor/Loser)  
1601-2000 = 15/1 (Victor/Loser)  
2001+ = 16/0 (Victor/Loser)

There will be 4 secondary objectives per mission.

- +1 point for keeping you general alive
- +1 point for killing your opponents most expensive UNIT
- +1 point for having a standard in the enemies deployment zone at the end of the game
- +1 point for preventing any enemies standards ending the game in your deployment zone

The final battle points score will be the sum of the 5 single-player missions (IE: the team game will NOT count for battle points), divided by 2.

### **Sports Score: (Out of 20)**

In each game, you will rate your opponent (or opponents for the team game).

Here is a selection of yes/no question that you can think about during the game, and keeping them in mind during the game might help you

make your selection.

Yes/No questions:

- Did your opponent have an army list to show you and the appropriate codex for their army?
- Did your opponent come prepared with dice, templates, and a tape measure for the game?
- Did your opponent cheat?
- Were there any rules arguments that were not resolved in a friendly and courteous manner?
- Did your opponent win/draw/lose gracefully?
- Did you have fun during the game?
- Do you think your opponent had fun during the game?
- Did you run out of time?

Then select one of these options. These options are based not necessarily specific criteria but a general vibe of the atmosphere of the game and your opponent.

- A) I had an extremely fun battle, independent of who won or lost. My opponent often pointed out things, which I missed that were to my advantage, and really enhanced the gaming experience. I really hope success for my opponent in this and future tournaments. I expect them to compete for best sportsman and will glare furiously at the TO if they don't get it
- B) I had a good time with my opponent and felt that the game flowed well. Problems were resolved quite easily. My opponent made me comfortable with fighting against this army with clear explanations about units and abilities. I'm pleased to of fought this opponent and would actively try to play them again at a tournament or friendly game
- C) My opponent had everything he required, and I felt that they understood enough of their army to ensure that the game kept up at a reasonable pace. Issues often took some discussion, but were done calmly and settled with a friendly consensus. I wouldn't say no to a game with this opponent if approached, and would probably approach them for another game
- D) My opponent did not have everything they required, and often had to borrow multiple different items. They had to check numerous times simply universal rules, army wide rules and items used in the army list. The pace of the game staggered multiple times, and they often showed a poor understanding of the basic rules. They consistently made tactically errors which they wanted to reverse, or appeared to do things that were

incorrect via the rules, but to their benefit. I wouldn't not want to fight this opponent again unless I felt they had improved their knowledge of the gaming system

- E) My opponent constantly argued about rules, failed to show the army book for clarifications on rules about their army. They seemed to stall during their turn, whilst also attempted to hurry your turn with exasperated comments, sounds and gestures. At times my opponent literally attempted to cheat, or bend the rules in their favour. I would not play this person again under any circumstances

### **Comp Score: (Out of 20)**

I'm using math-based comp as I believe it's easy to mark, easy to use, and easy to follow. Although it's not the fairest of systems, I believe it suffices in most circumstances in avoiding ridiculous army lists.

*TO scoring (out of 14):*

- (2) 750 Spent on Core choices
- (2) Less than 450 points in Lords
- (2) Less than 800 points in Special
- (2) Less than 400 points in Rare
- (2) Less than 350 points in Heroes
- (2) Less than 300 points on magic items
- (8) TO discretion (NOTE: This will usually be 1.5 out of 3, with less or more for noticeably "hard" or "soft" lists or when I think something else should really be balanced out)

Obviously there are some ways of abusing this, but I'll take that into consideration for my TO discretion mark so don't think you can get around it.

### **Painting Score: (Out of 10)**

This is a basic checklist – hopefully it is quite self-explanatory. The division between “basic” and “advanced” is an attempt to ensure that everyone gets points.

Basic is for those beginning a new army, or do not necessarily have the time or incentive to spend a lot of time painting.

Advanced is there to reward people who have put a lot of effort into their armies, working hard to meet the criteria I have stated.

The painting scores will be marked by me – if people wonder what kind of standards I might be thinking of I can provide photos of armies that I would expect to score full marks.

### **Basic Standard:**

**(1)** Army is painted – Basecoat colours which define different parts of model i.e. skin, metal, clothes

**(2)** Army is painted to a reasonable standard – Basic Highlighting and Washes

**(2)** Army is painted with a cohesive scheme – Themed/same bases, markings linking units, heraldry etc

### **Advanced Standard:**

**(1)** Entire army is painted, but some units are painted to a higher standard – clear details, blending, shading, layered highlighting\*

**\*This is intend to accommodate people who can't paint up new units in time for the tournament but should still be acknowledge for the high standards in the rest of the army**

**(2)** Entire army is painted to a high standard – clear details, blending, shading, layered highlighting

**(2)** Army has a particularly defining feature, which makes it exemplary – striking coordinated colour scheme, clear theme

### ***Prizes – (for some, hugs for others)***

- 1st Overall • 2nd Overall • 3rd Overall • • Best General (battle results) • Best Sport (sports score) • Best Painting (judged by TO)
- The Max Wallace Encouragement "Better Luck Next Time" (Wooden Spoon) Award

## ***Schedule***

### **Saturday**

**08:00 – 08:30**

Arrival, instructions, any questions answers. Game 1 draw will be given out, and people allocated tables

**08:30 – 10:30**

**Match 1** – warning of time ending at 10:00

**10:30 – 11:00**

Game 2 draw will be given out, results will be put in, people will be guided to their next game

**11:00 – 13:00**

**Game 2** – warning of time ending at 12:30

**13:00 – 14:00**

Lunch – armies will need to be displayed in a neat manner on the table from Game 2, so I (TO) can start marking. Warning will be given at 13:45 to head back down and prepare for Match 3

**14:00 – 17:00**

**Game 3** (Team Game)

**Sunday**

**08:00 – 08:30**

Arrival, instructions, any questions answers. Match 4 draw will be given out, and people allocated tables

**08:30 – 10:30**

**Game 4** – warning of time ending at 10:00

**10:30 – 11:00**

Game 5 draw will be given out, results will be put in, people will be guided to their next game

**11:00 – 13:00**

**Game 5** – warning of time ending at 12:30

**13:00 – 14:00**

Lunch – armies will need to be displayed in a neat manner on the table from Game 5, so I (TO) can start marking. Warning will be given at 13:45 to head back down and prepare for Match 6

**14:00 – 16:00**

**Game 6** – warning of time ending at 15:30

**16:00 – 16:30**

Pack up armies, discuss day, chill out

**16:30 – 17:00**

Awards Ceremony, and distribution of cheering and applauding



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