

Warhammer Fantasy Battle Tournament at MechaniCon 2011

Friday - November 4 - noon to 9:30PM

3 games at 2000 points

Tickets are available on the website now - \$25 plus a convention badge

Tickets will be available at the door - cash only

This tournament will be in the Grand Ballroom which has a concession stand and bar in the room and the games will be played on the MechaniCon tables. For those who do not know, that does not mean you are playing on space traveler scenery - instead you are playing on fantastic tables with loads of GW terrain specific to the Warhammer universe. Each table has a 2'x2' sideboard area for your army display base.

Trophies for:

Best Overall

Best Sportsman

Best General

Best Army

This is a National Circuit Event - Throne of Skulls Ticket for 2012 to Best Overall

GW Vouchers for 1st, 2nd and 3rd for \$150/100/50

Additional prizes based on attendance

-Warhammer 8th Edition Fantasy Rules using the homebrewed "LowHammer" variant.

-2000 pts.

-3 Games on Friday

-2 hours and 30 minutes per game.

-Scenarios will be fairly basic. Scenery will not be randomized during games. There will be loads of special terrain that will have descriptions in the registration book.

-All current GW FAQ's will be used.

-Scoring will have 30 pts for each game, giving a total of 90 points possible. Painting and modeling will be worth 50 pts. Sportsmanship will be worth a total of 30 points. This gives a maximum score of 170 points possible.

-There is no composition score of any type. Make the hardest list you can, under the restrictions posted.

-The following change is made to the magic phase:

Regardless of how those dice are generated, players may not use more than 12 dispel or power dice in any magic phase. Excess dice are lost, except in the case of a special rule allowing the player to somehow store them for a future phase.

-The following change will be made to the set up phase:

Players may not set up units within 1" of a friendly unit. Treat the restrictions for moving within 1" of friendly or enemy units or impassable terrain that are laid out in the movement phase as affecting setup as well.

-All models must be fully painted to a 3 color minimum. This means you have used at least 3 colors to paint the entire model, in addition to a primer coat.

-All models must be based. This means at the minimum a painted base.

-All models must be WYSIWYG, with some leniency for cool conversions.

-Proxy models are not allowed. You cannot for instance say that 'wood elves with spears are empire spearment' or 'chaos nights on big rocks are my juggernauts' Having the appropriate models is part of the game.

- 'Counts as' armies are somewhat frowned upon and you should probably get the OK of the TO. If you have a question, please call or email the TO ahead of time. Armies that are confusing for players to keep track of will not be allowed. While your own gaming group may be ok with your "blue goblins are horrors, red goblins are bloodletters" army, it's going to cause problems with people that you don't play on a regular basis.

There is no way to totally define 'counts as', 'proxies', and 'conversions'. The TO for the event will have the last say in the matter. But in general, a couple of questions are asked: 1) Is this going to cause confusion to your opponent? 2) Are them models being used to avoid buying more expensive models? 3) Has a lot of work been put into the conversion process, and the result is something most opponents are going to appreciate? (An example being greater Demons. Scott Morgan has a stunning, hand sculpted demon, that is the envy of most players. On the other end of the spectrum are people making things out of clay, and sticking plastic bits into the 'model' for a less than pleasing result. Both are non GW models, one is acceptable and appreciated.)

-TO for the event is David Setzman.

-There are 32 slots for the event.

LowHammer Rules:

General Army Restrictions:

1.) You may include only 1 of each rare choice in your army, and only 2 of each special choice. High Elves may take 3 of each special and 2 of each rare (because of their army specific special rules in their army book).

2.) An army may have up to 5 war machines and/or template weapons. Warmachines that use a template count as a single choice in this regard. All template weapons (from magic items, abilities, creature, banner, etc) count, but not spells. For purposes of this rule, warmachines that are bought as a pair and count as only one rare or special, will count as only 1 warmachine for the pair.

3.) A maximum of. 45 models with missile weapons with a range of 20" or more, (not incl. war

machines, characters and chariots), may be taken in your army.

4.) All units, (except Lord and Hero choices), may only use a total of 400 pts, including points paid for champions, banners, muscians, magic banners, and all other upgrades.

5.) Night Goblin Fanatics are restricted to a total of 6 Fanatics in an army.

Magic Restrictions:

6.) No more than 12 power or dispel dice used in a magic phase. It doesn't matter where they come from, or when in the phase, only 12 dice may be used. Exceptions to this are Skaven Warpstone tokens and Night Goblin magic mushrooms, as these have their own downsides.

7.) Only one model in the army may have the Loremaster ability.

8.) These spells are banned:

-Skaven: The Dreaded 13th

-Lore of Tzeentch: Gateway

-Lore of Metal: Final Transmutation

-Lore of Life: The Dwellers Below

-Lore of Shadow: Okkam's Mindrazor

-Lore of Death: The Purple Sun of Xereus

9.) Banned Magic Items: The following magic items and special abilities may not be taken.

Folding fortress

Infernal Puppet

Favor of the Gods

Pendant of Khalesh

Sacrificial Dagger

Banehead

Cupped Hands

Focused Ruminantion

Drakenhoff Banner

Storm Banner

Doom Rocket

Van Horstmans Speculum

Book of Hoeth

Vortex Shard

10.) Bonus Troops

Some armies are pretty universally recognized as getting a bad deal in 8th edition. We'd like to see more of these armies show up and play.

To Encourage this we are giving Beastmen, Woodelves, and Brettonians an additional 200 pts. Their lists follow all other restrictions, but they may take up to 2200 in points. When calculating VP against these 3 armies, total up the troops killed, and multiply the amount by .9, before adding in VP from any other sources. Example: A beastman player loses 1000 pts in a battle, and his opponent gains the 500pt bonus for breaking his army. His opponent would score $(1000 \times .9) + 500 = 1400VP$

11.) Army lists may be taken from any in print army book. Only main lists may be used. No 'back of the book' options, or armies from White Dwarf, without permission from the TO. Daemons of Chaos armies are not allowed.

12.) Army size is 2000 points.

13.) Teclis is banned. Thorek is banned.

Scoring Changes

14.) Units that are 50% destroyed give up 50% of their Victory points, similar to 7th edition.

15.) Characters that have lost half or more of their wounds at the end of the game give up 50% of their VP. In the case of a ridden monster, calculate VP for the monster and character separately.

16.) Models fleeing at the end of the game count as destroyed.

Thanks go out to the clubs and stores that have worked to refine this system. It is not our system and we are borrowing from their hard work. Please support their events including:

- Border Raids GT - the Warhammer Fantasy Battle event at Showcase Comics in Media, PA on November 19th and 20th.
- Warhammer Fantasy Tournament at Brave New Worlds in Willow Grove, PA on December 17th.