

Titans Storm of Swords- a 2000 point Warhammer Fantasy Battles Tournament

When: Sunday June 1st, 2014

Where: Titan Gaming (lists to be submitted by Thursday May 29th, 2014 for points!)

What: 2000 Warhammer Fantasy Battle Tournament

Entry fee: 10 bucks

Submit lists to northmengamingclub@gmail.com or they can be dropped off at Titan's

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 2000 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 Elf 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, **as described in the wood elves army book.**

This event will have three bonus objective cards which you are free to choose at start of game and can only use each one once and must choose one. If you complete objective you receive a bonus two battle points. You will reveal your objective to your opponent after deployment but before vanguard and scout.

Objectives:

-Have a core unit in opponents deployment zone at end of game

- Destroy opponents cheapest unit (if there is a tie declare at start of game, if you do not declare you forfeit objective)

- Destroy opponents most expensive unit (if there is a tie declare at start of game, if you do not declare you forfeit objective)

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. If the two players played each other whoever won that game breaks the tie otherwise, Wins for 1st tiebreaker. Sportsmanship for 2nd tiebreaker.

If there is 10 players or more in the event there will be a Best Painted award. Best Painted will be determined as a combined total of appearance and judged. Tie break will be determined by votes for best appearance. **This award is not available to players using professionally panted armies**

Lady luck has deserted me! - free entry to next titans fantasy tournament

Scoring:

List in on time 5 points

list submitted to Titan Gaming or northmengamingclub@gmail.com by May 29th, 2014

Sports: 15 points

There is five points available this is based upon the opponent not the army. If a 5 or 0 is selected

please explain in the box.

- 5 - The opponent is my new best friend
- 4 - The opponent displayed good sportsmanship
- 3 - The opponent was ok
- 2 - The opponent displayed average sportsmanship
- 1 - The opponent was awful
- 0 - The Worst opponent I have ever played.

Painting: 15 points

Painting will be have two components judged on a check list and then a player voted for best appearance

Best appearance - Everyone will set their armies up for display at lunch time. At this time everyone will go around and pick their 1st and 2nd favorite army. 1st will be worth 5 points and 2nd worth 3 points and 3rd worth 1 point

Judged - this is a checklist system

- 1 - All models are fully assembled
- 1 - All models are at least primed
- 1 - All models have 3 or more colours applied
- 1 - Washes and/or highlights have been used to make details stand out on a majority of models
- 1 - 50% or more of the army meets Basic Tabletop Standard
- 1 - 75% or more of the army meets Basic Tabletop Standard
- 1 - All models are based (basic dirt flock)
- 1 - Additional base work completed on a majority of models (Paint, Grass, Drybrushed)
- 1 - Are all models cohesively painted (does it appear to have a theme)
- 1- Army Display Board

*tabletop standard is defined as 3 colours and based

Generalship. 15 points

Battle points will be determined as follow. - will use the 20-0 system with 150 point banding winner getting higher

10 - 10 Difference of VPs within 100

11 - 9 Difference of VPs 101-250

12 - 8 Difference of VPs 251-400

13 - 7 Difference of VPs 401-550

14 - 6 Difference of VPs 551-700

15 - 5 Difference of VPs 701-850

16 - 4 Difference of VPs 851-1000

17 - 3 Difference of VPs 1001-1150

18 - 2 Difference of VPs 1151-1300

19 - 1 Difference of VPs 1301-1450

20 - 0 Tabled or Difference of VPs greater or equal to 1451

Overall: out of 95 points

60 points Battle

5 list in on time

15 sports

15 paint

Schedule:

9:15 - 9:30 am	Registration/Set-up
9:30 - 11:45 pm	Game 1 (Dawn attack)
11:45 - 12:15 pm	lunch and vote for best appearance
12:15 pm -2:30 pm	Game 2 Meeting Engagement
2:30 - 2:45 pm	break
2:45 - 5:00 pm	Game 3 (Battleline)
5:00 - 5:15 pm	Pack up, compute results
5:15 pm	Awards ceremony