

WARHAMMER

Myth-a-Con Fantasy Doubles Players Package

Welcome,

To the Players package for MYTH-A-CON Fantasy Doubles Tourney. This player's package is designed to inform players what is expected of them and what they can expect from this event.

In This Players Package contents you will find important information such as Schedule, Army Composition, and Scoring system break down. If there are any further questions please contact Paul Ting arrderite@hotmail.com.

Enough Babble, Here is the package, Enjoy and I will see you there.

Paul Ting



THE DOWN LOW:

Officials:

Paul Ting (and hopefully More Soon)

When:

Saturday, September 1st, 2012.

Where:

Calgary Marlborough Park Community Association 6021 Madigan Drive NE.

Telephone 403-273-5894 Fax 403-248-1366

Cost:

SEE <http://www.mythacon.ca/registration.htm> for registration cost and details.

Armies: Each player provides brings a 1,250 point army.
(List-construction guidelines are further below.)

Sunday, January, 15th Schedule

830 AM	Sign in, registration & army set up.
09:00 - 12:00	Game 1
12:00 - 12:30	Lunch Break
13:00 - 16:00	Game 2
16:30 - 19:30	Game 3
20:00 -	Final Scoring & Awards Presented

Important Dates:

August, 16th, 2012: Army lists due.

Army lists submitted late will face a minor 5-point deduction from their total tournament score.

September, 1st, 2012: The big day of the tournament. The tournament doors open at 8:00

Players' Obligations:

-Play the game to have fun.

-Conduct yourself in a respectable and respectful manner over the entire event; any player breaching this point will be disqualified and asked to leave

-Have all of your required materials at each of your games: dice, measuring tape, rulebook, templates & Army book (with any FAQs and updates)

-Bring this player's pack, two copies of all army lists, pens, paper and superglue (accidents happen)

-Strive to **Play with fully painted and based armies**. Fully painted means at least 3 colors and no bare plastic visible anywhere on the model or base. Bases must be either textured or painted (but not painted black or white). Any Models do not qualifying as painted will subtract 1 to the total painting score per model.

-The 'What You See Is What You Get' (WYSIWYG) rule is in effect. Conversions are welcome, In addition if a player has a certain theme or conversion in the army and would like it to "counts as" this is fine as long as there is prior approval from the organizers (as submitted with the army lists) . Larger items, such as weapons or shields must be modeled; items smaller than a pistol do not. As a note on "Counts as" This must fit into the theme of the army and be a conversion that is close to the model, it should be armed in a way that makes it distinctive from the model it's based on so there is no confusion. **INFORM YOUR OPPONENT** at the beginning of the game of any "Counts as Model"

-All models must be based on the exact same size of bases as their current stock-model counterparts. If you are using a forge world model to represent something (like a Greater Daemon, vermin lord ect. it may use a larger base supplied by forgeworld. or the base size of its standard counterpart) If players cannot come to an agreement, a tournament judge's ruling will be final. Certain conversions might make a model larger; this must be approved by the organizer beforehand.

-Each model must appropriately represent its entry in the army list; the **majority** of your army must be made up of Games Workshop, Citadel, Marauder, Fanatic and / or Forge World models.

-Models from other manufacturers are fine, but they must clearly represent the appropriate Army book entries. Heads, bases (correct sizes) or other accessories from other manufacturers are allowed; but remember, this is a Warhammer Fantasy event: your opponent must be able to identify what your models are at a glance.

Army Lists:

All lists must be submitted by email to arrderite@hotmail.com (***LABEL THESE Fantasy Doubles Army list***) or at Myth Games by 5:00 pm Thursday , August 16th. Please ensure that the rosters include all of the models in your army, correct points values, all items and equipments, skills, powers and upgrades taken.

Each army list must have the following clearly stated at the top of the list:

Army Type, Name of Player, Phone Number, Email Address

Points spent on: Lords / Heroes / Core / Special / Rare

Please submit in Microsoft Word or Excel (versions 2003 or lower), Notepad or in Army Builder / exported PDF format.

Players who submit their army lists after this date will suffer a five-point deduction from their overall tournament score!

Army Construction Rules: The Basics

Players' armies must not go over 1,250 points. Armies will be designed as per the normal composition rules for a Warhammer fantasy Battle game. Found on Pg. 134,135

Only the following armies are permitted at this tournament. If it is not on the list then it does not count!

Beastmen

- Warhammer Armies: Beastmen (2010)

Brettonia

- Warhammer Armies: Brettonia (2003)

Legion of Azeroth

Thamurkhan (2011)

Daemons of Chaos

- Warhammer Armies: Daemons of Chaos (2008)

Dark Elves

- Warhammer Armies: Dark Elves (2008)

Dwarfs

- Warhammer Armies: Dwarfs (2005)

Empire

- Warhammer Armies: Empire (2012)

High Elves

- Warhammer Armies: High Elves (2007)

Lizardmen

- Warhammer Armies: Lizardmen (2009)

Ogre Kingdoms

- Warhammer Armies: Ogre Kingdoms(2011)

Orcs & Goblins

- Warhammer Armies: Orcs & Goblins (2011)

Skaven

- Warhammer Armies: Skaven (2009)

Tomb Kings

- Warhammer Armies: Tomb Kings(2011)

Vampire Counts

- Warhammer Armies: Vampire Counts (2012)

Warriors of Chaos

- Warhammer Armies: Warriors of Chaos (2008)

Wood Elves

- Warhammer Armies: Wood Elves (2005)

Other Army Construction Clarifications :

The Storm of Chaos and Lustria Books, any white dwarf armies or old appendix lists are not allowed (they are obsolete).

Team Guidelines:

There are no limitations on players as to which armies can team up with each other; The Warhammer Rule book outlines how two players can make an allied force. These rules will govern how you design your armies and the rules that apply. These rules can be found on Pages 136 to 139 of the Warhammer Rulebook. Please consult these pages and make your lists from its rules.

ARMY LIST RESTRICTIONS:

- 1) You may include any Special Characters (e.g. *Karl Franz, Teclis, Malekith, etc.*), or named unit champions (e.g. *The Changeling, Kouran of the Black Guard, etc.*), in an army without prior approval of the event organizers.
- 2) You may include a **maximum** of 4 War Machine choices per Team.
- 3) You may include a **maximum** of 3 units with Fly special rule in your Team. Characters that have the Fly special rule or are riding mounts with the Fly special rule **do** count against this limit!
- 4) You may include a **maximum** of 2 Strength 5+ units with the Thunderstomp special rule in your Team. Characters that have the Thunderstomp special rule or are riding mounts with the Thunderstomp special rule **do** count against this limit!

WINDS OF MAGIC

- 1) Power Dice: You can use a **maximum** of 12 power dice in each magic phase, regardless of the source. (This includes the attribute for Lore of Death, or Dark Elves Power of Darkness and Sacrificial dagger).
- 2) Players must indicate which spell lore has been chosen for their wizards on the players army list. Wizards will use the same Lore throughout the event.

MAGICAL ITEMS:

- 1) **FOOZRIKS FOLDING FORTRESS:** This is **banned**; you may not include this item in your army list.

BATTLE STANDARD BEARERS:

Players may use a shield on their BSB as long as the model being upgraded to the BSB had the option of taking a shield. This is in place for older books like Brets, Wood Elves, Dwarves, to allow them the same as the current book sets.

TEAM SCORING:

Teams will have points added to their overall tournament score based on:

- Performance in missions (points come from both level of victory and achieved secondary scoring)
- Team conduct in each round of the tournament
- Overall appearance of the armies in that team
- Thematic bonus for using armies more likely to ally with each other

Overall Team Score

Battle Points: 52% (60pts)
Sportsmanship: 26% (30pts)
Army Presentation: 18% (20pts)
Theme Bonus: 4% (6pts)
Total Points: **116** Tournament Points

BATTLE POINTS

(Team score: 20 pts per team per round. Tournament max: 60 pts. 48% total score.)

In each round you will be awarded up to a maximum of Twenty (20) Battle Points based on whether you won or not. The exact details on what constitutes victory will be covered on each Scenario sheet. At the end of the battle, check the Scenario victory conditions and record results: this will be your battle score for that game out of a possible fifteen points.

The other five points will be determined based on objective cards handed to you at the beginning of the event, these objectives will be chosen at the beginning of the battle and placed faced down secretly. If this objective is achieved by the end of the battle you will score the additional 5 Battle Points.

Players will determine their teams battle points based on the outcome of the victory points.

Victory Points	Battle Points Earned	
Winner Difference	Victor	Loser
MASSACRE You scored 3 times the amount your opponent did.	15+ (5pts) Battlefield Objective Max 20PTS	0+ (5pts) Battlefield Objective MAX 5PTS
MAJOR VICTORY You scored 2 times the amount of victor points your opponent did	10+ (5pts) Battlefield Objective MAX 15PTS	0+ (5pts) Battlefield Objective MAX 5PTS
MINOR VICTORY You scored 100 pts more than your opponent did	7+ (5pts) Battlefield Objective MAX 13PTS	3+ (5pts) Battlefield Objective MAX 8PTS
DRAW The difference between you and your opponent was less than 100 pts.	5+ (5pts) Battlefield Objective MAX 10PTS	5+ (5pts) Battlefield Objective MAX 10PTS

SPORTSMANSHIP

(Team score: 10 pts per Team per round,. Tournament max: 30 pts. 24% total tournament score.)

At the end of a game, after having filled out the battle results sheet, the two pairings of players will break from each other and privately mark the conduct and sportsmanship of the opposing side they just played against.

Note: the paired-up players will not be giving one value to represent the overall conduct and sportsmanship of the two people they just played against; they will be giving a score for each of the two people on the opposing side.

Rather than simply giving an arbitrary number, rating the opposing players' performance, this tournament will quantify some of the qualities of what makes good conduct. Players need only check

the circles to the manners and conduct displayed by their opponent that game. These will be handed out at the beginning or during player rounds.

Players are to Mark their opponents without discussion.

Composition Weighting :

(4 tiers: each tier represents a different multiplier applied to that player's Battle Points scored that turn.)

This tournament WILL use a composition score to help differentiate between good generals and good list-builders. The aim is to encourage players to design armies as they might be found on "actual" fields of battle in the Old World.

The tournament organizers feel a player's battle score should be a reflection of their generalship, not their list-building acumen. To reflect this aim, army lists submitted by players will be given a tier-rating denoting how optimized their list is (versus how optimized all the other submitted lists are).

Army Composition Tiers

Tier 4: Take No Prisoners List

A competitive list—not malicious, just competitive.

Tier 3: Optimized and Re-Optimized

A very competitive tournament list that has had considerable thought put into its efficiency and play style.

Tier 2: 'Ard Boyz Contender

This army may not win come in first at the 'Ard Boyz tournament, but its list sure sends out the message that it was giving it a shot.

Tier 1: Point and Click Army

An over-the-top competitive list. It is very optimized, cognizant of the current meta-game and quite possibly a point-and-click army. The overly-effective use of units and wargear combinations require little player ability to succeed: just point and click.

Each tier will have a corresponding multiplier that the judges will apply to each player's battle points score. Think of this multiplier as a handicap: the more optimized, cut-throat and tournament-gear a list is compared to the rest of the armies at the tournament, the lower the tier—and consequently, the lower the multiplier will be.

The intended result is that those players who bring an optimized-for-tournament-play list will have to work that much harder to ensure their generalship places them in the top ranks. More importantly, the tier multiplier will demand that players play *all* elements of the tournament well if they hope to do the most for their team's overall score.

ARMY PRESENTATION:

(10 pts awarded by players; 10 pts awarded by judges. 18% total tournament score.)

Before the tournament starts each player will put their army on display. The teams will then proceed to score all the armies from the other teams, rating each army's presentation on a scale of 1 to 5. Though each team will come up with one score for each opposing team. (this will be an average)

Players will not score paint jobs of the armies on their own teams!

Score armies on a scale of 1 to 5, using the guidelines below:

1 Point: Barely Passable

Though each model is painted three colours, primer is one of those three colours. There may even be some unpainted bases present (which **will** need to be fixed by the end of the lunch break!).

2 Points: Minimums Met

This army meets 100% of all the minimum presentation requirements for the tournament: painted (or flocked) bases. All the models are base-coated the three-colour minimum—with little to no primer showing.

3 Points: Fully Painted & Based

This army meets all the tournament's painting minimums and surpasses them with things like dry-brushed highlights on many models, a cohesive paint scheme across the entire army, and all bases in the army being flocked.

4 Points: A Hobbyist's Army

The above-average amount of effort put into making this army shows. Present across the entire army is consistent shading and highlighting (dry brushing counts as consistent shading!). Also, real effort has been put into modeling and basing the army (modifications & conversions present on many models; and more than just simple flock on 90% or more of the bases).

5 Points: Amazing army!

Painting skills beyond mere drybrushing and washes are displayed. There are conversions present in the army—more than just one or two—and are more than simple head or weapon swaps. Many small details on the models are also picked out across the whole army, and army banners are more than just single-colour flags. The army's basing is the same (or better) than the "Hobbyist's Army" description below.

Army Presentation Scores from Judges: 10 points:

Part of your Army Presentation score will also be determined by the tournament organizers. The larger portion of the organizer-awarded scores will be based on the completeness of your army's paint job more than any "artistic" elements. Things such as no primer showing or chipped paint job, no broken models in the army, and more than bare minimum details and basing done can add up to outweigh such master class elements as free-hand painting and ambitious conversions.

THEME BONUS:

(6 points. 4% total tournament score.)

The theme element of the team score awards a small bonus to teams whose armies, according to the current Warhammer background, are more likely to actually ally with each other. So as not to penalize those players not owning multiple armies, this bonus is very small. The bonus is also calculated according to each possible pairing the army can have over the course of the tournament.

Pairings bonuses:

6 Points -Trusted Allies

4 Points -Suspicious Allies

2 Points -Desperate Allies

FINAL WORDS :

This tournament is envisioned as a Hobbyist's tournament, played by people looking for fun, fairly competitive games—but games that will be fun first for all those involved. There will be four trophies awarded for the tournament:

Best Team Score

Awarded to the team with the highest score at the end of the day. Sportsmanship then total Secret Objectives will be used as the tie breakers.

Painting Purple Heart Award

Best Army Presentation award. Awarded according to player votes. Battle points, Sportsmanship points will act as the tie breakers.

Best Team Sportsmanship Award

Awarded for best conduct in the tournament. Awarded according to player votes. Team-Sportsman points and then army composition personal tier will act as the tie breakers.

Best Team Battle Scores Award

Awarded for best overall battle points scored in the tournament. Bonus objective points and then army composition personal tier will act as the tie breakers.

Legal: This tournament player's pack is completely unofficial and in no way endorsed by Games Workshop Limited.