

# Nashcon Players Pack 2015

## Warhammer Fantasy

Tournament Score will be a combination of painting, sportsmanship, and battle points. Detailed scoring information and scenarios will be published separately.

Rules:

1. The Warhammer Fantasy 8th Edition Ruleset will be used. 2500 points.
2. No single unit may exceed 500 points or 50 wounds.
3. You must use the same army list for each game. Please bring 7 copies of your army list (One for you, one for the tournament organizers and five to share with your opponents). If you use a Laptop or iPad it must be used with a legible Army Builder Program that shows unit details and point costs. You still need to bring 7 printed copies of your army list.
4. No special characters are allowed. No legion armies are allowed (Chaos or Elves). End of Times units are allowed for the armies they are eligible to be used for - i.e. Morghasts for Vampire Counts, Storm Fiends for Skaven, and Blightkings for Warriors of Chaos. If additional End of Time units are published before May 2, 2015 will also be allowed. No lore of Undeath or folding fortress.
5. What You See Is What You Get (WYSIWYG). Please review your opponents' models before the game begins and ask questions about any conversions/models that you are unsure of. You don't have to have Games Workshop models, but they do need to be as close as the actual models out of your armybook. If you have a question *ask* - and make sure your opponent is clear on what you have on the table. For all units, a majority of the models must have equipment (spears, halberds, shields, etc.) that is representative of the unit in your army list.
6. You must bring all materials needed to play including dice, measuring devices, templates, models, FAQs, and any rules that you will be using.
7. A total of 5 Games will be played. There will be a time limit of two and a half hours (2:30) per round/game. In order to keep the event on schedule, all players must drop the dice and stop playing when time is called. Please be aware of the time left in the round and do not start a game turn you cannot finish.

8. The most recently published Army Book for your army must be used. If Games Workshop publishes a new Army Book, it must be released prior to May 2, 2015 to be eligible for use at Nashcon. Only Games Workshop published army books are allowed. Forgeworld and fan army lists are prohibited.
9. We request all army lists be turned in by May 8, 2015. Any army lists submitted after that point will result in a 5 point Sportsmanship deduction, but army lists may be submitted to the organizers the day of the event. Army Builder lists are preferred. Each list will be checked according to list composition rules of the tournament as well as those detailed in the Warhammer Fantasy 8th Edition rulebook. If there are any exceptions to these rules found in your list at any time during the tournament, then you will be automatically disqualified, all of your game results will be marked as Major Losses and you may be asked to leave the event without a refund. The 50% Lords and 50% heroes Errata will be in effect.
10. Terrain for each table is preset. Please do your best not to move it. Tournament organizers may move terrain in between rounds to satisfy scenario requirements. All forests and rivers are treated as mysterious terrain. Each table will have one piece of Sorcerous Terrain. Rules for each Sorcerous Terrain will be placed at each table. True line of sight will be in effect.
11. [##] Players max for the event.
12. Players are encouraged to resolve all rule differences amicably. If players cannot reach an agreement please notify a Tournament Organizer. All decisions by a Tournament Organizer will be final.

# Painting

Painting will be judged on the following rubric. A max of 25 points will be added to the overall score to determine the overall winner - any additional points shall go towards best painted.

## **Initial Overall Impression: 0 - 12**

There is at least one model in the army unfinished. If something is unfinished favor this one.	0
The army is fully painted, but only to the most basic of tournament requirements (3 colors). There is still the possibility of impressive basing or conversion work.	6
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	12

## **Display Board: 0 - 4**

No display base, Rubber Maid lid, etc.	0
Basic- Ex. just one flock or sprayed board.	1
Moderate – Ex. Multiple flocks, or painted with highlights one flock, framed edge, realm of battle board	2
Advanced – Ex. Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements, realm of battle board with additional terrain added in.	3
Intricate diorama that just ‘wows’ the judge.	4

## **Model Basing: 0 – 4 (+1 bonus)**

Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock, or painted with highlights one flock, no painting.	2
Multiple flock or painted with highlights one flock; with clean painted edges.	3
Diorama-like bases with high attention to detail.	4
Movement trays for units	+1

## **Conversions: 0 - 5**

No conversions.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	1
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2

Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above).	3
Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.	5

### Over and Above

**ONLY judge this section if 12 points were awarded on Initial Overall Impression**

#### **Theme: 0 - 5**

No apparent theme.	0
The army has minimal cohesion.	1
The army has the appearance that a serious attempt was made at a theme.	2
The army has is clearly pulled from the army book. Ex. All Night Goblins, Skaven Moulder	3

#### **Advanced Skills: 0 - 5**

No advanced techniques.	0
The models have a basecoat with a shade and highlight color.	2
The models have been shaded using layering with highlights or blending (but the blending is not seamless).	3
The models have been shaded using seamless blending.	5

#### **Exceptional Extras: 0 - 5**

No extras.	0
The army has rough freehand work, simple unit/army markings, and/or basic weathering.	2
The army has quality transfer work and clean unit/army markings and/or weathering.	3
The army has stellar freehand detail work (banners, army/unit symbols, etc.) and/or realistic weathering.	5

## Missions

All missions will earn Battle Points. Battle Points will be a split of objective based and victory point based. There will be a total of 125 points to achieve over 5 games. Each scenario will have between 3 and 5 objectives earning the players up to 15 battle points.

To control an objective (where applicable), a unit must contain fortitude and be within 3" of the objective. If both players have a unit with fortitude within 3" of the objective, the player with *more* fortitude within 3" of the objective will control it. If both players have equal fortitude within 3" of the objective, neither player controls the objectives.

The remaining ten points shall be determined based on the following scale:

Victory Points Margin	Winner	Loser
0-99	5	5
100-299	6	5
300-499	7	3
500-749	8	2
750-999	9	1
1000+	10	0

### **Examples Objectives:**

Kill a Lord Choice from your opponents army. 5 points (Both players can get this bonus)

Control more objectives than your opponent. 5 points

Enter your opponent's deployment zone. 5 points (Both players can get this bonus)

## Sportsmanship

We at Nashcon believe sportsmanship is a very important part of the game and all games should be fair and enjoyable. We also know this is a tournament and people want to win. Sportsmanship grants the opportunity to achieve 25 points through all 5 games.

After the final round of the tournament, players shall rank their five opponents between 5 and 1, with 5 being your favorite opponent and 1 being your least favorite opponent. Possible Sportsmanship scores are therefore between 5 and 25.

## Schedule

Friday, May 22rd	5:00PM	Open Gaming
Saturday, May 23th	9:30AM-12:00PM	Round 1
	12:00PM-1:00PM	Lunch
	1:00PM-3:30PM	Round 2
	3:30PM-4:00PM	Break
	4:00PM-6:30PM	Round 3
	7:00PM	Results
Sunday, May 24th	9:30AM-12:00PM	Round 4
	12:00PM-1:00PM	Lunch
	1:00PM-3:30PM	Round 5
	4:00PM	Results

## Awards

Overall - Highest combine score of all the fields (battle points, painting, sportsmanship – sportsmanship will be the tiebreaker)

Best General- Highest battle points (sportsmanship tiebreaker)

Best Painted- Highest paint scores (sportsmanship tiebreaker)

Best Sportsman- Combination of all the Sportsmanship scores and favorite opponent votes (low battle points tiebreaker)

Light Weight champion. Depending on the number of players, the person that finishes in the middle will receive the light weight belt. (battle points, painting, sportsmanship – sportsmanship will be the tiebreaker)