

Spellekijn Ranking Tournament 2008 – Fantasy Pack

Introduction

This is the Spellekijn Tournament Rules Pack for the Spellekijn Ranking Tournament 2007. The tournament is to be held on Sunday the 9th of November 2008.

The Tournament consists of two separate Tournaments, a Warhammer Fantasy and a Warhammer 40,000 Tournament. These Tournaments will be played over the course of a single day and consist of three rounds of combat. The first round will be created randomly. Any subsequent rounds will use the Swiss system to pit players against each other. All Tournaments will last for three battles.

All Tournament material will be published in English. Likewise, all rulings will be based on the original UK rule books. You are free to refer to any Dutch language products with your opponent, but referees will always use the English language version.

The Tournament Organization cannot enter into any form of correspondence and/or debate regarding scores and final results once the results have been made public.

Applying for the Tournament

Applying for the Tournament can only be done by email, send your mail with your full name and the army you will be playing, as well as the tournament you wish to participate in, to info@spellekijn.nl. Only once you get a confirmation on your email will you be enlisted in the tournament. Payment is done before the tournament, the tournament costs € 10,- per player, note that this includes the ticket to get into the Hobbybeurs at the FEC. You have to apply BEFORE November 1st. you can wire the money to account number 504801953 of the Spellekijn Leeuwarden, and please do not forget to mention your name and the tournament you will be participating in.

Ranking (Generaal der Nederlanden)

The Warhammer Fantasy and Warhammer 40.000 Tournaments are part of the Ranking Tournaments. For more info on the ranking see www.de-witte-ridder.be

General Information

Playing a Spellekijn Ranking Tournament.

At the Tournament you will compete in several rounds of combat against different opponents. Before the beginning of each round you can find a schedule in the gaming area that tells you who you will be battling on which table. You can find the scenario you will be playing in the relevant section below.

At the end of each round you calculate the Victory Points you and your opponent scored in accordance with rules of the scenario. Register these scores at the designated location at the tournament.

At some point during the Tournament, the referees will drop by your army to award it points for painting and the clarity of your Army Roster.

After all rounds have been played the winners of the Tournaments will be announced. The winner of each Tournament will be the player that scored the highest total in Command Points and Painting Points. In case of a tie, the winner will be the player who scored the highest number of Command Points.

Remember that you and your opponent will be playing the game together. Onlookers, supporters of friends that finished their game early are **not allowed** to interfere or be involved in the game. The Tournament staff will not have any of the supplies needed for play so make sure you brought everything yourself (rulebooks, templates, dice, tape measure, superglue).

Also note that the tournament will not be at the Spellekijn Store itself, but at the FEC in Leeuwarden during the Hobbybeurs, the address is:

WTC Expo
Heliconweg 52
8914 AT Leeuwarden

Rules Issues & Keeping the Peace

In order to prevent minor rules disagreements from becoming full fledged arguments the following applies. As soon as a rules question or disagreement occurs refer to the appropriate rulebook and look up the appropriate rule! There is

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absolutely nothing wrong with looking up a rule if you are not sure about the exact wording or meaning or just generally in doubt!

If this does not answer your question you can call over one of the Tournament referees. They will solve your problem in one of two ways. They look up the rule in the rulebook or they roll a dice. Either way, the referees decision is final and must be applied.

To resolve brewing arguments, keep the peace and to prevent any abuse of the rules a very simple card system is in use during the Tournament. Yellow and Red Cards will be used as a warning system. A yellow card is given as a warning to a player and results in a five point penalty on his Tournament Score. A Red Card means that you are excluded from further participation in the Tournament and are required to abandon the hall at once without being entitled to any form of refund or compensation. Note that two yellow cards mean an automatic red card!

The decision to give a Yellow or Red Card is made by a referee and is final.

Tournament Time Table

Warhammer Fantasy	
9:45 – 10:25	Player Registration
10:25 – 12:25	First Round
12:25 – 13:10	Lunch Break
13:10 – 15:10	Second Round
15:10 – 15:20	Second Break
15:20 – 17:20	Third Round
17:30	Awards Ceremony

Army Rosters

You must bring along a clear and usable Army Roster that contains all the information required for play.

By this we mean;

- typed
- all points must be noted
- points for units and upgrades should be noted
- all stats must be on the roster
- all items/wargear and points for them must be on the roster
- descriptions of what items/wargear does must be on the roster
- "Army Builder Rosters" are allowed, but note that it is not always accurate! So double-check it!

Army Rosters should be send in **before** the 4th of November, to nick@spellekijn.nl

- if you do not send your roster in **before** the 4th of November, a 15 point penalty will be imposed!

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Fantasy

Winning the Tournament.

During the Tournament you'll score points several categories as detailed below. The winner will be player that scored the highest total. You will participate in three battles.

Command Points (0 – 75 points).

After the battle, work out the Victory Points you and your opponent scored as per the rules in the Warhammer Fantasy Rules Book.

We'll use the following table to translate the difference in Victory Points to Command Points.

Difference in Victory Points	Type of Victory	Command Points	
		Winner	Loser
0 - 499	Draw	13	13
500 - 999	Minor Victory	16	9
1,000 – 1,499	Solid Victory	19	6
1,500 – 1,999	Crushing Victory	22	3
2,000+	Massacre!	25	0

The registered scores are shown in the hall during the next round. If you find any error in these scores report this to the referees as soon as possible. Once the final results have been made public we cannot backtrack and the results will not be altered anymore.

Army Painting (0 – 25 points).

Army Painting (0 or 6).

If you entire army is painted you get eight points for this and you score points for the other sub-categories. If even a single model is unpainted you score 0 points for this and all other subcategories, with the exception of Army Roster and Back Ground.

Bases (0, 2 or 4).

Your entire army is based in a consistent and appropriate manner, you get two points. If you don't score any points here, you also automatically miss the points for Details. If your bases contain more that two types of flock (or other assorted scenery) you get four points.

Unit Markings / Banners (0 or 4).

All units have the appropriate Unit Markings / Banners, you'll get three points. Remember that clarity is the key here, with this category we reward players who make their units **clearly distinguishable and recognizable** from each other. So no different colour toe-nails!

Details (0, 2 or 4).

Details have not been painted or only in flat colours, 0 points. Details have been picked out to enhance the look and feel of the models, 2 points. If multiple painting techniques have been used to enhance the overall feel of the army (minimum of three different techniques) you gain 4 points.

Army Roster (0 or 4).

You brought along a clear and usable Army Roster that contains all the information required for play. See the chapter "Army Rosters" for more info.

Back Ground (0 or 3)

You have made a back ground story for your army that suits your army and is self-fabricated, you gain these points.

Point Reductions.

Point Reductions will be given for the following reasons.

- playing with an army that violates the WYSIWYG rule, a ten point reduction will be imposed. Note that we are very harsh with these penalties!
- army roster was not in our possession on time (before November 4th), A 15 point reduction will be imposed.
- army rosters should be send to nick@spellekijn.nl
- using an illegal army, a five point reduction will be imposed for every battle in which the illegal army was used, also you automatically lose any battles you play with the illegal army (25-0 loss)
- receiving a yellow card, when you receive a yellow card a five point reduction will be imposed on your score.
- receiving a red card, when you receive a red card, your score is completely erased from records.
- conceding a battle, when you give up you suffer a five point reduction

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Tournament Rules.

- No more than 2,000 points may be used on your army.
- We will be using the 7th edition Rulebook of Warhammer Fantasy
- Armies must follow the restrictions on army selection of their own army book.
- Dogs of War armies may be used as published in the Warhammer Annual 2002. Note that Dogs of War armies may use regular units **but not** Regiments of Renown as specified in the rules. Other armies may not include Dogs of War or Regiments of Renown in any way.
- All miniatures should be painted and based.
- Only armies listed below may be used
- Weapons, armour options and upgrades chosen from the army list must be shown on the models themselves.
- You may use converted Citadel Miniatures to represent troop types not yet available in the Citadel Miniature Range.
- No special characters are allowed, this includes Special Characters that may be used without your opponents consent, such as Settra the Imperishable! Special characters models may be used to represent standard characters if desired.
- When multiple versions of a rule/ army book exist, we always use the most recent version of the rule/ codex as long as it has been published at least one month in advance of the tournament. Likewise, any official Errata published in the latest Warhammer Chronicles or in White Dwarf at least two weeks prior to the tournament will be used during the tournament.
- Storm of Chaos is not allowed
- Chaos Mortals use the Hordes of Chaos Armybook, but may not include daemons from the Daemons of Chaos Armybook. They may use the daemons as represented in the Hordes of Chaos Armybook, they may also use the Beasts of Chaos Armybook.
- **Only the following armies are allowed:** (“Normal” armies are the standard Army Book armies)
 - Brettonia - Normal Army
 - Chaos - Mortal/Beasts (Normal)
 - Chaos Dwarfs - Normal Army (Ravening Hordes)
 - Daemons of Chaos - Normal Army
 - Dark Elves - Normal Army
 - Dogs of War - Normal Army (Annual 2004)
 - Dwarfs - Normal Army
 - Empire - Normal Army
 - High Elves - Normal Army
 - Lizardmen - Normal Army
 - Ogre Kingdoms - Normal Army
 - Orc’s ‘n Goblins - Normal Army
 - Skaven - Normal Army
 - Tomb Kings - Normal Army
 - Vampire Counts - Normal Army
 - Wood Elves - Normal Army

▪ Scenario’s.

All Battles will use the Pitched Battle scenario, as described in the Warhammer Fantasy Rulebook.

• Scenery.

This will be set up by the umpires and may not be changed/ moved, except for woods by wood elf players with tree-singing. (return the woods to their original place once the battle is finished)