

The Brawler Bash
At Spring Fever
An Indy GT

General Information

Cost: \$45.

When: March 5th-7th, 2009.

Location: North Raleigh Hilton, 3415 Wake Forest Rd, Raleigh, NC, 27609; 919-872-2323.

You must be at least 16 to play.

Prizes: **Bash Master**; the overall winner of the event. This player will have the highest total combined score of battle points, sportsmanship votes, and painting points. **Bash Brush**, the player with the highest total of painting points. **Bash Crasher**, the player with the most sportsmanship votes. **Whipping Boy**, the winner between the two players with the lowest battle scores going into game 5. **Player's Choice**, chosen by the players in a separate vote, the player with the best painted/modeled army. **Note: You are only eligible to win one of the prizes listed above.**

5 games, 2 1/2 hours per game.

Schedule:

Friday:

Pre-registration: 2:00 PM to 10:30 PM

Saturday:

Registration: 7:30 AM to 8:30 AM

1st Pairings Announced: 8:45 AM

Game 1: 9:00 AM to 11:30 AM

Lunch: 11:30 AM to 12:30 PM

2nd Pairings Announced: 12:45 PM

Game 2: 1:00 PM to 3:30 PM

3rd Pairings Announced: 3:45 PM

Game 3: 4:00 PM to 6:30PM

Sunday:

4th Pairings Announced: 8:45 AM

Game 4: 9:00 AM to 11:30 AM

Lunch: 11:30 AM to 12:30 PM

5th Pairings Announced: 12:45 PM

Game 5: 1:00 PM to 3:30 PM

Awards: 4:00 PM

Tournament Rules

Army lists are due no later than February 25th. Please email them in either Text, Word, or Excel format to ocb-coordinator@yahoo.com.

This tournament will use 7th edition Warhammer

Fantasy Battles rules. Any official Errata published in the latest annual compilation, White Dwarf, on the GW website, or Direwolf FAQ will be used –GW online Errata take precedence.

Armies do not have to be painted (ALTHOUGH WE WOULD PREFER IT TO BE PAINTED), however 100% of your army must be painted to the usual standard (3 colors, etc. Primed does not count as painted.), in order to qualify for any prizes except for Whipping Boy and door prizes.

No more than 2,250 points may be spent on your army.

Armies must follow the restrictions on army selection from their own Warhammer Armies book and must use the most recent version of that army book. Dogs of War may be taken in any army eligible to take them.

Allowed Lists

<u>Army/Book</u>	<u>Eligible Lists</u>
Brettonia	Brettonians
Chaos	Beasts of Chaos, Warriors of Chaos, Daemons of Chaos
Chaos Dwarfs	Ravening Hordes
Dark Elves	Dark Elves
Dogs of War	Annual 2004
Dwarfs	Dwarfs
Empire	Empire
High Elves	High Elves
Lizardmen	Lizardmen
Ogre Kingdoms	Ogre Kingdoms
Orcs & Goblins	Orcs & Goblins
Skaven	Skaven
Tomb Kings	Tomb Kings
Vampire Counts	Vampire Counts
Wood Elves	Wood Elves

Composition and Battle Points

We will be utilizing the WPS comp system* this year and utilizing a sliding battle point system which is based on your comp score. As with our previous tournaments, the comp score will be used to determine match-ups for the first two rounds. As always, we reserve the right to reject or request changes to your army, regardless of its performance in this system.

***Disregard the instructions to divide your comp score by 200.**

A link to the system can be found on the tournament website.

Battle Points will be awarded for the following:

<u>Your Comp Score</u>	<u>Battle Points (Win/Draw/Loss)*</u>
2,000 or less	5/2/0
2,999 or less	6/3/0
4,000 or less	7/3/0
4,001 or greater	8/4/1

***300 victory point difference need to win. Wins and Draws against armies containing special or named characters (Lords, Heroes, unit champions, etc.) are worth +1 battle point.**

Tie Breakers: 1st tie breaker, highest paint score. 2nd tie breaker, highest sportsmanship score.

Sportsmanship

We learned several lessons at last year's tournament, the main one being: Everyone is a good sport! This year we'll be trying something new in an effort to get more division amongst the field.

At the end of each day, each of you will vote for your favorite opponent from that day. For each vote you receive you get 2 bonus sportsmanship points, the players who receive the most votes on each day will gain an additional sportsmanship point for each vote.

In addition, after each game you'll answer the following questions on your scorecard, each "Yes" is worth 2 sportsmanship points:

1. Did you have fun playing this opponent?
2. Were any rules issues handled in a reasonable fashion?
3. Did your opponent practice reasonable measurement and movement techniques?
4. Do you believe you would enjoy playing this opponent again in a non-tournament situation?

Tie-breaker for this category is battle points.

Painting

I. Basecoating/Shading/Highlighting of Models

- Models fully painted, but no real shading or highlighting present (1 point)
- Average shading or highlighting present (2 points)
- Above typical tabletop standard shading and highlighting present (3 points)
- Shading or highlighting to high standard, above average, GW store standard (4 points)

- Shading or highlighting similar or close to 'Eavy Metal standards (5 points)

II. Conversions

- Some minimal conversions were made to plastic miniatures (1 point)
- Simple conversions were made to metal and plastic miniatures, including head/weapons swaps, and the like. (2 points)
- Honest attempts were made to convert some of the major parts of the army such as characters, special units, standard bearers, etc. (3 points)
- As 3, but with above average results (4 points)
- As 3, but with professional looking (MAS, etc) results and large amounts of the conversion work are free sculpted. (5 points)

III. Basing

- Bases are painted plastic (1 point)
- Some texture other than the standard base exists (2 points)
- All bases are painted or textured and done in a manner which provides a cohesive feel to the army. (3 points)
- As 3, but all bases are fully textured instead of simply painted. (4 points)
- As 3, but many bases in the army have extra bits or are even mini-vignettes with sculpted or added pieces. (5 points)

IV. Technical Painting Skill

- Colors are applied mostly cleanly, many slip ups, noticeable mistakes and detailing is done to a minimal standard (1 point)
- Colors are applied mostly cleanly, few slip ups and noticeable mistakes and detailing is done to an average standard (2 points)
- Colors are applied neatly and cleanly with almost no slip ups and noticeable mistakes. Detailing is done to an above average standard with details clearly distinguishable from the surrounding areas. (3 points)
- As 3, but with some freehand work and even higher level of detailing.
- As 3, but with large amounts of freehand work and all details are fully clearly picked out.

V. Army Theme and Cohesiveness

- No obvious effort was made to theme the army in a cohesive manner thru painting. Army is just a collection of models. (1 point)
- Minimal effort was put into creating a theme for the army (similarly based, some colors tie units together). (2 points)
- A very consistent effort to tie the army together thru color scheme/basing/conversions was attempted and a display base of some type was

used. (3 points)

- ❑ As 3, and the effort extends through the entire army, and includes a modeled and painted display base. (4 points)
- ❑ As 3, and the effort strongly enforces the theme or race of the army, including a fully detailed and almost diorama-like display base. (5 points)

Judge's Discretionary Points: (1 - 5)

The Battlefield and Strategy Cards

Terrain placement is fixed for this tournament (Obviously spells and other abilities which move terrain will still function normally, just re-place the terrain when your game is over please.) For the purposes of this tournament all hills, forests, and buildings are infinitely tall. Buildings are impassable.

Below are thirteen cards, twelve describing bonus point objectives and special rules and one "Your Lucky Day" card. After deployment, **but before scouts are placed**, both players must choose one strategy card from those remaining to them and place it on the table.

Each card can only be used once during the tournament (**including Your Lucky Day**) and the card must be turned in when your results are reported. Note that if you cannot physically place your card on the table, you will not be able to use that strategy card – so make sure you don't lose them!

Unless otherwise noted on a card, both players are affected by the special rules of each card, however only the card player may gain bonus points based upon their card in play.

In order to hold a table feature (hill, forest, etc.) at least one model of a qualifying unit must be in or on the feature, and no enemy models/units of at least unit strength five may be in or on the feature.

Deploy as normal for a standard game, no unit save scouts can be more than 12" from your board edge.

Card 1: Assassination

+1 for every enemy character killed, to a maximum of +3.

+1 for killing enemy general.

+1 for killing an enemy character in a challenge.

Unit Champions do not count as characters for purposes of this card.

Special Rules: Special rules from your opponent's card are nullified. However they will still gain bonus points based on their card.

Card 2: The Field is Ours

+1 for each table quarter held, to a maximum of +3.

+1 for each hill you hold with a unit containing a standard and at least US5, to a maximum of +2.

Special Rules: Before scouts are placed, each player may re-position one unit in their deployed army. The player of this card gets the option to re-position before his opponent. If both players choose this card, each rolls a D6, the player to roll higher chooses who re-positions first.

Card 3: Your Land is My Land

+1 for every unit above US 5 in the enemy deployment zone at the end of the game, to a maximum of +3.

+1 for each hill or forest you hold with a unit containing a standard and at least US5, to a maximum of +2.

Special Rules: Before scouts are placed, the player of this card may choose one terrain piece and remove it from play. The terrain piece must be wholly outside of your opponent's deployment zone. If both players choose this card, each rolls a D6, the player to roll higher chooses the terrain feature.

Card 4: The Burning Bush

+1 for having none of your units flee off the board for any reason.

+1 for successfully executing a rear charge with US5 or greater.

+1 for each forest you hold with a unit containing a standard and at least US5, to a maximum of +3.

Special Rules: After deciding who goes first, but before either player's first turn ALL* of each player's units will test for Stupidity. If failed the unit will move forward 3", but suffers no lingering effects of stupidity (such as immunity to psychology). War machine crews will take their machines with them. Any movement caused by this card does not stop missile armed troops and war machines from firing in their first turn.

*Neither scouts nor units which are normally subject to Stupidity (trolls, cold one knights, etc.) are affected by this card.

Card 5: Hold the Line

+1 for any table feature held with a unit containing a standard and at least US5, to a maximum of +3.

+1 for causing an enemy unit or model to flee off the table for any reason.

+1 if no enemy units are in your deployment zone at the end of the game.

Special Rules: General's leadership sphere increased by 2"

Card 6: No Glory in Death

+1 for keeping your most expensive unit/model above half for the entire battle.

+1 for each of your characters still alive, to a maximum of +3.

+1 if your lowest point unit/model is still alive.

Special Rules: The player of this card automatically wins the roll to see who goes first, they may then choose to go first or allow their opponent to go first. If both players choose this card then roll off as normal.

Card 7: Capture the Eagle

+1 for having never lost a standard (can't count if the standard was lost and is later recovered).

+1 for killing the enemy battle standard bearer.

+1 for each captured enemy standard, to a maximum of +3.

Your army must contain at least one standard to gain any of these bonuses.

Special Rules: Battle Standard Bearer re-roll/crumble sphere increased by 2".

Card 8: Broken Arrow

+1 for killing an enemy character/unit which generates either power or dispel dice, to a maximum of +3.

+1 for keeping all of your dispel/power dice generating characters/units alive at the end of the game.

+1 for having at least one remaining dispel/power dice generation character/unit alive at the end of the game.

Special rules: Before rolling for spells, each player nominates one of their wizards, that wizard may re-roll a single die when choosing spells at the beginning of the game. If you do not have any spell casters you may add +1 to a single dispel attempt during the game (this +1 cannot cause an IF dispel). You must choose to add the +1 prior to rolling.

Card 9: Blood of Innocents

+1 If any unit fights twice in the same combat phase.

+1 for each of your characters still alive, to a maximum of +3.

+1 for killing enemy general.

Special rules: At the beginning of the game, select one of your characters or unit champion who is not the army general. Any friendly units within 6" of the character/unit champion which fails a panic test, may re-roll a single die; if the new result is successful the unit will not panic – this time! If the unit may already re-roll failed panic tests for any reason, they gain no benefit from this card.

Card 10: Total Annihilation

+1 bonus point for each enemy unit destroyed by shooting, magic, or close combat. A unit run down after losing a combat does count, as does a unit that flees after losing combat (or suffering 25% casualties from shooting or magic) and never rallies. To a maximum of +5.

Special rules - Your opponent gains a +1 to the roll to determine who places scouts first and a +1 to the roll to determine who goes first, if your opponent wins the roll he MUST go first. If both players play this card, the effects cancel out and the game is played without any special rules.

Card 11: We Shall Fight in the Shade

+1 bonus point for each enemy unit that is destroyed or panics due to suffering casualties from shooting or magic. To a maximum of +2.

+1 bonus point for any enemy unit or character with a ranged attack of any type that is killed, destroyed, or forced to flee off the table. To a maximum of +3.

Special rules – At the beginning of the game, each player chooses one ranged attack unit or character (we suggest placing this card with the unit to remind you and your opponent), the chosen unit/ character may re-roll d6 missed hits resulting from ranged attacks, once during the game. All re-rolls must be used at the same time. Roll for the amount of re-rolls when you decide to use them.

Card 12: Ask Forgiveness, Not Permission

+1 bonus point for each of your units that successfully flee from a charge. To a maximum of +3.

+1 bonus points for each of your units that flees off the table for any reason. To a maximum of +2.

Special rules - Add d3 inches to one "flee" charge reaction during the battle. Must be declared prior to rolling any dice. If both players use this card, add d6 inches to one "flee" charge reaction. Each player rolls their additional distance.

Your Lucky Day

Card is useable only ONCE during the tournament.

Before any 2d6 roll is made (but not before a re-roll, such as that given by a battle standard-bearer), a player may employ a Lucky Day. This automatically makes the result of the roll a 7 without actually rolling dice.

Note that Your Lucky Day cannot be used to change two dice within a number of other dice rolled – it must be a straight 2D6 roll and not a 3D6, for example. Additionally Lizardmen may use the Lucky Day for a single leadership test (as well as any other straight 2d6 roll), except for a re-roll such as that given by a battle standard-bearer.

Your Lucky Day roll may only affect the dice of the person playing the card.