

GameX Warbands Tourney



This is the packet for the Strategicon Warbands Tournament, occurring Friday May 27th at the GameX Convention at the Sheraton Gateway Hotel. The event is scheduled to begin at 6pm and will consist of three rounds. Participation in this event is on a first come first served basis and it is open to anyone with a convention badge. Force lists must consist of a valid Warhammer Army of 750 points or less under the normal 8th edition construction methods, with the following special restrictions:

- 1) You are allowed one single character, but are not required to take any characters, if you so choose. This character must be a hero level choice and may not exceed 150 points in total value, including any wargear and options. This character may NOT be a special character. A Dark Elven assassin counts as the sole character choice in a Dark Elf Warband.
- 2) Units may be less than their normal minimum size. Units of Infantry may be as small as three models in size. Cavalry may be as small as two models in size. Monstrous Cavalry and Infantry may be a single model in size. Units fielded lower than their normal minimum unit size may not select any command models or special gear options, unless the option is required. This means that a three man night goblin unit may not select a fanatic, but that a 2 man knight of the realm unit is still required to have a champion.
- 3) An army may field a single rare or special choice. An army may not field both.
- 4) Instead of a hero, a War Band may nominate any unit champion as its war band leader, which will make this model function as the general in all respects.
- 5) Armies that normally require certain models to be fielded waive those requirements in War Bands. This means that Bretonnians are not required to have a BSB, Tomb Kings need not have a hierophant, and an Ogre Army need not have a bruiser.
- 6) Undead armies do not suffer crumbling if their general or hierophant is slain.

The Games:

War Bands games are played on a 4x4 table with three to four pieces of terrain. Deployment zones and the method of deploying armies are identical to Pitched Battle, with a 12" deployment zone and players alternating placement of units. Pairings for the first round are done by blind draw, but subsequent rounds are done based on the battle points involved. Rounds are expected to last one hour each, with 15 minute breaks in between them.

Scoring:

For this tournament, Victory Points are not used, but instead there are scenario based objectives for each game. The main mission goals can net up to 14 battle points, while the bonus objectives yield up to 6 battle points. This means that in any given round, a player could score 0-20 battle points. In addition, there is a thumbs up or thumbs down checkbox for sportsmanship and composition, which players check after each game. Each scenario sheet has the scoring boxes on it. After completing your game, both players should fill out the scoring sheets provided with the scenarios and bring them up to the judge.

Players begin with 4 points of sportsmanship and 4 points of composition. Sportsmanship and Composition are given a simple Good Game, Thumbs Up, or Thumbs Down grade by the player. A player all Good Game ratings scores 4 points in each category. Each Thumbs up adds a point to this total, which increases with each subsequent Thumbs up rating in the same category by one point. Each Thumbs Down rating penalizes the player by a similar amount. So, for example, a Player with two Thumbs up and one Thumbs Down would have a score of $4 +1 +2 -1$ (for a total of 11). This is done separately for Composition and Sportsmanship, with a minimum score of zero in either category. Any player who accumulates four or more Thumbs Down ratings of either category will not be eligible for any awards. Finally, the judges encourage accurate scoring and reserve the right to investigate any possible abuses of the scoring system, such as "low balling" people with intentionally low scores.

Finally, painting will be scored, using the standard SCGWL painting checklist, but halved, so a score of 0-20 is possible. The checklist is a slightly modified version of the one used by GW at their own tournament events.

This means that there are a total of 100 possible points to be scored, 60 battle points, 10 Sportsmanship, 10 Composition, and 20 Painting. In addition, players will submit their favorites votes at the end of the tournament, with the final score sheet. These votes are used for the sole purpose of breaking ties and have no other function.

Prizes:

Prizes will be based on attendance, but there will be awards given for Overall (best total score, with Sportsmanship votes as primary tie breaker), Best General (most battle points, with Composition Votes as primary tie breaker), and Best Army (highest painting and composition score).

Scenario 1: Lay of the Land



Objectives:

Scout out and control the area, while preventing the opposition from doing the same.

Special Rules:

Wood Eves may use their Woodland Ambush special rule for this scenario. All forest terrain pieces must roll on the special terrain tables in the main rulebook, once entered, to determine any special properties they might have.

Scoring:

Table Corners (4 points per) - Score this for each table quadrant that has more of your models fully within it than those of the enemy. If both sides have an equal number of models, then each player scores two points for that corner.

Bonus (2 points) – Have at least one unit within six inches of the table center at the end of the game.

Bonus (2 points) – Have your most expensive unit within the enemy deployment zone.

Round 1: Lay of the Land

		Battle Points Scored:
My Name:		
Opponent:		

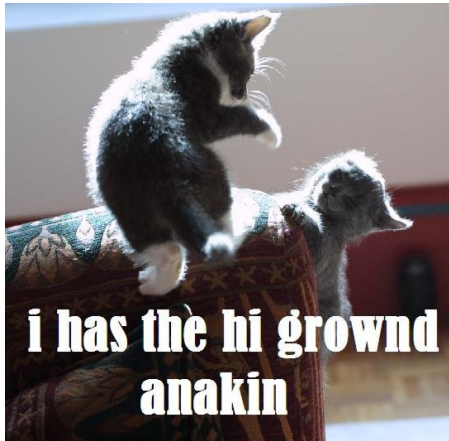
Sportsmanship:

- **Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- **Good Game:** This was a fair opponent, who I would willingly play again.
- **Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

Composition:

- **Thumbs Up:** This is a fluff bunny list with clear weaknesses designed for theme and/or casual play.
- **Good Game:** This was a standard tournament army that most would get a good game from.
- **Thumbs Down:** This army was taken to extremes and creates non-tactical dice rolling contests.

Scenario 2: Take the Hill



Objectives:

Secure the high ground to achieve control of this territory for your Warband.

Special Rules:

The hill feature must be placed at the table center. Any unit that is at least partially on the hill counts as being Steadfast. Units charging an enemy on the hill benefit from the Reckless Charge rule in the main rulebook.

Scoring:

Take the Hill (0 - 14 points) – If you have the only units in contact with the hill, score 14 points. If you have more units in contact with the hill, score 11 points. If both players have the same number of units in contact with the hill, score 7 points. If you have fewer units than the enemy in contact with the hill, score 3 points. If you have no units in contact with the hill, score 0 points.

Bonus (3 points) – Have your Warband’s leader in contact with the hill at the end of the game.

Bonus (3 points) – Destroy the most expensive enemy unit.

Round 2: Take the Hill

		Battle Points Scored:
My Name:		
Opponent:		

Sportsmanship:

- **Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- **Good Game:** This was a fair opponent, who I would willingly play again.
- **Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

Composition:

- **Thumbs Up:** This is a fluff bunny list with clear weaknesses designed for theme and/or casual play.
- **Good Game:** This was a standard tournament army that most would get a good game from.
- **Thumbs Down:** This army was taken to extremes and creates non-tactical dice rolling contests.

Scenario 3: Thump with Stick



Objectives:

There can be only one, so it may as well be you.

Special Rules:

Wood Eves may use their Woodland Ambush special rule for this scenario. Any unit with the Warband Leader in it may reroll any failed to wound rolls.

Scoring:

Destroy the Enemy (0 - 14 points) – Score 14 points if you have more than double the enemy number of units remaining on the table. Score 11 points if you have more units remaining on the table. Score 7 points if you have the same amount of units remaining. Score 3 points if you have less units remaining. Score 0 points if you have less than half the units remaining.

Bonus (2 points) – Have your Warband Leader issue a challenge at any point in the game.

Bonus (2 points) – Destroy the most expensive enemy unit.

Bonus (2 points) – Slay the enemy Warband Leader.

Round 3: Thump with Stick

		Battle Points Scored:
My Name:	_____	_____
Opponent:	_____	_____

Sportsmanship:

- Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- Good Game:** This was a fair opponent, who I would willingly play again.
- Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

Composition:

- Thumbs Up:** This is a fluff bunny list with clear weaknesses designed for theme and/or casual play.
- Good Game:** This was a standard tournament army that most would get a good game from.
- Thumbs Down:** This army was taken to extremes and creates non-tactical dice rolling contests.

Favorite Opponent: _____

Favorite Army: _____