

Aftermath⁷

Aftermath⁷ is a Warhammer Fantasy Tournament where each player will play six battles over two days.

A number of prizes will be available, such as:

- Overall Tournament Champion
- Best General
- Best Painted Army
- Best Sportsman

The tournament will be held at Lazar House, 219 Sprowston Road, Norwich, NR3 4HX on the **26th and 27th May 2012** – for a map please visit <http://www.tinyurl.com/dx8yzk>.

The entry fee will be **£20**. Although we have increased the tournament to two days and six games, we are only raising the entry price from £12 to £20. Some of this money goes towards the prizes and, depending on the number of entrants, a special souvenir D6 for all who enter.

The minimum age for participants is **16**.

Choosing your Army

Each player must pick an army up to the limit of 2,400 points (and not a point more). The army does not have to be fully painted.

No special or named characters (including named characters in the newer rule books) are allowed. No allies.

Turmakhan lists are not allowed at this event.

Remember you **MUST** choose the magic lores chosen for your spell casters in your roster.

If you are in any doubt about whether a unit or character is legal, please email tournament organiser Craig Harmer at wfb@aftermath-tournament.co.uk for clarification before submitting your list.

Non-Games Workshop Miniatures **are** allowed, for the tournament.

Army Lists

Army Lists must be emailed to the tournament organizer at wfb@aftermath-tournament.co.uk no later than the **19th May 2012**. A copy of the list must also be brought with you on the day. The organizer will not be competing in this year's tournament and will be the only person who sees the lists so your secrets are safe with him.

Time Table

Saturday 26th May

09:00-09:25	Registration
09:30-12:00	First Game
12:00-12:45	Lunch Break (please leave your army out for judging now)
12:45-03:15	Second Game
03:30-06:00	Third Game

Sunday 27th May

09:00-09:25	Registration
09:30-12:00	Fourth Game
12:00-12:30	Lunch Break
12:30-03:00	Fifth Game
03:15-05:45	Sixth Game
6:00	Results

Tournament Format

Each player will play six battles over the course of the weekend.. Players will be drawn at random for the first round. The other rounds draws are based on the results from the previous rounds with players on similar BATTLE points being drawn against each other.

All six games will use the Battleline scenario.

Scenery will be placed at the start of the tournament and should not be moved. The scenery will be using the rules in the Warhammer rulebook (pages 116 – 131)

The identity of any special terrain pieces will be made clear on the day by the organisers before the tournament begins.

Victory Points

Both players score victory points by destroying enemy units, as described on page 143 of the Warhammer rulebook. For example, if a unit worth 175 points has fled or is dead at the end of the battle so 175 victory points are earned.

However this tournament will use an additional stipulation: Fleeing units that CHOSE to flee in its final turn (whether it be turn 6, or an earlier turn if the time for that round has run out) also give your opponent FULL victory points. Units that fled not by choice or in earlier turns do not give victory points unless they are caught or flee the board as usual.

At the end of the game please fill in both score sheets and bring them to the scoring monkeys at the front of the hall.

The following system is used to modify victory points and turn them into Battle Points.

Battle Points are calculated simply by finding the difference between the two victory points totals and cross-referencing the result with the Victory Chart below.

This will show you how many Battle Points you have earned.

Battle Points

VP difference	Result	Battle points
0-300	Draw	10-10
301-700	Minor Victory	13-7
701-1200	Solid Victory	15-5
1201-1700	Crushing Victory	17-3
1701vps+	Massacre!	19-1
Tabled*	Rout!!	20-0

*Tabled meaning you have wiped out your enemy to a man – you have literally cleared the table of you foes! To get this result you also need to have scored 1701 more VPs than your opponent. So you have to massacre your opponent AND kill every model.

Remember to also record the victory points scored as these will be needed in the case of battle points ties..

Rules Clarifications

We will be following all rules from the Errata documents found on the GW website - bring a copy along with you. Please check you have the most up to date version of the FAQs.

Try to settle any rules queries between yourselves by checking relevant rulebooks, army books and FAQs. If you call a judge over his word will be final.

Tournament Comp

House Rules

No unit may cost more than 450 points

This includes all upgrades, magic banners and items. This not apply to characters.

No unit may start the game with more than 50 models

This doesn't include any characters joining the unit

No more than 3 additional power dice and 2 additional dispel dice may be generated in each magic phase

Roll for the winds of magic and any channels as usual. The maximum additional dice limit includes dice from ANY other source (spells which generate more dice, magic items, special abilities)

Note that Night Goblin magic mushrooms state they DO NOT count as power dice, and so are exempt from this limitation.

Dwarfs may also generate up to 4 dispel dice and are the exception to the above rule.

No more than 12 power dice can be used in one magic phase

Pretty self explanatory, but even if more than 12 dice are generated over the course of a magic phase, 12 can only ever be used. This includes any abilities that allow an additional dice to be used per casting. These abilities can be used until the 12 dice cap has been hit, but not after.

Spells that allow 'no saves of any kind'

Characters in a unit that is affected by such a spell make a 'look out sir' roll to potentially escape damage.

Also Magic Resistance overrides the 'no saves of any kind' rule and always give a ward save against spells.

No more than 5 artillery pieces and/or template weapons may be taken

War Machines that use a template only count as one towards the limit.

No more than 3 flying units per army may be taken

This includes characters on flying mounts as well as flying units, beasts and monsters.

Cowardice doesn't pay!

Fleeing units do not count as destroyed as per the rules with the following exception - if you choose to flee in your final turn the unit DOES count as destroyed and your opponent gets full vps for it.

Magic items which contradict each other

Where two items contradict each other the player whose turn it is chooses which item takes effect for that turn. (Usually their own!)

For example: a Bretonnian Lord has the item *Tress of Isoulde*. With this item the model will hit one nominated model on 2+ for one close combat phase. He may be fighting a challenge with a treeman ancient that has the spite *An Annoyance of Netlings* (which states he can only be hit on sixes). In this situation there's a clear contradiction, and in this example it is the Bretonnian player's turn, and he chooses the *Isoulde* takes effect this turn.

Garrisoning a building

All buildings in this tournament are deemed to be fairly small (including any Fozzriks Folding Fortresses that show up) and can only be garrisoned by 15 infantry models or 5 monstrous infantry models. No unit can enter a building if they have performed a reform that turn.

Also, unless either is with the unit inside a building, the garrisoned unit may NOT use the generals Inspiring Presence or the battle standard bearers Hold Your Ground benefits. Also, if the general or battle standard are garrisoning a building, friendly units outside the building may not use their Inspiring Presence or Hold Your Ground benefits.

Gamesmanship etiquette

'Conga lines', questionable reforms and such tactics are frowned upon at this event and is reflected in the sportsmanship scoring. If you employ such tactics your opponent must mark you as a 'Fair' game, which means you will score zero sportsmanship points that round.

Line of sight (LoS) and deployment etiquette

The rules for 'true' line of sight will be used as per the rulebook. Remember that wings, tails,

weapons, extravagant scenic bases and the like do not count as the model when determining LoS.

Both armies must be placed on a tray and on the table top before rolling for board edges or spells. No hiding your army under the table whilst deploying! Spells should be rolled openly with your opponent knowing what spells each wizard has.

Players must go through their army before deployment revealing characters, units' weapons, armour, marks and characteristics. This is very important especially if the models don't represent what they look like. Obviously magic items are allowed to remain a secret.

What you will need:

- A copy of your Roster
- Dice, templates, pens and tape measure
- 8th edition rulebook and a copy of this rules pack
- Your army's rule book and the latest errata file for your army.
- A tray to place your army on prior to deployment
- Food and drink (nearby facilities are limited)

Winning the Tournament

Overall Champion

(0-175 points)

The overall winner will be the player with the most points for the three sections below

Best General

(0-120 points)

Points are won from each of the three battles as described earlier in the Victory Point and Battle Points sections

Best Sportsman

(0-20 points)

After you've fought each battle you'll be asked to rank each opponent by how much fun they were to play against. The player with the best overall ranking will be proclaimed the Best Sportsman. (in the likely event of a tie the player with the

MOST battle points will win the award... if you can crush someone into the dirt but they still like you, you must be doing something right!)

Mark your opponent in secret after each game:

3 Excellent: A great game, even with it being a tournament game this opponent was so much fun at times I thought this was a friendly game! I would love to play him/her again!

1 Good: A typical tournament game, hard fought, no real disputes. No 'tactics' like the conga line were employed. Would play this opponent again.

0 Fair: Some disputes came up, the game was played with ill feeling after an event, or opponent may have been deliberately slow, or used tactics frowned upon such as the conga line. Game was a little frustrating because of this and I didn't enjoy it at all.

A bonus of 2 points will be given to everyone with 3 'Excellent' votes.

On the subject of sportsmanship we expect players to take part in the tournament to the right spirit. Umpires may dock points for unsportsmanlike behaviour.

Best Painted Army

(35 points maximum)

We want to ensure that painted armies are rewarded in this event. There are very few people who are happy with unpainted armies winning or placing highly in tournaments. Leave your army out on the first days lunch break for full inspection, but judges will also look at all armies again over the weekend.

Points will be awarded for:

Being painted (0-10)

All models are painted and have at least three colours. Undercoating does not count as one of the colours. Note that every model needs to be painted to get this mark.

Being based (0-5)

All models are painted and textured, flock counts at textured. Black edges are acceptable

Being detailed (0-5)

All models are shaded and highlighted, and details have been picked out.

Extra detail (0-5)

The army shows that extra effort has been put into it. Shields are detailed, banners have freehand work done, the army theme is apparent and well executed and bases go the extra mile.

Being WYSIWYG (0-2)

The models represent what is on the army roster. In case of units, WSIWYG needs to be shown in the MAJORITY of the models, so if 22 of your 40 Beastmen Gor carry shields, but are actually meant to be carrying additional hand weapons, you won't get the points. If just, for example, 5 Gor are carrying shields, then this is fine. Unit fillers, within reason, are also fine.

Having "Wow Factor" (0-8)

Some of the models in the army have been substantially converted /scratch built, or the painting is so exceptional that the judges are left open mouthed

Tie Breakers

We will use the following "bonus" points (which are not included in the overall score) as tie-breakers:

- Having a background story for the army (either in advance or on the day) – presentation, spelling and grammar counts! (0-1 points)
- Providing a clear army list by the deadline of 19th May (0-2 points)
- Having 2 clear copies of the army list on the day (0-2 points)

AWARDS

At the end of day awards will be handed out for:

- Overall tournament champion, 2nd place and 3rd place
- Best General
- Best Sportsman
- Best Painted Army
- Random spot prizes in rounds 3 and 6