

[elg] presents:

FORGOTTEN HEROES

a warhammer fantasy battle tournament



SATURDAY 17TH SEPTEMBER 2011

Please note that you must be 16 or older to participate*. Tickets are £12 and include lunch; they are limited to 24 places and will be available at the end of July.

(*) – Under 18's require a guardian; they may also be participating.

THINGS YOU NEED TO BRING

Any gaming material you require to play, including:

- Your army
- Two copies of your Army Roster with General and Magic lore's marked.
- This rules pack
- Rulebooks, supplemental texts, and Reference sheets including official errata (GW website > Gaming > Errata and FAQ Articles)
- Pen, paper, dice, templates, and tape measure.
- Superglue (the 'tabletop battlefield medic')

Please note that, while 'Club' dice may be used, spot checks may be enacted.

BREAKS, LUNCH AND REFRESHMENTS

Lunch will be supplied on the day by us. This should be a selection of buffet and sandwiches, but is subject to change.

SCHEDULE

SATURDAY 17th September

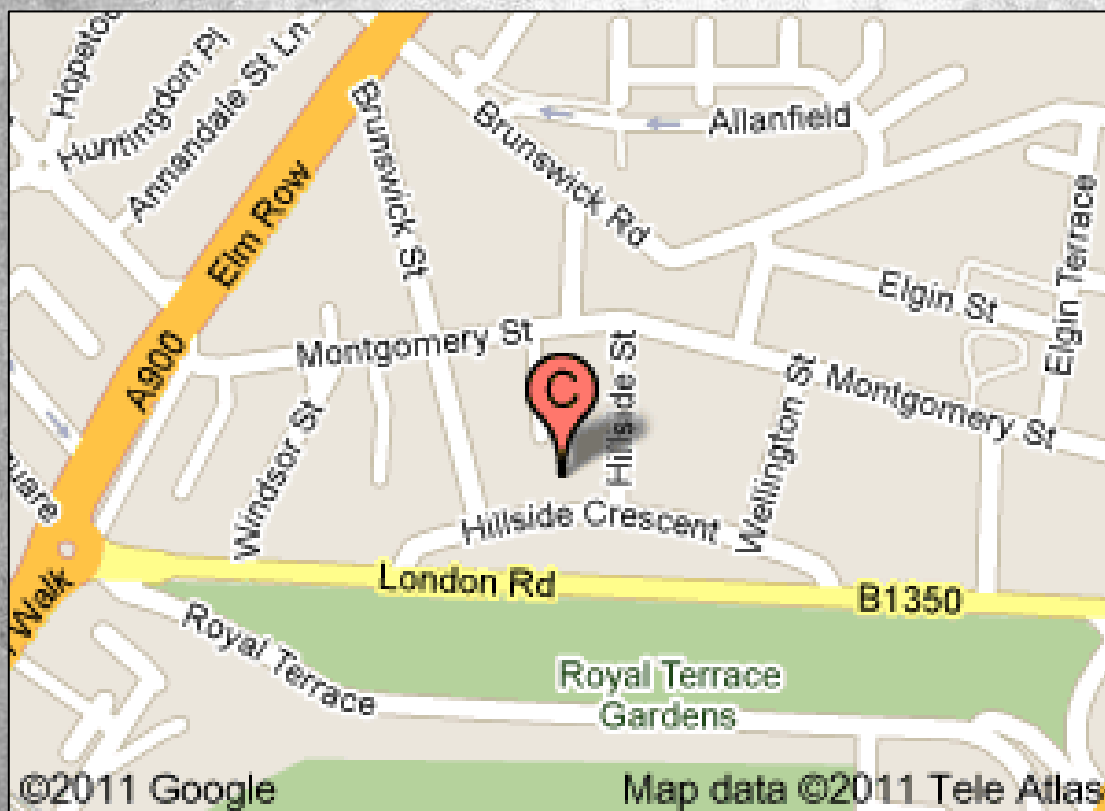
9am to 9.30am	Registration and draw
9.30am to noon	GAME 1
Noon to 12.30pm	Lunch
12.30pm to 3pm	GAME 2
3pm to 3.30pm	Break
3.30pm to 6pm	GAME 3
6pm to 6.30pm	Break
6.30pm to 7pm	AWARDS

We will adhere to the schedule where possible, giving people plenty of time warnings during the games.

Please be aware that should the referee call 'dice down' if you are not finished, it is in the best interest of all players that you comply promptly.

LOCATION

11 Hillside Crescent, Edinburgh, EH7 5EA



There is free parking outside the venue at the weekend. Lothian Buses 4 and 44 go down London Road, and the numbers 10, 15, 16, and 22 go down Leith Walk. The venue is only 15 minutes' walk from Waverley [train] Station or St Andrew's Square bus station.

HOW OUR TOURNAMENT WORKS

Participants play in three games over the day. The scenario for each game is listed later. After each game the results are recorded and help to determine your opponent for the following round using an 'Australian Draw' Swiss system.

If you find yourself facing the same opponent a second time, please notify an Organiser who'll sort you out with a new opponent. After all, we'd rather see you mixing with as many faces as possible.

You'll be assigned a 6'x4' table with fixed scenery.

Three games plus a painting and background score gives each player a maximum score of 80 points. The Overall winner of Forgotten Heroes will be the player with the highest total score at the end of the day.

Any ties will be decided by the total victory points scored during the day.

We will endeavour to supply a 'stand-in' player to keep the number of players even. Should this not be possible, or should a player miss a game through no fault of their own, then they will be awarded a 'by'.

Sportsmanship

We won't be asking players to award each other any sportsmanship points as we are presuming that we can all play our games fairly and in the spirit of enjoyment for without the need for additional motivation.

If any situation should arise that can't be resolved by the players themselves, then the tournament organisers will be applying The Most Important Rule (WFB, p3).

In the unlikely event that a player is being obstructive or unreasonable and is affecting the enjoyment of other players taking part in the tournament, then judges will deduct points from that players score using their own judgement. We certainly don't anticipate any situation needing such serious action as we hope that all participants will be taking part in a friendly yet competitive manner.

Game Results (0-60 points, 75%)

A total of 60 points are available, 20 from each game, as detailed below. Victory points are calculated using the rules given in the Warhammer rulebook.

VP Difference	Victor scores	Defeated scores
0-150	10	10
151-300	11	9
301-450	12	8
451-600	13	7
601-750	14	6
751-900	15	5
901-1050	16	4
1051-1200	17	3
1201-1350	18	2
1351-1500	19	1
1500+	20	0

Game Results are the main bulk of your scores over the day and are calculated based upon the outcome of each battle. You will need to work out the points after each battle and record them on your Results Card. Simply work out the game result as indicated by the scenario played.

Army Painting and Character (0-20 points, 25%)

The painting score will be an all or nothing score in the sense that a fully painted army will score 15 points and an army with any unpainted models will receive zero.

The criteria for qualifying as a fully painted army are 3 colours and based. Please be aware that by painted we mean that it should at some point have involved the use of a paintbrush; armies painted solely with spray paint or undercoated and dunked will not receive the 15 points for a painted army. Being based means that the base should either be flocked, or have painted basing materials, such as sand. Unpainted sand, or paint-only bases don't count!

We have decided not to ban unpainted models, but if you want the 15 points for painting please ensure the whole army is painted and based. 'The whole army' includes models which may not appear in your army as deployed, for example Summoned Zombies.

As this tournament is about the Forgotten Heroes a further 5 points will be awarded for having an army background of 300+ words and all the characters and units on your roster named.

Army Selection

No more than 1.999 points may be spent on the army.

No Lords are allowed. Special or named Characters such as unit ‘upgrades’ are not allowed either. Special Character models may be used to represent ‘normal’ characters. This is, after all, a tournament of Forgotten Heroes!

The magic item *Power Scroll* may not be taken

Army Selection Summary Table

You must always include at least three non-character units, plus one Hero marked on your army list as your General.

Points	Limit	Duplicate Choices
Lords	None	None
Heroes	Up to 25%	No Limit
Core	25% or more	No Limit
Special	Up to 50%	Up to 3
Rare	Up to 25%	Up to 2

Army Race Permitted

- Unless otherwise noted, only the main lists from the Warhammer Armies books may be used
- Armies must be from the most up-to-date books published before 19th August 2011
- No back-of-book (appendix) lists may be taken, unless specified
- Due to their age and lack of availability, neither Chaos Dwarfs or Dogs of War may be fielded
- To reiterate: no Lords or named characters may be fielded. This includes, but is not limited to those found in the ‘back of the book’ or in the army list itself (be they Heroes or unit upgrades)

Please also note that although the models don’t have to be Citadel, they models should be WYSIWYG wherever possible. In the case of “counts as” conversions, please make sure that your opponent is clear as to what the conversion counts as prior to the game beginning.

AWARDS

- **Overall Champion** is the player with the highest combined Battle and Painting scores
- **Best General** is the player with the highest Victory Point difference
- **Players’ Choice for Best Army** is the army the players would most like to take home with them, based on their own criteria

BATTLES

The tournament consists of **three games**. The time limit for each game is **two and a half hours**. The following three scenarios will be drawn in a random order:

Battle Line (WFB, p144)

Meeting Engagement (WFB, p149)

Blood and glory (WFB, p148)

Game Length: The battle will last for six game turns, or until two and a half hours is reached, whichever comes first.

Victory Conditions: Use victory points to determine the winner of the battle. Breaking your opponent’s army will give you a bonus of 500 victory points (but will not end the game). Both players may gain this bonus.

HOUSE RULINGS

- When characters in units are affected by the following spells they simply take a single wound instead of dying: *Dwellers Below*, *Final Transmutation*, and *Dreaded Thirteenth*.
- The 11-12 result of *Infernal Gateway* is changed to the following: the number of hits (either 11 or 12) is generated as normal instead of instantly destroying the enemy unit. These hits wound automatically and ignore all armour and ward saves.
- Characters may never join units which are in combat, fleeing or subject to compulsory
- Whenever a unit reforms it must endeavour to bring all characters to its front rank.
- The following should be added to the first paragraph of **Garrisoning a Building** (WFB, p126): “*No model in the unit may be further than twice its normal Movement distance from the building.*”