

# Cancon 2012 Warhammer Fantasy Player's Pack

- Eight games over three days - **27th, 28th and 29th of January 2012**
- Warhammer Fantasy 8th edition rules
- 2400pt armies
- Army lists must be submitted by **14th of January 2012**
- Enter online at <http://www.cgs.asn.au/index.php/cancon>

## Timetable

<b>Friday 27th</b>	<b>From</b>	<b>To</b>	<b>Scenario</b>
Sign-in	8:30	9:00	
Game 1	9:00	11:30	Dawn Attack
Lunch	11:30	12:15	
Game 2	12:15	2:45	Battle for the Pass
Game 3	3:00	5:30	Battleline
<b>Saturday 28th</b>			
Game 4	9:00	11:30	Blood and Glory
Lunch and Player's Choice voting	11:30	12:30	
Game 5	12:30	3:00	Meeting Engagement
Game 6	3:15	5:45	Battleline
<b>Sunday 29th</b>			
Game 7	9:00	11:30	The Watchtower
Lunch and auction	11:30	1:30	
Game 8	1:30	4:00	Battleline
Presentation and pack-up	4:00+		

## Armies

- Armies may be up to **2400** points.
- The most recent edition of each army book must be used.
- The most recent version of the rulebook and army book errata on the weekend of the tournament will be used.
- Army books and other official material (i.e. the Terrorgeist rules from White Dwarf) can be used as long as they were released before **January 1st 2012**. You must bring a copy of the army book and any other material you are using. If there is any doubt as to whether material is official, please contact the tournament organisers.
- Dogs of War **may not** be used.
- Special Characters **may** be used. (See the Composition section)
- Please check back at a later date for information on whether the ForgeWorld Chaos Dwarf army book 'Tamurkhan: The Throne of Chaos' will be used. (This will depend on the composition judges having access to the book.)
- Army lists must be sent by **14th January 2012**.
- Send army lists to [hoodling@hotmail.com](mailto:hoodling@hotmail.com)

## Games

Players are given two and a half hours in which to complete their games. There is a break of at least 15 minutes between games to allow the tournament organizers (TOs) to enter scores and prepare for the next round.

The first round will be a random draw. Subsequent rounds will be drawn using a "Swiss Chess" system based on battle and composition points; you will never play the same opponent twice.

Before each game you should exchange names and army lists with your opponent. You should also make sure your opponent is aware of the special rules of your army, and any errata/ updates that you are using.

Play the game in good spirit, and do not stall for time. Any person deemed stalling for time to avoid a loss or cement a win will be penalised heavily. Games must be finished on or before the two and a half hour deadline; warnings will be given for 30 minutes, 15 minutes and 5 minutes. If necessary, you may have to calculate victory conditions / victory points from the end of an earlier turn than the one prescribed to end the game, but you cannot run overtime. Please play briskly and remind your opponent if their turns are taking too long. This is to ensure that we can enter all results and determine the next round so that we do not fall behind schedule.

## Rules Disputes

All rules disputes should be resolved in one of three ways. Either look in the appropriate rulebook, roll a D6 for it, or ask a TO. The TO will either show you the relevant passage in the appropriate rulebook, or ask you to roll a D6 for it. Just because you disagree on a rule does not mean your opponent is a bad sport. It is in the way they handle the dispute, and accepts if they

are wrong, that you can see their sportsmanship. Many people have different interpretations or house rules that are not used at tournaments, and these will be resolved as stated above. The TO's word is final, and arguing after a decision has been made may incur penalties.

## Scoring

Parts of the tournament will be run as peer based scoring - score sheets will be provided and must be filled out after each battle. Breakdown of scores will be 160 points for battle, 20 for painting, 40 for sportsmanship and 80 for army composition, for a total of 300. You should ideally be getting full sports and painting marks.

One-eighth of each player's composition score (i.e. 1 to 10 points) will be added to their battle score after each round. This total will then be used to determine the draw for the next round.

## Battle

Battle points will be scored for each game based on the Victory Points (VP) difference between the two players. All the normal bonuses for slain generals, captured standards, etc apply.

VP difference	Battle Points - Win	Battle Points - Loss
0-100	10	10
101-300	11	9
301-500	12	8
501-700	13	7
701-1000	14	6
1001-1200	15	5
1201-1500	16	4
1501-1800	17	3
1801-2100	18	2
2101-2400	19	1
2400+	20	0

## Painting

Armies that are completely painted will be awarded 20 bonus points at the start of the tournament. If the army has any unpainted models in it, it will receive 0 points. This is effectively a Yes or No question - there are no partial rewards. Models must be painted to a basic standard, displaying at least 3 different colours, and the bases must be painted.

After game 4 (the first game of day two), players should set up their armies on the table they're on for judging in the Players' Choice painting competition. After the lunch break on day two, each player votes for their first, second and third favourite armies. Unlike the bonus points mentioned above, this vote has no bearing on the overall result of the tournament, but will be used to select the winner of the Best Army prize at the end of the tournament.

Models to be used in the tournament must visibly represent what they're meant to be (ie no proxies or stand-ins allowed). This doesn't mean you have to use the exact existing Citadel miniatures for a given character/unit, but opponents should not be confused as to what is what (i.e. having one unit of Silver Helm models being Silver Helms and another unit of the same Silver Helm models being Dragon Princes) and the models used for a unit must make sense (ie no units of Trollsayers represented by Ghoul models). If you have any queries about whether something would be acceptable, please contact the TOs.

## Sportsmanship

At the end of each game, you will be required to complete a questionnaire about your opponent. The 5 questions are listed below, and each will be worth one point (so 5 Sportsmanship points are available per round and 40 total for the tournament). Questions will be answered with a simple YES or NO.

1. My opponent remained friendly throughout the game.
2. My opponent had a clear army list and made sure I understood what everything did.
3. My opponent and I sorted out rules questions amicably.
4. My opponent played fast enough, but did not rush me.
5. My opponent's movement, line of sight decisions and dice rolls were all clear and were not rushed, obscured or otherwise dodgy.

After the last game of the tournament, players will be asked to nominate 3 opponents for the Best Sport award (ranked in descending order). These marks will have no bearing on the overall winner; they are only used to select the winner of the Best Sport award.

## Composition

Composition scores will be assigned by the tournament organiser and a panel of judges. We won't be using any hard caps, nor will there be a "tiered" system. All armies will be allocated a score out of 80 with the score for an average tournament list that is judged to be tuned, but not abusive or fluffy and weak, being a 40. The TO will ask players to resubmit lists judged to be too unbalanced for tournament play.

**Note:** Special characters are allowed, but this does not mean all of them are acceptable in any list. Depending on what your army contains, taking some of the less balanced ones will result in a low composition score or a resubmit.

Composition scoring can always be a bit of a touchy issue, but our advice is to take the list you want to take and not worry too much about the comp score it will get. Lists that get low comp scores should be able to make up the difference by having advantages in-game, and ones getting high scores will need to work harder for battle points.

Army lists must be submitted by midnight on the **14th of January 2012**. Send army lists to [hoodling@hotmail.com](mailto:hoodling@hotmail.com). Please send army lists in either text or spreadsheet format; if you're using Army Builder, export your list to text or HTML rather than sending an .ab file. Lists submitted after this date will be penalized 1 point per game, or 8 battle points.

## Scenarios

The 6 basic scenarios in the Warhammer rulebook will be used with the modifications below. The scenario used for each round is listed in the Timetable section. Please pay attention to the various requirements scenarios place upon your army. Ensure you have enough Fortitude points for Blood and Glory, and that you have units capable of holding the objective in the Watchtower scenario. The modifications are as follows:

### Battleline

As per rulebook.

### Dawn Attack

As per rulebook.

### Battle for the Pass

As per rulebook.

### Blood and Glory

Deployment as per the scenario. When an army breaks, the game ends. Work out the victory points as per Battleline rather than Blood and Glory; however, all units in the "broken" army count as slain. Basically, use the full cost of the broken army, as well as any bonus points that were acquired from it before the army broke. Points are not gained for any standards or the general if they are alive at the time the army breaks.

### Meeting Engagement

As per rulebook.

### The Watchtower

Rules as per the scenario in the rulebook, with the exception that victory points are used as per Battleline at the end of the game. The player controlling the watchtower at the end of the battle gains an extra 1000 victory points.

## Terrain

All hills will be standard hills and considered open ground for the sake of movement. All forests and rivers will follow the rules for Mysterious Terrain given on pages 119-121 in the rulebook. Effects of all other terrain should be discussed with your opponent prior to deployment.

## Prizes

The prizes for Cancon 2012 are being provided by Mil Sims  
Prizes are offered for:

- 1st Place Overall
- 2nd Place Overall
- 3rd Place Overall
- Best Army - Players' Choice
- Best Sport

## **Entry**

Entry details including online entry are available at <http://www.cgs.asn.au/index.php/cancon>

## **Contact Organiser**

If you have any queries, please contact the organiser at [hoodling@hotmail.com](mailto:hoodling@hotmail.com)