



The Gamers Guild Inc.

Proudly Presents:

**A Warhammer Fantasy Battles
8th Edition Tournament**

Saturday 28th & 29th of January 2012

Grand Prix des Arms 2012



Tournament Information

Welcome to this, the third tournament for The Gamers' Guild's annual Grand Prix des Arms.

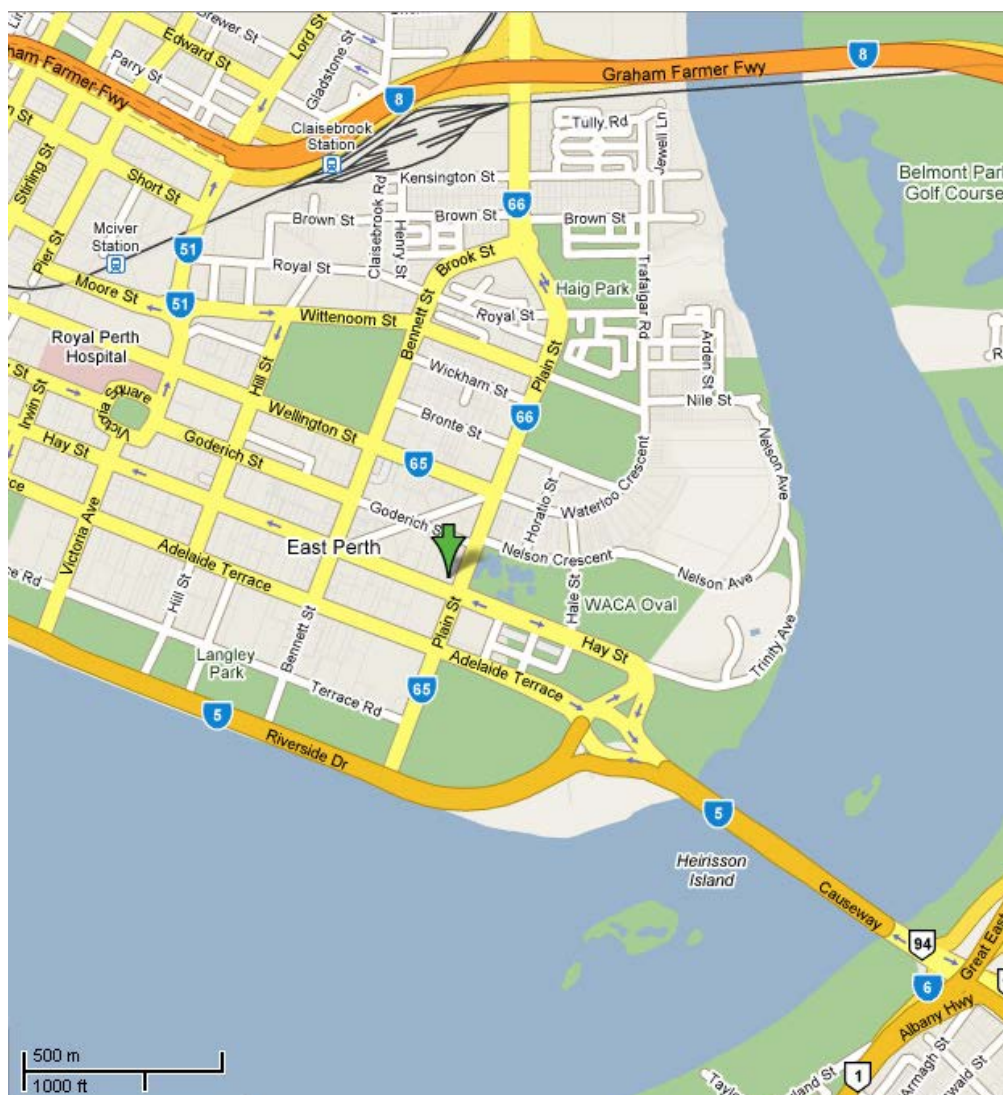
What's in this pack?

Important Information – When & Where

The tournament occurs over the weekend of the 28th and 29th of January 2012 at the Rod Evans Senior Citizens Centre, 160 Hay Street in East Perth. Parking is available either behind the Centre or in Goderich Street (there is a path between Goderich Street and the rear of the Centre). Red CAT Stop #5 is right at our front door!

Snacks and soft drinks will be available from the Gamer's Guild shop, with more substantial fare available from a variety of shops within easy walking distance.

Be aware, the City of Perth has changed some of the signage on street parking. You have been warned.



The Schedule

The following is the schedule of times for games, breaks and award presentations over the two days of the tournament. If you have any queries, please contact the Tournament Organiser.

Saturday 28th January	Sunday 29th January
Time (24hr)	Time (24hr)
08:00 – 09:00 Doors Open &Registration	08:00 Doors Open
09:00 – 10:30 Game One	08:30 – 10:00 Game Five
10:50 – 12:20 Game Two	10:20 – 11:50 Game Six
12:30 – 14:00 Lunch	12:00 – 13:00 Lunch
14:20 – 15:50 Game Three	13:10 – 14:50 Game Seven
16:10 – 17:40 Game Four	15:10 – 16:50 Game Eight
17:40 – 18:00 Results Processing	17:00 – 17:30 Results Processing & Award Presentations

Note there are 20 minute breaks between games. This is to allow players time to work out scoring and announce the next round. If all players and Tournament Organisers are ready before this allotment of time has passed then the next round may be called.

Day One lunch is 90 minutes, to allow players to socialise and/or travel to acquire lunch.
Day Two lunch is 60 minutes.

Tournament Organiser is David Cotton (GGI Warmaster) - dcotton84@gmail.com or 0409881232 (not available during work hours)

If questions arise about the facilities of the Gamers Guild you may also contact Gamers Guild in general - contact@gamersguild.org.au

What you need to bring (a checklist):

1. A valid ticket
2. Your painted army
3. Two copies of your army list (Army Rosters available via download on Westgamer)
4. This Players' Pack
5. Warhammer Fantasy Battles 8th Edition, current Army Book. You must be able to present all rules used for the models in your army at any point throughout the tournament.
6. Dice (Including Scatter & Artillery dice)
7. Tape measure & templates
8. Reference Sheets
9. Lunch or money to buy lunch (outlets nearby: Subway, Newroz Kebabs and Manhattans, KFC, MacDonald's {in South Perth} also 4 Corners Supermarket).

General Rules

This tournament will be played using the latest rules released prior to January 1st, 2012. For Warhammer Fantasy Battles 8th Edition this means:

1. Maximum size for armies is 2000 points.
2. Special Characters are allowed.
3. Each player may bring a total of THREE (3) objective markers based on 20mm circular bases. (Supplemental objective markers will be available)
4. Warhammer Fantasy Battles 8th Edition and the latest printings of all army books, including all relevant Games Workshop Errata and FAQs will be used.
5. The 'What You See Is What You Get' (WYSIWYG) rule is in effect. Please read "Your GPDA Guide to WYSIWYG" below.
6. Tournament officials' rulings are final.

Your GPDA Guide to WYSIWYG

Converting models is fun, and scratch building is even more fun, and the 'oohs' and 'ahhs' of adulation are the cherry on the cake!

WYSIWYG ("What You See Is What You Get") is intended to allow hobbyists to craft models to their own taste, yet conform to a given standard; this is important in a tournament to avoid accusations of unsportsmanlike conduct.

Simply, every model in your army must be representative of the model chosen from the relevant Army Book. It must be armed, armoured and equipped with all the war gear it is described as having, as well as based and sized appropriately.

Further to this, the following points have been detailed as a guideline when considering your army selection:

1. Where a model exists in the range available, it is expected that it be of GW/FW/Citadel origin.
2. Where a model does not exist in the range, or does not fit thematically with your force, then it must be completely unmistakable to your opponent as to what the model represents, with weapons, basing and size WYSIWYG requirements met. (i.e. it can be same or larger, but not smaller). If you are in doubt, please contact David Cotton to work out a solution.
3. Conversions are intended to be artistic in representation. As such that is one of the core ideas of what this hobby is about. Conversions must be completely unmistakable to your opponent as to what it represents. It does not have to be strictly GW/FW/Citadel in part or whole, but it must meet weapons, basing and size WYSIWYG requirements. What constitutes a conversion is left to your opponent. See point 5.
4. Scratch built models must also comply with the given WYSIWYG stipulations. They must be armed, armoured, equipped, based and sized according to the unit being represented. They do not have to be wholly or partly GW/FW/Citadel in origin.
5. There are grey areas, of course, and one's army is a sensitive subject. Should a player be challenged over this issue, the Tournament Director's decision is final. This challenge must take place before either player has deployed, otherwise each player is deemed to have accepted the forces arrayed against them.
6. Objective markers must be based on 20mm bases, but otherwise are left to the player to theme them.

Army List Submission

If able to please submit your list via email before the tournament to the emails listed below for verification. Lists can be submitted on the day of the tournament instead if you are unable to send the list via an email

All submissions must be in a Microsoft Office™ 2003 compatible format. All submissions must be clearly marked with your name and ticket number.

Lists can be emailed to: dcotton84@gmail.com
contact@gamersguild.org.au

The Games

There will be eight (8) games of Warhammer Fantasy Battles 8th Edition played over the course of the two days, four (4) games on Day One and four (4) games on Day Two.

- Games will be six (6) turns in duration and last a maximum of one and a half (1.5) hours.
- When time is called ("Drop Dice"), please end the game immediately, even if in the middle of a dice roll or phase.
- Throughout the rounds, time remaining will be announced at regular intervals.
- The first four (4) rounds will follow a Round Robin format; the remaining four (4) will follow a Swiss Ranking format using the data collated from the Round Robin
- Scenarios will be announced prior to the commencement of each round

Game Scoring

Each game will have a total of 30 Battle points that can be won for the Best General Trophy.

After each game consult the victory conditions of the scenario to confirm who the winner is and then be awarded with the following points for:

A Win – 15 Battle points

A Draw – 7 Battle points (unsurprisingly both players receive this amount)

A Lost – 0 Battle points

Each game will also have scenario secondary objectives that will award additional points to your overall General score to a total of 15 additional Battle points. Each player may be eligible for the same secondary objective and both will receive the points for it.

Army Presentation

Your opponent after each game will award a score of 0-10 for the painting of your forces.

The guide for awarding painting is:

0	There are unpainted models in the army.
3	The player has used the basic amount of painting work (2 colours and an undercoat) on all of his models
5	All models in the army have been completely painted.
7	There is a strong theme of colours throughout the whole army which has been highlighted with the characters and banners, with some attempts at conversions
10	You have wept playing against this army as its beauty has stunned you and you will gladly play this opponent again simply to see the army again.

If someone else other than yourself painted your army, please advise at time of roster submission.

Although you will not have any points deducted from your score, you will be ineligible for the 'Best Presentation' award, but the points will go towards your Championship score (see below). Also the person who did paint your army will be eligible for the 'Best Presentation' Award.

Sportsmanship

After each game your opponent will award a score of 0-10 for your sportsmanship for that game.

Remember that sportsmanship consists of the following:

- Respect and concern for rules and officials
- Respect and concern for social conventions
- Respect and concern for the opponent
- Avoiding poor attitudes toward participation

The guide for awarding sportsmanship is:

0	You will never play this person again even if payed to do so.
3	You will play this person again at an event or a tournament but not a friendly game.
5	You'll happily play against this person if you are able to organise a game on the weekend.
7	You plan well in advance when you can play this person so that you won't miss a game.
9	Your partner or loved ones are concerned as you have cancelled an event with them in order to play a game with this person at a moment's notice.
10	You will pay to play against this person or will go to great lengths to play against them.

If either 0 or 10 are given the Tournament organiser may investigate any concerns or excitement.

Terrain

Terrain will be set up prior to the beginning of the tournament by the tournament organiser. Please do not move the terrain, except as permitted by special rules (i.e. Wood Elves). Any special rules for the terrain on each table will be organised before by the Tournament Organisers and will remain the same throughout the tournament

Scenarios

The Grand Prix des Arms will be an open scenario tournament, with the scenarios published before the event but will played in no particular order. All scenarios will be played on a 6' x 4' Table.

Awards & Prizes

For this tournament there are various prizes awarded at the end of the tournament. The awards that will be presented will include:

Lord of War Trophy (presented on the final day of The Grand Prix des Arms)

Warhammer Champion Trophy

Warhammer Best General Trophy

Warhammer Best Presentation Trophy

Warhammer Sportsman Trophy

Excluding the Lord of War Trophy, entrants may only be awarded the highest ranked Trophy for that tournament leg. The Lord of War Trophy may be awarded to a player who also placed in any tournament leg and played in at least two of The Grand Prix des Arms tournaments.

Example 1: Player A is eligible for the Warhammer Champion Trophy and Best Presentation. In this instance the player will be awarded the Warhammer Champion Trophy.

Example 2: Player B is eligible for the Warhammer Best Sportsman Trophy and The Lord of War Trophy. In this instance, the player will be awarded both Trophies.

Warhammer Best General Trophy

Points are calculated based upon game scores as described earlier and must be recorded on the forms supplied during the tournament after each round.

Warhammer Presentation Trophy

Points are calculated based upon presentation scores as described earlier and must be recorded on the forms supplied during the tournament after each round.

Warhammer Sportsman Trophy

Points are calculated based upon sportsmanship scores as described earlier and must be recorded on the forms supplied during the tournament after each round.

Warhammer Champion Trophy

The tournament champion will be the player who has the highest weighted score according to the following formula:

Generalship 50%

Presentation 25%

Sportsmanship 25%

Total 100%

Lord of War Trophy

The "Lord of War" Trophy is awarded to the hobbyist who has entered at least two of the four tournaments.

The Championship score of each event is added together. The total points earned across all The Grand Prix des Arms Tournaments will determine the Lord of War for 2012.



Ultimates Tournament Invitations

“The Ultimate Tournaments were put together for the purpose of providing a premier invitational event for the Games Workshop hobbyists of WA where the best of the field can take part to compete for the honour of being the ultimate champion of the tournament season. Furthermore, the Ultimate tournaments are about promoting the local tournament scene in WA and venerating those players worthy of their efforts in the hobby.”

“The goal for the events themselves is to achieve the ultimate tournament experience. Experienced judges, a great venue, high quality games, an extremely skilled player pool, diverse & challenging scenarios, a real social atmosphere, proper score format, full web support, etc. In short - a real prestige event.”

The Ultimate Tournaments are invitation only events. In order to obtain an invitation to the tournaments, you must prove your worth by placing highly in local Warhammer 40,000 tournaments in WA (such as The Grand Prix des Arms Warhammer 40,000 Tournament). Further information about the Ultimates Tournament can be found at: <http://westgamer.com/ultimate/qualify.htm>

Battle A : Annihilation

The enemy must be wiped from the field completely or shattered beyond hope.

Deployment Details:

Side A Deployment Zone
12"
12"
Side B Deployment Zone

Players roll off to determine who will choose a table side and that player deploys first. Players then alternate deploying units until both have finished. The first player to finish deploying gets a +1 to the roll to determine who will have the first turn

Battle details:

There are no special rules for the playing of this battle.

Game Length:

The game will last for 6 turns or until game time has been called

Victory Conditions:

Use victory points to determine the winner of the battle, as described on page 143 of the hard cover Warhammer Fantasy Battle Rulebook with the following addition.

For each enemy unit that is under half strength (or half wounds for monsters, warmachines and characters) or fleeing at the end of the battle, you will receive victory points equal to half of their points it took to include them in your enemy's army

Secondary Objectives:

We must make sure our forces are able to fight for another day.

Gain +1 Battle point for a Core unit that is above half strength at the end of the Battle. This can be won up to 5 times

Gain +1 Battle point for a Special unit that is above half strength at the end of the Battle. This can be won up to 3 times

Gain +1 Battle point for a Rare unit that is above half strength at the end of the Battle. This can be won up to 2 times

Gain +2 Battle points if your Battle Standard Bearer is alive and is not fleeing at the end of the Battle

Gain +3 Battle points if your General is alive and is not fleeing at the end of the Battle

Battle B : We are the Champions

The sergeants and corporals of your army are eager to prove their worth and are willing to lead their units with a reckless heroism and a disregard for orders

Deployment Details:

Right Flank	Side A Center	Left Flank
18"	12"	18"
18"	12"	18"
Right Flank	Side B Center	Left Flank

Use the deployment rules for Dawn Attack found on page 145 of the hard cover Warhammer Fantasy Battle Rulebook

The player that deployed second rolls a dice to determine who has first turn. On a 6 he has first turn, on a 1-5 the other player has first turn

Battle details:

When an unit champion issue a challenge, the controlling player nominates who he challenges rather than his opponent. Unit champions must issue challenges if there is an opponent that can accept the challenge.

Game Length:

The game will last for 6 turns or until game time has been called

Victory Conditions:

Use victory points to determine the winner of the battle, as described on page 143 of the hard cover Warhammer Fantasy Battle Rulebook with the following addition.

If one of your unit champions slays an enemy character (not another unit champion) the underdog bonus is 100 victory points rather than 50.

Secondary Objectives:

Cut the head from the snake and the body crumbles

Gain +1 Battle point for each challenge issued that was won. This can be won up to 5 times

Gain +1 Battle point for each challenge won that you did not issue. This can be won up to 3 times

Gain +1 Battle points if you killed more characters and champions than your opponet

Gain +2 Battle points if you control a Core unit which has an unit champion alive at the end of the battle that is inside your enemy's deploiment zone. This can be won up to 3 times

Battle C : Control the Field

We must secure critical points and show our army's colours flying high.

Deployment Details:

Side A Deployment Zone
12"
12"
Side B Deployment Zone

Players roll off to determine who will choose a table side and that player deploys first. Players then alternate deploying units until both have finished. The first player to finish deploying gets a +1 to the roll to determine who will have the first turn. After all deployments are finished place one objective marker in the centre of the board. Each player may then place another objective marker inside their own deployment zone but not within 6 inches of a table edge.

Battle details:

There are no special rules for the playing of this battle.

Game Length:

The game will last for 6 turns or until game time has been called

Victory Conditions:

Use victory points to determine the winner of the battle, as described on page 143 of the hard cover Warhammer Fantasy Battle Rulebook with the following addition.

If you control a Core unit above half strength, not in combat and is within 6 inches of an objective marker at the end of the game gain a bonus 300 victory points. If there is any enemy units within 6 inches of the objective above half strength as well you don't get the bonus victory points

Secondary Objectives:

Being in the crucial battlefield positions allows for dominance for our campaign.

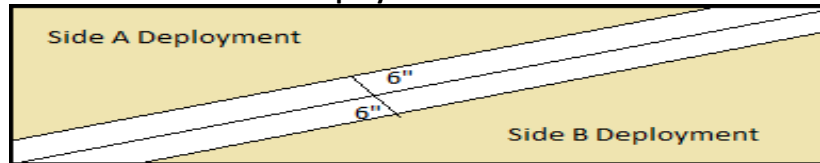
Gain +3 Battle point for having a Core unit that is above half strength at the end of the Battle, in a table quarter. This can be won up to 4 times, once for each quarter

Gain +3 Battle points if your Battle Standard Bearer is alive and is not fleeing at the end of the Battle, and is within 6 inches of the center objective marker.

Battle D: Unlimited POWER!

A blessing of Tzeentch is floating around the battlefield and your battlemages seek to use it to provide the edge your army needs.

Deployment Details:



Players roll off to determine who will choose a table side and that player deploys first. Players then alternate deploying units until both have finished. The first player to finish deploying gets a +1 to the roll to determine who will have the first turn. After all deployments are finished place one objective marker in the centre of the board. Roll the scatter dice and 2d6 and move the objective marker that many inches in the direction.

Battle details:

The blessing of Tzeentch (represented by the objective marker) will give for each model with a wizard level within 6 inches of it at the start of the Magic phase +1 power and dispel dice for that phase. At the end of each players turn roll the scatter and 2d6 dice to move the blessing that many inches. If the HIT is rolled the blessing stays where it is but all models with a wizard level within 6 takes a hit with STR equal to 1+ their wizard level, with no armour saves allowed.

Game Length:

The game will last for 6 turns or until game time has been called

Victory Conditions:

Use victory points to determine the winner of the battle, as described on page 143 of the hard cover Warhammer Fantasy Battle Rulebook.

Secondary Objectives:

Some will use the Blessing for power, others don't need such parlour tricks or trinkets. Others will see every witch burn.

Gain +4 Battle point for not using the Blessing at any point in the game

Gain +4 Battle points for not using any Arcane Items (the model can carry them but not get any benefit from the items) or using Bound Spells.

Gain +5 Battle points if your enemy has no model with a Wizard Level alive at the end of the game.

Gain +2 Battle points if you have a model with a Wizard level alive at the end of the game.

Battle E : Break their Lines

Punch through the enemy lines to attack their vulnerable supply lines

Deployment Details:

6"	Side A Deployment Zone	6"
8"		
8"		
6"	Side B Deployment Zone	6"

Players roll off to determine who will choose a table side and that player deploys first. Players then alternate deploying units until both have finished. The first player to finish deploying gets a +1 to the roll to determine who will have the first turn

Battle details:

There are no special rules for the playing of this battle.

Game Length:

The game will last for 6 turns or until game time has been called

Victory Conditions:

Use victory points to determine the winner of the battle, as described on page 143 of the hard cover Warhammer Fantasy Battle Rulebook with the following addition.

For each Core unit you control that is not fleeing at the end of the battle within 6 inches of the enemy table quarter gain +200 victory points.

Secondary Objectives:

Break them and make sure they won't stop our pillaging.

Gain +2 Battle points for each enemy Core unit you break during the Battle. This can be won up to 5 times. You can receive points from the same enemy unit if it rallies inbetween breaking

Gain +1 Battle points for each enemy Special unit you break during the Battle. This can be won up to 3 times. You can receive points from the same enemy unit if it rallies inbetween breaking

Gain +1 Battle points for each enemy Rare unit you break during the Battle. This can be won up to 2 times. You can receive points from the same enemy unit if it rallies inbetween breaking

Battle F : Hold the Line

This pass is critical and we must not allow the enemy to break through.

Deployment Details:

Side A Deployment Zone	12"	12"	Side B Deployment Zone

Players roll off to determine who will choose a table half and that player deploys first. Units may be placed anywhere in their half that is more than 12" from the centre. Players then alternate deploying units until both have finished. The first player to finish deploying gets a +1 to the roll to determine who will have the first turn.

Battle details:

This battle is being fought in a narrow pass enclosed by high cliffs. Because of this the long table edges are impassable terrain. Fleeing units may flee off these edges. Other units may not enter or fly via these edges except for units that are Ethereal or Flyers. This means overrunning or pursuing units, other than Ethereal or Flyers, must stop 1" away from the long table edges.

Game Length:

The game will last for 6 turns or until game time has been called

Victory Conditions:

Use victory points to determine the winner of the battle, as described on page 143 of the hard cover Warhammer Fantasy Battle Rulebook, with the following addition.

Secondary Objectives:

You shall not PASS!

You have a pool of 12 Battle points. You lost 2 Battle point for each non fleeing enemy unit that is within 12 inches of your short table edge at the end of the battle.

Gain +1 Battle points if your Battle Standard Bearer is alive and is not fleeing at the end of the Battle

Gain +2 Battle points if your General is alive and is not fleeing at the end of the Battle

Battle G : Glittering Gold

A dragon's treasure has been found. Anyone who can claim it will have wealth beyond their dreams and better yet there is no sign of the dragon

Deployment Details:

Side A Deployment Zone
12"
12"
Side B Deployment Zone

Players roll off to determine who will choose a table side and that player deploys first. Players then alternate deploying units until both have finished. The first player to finish deploying gets a +1 to the roll to determine who will have the first turn. Place 3 objective markers on the battlefield, one in the center the board

Battle details:

Units within 6 units of an objective marker are Stubborn and Stupid (it's so pretty). At the end of the game each objective marker is the target of Comet of Casandora that can't be dispelled, the number of hits is 2D6+3 (Dragons are also slow to anger but furious when they act)

Game Length:

The game will last for 6 turns or until game time has been called

Victory Conditions:

Use victory points to determine the winner of the battle, as described on page 143 of the hard cover Warhammer Fantasy Battle Rulebook with the following addition.

For each unit you control within 6 inches of an objective marker and not fleeing gain 100 victory points. Enemy units may also gain this bonus if they are within the area as well. (There is enough loot for everyone)

Secondary Objectives:

The more the merrier

Gain +1 Battle point for a Core unit that is above half strength at the end of the Battle. This can be won up to 4 times

Gain +1 Battle point for a Special unit that is above half strength at the end of the Battle. This can be won up to 3 times

Gain +1 Battle point for a Rare unit that is above half strength at the end of the Battle. This can be won up to 2 times

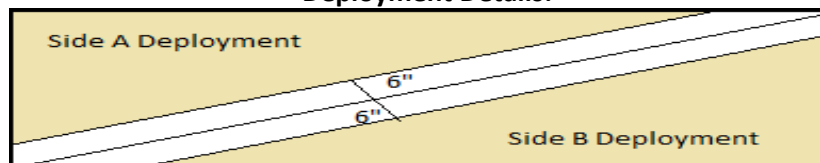
Gain +3 Battle points if your Battle Standard Bearer is alive and is not fleeing at the end of the Battle

Gain +3 Battle points if your General is alive and is not fleeing at the end of the Battle

Battle H: Charge

Your battle lines are staggered and tired units are not able to maintain it. Units charge in as they are able.

Deployment Details:



Players will use the deployment rules for Meeting Engagement (as found on page 149 of the hardcover Warhammer Fantasy Battle Rulebook). The player that setups up second rolls a dice. On a roll of a 6 they can choose who has first turn, otherwise the player who deployed first goes first.

Battle details:

Players will use the Reserves rules as found on page 149 of the hardcover Warhammer Fantasy Battle Rulebook.

Game Length:

The game will last for 6 turns or until game time has been called

Victory Conditions:

Use victory points to determine the winner of the battle, as described on page 143 of the hard cover Warhammer Fantasy Battle Rulebook.

Secondary Objectives:

Ensure your units survive no matter how tired they are.

Gain +2 Battle point for a Core unit you control that is not fleeing at the end of the Battle. This can be won up to 3 times

Gain +1 Battle point for a Special unit you control that is not fleeing at the end of the Battle. This can be won up to 2 times

Gain +1 Battle point for a Rare unit you control that is not fleeing at the end of the Battle. This can be won up to 1 times

Gain +3 Battle points if your Battle Standard Bearer is alive and is not fleeing at the end of the Battle

Gain +3 Battle points if your General is alive and is not fleeing at the end of the Battle