



Presents:



## **OMG IT'S A WARHAMMER FANTASY TOURNAMENT IN NEWCASTLE!!!!**

That's right Podhammer and the Newie Boyz are putting on a Warhammer Fantasy tournament in Newcastle.

### **Details**

**Tournament Organiser:** Dave Palmer

**Where:** Edgeworth Bowling Club (1a Park st Edgeworth)

**When:** Saturday 15<sup>th</sup> and Sunday 16<sup>th</sup> of November 2008

**Start time:** Registration/setup 8:30am, Game starts at 9am

Army lists to be submitted by November 8<sup>th</sup> 2008. Please send army lists in .pdf, .xls, .doc, .txt, .htm format. Send all army lists to [panzerpalmer@hotmail.com](mailto:panzerpalmer@hotmail.com)

**Cost:** \$35.00 (includes BBQ dinner at the Carroll Compound on Saturday night. Sorry over 18s only)

**How to enter:** If you haven't already go to the registration page at [podhammer.net/castle-assault](http://podhammer.net/castle-assault) and fill in the form.

**Army size:** 2250 points

**Payment options:** If you have a PAYPAL account you can send the money to [jeff@carrolls-timber.com.au](mailto:jeff@carrolls-timber.com.au) or you can direct deposit the money into the following bank account.

Account: 707846907

BSB: 650-000

Account name: Jeffrey Carroll

*Please put your name and the acronym 'CA' in the payee detail*

## General Tournament Rules

- The tournament will have 5 rounds played over 2 days.
- There will be 2.5 hours allocated to each battle.
- No back-of-the-book lists.
- No Special Characters or "Named" Characters are allowed. Special or "Named" Character models may be used to represent 'normal' characters.
- All armies must use an Army book that has been published and released in Australia by or on the 1<sup>st</sup> November 2008(Yes this includes the new Warriors of Chaos book). If no such Army book exists, you must use the most recent work-in-progress list, published either in White Dwarf or in a Warhammer Annual/Chronicles, released. If no work-in-progress list is available, then armies must use the appropriate list from the Ravening Hordes booklet (that means you Chaos Dwarf players!)
- Beastmen armies will be restricted to the requirements from the 2008 Q&A thus can only use the items/options exclusively from the Beastmen book
- Storm of Chaos lists will not be used
- Any items/options from the Albion campaign will not be used
- Dogs of War armies may be used as published in the Chronicles 2004, including all Regiments of Renown published in the Chronicles 2004 and in White Dwarf, and released in Australia by 1 May 2006.
- Non Dogs of War armies may include Dogs of War or Regiments of Renown as Rare choices as indicated in the appropriate DoW unit description. Note that the Ogre Rhinox cavalry **are** allowed and will use up the stated 2 rare slots in non DoW, non Ogre Kingdom armies.

- Dogs of War units of Pikemen, Heavy Cavalry and Paymaster's Bodyguard can carry a magic banner up to a value of 50 pts.
- All models used must be painted miniatures of the appropriate type for the troops they represent. Minimum painting standards are three colours on each model in an appropriate scheme. Models should also be appropriately based. Suffice to say that an under-coat is not enough! Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit.
- Deathfang, Asarnil's Dragon, has a 3+ armour save and is worth 330 Victory points. Asarnil himself is worth 130 points
- Even though they have names Deathfang, Cachtorr and Bologs do not count as characters.
- All games will be played using the pitched battle scenario, there will be no scenarios

## Scoring

### Battle (100 Points)

Five games will be played by each player with a maximum of 20 battle points being gained per game (massacre). The first round will be random. Opponents for the 2<sup>nd</sup> & subsequent rounds will be determined by the rankings of the players (Swiss chess format).

The following VP table will be used to determine the points received by each player per battle.

Victory Points Margin	Battle Points (Win/Loss)
0-150	10/10
151-300	11/9
301-500	12/8
501-700	13/7
701-900	14/6
901-1100	15/5
1101-1300	16/4
1301-1500	17/3
1501-1700	18/2
1701-1900	19/1
1901+	20/0

Round 1 Grudge matches will be allowed both players must contact [panzerpalmer@hotmail.com](mailto:panzerpalmer@hotmail.com) before November 8<sup>th</sup>

### Sportsmanship (25 Points)

The intent behind the sports criteria is to encourage people to play in an acceptable manner. This doesn't mean being fun and lively – it simply means playing by the rules and not cheating, throwing dummy spits or sulking. As such the system will ensure that people who play nicely get about the same points – but people who are poor sports will be hit big time in terms of sports. At the conclusion of each round you will be required to complete a simple 1-4 sports sheet according the following criteria.

4pts	Everything you expect in a tourney game, I look forward to a rematch
3pts	This player was a reasonable sport but could have improved in some area
2pts	Some aspect of this game left me wishing I'd drawn a different opponent
1pt	Frankly this person was one of the worst opponents I've ever faced. I hope I don't come across them again for a while!

For most of your opponents you will give a maximum score of 4. However at the end of both days you will be able to give one of your opponents a bonus point. You do not have to give out this point but if you do it must be for only one opponent. Please write down the name of the player you wish to give the bonus point to in the space provided.

## Composition (25 points)

Composition is designed to ensure that games are decided by generals and not army lists. Your army will be given a score out of 5 by your opponent **before the battle** based on what items, units and characters your army has in it.

5pts	Marshmallow – this army values fluff/theme above competitiveness
4pts	This list has been designed with tournaments in mind but has made some softer choices.
3pts	Standard Tournament army – that sweet spot in between fluffy and cheesy, exactly what I expect to see!
2pt	This army is overly hard. It is a little over the top for what should be used at tournaments.
1pt	This army is pure cheddar. It's the kind of army that requires no skill to win with. Wrap it up and sell it for \$1.99/kg in the dairy section of the supermarket.

A word about comp: As this is the first year of Castle Assault the organizers opted for a simple peer judged system despite current trend towards in panel/Teir scoring. We encourage feedback on the system for next year so that we may provide the best possible system available

## Painting (10 points)

The painting score is designed to make players paint their armies to a minimum standard and encourage the better painters amongst us to strive to do their best. You don't have to be a golden deamon winner to score full points. Most armies if they have had some effort put into them will score well.

1pt	All models painted with a minimum of 3 colours
1pt	All models based and flocked
1pt	Bases have been based with 2 different materials or above average effort has been made
1pt	All models inked/highlighted
1pt	Army has a consistent feel.
1pt	Some models have had minor conversions
1pt	The army has a major conversion or a large number of minor conversions.
1pt	The characters are unique and umm...full of character!
1pt	The army has painted/flocked movement trays
1pt	All models represent their troop type (conversions/non GW minis are ok, it just needs to be obvious what they are being used as)

## Prizes

**Best Sport:** The person with the best sportsmanship score. Tie breaker will be position overall

**Best army:** Person with the highest combination of painting and composition. Tie breaker will be position overall.

**Player's choice:** Before the 1<sup>st</sup> game on day 2 begins players will be asked to setup their armies in a pleasing manner and players will be asked to vote for their favourite army. The person who receives the most votes will be awarded the players choice award

**1<sup>st</sup>, 2<sup>nd</sup> 3<sup>rd</sup> overall:** Self explanatory. Tie breaker will be battle score followed by composition

## **Conclusion**

Castle Assault marks the return of Warhammer fantasy tournaments to Newcastle. We hope you have a great time and come back for 2009

**Be sure to check the Podhammer site ([podhammer.net](http://podhammer.net)) or listen to the world's first Warhammer fantasy podcast, Podhammer for more information.**

