

North Conflict

2011

Warhammer Fantasy Battle
Warhammer 40,000
Hordes/Warmachine
Epic

Saturday 30th April - Sunday 1st May 2011

At The
The North West Gaming Centre

Hallam Street

Heaviley

Stockport

SK2 6PT

Warhammer 40,000

Schedule

Saturday

Registration	9:30	-	10:00
Game 1	10:00	-	12:15
Lunch	12:15	-	13:15
Game 2	13:15	-	15:30
Break	15:30	-	15:45
Game 3	15:45	-	18:00

Sunday

Registration	10:00	-	10:30
Game 4	10:30	-	12:45
Lunch	12:45	-	13:45
Game 5	13:45	-	3:45
Awards Ceremony	16:00	-	16:30

Army limitations

There are two options with the ticket, either a) one player with a legal 1500 pt army or b) two players forming a team with allying armies from the chart below. Each player must have a 750 pt list from their army, with a single HQ and Troop choice being the only requirement. Both lists together must form a legal 1500pt army.

Current Codex's are to be used, and White dwarf lists may be used subject to the event organizers discretion, if you wish to use a white dwarf list please email marplemarauders@hotmail.com with details of which army you wish to take and a copy of the army list. In the event of a team wishing to use white dwarf lists please email the details of the allying force as well.

Allies chart

The following forces may ally

- Space marines; Tau; Imperial Guard; Daemonhunters; Witch Hunters; Eldar
- Chaos space marines; Chaos Daemons; Dark eldar; Orks;
- Necrons may only ally with Necrons.
- Tyranids may ally only with Tyranids.

Scenarios

Each round the organizer will inform players of the mission and deployment type that is to be played that round. All missions and deployments will be taken from the Warhammer 40,000 rulebook, pages 90-93.

Victory conditions

Work out victory conditions for your scenario as described on page 91. Game points will then be awarded as follows:

- Win: 30pts
- Tactical draw: 10pts
- Loss: 1pt

Record this on your score sheet along with the number of Objectives claimed (For 'seize ground' / 'Capture and control' scenario's); or Kill points scored (for Annihilation scenario). Note: if you have annihilated your opponent by the end of the game you count as claiming all objectives on the board.

Victory points will also be recorded as on page 300 of the 40k rulebook.

In the event of 2 players having the same number of game points at the end of the 3 games, the total of Objective points will be used to separate players. If this is also the same then Victory points will be used to separate players positions.

Warhammer Fantasy Battle

Schedule

Saturday

Registration	9:30	-	10:00
Game 1	10:00	-	12:15
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Break	15:30	-	15:45
Game 3	15:45	-	18:00

Sunday

Registration	10:00	-	10:30
Game 4	10:30	-	12:45
Lunch	12:45	-	13:45
Game 5	13:45	-	3:45
Awards Ceremony	16:00	-	16:30

Army limitations

There are two options with the ticket, either a) one player with a legal 2000 pt army or b) two players forming a team with allying armies from the chart below. Each player must have a 1000 pt list from their army, with a single Hero capable of being the general and Core choice being the only requirement. Both lists together must form a legal 2000pt army. At the beginning of each game role off to see which hero is the general

Current army books are to be used, and White dwarf lists may be used subject to the event organizers discretion, if you wish to use a white dwarf list please email marplemarauders@hotmail.com with details of which army you wish to take and a copy of the army list. In the event of a team wishing to use white dwarf lists please email the details of the allying force as well.

Scenarios

Scenarios will be taken at random from the WFB rulebook for each game. All normal victory points and victory conditions apart from units fleeing at the end of the game are counted as destroyed.

Victory conditions

Work out victory conditions for your scenario as described in the rulebook. Game points will then be awarded as follows:

- Victory: 30pts
- Draw: 10pts
- Loss 1pt

Record this on your score sheet and the victory points scored on your score sheets

In the event of 2 players having the same number of game points at the end of the 3 games, then Victory points will be used to separate players positions.

Allies list

The following forces may ally.

- Bretonnians; Dwarfs; Empire; High elves*; Wood elves; Ogres, Lizardmen. Dogs of war(2004 annual)
- Beastmen; Warriors of chaos; Dark elves; Orcs and Goblins; Skaven; Vampire counts; Daemons; Ogres; Chaos Dwarfs; Dogs of War
- Tomb kings may ally with Ogres; Empire; Orcs and Goblins; Dogs of war and Lizardmen

If Battle brother forces are used any race specific requirements need only be satisfied once. Any race specific requirements must be met, e.g. Bretonnians requiring a battle standard and a general. If both halves of an Army are Bretonnians the standard is only needed in one half.

Hordes/Warmachine

Schedule

Saturday

Registration	9:30	-	10:00
Game 1	10:00	-	12:15
Lunch	12:15	-	13:15
Game 2	13:15	-	15:30
Break	15:30	-	15:45
Game 3	15:45	-	18:00

Sunday

Registration	10:00	-	10:30
Game 4	10:30	-	12:45
Lunch	12:45	-	13:45
Game 5	13:45	-	3:45
Awards Ceremony	16:00	-	16:30

Army limitations

There are two options with the ticket, either **a)** one player with a legal 50 pt army or **b)** two players forming a doubles team. Each player must have a 25 pt list from their army. One player on their own must take 2 casters from the same faction and the remaining points will be made up of models/units from their faction. Two players forming a team can take one caster each from any faction, with the remaining points to be spent on models/units from that faction. Any points left over from one half of a doubles list cannot be transferred to the other half.

All army's must be legal and no duplications of Warlocks/Warcasters, character models, jacks or beasts are aloud.

If a reference is in the rules stating friendly models this applies to both forces, if it states friendly faction models then it only applies to that half of the force.

Scenarios

Steamroller2011 scenarios will be used. As per the steamroller rules pack the scenarios will be chosen before each game. .

Victory conditions

Work out primary victory conditions for your scenario. Please note no tie breakers or tertiary conditions will be used. If you have more casters alive at the end of the game than your opponent then that also counts as a win. Game points will then be awarded as follows.

- Win: 30pts
- Draw: 10pts
- Loss: 1pts

Record this on your score sheet, Victory points left will also be recorded.

In the event of 2 players having the same number of game points at the end of the 5 games, then Victory points will be used to separate players positions.

North Conflict Epic

Conflict, Epic: Armageddon v1.0

Army limitations

This is a doubles tournament.

Players have the option of bringing one or two separate 1,750 points armies (elements). The two elements may be from different lists. Each element must be independently legal. Players can select elements any of the legal Epic UK lists (available from <http://www.epic-uk.co.uk/armylists.shtml>).

Before each game you will be paired with another player. Players have one minute to decide which of their elements they will use to complement each other. Then the tables and opponents will be announced.

To even up numbers, one or two randomly-determined players each round with two elements will not be allocated a partner, and will instead use both of their elements.

Please submit your lists to curis@ninjabread.co.uk no later than 11:59pm Friday 1st April 2011. Failure to do so will result in a point's deduction.

Scenarios

The standard Grand Tournament scenario will be used (available from <http://bit.ly/g3xU8Y>).

The standard Epic UK 5-game tournament format will be used (available from <http://www.epic-uk.co.uk/rules.shtml>).

Rules amendments

With the exceptions noted below, to all extents and purposes, the two elements of an alliance are treated as part of the same army. Formations from the different elements can synergies with abilities like Commander, and rules like Crossfire.

At the start of turn to determine initiative, the strategy ratings are averaged (not discounting halves) and a single D6 is rolled. Example: Codex Space Marines (5) and Ghazghkull Orks (3) average to 4. Black Templars (5) and Iyanden (4) average to 4.5.

Imperial Guard elements are allocated 1D6 rather than 2D6 Commissars.

If two friendly Eldar players bring two webway portals both are used.

Supreme Commander re-rolls may only be used by the owning army's formations.

Tau Markerlights only confer a +1 to hit to friendly Tau formations (either from the owning element or an allied element).

Alliances with an Eldar element may (as per the Farsight rule) attempt to retain the initiative for a second time with an Eldar formation as per the Farsight rule, even if either (or both) of the previous activations were made by non-Eldar elements.

General

Things you need to bring with you

Any Gaming materials you require to play, including:

- Your entry ticket
- Your fully painted army
- 2-3 "objective markers"* (for 40k & H/wm gamers only)
- Two copies of your Army rosters
- This rules pack
- Rulebook and supplemental texts
- Pen and paper
- Dice and templates
- Reference sheets
- Tape measures
- Glue for emergency repairs

** Objective markers must be mounted on a 25 or 40mm base which cannot be confused as being part of your army. Small Dioramas would be good for the adventurous/dedicated gamer; at the very least we will except the base with the letters "OBJ" painted on.*

Models and requirements

- If the army has been painted by yourself (or both of you in the event of a team) you may enter it for best painted army, bought army's may not be entered.
- All models must conform to WYSIWYG (what you see is what you get)

Warhammer & Warhammer 40,000 only.

- All models used in this tournament must be painted, undercoat is not enough!
- The use of non GW models is permitted as long as the model is a suitable representation, please email marplemarauders@hotmail.com with details of any such models you intend to use.

Roster penalty

Even though it is unlikely anyone would intentionally take an illegal list, mistakes happen, but it cannot be accepted. All army rosters will be checked and any errors found, will result in any games the illegal army has played counting as a loss/massacre and the opponent automatically scoring the highest score against any illegal list.

Rules queries

Disagreements happen in games but most the time by looking at the appropriate rulebook or army book/codex the issue can be resolved. Sometimes a situation arises where the rule book doesn't give an answer, we ask that gamers try and resolve the issue themselves using logic or rolling a die, but sometimes it needs resolving by a referee. A referee decision on the issue will be final and any arguing with a referee will result in points being lost. If after points have been lost a player continues to argue with a referee, the event organizer will step in, and if the event organizer feels it is appropriate will disqualify the player from the event.

Behavior

Of all the many tournaments I've been to over the years, I have only heard of one instance of violence during, or in-between a game. We will not tolerate any behavior which may be classed as violent or abusive, nor will we tolerate extremely inappropriate language.

Any use of weighted dice or non standard tape measures will not be allowed.

There are other reasons where a players behavior would be called into question, there are many situations and would be to many to include a full detailed list. Any behavior considered bad, including the reasons above may result in disqualification without any refund.

Awards

After the games have been played there will be 4 awards, as follows;

1st place

2nd place

3rd place

Best army(s)

There will be certificates for all categories, and a trophy for 1st place and best army(s)

Thank you for taking time to read this tournament pack, and if you have any queries, please email marplemarauders@hotmail.com or phone Marauder Games on 07725575588.

Tickets are available from www.maraudergames.co.uk