

## UK Masters Tournament

Welcome to The 2008 Warhammer Fantasy Masters Tournament.

Here you will find all the information about the weekend

The Tournament will take place at;

Royal British Legion  
85 Chellaston Rd  
Derby  
DE24 9AF

For directions please enter this postcode into [www.multimap.com](http://www.multimap.com) or a similar service.

There is a large secure car park at the venue. It is free to park.  
There is a Bar onsite.

Army List Submission

Semi-secret army rosters are in use, see the restrictions section for more details.

Army lists should be submitted prior to the event via email to

[gm75@hotmail.co.uk](mailto:gm75@hotmail.co.uk) on or before Saturday 31<sup>st</sup> January.

Failure to submit a list on time will result in Opts being awarded for army composition

**IF YOU ARE UNSURE OF ANYTHING IN THE RULESPACK PLEASE ASK IN ADVANCE.**

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**This especially applies to questions about the comp and painting. Do not complain on the day about something you could have asked about in advance.**

### Timetable

Saturday

8:30am - 9:00am Registration and Breakfast  
9:00am - 11:30am Game 1  
11:30am - 12:00pm lunch  
12:00pm - 14:30pm Game 2  
14:30pm - 17:00pm Game 3

Sunday

8:30am - 9:00am Breakfast  
9:00am - 11:30am Game 4  
11:30am - 12:00pm lunch  
12:00pm - 14:30pm Game 5  
14:30pm - 17:00pm Game 6  
17:00pm - 1730pm Results

## Restrictions on the composition of the army

Semi-secret rosters are in use. You must submit your full list. The event organiser will 'close' it for you.

### Army restriction

No SoC or back of book armies allowed, if unsure then ask.

**Army size:** 2000/2250/2500 points (depending on category, see below) with semi-secret rosters (assassins, fanatics, magic items, demonic gifts etc. are kept secret) \* see notes on the masters website

### General composition rules

- Armies are 2000/2250/2500 points.
- No characters that are: special, named or Albion
- No DoW or RoR in non DoW armies, Rhinox Cav are allowed in Ogre Kingdoms armies
  
- Rare choices may not be repeated, except for HE, where they can be repeated once for each choice.
- Max. 2 of the same Special choice.
- Max. 3 of the same Core choice, except ranked infantry without missile weapons and beast herds.
- Max. 9 PD/10DD in an army \*
- Max. 3 units of fliers, flying characters included.
- Max. 4 units of more than 5 shooters with a range of 20"+ (discounting warmachines, characters and any chariots).
- Max. 5 warmachines.

### \*Magic description

You can use a maximum of 9 power dice in each magic phase. Each bound spell you use count as 1 power dice, all following bound spells used in the same turn counts as 2 power dice.

Every ability that grants the bearer complete knowledge of a single lore or allows bearer to select spells without rolling counts as one power dice in each magic phase

All dice you would not normally generate, such as 2nd gen Slann free dice, Skaven warpstones, night goblin mushrooms, power of darkness etc., also count in the total number of dice you can use in a magic phase.

Tomb Kings count each dice they use for a spell as 1 power dice and casket of souls counts as 2 dice total. They can not chose not to use all the dice when casting an incantation, for example a Liche Priest can't choose only to use 1 dice on a spell. You can how ever choose not to cast a spell with a model. The 2 basic power dice all armies get only counts if they are used to dispel RIP spells with.

Max 10 dispel dice per army. First dispel scroll (and similar working items) you have in your army counts as 1 dispel dice, in EACH magic phase. The second and all other scrolls, counts as 2 dispel dice in each magic phase. So if you have 3 scrolls you can use a maximum of 5 dispel dice each magic phase. Dice from magic resistance does count in this maximum. Being allowed to reroll your dispel dice counts as 2 dispel dice.

Dice removed by the Chaos Dwarf Chalice of Darkness count as dice used. You remove 3 power dice, you can use only 7 more in your magic phase.

**Race specific:**

- Max 3 rattling guns.
- Max 3 units of chariots (characters on chariots included).
- Max 6 goblin fanatics.
- Treeman ancient counts as Treeman.
- Ring of Hotek counts as 3 dispel dice each phase.
- Every dark elf assassin after the first counts as a hero choice.
- Dark elf shades limited in unit size to max. 10 models.
- The Pendant of Khalet counts as a hero choice.
- The Drakenhoff banner counts as an additional hero choice.
- The Helm of Commandment counts as an additional hero choice if taken on a Vampire Lord.
- Bloodthirster with Immortal Fury, Keeper of Secrets with Siren Song and Lord of Change with Will of Tzeentch counts as an additional hero choice.
- Herald BSB may take either demonic gifts or a daemonic icon, not both.
- Demonic Gifts may not be duplicated.
- Horrors are limited to 0-2.
- Steam Tank counts as two warmachines.
- Arch Lector on Waraltar with Van Horstmans Speculum counts as an additional hero choice.
- A Star Dragon takes an additional hero choice.
- Jezzails are limited to 12.

**The ladder system:**

All armies are divided into three categories; A, B and C. Category A armies are limited to 2000pts, B to 2250pts and C to 2500pts.

When calculating victory points at the end of the game, once you have the result, then add 10% to any category A army's losses (e.g. 1234 would become  $1234 + 123,4 = 1357$ ) rounding off as normal.

Any category C army would conversely have its losses reduced by 10% (e.g. 567 would become  $567 - 56,7 = 510$ ).

**Category A (2000pts)**

Demons of Chaos  
Vampires

**Category B (2250pts)**

Brettonia  
Chaos Dwarfs  
Dark Elves  
Dwarfs  
Empire  
High Elves  
Warriors of Chaos  
Lizardmen  
Skaven  
Tomb Kings  
Wood Elves

**Category C (2500pts)**

Ogre Kingdoms  
Orcs & Goblins  
Dogs of War  
Beasts of Chaos

## Scoring System

The following points are available;

120 Gaming points.

- 20 per game.

120 Soft scores.

- 40 pts Painting,
- 40 pts Army Composition,
- 40 pts Sportsmanship.

## **Gaming Scores**

Victory points are scored as per the Warhammer 7th edition rule book.

Tournament points can then be calculated

0-150 Victory-Points difference - 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

1501+ - 20/0

## Painting Scores

A maximum of 40 points will be awarded for painting.

A painted army is considered to be any army that is painted and based to a minimum gaming standard. The Tournament organisers' decision on this is final.

### **UNPAINTED ARMIES ARE NOT ALLOWED.**

All models in the army must be painted, All parts of the model must be painted in the appropriate manner i.e. faces, weapons, armour, clothing etc, should all be distinguishable.

Bases must be at least flocked and edges painted.

All ranked units require painted movement trays.

Models must be WYSIWYG closely represent what they are intended to be.

20 points will be awarded to all armies painted to the minimum standard

An additional 10 points will be awarded to an army that has had more effort put into it. i.e. highlights/ink wash, some modelling (head and weapon swaps) more detail put onto the bases. The difference between this and the minimum standard is instantly noticeable.

A further 10 points will be awarded to the armies that go above and beyond. We are not asking for golden daemon standard but these armies will look great on the table, a lot of detail put into all aspects of the army, painting modelling and basing all done to a very good standard.

**ONLY ARMIES PAINTED BY THE PLAYER CAN BE AWARDED THIS.**

### Sportsmanship

40 points will be awarded to all players.

If you have a poor game then report your opponent to the tournament organiser at the end of that game. Don't come over in 2 games time with a complaint as we won't be able to help. When reporting a bad game you will be expected to give a good reason (i.e. Not just 'he was a xxxx')

If a single player gets reported twice as a bad opponent then they will be awarded 0 points. Tournament organisers decision is final, he can also step in to deal with any problems at his own discretion.

### Army Composition

40 pts are awarded for submitting an army list on-time

Send Lists to [gm75@hotmail.co.uk](mailto:gm75@hotmail.co.uk) on or Before Saturday<sup>st</sup> January

Lists will have all 'secrets' removed then be posted on the Masters website before the event.

### **Winning the Event and Prizes**

The following prizes will be awarded;

- The Master 2008
- All places 1 - 16 get a certificate to show they attended the event
- Players Choice Best Army

The winner of the event will be the player who scores the most in the following categories

120pts - Gaming  
40pts - Sportsmanship  
40pts - Painting  
40pts - Army Composition

The scores are added together and the player who has the highest score will be the 2008 Master