



WhizHammer Fantasy Doubles Tournament Rules

You will play four rounds using Swiss pairing, you and your partner against an opposing team. If you come to the tournament without a partner, we will do our best to match you up with a suitable partner, but we cannot guarantee that you will be able to enter the tournament.

Entry Fee:

\$20 per team, \$10 per person, payable at registration.

Tourney Schedule

Saturday, May 16:

9am to 9:45am	Army Registration. Note that judges will be verifying lists during the event, not before the tourney. If you have questions about your list, talk to Chris Walsh BEFORE Saturday.
10am to 1pm	First Game
1pm to 1:30pm	Lunch Break. You are welcome to bring in your own lunch. There is a Quiznos and Wendy's within walking distance. Note: If you do not clean up after yourself, your team will lose 10 sportsmanship points!
1:30pm to 4:30pm	Second game
4:30pm to 5:00pm	Cleanup – we have another event coming in at 5pm, we appreciate your help in helping us get ready for it!

Sunday, May 17:

10am to 1pm	First Game
1pm to 1:30pm	Lunch Break.
1:30pm to 4:30pm	Second game
4:30pm to 5pm	Tallying and Awards

Army Composition

Each **Army** consists of two 1500 point **Forces**, each force commanded by one player in the partnership. The basic concept is that each force is capable of acting as an independent Warhammer army in a one-on-one game, but is working with a partner for whatever reason. (Teams are encouraged to write up a justification for their alliance!)

Accordingly, each force must be created using a legal Warhammer army list. All non-opponent permission, non-appendix army lists and units are legal from any standard army book. Current army books are: Bretonnia, Beasts of Chaos, Warriors of Chaos, Daemons of Chaos, Dark Elves, Dwarfs, Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, Tomb Kings, Vampire Counts, Wood Elves. Chaos Dwarfs and Dogs of War lists may be taken, but these players must bring TWO COMPLETE copies of the appropriate PDFs, one for themselves and one for the use of their opponents and the judges. Failure to bring these PDFs will disqualify your force.

Each force must meet the following Force Organization Chart. Note that each force chart is separate. You may NOT take unused slots from your partner's list.

- 0-3 Hero choices. One of these hero choices may be a Lord choice. Remember to pay full price for multi-slot heros and monstrous mounts.
- 2+ Core
- 0-3 Special
- 0-1 Rare

High Elf players get one additional slot which can be used either as a Rare or Special choice.

All other normal army creation rules apply to each force, including force specific rules such as Bretonnians requiring a battle standard bearer.

Special characters from army books are legal, unless specifically noted as being opponent permission. Special characters from the White Dwarf or PDFs are NOT allowed.

Each force must contain a character capable of being an army general, called the **force commander**. At the start of each game, the partners may freely select which force commander will be the army general for that game. Either force commander may be selected, ignoring leadership values when making the choice. Units may only use the leadership bonuses of the army general, and gain no leadership bonuses from their force commander. Liabilities from force commanders and other characters still apply as normal. (IE - If a Vampire Count force commander or a Tomb King hierophant is killed, the undead units from that force will begin to crumble.)

Battle standard bearers, if taken, provide bonuses only to units of their own force. Characters with intrinsic special effects apply those effects only to units from their own force. (IE – a magic item enables a character to add +1 leadership to all units within 12". That leadership bonus will not apply to units from the partner's force.)

In addition to building a legal force, the combined army must meet the following criteria:

- No duplicate magic or runic items (other than power stones and dispel scrolls/runes)
- No duplicate named characters

This tournament is semi-open list. Each player must bring two copies of their list for the use of opponents and judges. Magic items do not need to be named, but each character should note the cost of magic items purchased. Hidden models must be listed, but may be listed separately from their attached unit.

Painting and Proxies

Armies do not have to be completely painted and we allow reasonable (non-confusing) proxies, but there are tourney bonuses and prizes awarded for well painted armies.

No Forgeworld models are allowed. Basic Warhammer models modified using Forgeworld bitz are OK.

Exceptions:

- Flying units must be modeled such that they are clearly capable of flight. Models without a visible means of flight (wings, cans of Red Bull) simply do not fly, and points paid for flight will be lost.
- Dogs of War armies and Regiments of Renown must either be the original models, or must be on correctly sized bases with WYSIWYG weaponry. Incorrect modeling for such units will result in force disqualification.

Game Play

Game play is as a normal Warhammer Fantasy Battles game, with the following modifications:

- Characters from one force may not start the game joined to a unit in the partner's force. Characters may join a unit in the partner's force only if both the character and the unit pass an unmodified leadership test. Once a character successfully joins a unit from the partner's force, it may stay in that unit as long as it likes, but if the character leaves the unit for any reason, leadership tests must be taken again for the character to rejoin the unit. You may take these tests freely before actually moving either the unit or the character. Magic effects from a character that apply to the unit he joins, work normally.
- The **Magic Phase** is modified slightly. Each army generates 2 community power dice and 2 community dispel dice (NOT each force.) Each dwarf force (not chaos dwarf) generates 1 additional community dispel dice. Community dice may be used by mages from either force, and are discarded after use as normal. **Casting:** Mages may cast spells using their own power dice plus community dice, with the results subject to the specific rules of magic for that mage. **Dispelling:** Each force maintains a separate pool of dispel dice generated by that force's mages, plus the pool of community dice. Against any spell, one of the army's forces may attempt a dispel using force-specific dice plus community dice. The normal rules of magic for that force apply to the dispel attempt, including bonuses from items or racial traits. **Odd Stuff:** Items that steal or store power/dispel dice will draw first from the appropriate community dice pool, then from an appropriate force's dice pool (item wielder's choice). Dice stolen or stored are added to the army's community dice pool. Tomb Kings and their ally may interweave spell casts as desired, but TK forces must otherwise obey spell-casting hierarchy rules. Miscasts that affect multiple casters apply to all casters in the army. (If you don't like the Orc's or Ogre's miscast table, don't ally with them.)
- Beneficial spells may be cast on your partner's units. Special Racial effects or Race Spell Effects (Cauldron of Blood, Screaming Bell, etc...) affect both friendly and enemy models that are applicable.
- Fleeing, broken and destroyed units cause panic as normal, to units from either force.
- Use the GW sliding methodology to align units in melee.

Tournament Scoring

Tournament points can be gained through victory on the field of battle, through sportsmanship, and through army appearance. The team with the highest number of tournament points wins!

Battle Points – 88 points

At the end of the game, determine victory points as normal. Winning team earns 15 tourney points, losers earn 5 tourney points, and a draw earns 10 points. Each army earns four tourney points if each force is from a different army book or pdf. Up to three bonus tourney points will be available for each scenario.

Sportsmanship – 36 points

Each opponent team will rate your team using the following checklist. Your team gains 1 point for each yes answer.

1. Were both of your opponents on time or early for the game, with all necessary materials (dice, templates, army list, army rules, game rules)
2. Did opponents play in reasonable time (taking into account time to plan strategy and playing all turn phases, without incessant wrangling between the partners about what they would actually do?)
3. Did your opponents measure movement and shooting distances accurately?
4. Were rules disputes resolved amicably and in a timely fashion, using either the rulebook or by calling over a tourney judge?
5. Were your opponents of good humor? (Not grumbling, complaining or obtuse, helpful in explaining rules and how their armies worked?)

6. Win lose or draw, would you enjoy playing this team again?
7. Did your opponents build their list based on the Warhammer Fantasy themes? (as opposed to an army built purely for winning a game without regard for army backgrounds?)
8. Was your opponent's army easy to play against, being either WYSIWYG or easy to understand conversions? (Or did you have to ask multiple times about which unit was actually carrying those great weapons?)
9. Are the forces generally harmonious? If not, do the players have written justification for why those High Elves and Dark Elves have decided to work together?

Appearance - 25 points

Each force will be rated on appearance by two Whiz Store judges. Each force's appearance score will be based on the following checklist, scoring one point for each yes answer.

- All models have basing material or painted bases
- The force is ENTIRELY painted to a three color minimum standard, and is colored in a pleasing and consistent manner.
- The force uses highlighting or shading techniques to add depth and lighting to the models.
- Character models and force centerpieces stand out.
- Time was taken to paint the details of the models/units to bring out the individuality of the force (i.e. gems, lenses, ribbons, etc).
- Some models have been converted or dynamically posed.
- Some or all models have extensive and intricate basing.
- The force is in the top 25% of forces represented at this tournament. (Judge's discretion.)
- This force is in the top three forces represented at the tournament. (Judge's discretion.)
- This force is the best painted force in the tournament. (Judge's discretion.)

The army will get an appearance score based upon the sum of each force's score, plus additional points for having compatible force appearances.

- All models in both forces are painted to a similar standard of painting.
- All models in both forces are modeled WYSIWYG.
- All models in both forces are based in a consistent or cohesive manner.
- The forces share color or design elements that make them look like a cohesive army.
- The units of similar models are similarly painted but recognizable as belonging to different units or forces

Prizes

First place team: One \$45 in-stock regiment box for each player. Tiebreakers: Battle points, sportsmanship, appearance

Second place team: One \$30 in-stock regiment box for each player

Sportsmanship: One \$15 gift certificate for each player. Tiebreakers: Appearance, battle points

Appearance: One \$30 gift certificate for best painted force.