



COMPULSION

SCOTLANDS PREMIER GAMING CONVENTION

Tournament Pack – Warhammer

Welcome to Compulsion's Warhammer Tournament. This year we are running a 1999 Point Tournament with standard restrictions. Normally this will be 3 Heros, 2+ Core, 0-3 Special and 1 Rare choice (High Elves will be allowed to differ, Wood Elves get their Wood etc.) Army books will be subject to the normal 30 day rule, so Beasts of Chaos is the most recent Army Book.

Games will start at 10am – late arrivals will be Punished!

Note that Compulsion is a Charity event, so a system of Charity Rerolls will be in operation. Rerolls can be purchased for any roll you wish to make, provided it has not already been rerolled. Rerolls will cost £1 although further donations are gratefully accepted.

There will be 3 rounds worked out in a Swiss system. Each round will be a pre written scenario as below. All of the scenarios will be decided by Victory Points as per the Warhammer Rulebook.

Tournament Points are decided as follows:

Result	Points For Winner	Points for Loser
Draw	10	10
Minor Victory	13	7
Major Victory	17	3
Massacre	20	0

At the end of each round please fill in a scorecard from the bottom of this pack and hand it to the Organisers. A fully painted army will be given a bonus 20 points.

Round 1 – Sneaky Stealing

You have hired the services of a clandestine mage to scout out and perhaps nullify the abilities of the enemy.

Normal pitched battle with the following additional rules:

- Corner deployment. Each army deploys in 30” (long edge) by 18” (short edge) corner deployment zones. (Wood elf players may deploy their wood in their deployment zone only).
- A list of every magic item, demonic gift, bloodline power, big name, Bretonian vow etc. (if in doubt ask the Tournament Organiser) must be given to your opponent (but not who has them) prior to deployment, you should also be prepared to give your opponent a brief description of what the item does and it's points cost. Up to two may be vetoed - your opponent does not have the use of them for this battle. At the end of the game your opponent receives extra victory points worth triple the value of any items chosen (e.g. a 20 pt item you vetoed would be worth 60 extra victory points to your opponent at the end of the battle). Roll a dice to decide who chooses whether to reveal first or second.

Round 2 - Hold Ground

With your elites taking the fight for the enemy, your troops are tasked with capturing and holding an inspiring totem as well as pushing into enemy territory.

Normal pitched battle with the following additional rules:

- All psychology tests may be re-rolled.
- A central objective is worth 300 pts - count up the unit strength of all core units with at least one model within 6" of the objective at the end of the game. The army with the highest combined unit strength captures it. Only core units count for table quarter capturing/contesting purposes (summoned units do not count).

Round 3 - Warp Storm

A localised warp storm is playing havoc with the winds of magic. Streaks of ethereal fire burn through the air.

Normal pitched battle with the following additional rules:

- - All ward and regeneration saves are reduced by 1 to a minimum of 6+. (Add one to the Pendant of Khaleth die roll instead).
- Magic flux. At the start of each magic phase roll each power or dispel dice.
- Any dice that comes up a 5 or 6 is lost from your Power/Dispel pool and added to your opponent's pool. Dispel dice handed over in this way go into the army pool not that of any specific wizard.

Your Name:	Your Number
Opponent's Name:	Opponent's Number
Your Tournament Points:	VP's For
Opponent's Tournament Points:	VP's against

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