

**BORDER PRINCES**  
PRESENT  
**STORMYDD  
TÂN**



**RULES PACK**



# Border Princes present “Stormydd Tân” a Warhammer Fantasy Tournament

## Rules and Information Pack 2012

### 1. General Information

This event is designed to be a competitive event with a focus on gamesmanship. As such it should be noted that no scores will be given for painting, conversion or sportsmanship. There will however be awards for all of these.

**Date:** Saturday 19th - Sunday 20th May

**Where:** Firestorm Games in Cardiff (see <http://www.firestormgames.co.uk> for more details)

Firestorm Games  
8a Trade Street  
Cardiff  
CF10 5DQ

### 2. Tournament Format

The tournament will consist of 5 games over 2 days, with 3 games on the first day and 2 on the second day. For the first game opponents will be selected at random and for games 2-5 based upon the “Swiss” system based on current tournament score. There will be no grudge matches, though plenty of opportunity to get some grudges ready for Carnage or Downfall later in the year.

In order to ensure that you get the full experience we will ensure that you do not play the same person twice AND if you have registered your club we will endeavour to not match you versus a fellow club member for the first game unless absolutely necessary.

### 3. Timetable

Please ensure that you register promptly on arrival at “The Battlefields” where you must submit a legible copy of your army list. The tournament will be running on a tight schedule to allow ample time for games to be played in an un-rushed manner. Please pay particular attention to the registration and lunch times.

#### **Saturday**

09.30 - 10.00 Registration  
10.00 - 12.30 Game 1  
12.30 - 13.00 Lunch  
13.00 - 15.30 Game 2  
15.45 - 18.15 Game 3

#### **Sunday**

10.45 - 11.00 Registration  
11.00 - 13.30 Game 4  
13.30 - 14.00 Lunch  
14.00 - 16.30 Game 5  
17.00 - 17.30 Results

## 4. Army Selection Rules:

**Points:** 2400 - 2600 (depending on army used)

To keep it simple we're going to use the latest ETC army restriction rules, outlined here

<http://warhammer.org.uk/phpBB/viewforum.php?f=18>

And at the time of writing this rules pack, more specifically here

<http://warhammer.org.uk/phpBB/viewtopic.php?f=18&t=97873>

It should be noted however that we will be using whatever revision of the ETC army restriction rules are currently published up until two weeks before the tournament, i.e. 4th May.

## 5. Scoring Systems and Prizes

You will score Tournament Points (TPs) for Battles Fought only in this tournament

Prizes available will be:

- **Tournament Champion** – The player with the highest overall total Tournament Points from Battles fought at each event.
- **Best Army - Judges Choice** – An award for that army that has had loads of work put into it, has lots of fine detail, loads of minor customisations, but always seems to be missed by the players.
- **Best Army - Players Choice** – Voted by your fellow contestants at Stormydd Tân this is an award for that army that makes you just stand back and say “Wow!”
- **Most Sporting Player** – Chosen by the judges to be the player that plays in the true spirit of Warhammer.

In the case of a draw for Tournament Champion, the cumulative total difference in VPs will be used (please ensure that you are filling these in on your results slip along with TPs). For the other prizes, in the case of a draw the judges will make a decision.

Tournament-Points per game:

Once again see the scoring part of the thread from the Warhammer Forum available here

<http://warhammer.org.uk/phpBB/viewtopic.php?f=18&t=97873>

It should be noted however that we will be using whatever revision of the ETC scoring system are currently published up until two weeks before the tournament, i.e. 4th May.

## 6. Gaming Restrictions and Guidelines

### 6.1 Dice Rolling

1. All “cocked” dice must be re-rolled. Agree with your opponent before the game what definition of “cocked” you will use.

2. Any special dice rolls must be declared before they are made and witnessed by your opponent
3. All dice must be rolled, not dropped or spun.
4. Players should roll dice where both players can see the results and it is easy to distinguish which dice have actually been rolled from any others that may be present on the table.
5. Roll Scatter Dice near to the point you are scattering from – it makes it so much easier to work out which direction to scatter in!

## 6.2 General Rules

1. All rules corrections and updates published on the Games Workshop Website will be used up to a two week grace period before the event itself. If GW formally releases a new Army list or rules modification within two weeks of Stormydd Tân, then this list or rules modification will NOT be used.
2. All rules and clarifications made in the ETC rules pack will be used, over-riding Games Workshop rules as noted, i.e. terrain, line-of-sight rules, etc
3. Each player needs to bring with them:
  - Tape Measure
  - Dice inc Artillery dice (if needed)
  - Templates (if needed)
  - Pencil/Pen
  - Army Book
  - Rule Book (if possible, but expect to wait if you don't provide your own)
  - GSOH
4. Any disagreements refer to the rulebook if possible, then consult a judge if necessary. If a definitive answer is not available then roll a D6 1-3 Player A is correct, 4-6 Player B is correct.
5. Scenery will be pre placed on the board and should be left as is for the duration of the tournament.
6. Before each game take a few minutes to discuss and agree upon how you will both be treating the terrain, e.g. will it affect line of sight, is it difficult, very difficult or impassable terrain, etc.
7. All games will use the Battleline scenario, i.e. Pitched Battle
8. A twenty minute warning will be given towards the end of the allocated time to ensure that the current turn can be completed.
9. A ten minute warning will be given towards the end of the allocated time at which time result slips must be filled in.
10. After each game please fill in a results slip and return it to the judges ASAP so that the next set of games can be started promptly and on time.

### 6.3 Your Army – The Figures you use

1. Ensure you are using the correct miniatures to represent your units as far as you can. If the miniature does not look appropriate, then it may not be used. Basically if it doesn't look like what it is meant to be, then don't bring it!
2. Conversions for all figures are allowed and in fact encouraged, but they must be recognisable.
3. **All** models must be painted for this tournament, A minimum of three colours and based is being enforced. Unpainted models will be removed at the discretion of the judges.

**Consider yourself warned!**

### 7.0 Frequently Asked Questions

**Q:** Will open lists be used?

**A:** No. Though we do want to give as many people as possible an idea of what a lot of the ETC experience is like, this is one aspect we feel would give too much of an advantage in single play.

**Q: Can we bring our own alcohol?**

**A:** No. Firestorm now has an alcohol license which means people cannot bring their own alcohol on site. They can however buy a range of drinks from the well stocked and relatively cheap bar. Also if anyone has any particular requests for a their favourite tipple to be stocked then let us know and we'll see what we can organise.

