



Marauders Mayhem Invitational
WARHAMMER FANTASY BATTLES
INDY GRAND TOURNAMENT
TOURNAMENT RULES; Version: Spring 2009

GENERAL

2,250 points; 5 rounds

Fee: \$25 before February 11th, \$30 afterwards. Contact event organizer for payment information.

Payment must be received by February 11th in order to secure your spot in the tournament. Otherwise it is on a first paid, first in the tournament basis.

Location: Krystal Keep, 1217 E. Stroop Rd., Kettering, OH 45429, (937)299-2809.

Pre-registration: Email events@marauders-inc.com, or call (937) 912-5137. Alternately you can fill in the registration form and either give it to the tournament organizer or drop it off at Krystal Keep. You must provide the following information: Full Name, Army, City, State, Phone #, Email, and Club Name.

Army lists: due February 18th to the event organizer. Army lists handed in on time receive a bonus of +2 game play points.

The Marauders Mayhem encourages balanced armies. **The judges reserve the right to not allow an army list** deemed OTT (over the top) in order to preserve everyone's enjoyment at the tournament. Please ask in advance if you have any question whether a list will be allowed. Be prepared that if you do not submit your list in advance, and instead turn your list in at the door, that you may be asked to change your list before being allowed into the event. We will try our best to prevent OTT lists from entering the tournament, but we do not guarantee a perfect screening process. That is why we also have an army composition system (detailed further in the rules set).

Miniatures: non-GW miniatures are allowed. Where at all possible all models in the army should be WYSIWYG - what you see is what you get. This means that if you have paid for an upgrade on a model, then the model should display that upgrade, and vice versa. Units must have at least 2/3 of the models equipped appropriately (shields, weapons, etc.).

Although we do not require painted armies at the Marauders Mayhem, painted armies are an integral part of the hobby. If possible, please try and bring a painted army in favor of an unpainted army in order to increase the enjoyment of the game for everyone attending. **Players with unpainted armies are not eligible for any prizes.**

Terrain: pre-set. With the exception of Tree-singing, do not move the terrain. At the end of the game place the woods back in the estimated original location.

ALLOWABLE ARMIES

No special characters are allowed. The special character restriction includes named characters from the new army books, though this does not include Regiments of Reknown named characters for Dogs of War armies.

No appendix/back of the book army lists are allowed. Ravening Hordes Chaos Dwarves, Rhinox Riders (for Ogre Kingdom armies only), and Lizardmen Sacred Spawings list are all allowed. Storm of Chaos armies are not allowed. Dog of War armies are allowed (excluding the DoW giant from White Dwarf). Kislev allies are only allowed with Empire armies. Beastmen are restricted to the Beasts of Chaos army book (i.e. cannot take mortals or demons).

You may only use new army rules for rulebooks out for at least one month prior to the event date.

If you have any question if an army is allowed please contact the event organizer.

ORGANIZER CONTACT INFORMATION

Mike Marko

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(937) 912-5137

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SCHEDULE

The schedule for the tournament is as follows:

Friday, March 13, 2009

4:00PM to 6:00PM	Room Setup
5:00PM to 11:00PM	Registration / Open Gaming
6:00PM to 10:00 PM	Doubles 500-Point Tournament

Saturday, March 14, 2009

9:00AM to 10:00AM	Registration
10:00AM to 10:15AM	Welcome
10:15AM to 10:30AM	Initial Pairing Announcements
10:30AM to 1:00PM	Round 1
1:00PM to 2:00PM	Free Pizza Lunch, General's Choice Voting
2:00PM to 4:30PM	Round 2
4:30PM to 5:00PM	Break.
5:00PM to 7:30PM	Round 3
7:30PM to 11:00PM	Open Gaming

Sunday, March 15, 2009

9:30AM to 10:30AM	Table Assignments
10:30AM to 1:00PM	Round 4
1:00PM to 2:00PM	Lunch
2:00PM to 4:30PM	Round 5
4:30PM to 5:15PM	Final Calculations / Room clean-up
5:15PM to 5:30PM	Award Ceremonies

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PRIZES

At a *minimum* there will be prizes for the following categories, ranked in the following order:

Best Overall, 2nd Best Overall, 3rd Best Overall. This is based on the total score from Game Play, Sportsmanship, Composition, and Painting. The tiebreaker is first Sportsmanship, then Game Play.

Best Sportsmanship. Game Play will be the tiebreaker, followed by Composition.

Best General. This is based on a combination of the game play score, including bonuses, and the composition score. Sportsmanship will be the tiebreaker.

Best Painted Army. This is as decided by the event judges, including a Golden Demon winner. This prize may be combined with other awards.

General's Choice. This is based on the voting cumulative score from everyone at the tournament voting on their favorite army. Judges will determine ties. This prize may be combined with other awards.

Best Team. This is team award is determined based on the combined overall score of the top three players on your team.

Prizes will be based on the highest points in each category, including bonus points. **Players with unpainted armies (must have at least three colors) are not eligible for prizes.**

PAIRINGS

Round 1 Pairings

Based loosely on a referee-judged army composition score between 0 and 5. Late army lists will constitute a poor composition score (5) for pairing purposes.

Pairings After Round 1

Based on game results using a modified Swiss scoring which combines the composition score given by the judges and the game play tournament points you scored. Since the referee-judged composition score is only added at the beginning of the tournament, pairings will become less composition-weighted as more game play tournament points are accumulated. Note that the referee-judged composition score only has an influence in determining who your opponents may be and it has no bearing on your final tournament score.

Players from the Same Gaming Group

An effort will be made to make sure players from the same gaming group don't play each other on day-one of the tournament (that is why it is important to specify your club name when you register).

Odd Number of Players

When running a tournament, it is difficult to guarantee an even number of players on the day. We will endeavor to even up the numbers using a ringer army. But sometimes things don't go as planned and if there are uneven numbers the following will apply.

1. We will ask for some one to drop out and help with the judging or what ever. That person (s) will receive a refund and get fed for free!

OR

2. The bottom ranked player in each round (game play scores only), or a random player for the first round, will be asked to sit out and will receive an averaged score for game play and sportsmanship for that round. You will only ever miss one game (dependant on numbers).

We expect to have a ringer army so none of the above will apply. This ringer army will be a competitive army, and will not be an automatic win. You have to earn your victory against the ringer army.

GAME PLAY SCORING

Game play is scored as follows:

Your Result	Condition	Tournament Points
Major Victory	Win by 600 or more points	7
Minor Victory	Win by 300 to 599 points	6
Draw	Difference less than 300 points	4
Minor Loss	Loss by 300 to 599 points	2
Major Loss	Loss by 600 or more points	1

The Game Play Results are modified as follows:

+1 tournament point: have at least one army battle standard(s) in your possession. This army battle standard may have been captured from the enemy, or it could be your own battle standard that you held throughout the game.

+1 tournament point: control at least one of the two table quarters on your opponent's half of the field. To control or contest a table quarter the unit must be unit strength 5 or more.

+1 tournament point: possess more unit & army battle standards than your opponent. Both captured, and your own held standards, count for this total. Note that banners that are normally worth no VP's do not count towards the total number of banners for either side.

+1 tournament point: for achieving your scenario card objective.

SCENARIOS

Scenario cards will be used for this event. These rules are covered in a separate document.

ARMY COMPOSITION

The Marauders Mayhem encourages players to field balanced armies that will be fun for their opponent. The composition scoring system was designed to help encourage this.

Opponent Scoring

Your opponent determines your army composition after each game. If you do not give your opponent a 5-score, a judge may approach you to understand why you thought your opponent's army was not fun to play against.

Rate Your Opponent's Army	Tournament Score
Average, tough tournament list	5 points
Very hard tournament list. Has excessive elements, and was not a lot of fun to play against it.	3 points
This list should have been banned from the tournament. Provide justification for this ranking:	0 points

Best Army Composition and Worst Army Composition Voting

After round #5, players must vote for the best army composition army from all their five opponents. Here are some things to consider when determining which opponent had the best army composition:

- Was the army the most fun to play against?
- Did your opponent spend the majority of points on infantry or cavalry? Or are most of the points spent on characters and monsters?
- Is the army balanced? Or is the army composed mostly of only one troop type?
- Does it represent a believable army based on the Warhammer world?

You must also vote for the worst army composition from all five of your opponents. Basically the things to consider are the opposite of the above list for best army composition.

The recipients of best army composition and worst army composition voting will receive a composition modifier score based on the following table.

Number of Votes	"Best Composition" Composition Bonus	"Worst Composition" Composition Penalty
1	+1	No modifier
2	+3	-2
3	+5	-5
4	+8	-8
5	+12	-12

PAINTING SCORING

Judges Scoring

The judges fill in the following table. Painting will be judged on all miniatures used during your game, including raised or summoned troops. Partial points may be awarded in a category if the judges determine it is appropriate.

			Base Colors (10 points). All models are painted to a minimum of 3 colors each, with no primer showing. This includes summoned/raised/created units.
			Characters and Army Center Pieces (3 points). Painted to a high standard (discernable highlights, eyes, etc.)
			Bases (3 points). Everything is based with flock, gravel, etc., and the slots are filled in. The bases are consistent throughout the army.
			Wow (up to 5 points). The army has the magical Wow! Factor that makes it stand out from the crowd. Only a handful of armies at the tournament should get this mark.
			Judge #1 Total Score
			Judge #2 Total Score.
			Judge #3 Total Score.
			TOTAL AVERAGE SCORE.

General's Choice

After the first game, all players must setup their army to be judged for the General's Choice award. This is where all participants in the tournament vote on their favorite army. You decide what is the **coolest looking army** at the tournament. Your decision may be based on painting, conversions, army build, or even a combination of these criteria: you decide. The judges will decide ties. In addition to having a chance to win the General's Choice award, the top 5 armies will also receive painting score bonus points per the following table:

General's Choice Ranking	Painting Bonus
5 th	+1
4 th	+2
3 rd	+3
2 nd	+4
1 st	+6

SPORTSMANSHIP

Opponent Scoring

Your opponent judges your sportsmanship after each game. If you answer the question below with “No”, a judge may approach you to understand how your opponent did not display good sportsmanship.

This is a straightforward question yes or no answer only. Please circle the appropriate answer on the Sportsmanship Results Form.	
YES / NO	<p>Did your opponent display <u>good</u> sportsmanship, and has a basic understanding of the rules?</p> <p>For example they did not exhibit rude behavior, were not extremely argumentative, etc.</p>

You receive 5 sportsmanship points for every opponent you face in the tournament (in this five round tournament that means 25 points). If your opponent(s) circles “No” to the Sportsmanship questionnaire then your total Sportsmanship score will be reduced as follows:

Number of “No”s	Sportsmanship Penalty
1	-3
2	-8
3	-13
4	-19
5	-25 and call a counselor because you have serious issues

Best Sportsmanship Voting

After round 5 each player must vote for the best sportsmanship from all their opponents. The recipient of best sportsmanship voting will receive a sportsmanship bonus score based on the following table.

Number of Votes	Sportsmanship Bonus
1	+1
2	+3
3	+5
4	+8
5	+12