

## **The Siege in The North – Players Packet**

### **2500 point Warhammer Fantasy Tournament**

#### **Army Lists:**

All Armies must be selected from the current Warhammer Fantasy Battle Army Books with the inclusion of Chaos Dwarves.

Army Lists are to be printed out. This is **an open list event** but you must be able to supply your opponent with your list before the game. You must bring your rulebook, dice, and tape measure.

In addition to standard Army List composition, ALL Battle Standard Bearers from every Army Book may chose regular mundane equipment.

Note: No Special Characters are permitted.

#### **Scoring**

Scoring will be done on a 0-20 Victory Point Scale with an opportunity to score an additional 5 bonus points during the course of each scenario.

#### **Victory-Points difference**

0-150 -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  
1500+ – 20/0

**In addition to the scoring criteria in the Warhammer Fantasy Rule Book, units that have been reduced to below 25% of their original model count or are fleeing at the end of the game yield 50% Victory Points.**

#### **Sportsmanship Scoring – 6 possible Points**

**Prompt** - Arrived on time for the game.

**Prepared** - Brought all necessary gaming supplies and was knowledgeable special rules in regards to playing their army.

**Precise** - Accurate in measuring distances for movement and ranges.

**Paced** - Was mindful of the time allotted for the game and made a good faith effort to ensure that both of you were able to complete the game.

**Polite** - Handled disagreements amicably. Demonstrated good etiquette for war games including consistency with cocked dice re-rolls, rolling in full view and not too quickly, had you double check ranges that were close before moving, etc.

**Positive** - Maintained a good overall attitude throughout the game

**Scenario 1:****Your Name:** \_\_\_\_\_**Opponent Name:** \_\_\_\_\_**Operation: Extraction**

A valuable operative of your King/Chieftain/Overlord has spent the last few weeks in deep cover within the enemy's ranks. Your job is to extract this agent, preferably in as glorious a manner as possible, so that he may report on your prowess to your masters.

**Deployment:** As per the Battleline scenario in the Basic Rule Book

**Special Rules:**

Prior to deployment, each player selects a single enemy unit of no less than 100 points and no fewer than 5 models (3 for monstrous or chariots). This unit contains your Spy. This selection is secret, so it must be noted by being written down on this card when the selection is made. When the game is complete, reveal your selection to your opponent by showing them this card.

To rescue the spy, you must destroy this enemy unit either through close combat, running it down as it flees or if the unit flees off the table edge (allowing your Spy to escape in the confusion).

**Chosen Enemy Unit (Be specific):****Bonus Points**

- Capture, destroy or have the Chosen Enemy Unit flee the table - +2 Bonus Points

- The enemy fails to rescue their own spy from your army - + 1 Bonus Point

End the game with more points than your opponent in the enemy deployment zone. - +2 Bonus Points

Victory Points: (note write how many points you scored) You: \_\_\_\_\_ Opponent: \_\_\_\_\_

Difference: \_\_\_\_\_

Bonus Points: (Circle All those applied and total here) \_\_\_\_\_

Opponents Bonus Points: (Total) \_\_\_\_\_

Sports Score: \_\_\_\_/6

**Scenario 2:****Your Name:** \_\_\_\_\_**Opponent Name:** \_\_\_\_\_**Blood and Glory:**

This is a modified version of the Scenario found within the Warhammer Fantasy Rulebook.

**Deployment:** As per Blood and Glory Scenario found within the Warhammer Fantasy Rulebook

**Special Rules:**

This game will be played out all six turns regardless of when one army is broken. In addition to normal victory points, the first person to break his opponent will receive an additional 500 points when calculating the final results. If the player who was broken first also manages to break his opponent he will receive an additional 100-point bonus.

**Bonus Points**

- End the game with more points than your opponent in the enemy deployment zone. - +2 Bonus Points

- The enemy fails to break your army - + 1 Bonus Points

- A unit Champion is responsible for killing either the enemy Battle Standard Bearer or Army General - + 2 Bonus Points

Victory Points: (note write how many points you scored) You: \_\_\_\_\_ Opponent: \_\_\_\_\_

Difference: \_\_\_\_\_

Bonus Points: (Circle All those applied and total here) \_\_\_\_\_

Opponents Bonus Points: (Total) \_\_\_\_\_

Sports Score: \_\_\_\_/6

**Scenario 3:**

**Your Name:** \_\_\_\_\_  
**Opponents Name:** \_\_\_\_\_

**Regiments of Renown:**

Your army has fought valiantly over the course of the day. Your men, or other things, are tired exhausted and ready to call it quits when a lone a regiment of your most hardened veterans arises to the occasion sallying forth to lead your army to victory! This scenario will be fought like a normal Battle Line Scenario with the special rules listed below. Victory Points will determine victory.

**Deployment:** As per Battle Line Scenario found within the Warhammer Fantasy Rulebook

**Special Rules:**

Select one unit in your army that is equal to or less than 450 points. That unit gains +1 to all statistics except for the Wounds Category. If the unit is a shooting oriented unit their Weaponskill and Attacks remain unaffected, but they gain the Quick to Fire and Multi-shot special rules found in the Main Rulebook. Note: This unit ignores penalties for firing multi-shot.

**Bonus Points:**

- Slay the enemy Regiment of Renown - +2 Bonus Points
- Have your Regiment of Renown survive the game - +2 Bonus Points
- End the game with more points than your opponent in the enemy deployment zone. - +1 Bonus Points

Victory Points: (note write how many points you scored) You: \_\_\_\_\_ Opponent: \_\_\_\_\_

Difference: \_\_\_\_\_

Bonus Points: (Circle All those applied and total here) \_\_\_\_\_

Opponents Bonus Points: (Total) \_\_\_\_\_

Sports Score: \_\_\_\_/6

Favorite Army: \_\_\_\_\_