

Introduction

FluffyCon is a six-game two-day Warhammer Fantasy Battles tournament for armies up to 2250 points. The tournament is brought to you by the Worriers, a loose collective of experienced gamers, as part of a larger event known as Battlecry run by AMERICA – the Auckland University role-playing club. We acknowledge their generosity in allowing us to participate in their event. The main Battlecry website is:

<http://theamericclub.net.nz/battlecry2010>

Why call it FluffyCon?

This is an event designed to do 2 things:

- Try to help those apprehensive about taking part in a tournament feel like this is a good event to cut their teeth on.
- Try to provide players with an event where the focus is on “rank and file” troops and playing with good tactics rather than relying on big magic / shooting / big monsters etc to prevail.

In that context, we seriously encourage you to try out balanced and fair lists that really are fun to play against. We make no apologies for any of that – so please look at the event in the same light – this is not an event where winning at all costs is in any way acceptable. The WFB calendar has ample tournaments to cater for competitive play – FluffyCon is about spending one weekend doing something a bit different and not being too hardcore. Relax. Have another meat pie.

The Basic Details

Time: 3 rounds on Saturday 20 February 2010 between 0830 and 1800. You **need** to be at the venue at 0830.
3 rounds on Sunday 21 February 2010 between 0850 and 1830. You **need** to be at the venue at 0850

Points: 2250

Games: 6

Army Lists due: 5 pm on 29 January 2010. A 15-point penalty will apply to lists received after that and up to 5 pm on 5 February 2010. No lists will be accepted thereafter. Lists are to be emailed as a .txt or .doc file to the TO. Do not send a spreadsheet please.

To make life easier for the TO, a unit of 20 DE spearmen with shields, full command and Warbanner would be written thus:

180 20 Spearmen, shields, full command, Warbanner

Tournament Organiser (“TO”)/ Umpire: Nick Buckby *–nbuckby AT aut DOT ac DOT nz* (until 10 December and then from 18 January 2010 onwards) or *jurassic AT e3 DOT net DOT nz* (at all times)

Scoring Breakdown

Battle:	120 points
Composition:	60 points – A combination of restrictions on army design and judging by an independent panel
Appearance:	15 points – TO or nominee judged
Sportsmanship:	30 points – Player judged

What’s in it for Non-Tourney-regulars?

We understand that tournament play can, in some circles, be considered a little intimidating for newcomers. We hope to offset this misconception as much as possible. Many regular tourney-goers have offered up their time to act as a tourney “buddy” to any newish player who has attended 0-2 NZ tournaments.

These “buddies” will be experienced tourney gamers who will be able to give you an idea of what to expect, tips on tourney etiquette, list design or tactics or simply provide an introduction during the tourney to the unfamiliar faces you see around the tables.

Where possible, new players will be drawn to play each other in the first two rounds as a gentle introduction.

General Rules for FluffyCon

- FluffyCon will be run under the 7th Edition Warhammer Fantasy rule set
- No “Back of the Book” army lists are allowed
- All armies must use an Army book that has been published and released in New Zealand by 1 January 2010. Chaos Dwarf generals must use the list from the Ravening Hordes booklet
- Beastmen armies will be restricted to the requirements of the 2008 Q&A thus can only use units/items/options exclusively from the Beastmen book. **Beast herds may rank up 5 wide as opposed to 4 wide as their Army Book states**
- Dogs of War armies may be used as published in the Warhammer Chronicles 2004, including choices permitted from the Ogre Kingdoms army book as set out in that book if desired. Regiments of Renown or Albion characters may not be used.
- Non-Dogs of War armies may **not** include Dogs of War, Albion characters, Ogre Kingdoms or Regiments of Renown units in their army lists.
- All models used must be of the appropriate type for the troops they represent.
- Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit.
- Proxies are not allowed. If you are not sure then it is best to check with the TO beforehand to avoid problems later.
- No Special Characters are allowed including the “named” characters published in the 7th edition army books. Special Character models may be used to represent 'normal' characters.
- All battles will use the standard Pitched Battle scenario.
- Take the time before every game to agree the treatment of terrain with your opponent.
- Rules ambiguities without a clear FAQ from Games Workshop will resolved by reference to the Dire Wolf FAQs. **Should the TO be asked to make a rules judgement then his decision will be final with no provision for change even if later it is found to be incorrect. I am only human ☺**
- Storm of Chaos lists, Kislev lists, Kislev allies and Kislev units will not be allowed.

The Scoring System & Prizes

The tourney will be scored across four categories: Battle, Composition, Appearance and Sportsmanship. Each player will receive at the end of the tournament a score out of 225.

The draw will be Swiss Chess. Where possible during the first two rounds players who play each other frequently will not have to play each other if they do not both want to.

Grudges will be allowed in round 1 with the TO's approval – no grudging bunnies for cheap kills ☺. Please advise me of proposed grudges at least one week prior to the tournament.

Tournament prize categories are as follows:

Overall

Prizes for first through third will be awarded to the top three placings determined by the overall score out of 225. Ties will be broken by highest Composition score, and then Battle Points and then highest Sports score.

Best Sport

The player with the highest Sports score will receive a Best Sport award. Ties will be broken first by highest Composition score, then Battle Points.

Players Choice

At the start of day two after players go to their allocated table and determine sides, but before deployment, they will arrange their armies in the manner they see fit and then take the opportunity to walk around the venue and vote for their favourite army based on appearance.

The army which receives the most votes will be deemed the “Players Choice” for the best painted/most visually striking army.

Any votes received by a player will not increase their overall score for the tournament.

Team's Event

Players are encouraged to form three-person teams with their mates, dream up a staunch team name, register with the TO and compete in the Teams competition which will also run as part of the tourney. If numbers permit every team will be allocated a fourth member (who will be a new player) by the TO to help the social vibe of the event. If numbers don't permit, teams will remain at three members.

The overall scores of the team members are aggregated and the team with the most points wins some loot for each member.

Please let the TO know if you are a new player and you wish to participate. What easier way could there be to potentially score a prize? Believe me – your teammates will be interested in how your games go during the weekend ☺

Battle Points

120 Points

Six (6) games will be played by each player with a maximum of 20 battle points being gained per game.

The following VP table will be used to determine the points received by each player for each game.

Conceding a game prior to the completion of the 6th turn will result in a 0 to 20 loss.

Victory Points	Battle Points Earned	
	Winner	Loser
0-149	10	10
150-349	11	9
350-549	12	8
550-699	13	7
700-849	14	6
850-999	15	5
1000-1249	16	4
1250-1499	17	3
1500-1799	18	2
1800- 2199	19	1
2200+	20	0

Modified in-game scoring bonuses (you still get points for killing generals and capturing magical standards, battle standards and table quarters as per the rules)

An additional +100 points is scored for a Lord-level character killed or fleeing

An additional +50 points is scored for each character who is not a Lord killed or fleeing

An additional +75 points is scored for each monster/character mount with US 5 or more killed or fleeing

A *non-magical* unit standard you capture gives you only +35 points, not +100

Half points are scored for inflicting at least half wounds on a one-model war machine such as the Empire Steam Tank or Skaven Warp Lightning Cannon

Sportsmanship

30 points

After every game each player will be asked to complete a sports score sheet rating their opponent's behaviours based on the following YES/NO criteria:

1. Regardless of the outcome of the battle - did your opponent behave themselves and do **nothing** which detracted from your enjoyment of the game? YES/NO
2. Were all rules queries resolved amicably and without too much discussion? YES/NO
3. Did your opponent **avoid** doing anything "dodgy" during the game in your opinion? YES/NO
4. In your opinion, did your opponent play the game in the right spirit? Did they maintain a sensible approach and demeanour when things were not going their way? YES/NO
5. Would you be happy enough to play your opponent again? Maybe not today but at another tournament perhaps? YES/NO

Each "NO" vote must be briefly explained on the form you complete. The TO will query any unusual results and will randomly audit others to ensure that this process is fair and is not being used simply to punish an opponent without real cause. The TO may ignore an inappropriate "NO" vote where he considers it to have been given maliciously or without objective foundation.

So from the 6 games a player could possibly receive 30 sports points (perfect score), which will contribute to their tournament score. Each "YES" vote gives you 1 point.

After the last game you will be asked to nominate your best sport for the weekend from the 6 people you have played. That player will receive an additional point towards calculation of the Best Sport prize for each vote they receive. Their overall tournament score will not be increased.

Composition ("comp")

60 points

There are two facets to the composition system for FluffyCon.

Firstly each player must ensure that their army list does not break ANY of the restrictions below (called Hard Caps). These have been set to encourage a level playing field and provide certainty for participants as to what they **won't** have to face over the tabletop. This then allows players to take a list that is softer than the norm. These Hard Caps **are not**:

- Targets to try and get as close to as possible.
- A licence to min/max.
- A licence to try and use a list which would not be acceptable in a "normal" tournament.

Please don't try and "break" the system – even if you figure a way around it you will just get VETOed anyway by the TO ☺

Army design restrictions (“Hard Caps”)

- No duplicate rares – other than High Elves who can have duplicates, but can’t have a triplicate. A 2 for 1 choice counts as one rare choice.
- Maximum of one duplicate special – this specifically includes High Elves (you do have 9 special units to choose from!). A 2 for 1 choice counts as one special choice.
- Maximum of 8 units that are fast cavalry and/or skirmishers
- Maximum 6 Power Dice + 1 bound item or 4 Power Dice +2 bound items or 3 Power Dice + 3 bound items. Tomb Kings’ maximum incantations = 6 dice + hieratic jar. A Tomb King bound item counts as one dice against the incantation dice limit. “Bound items” include Warrior priests and War Altars (who count as 1 bound item each) and Arch Lectors (who count as 2 bound items). Items that generate power dice or dispel dice are assumed to contribute the maximum number possible. By way of example, the Banner of Sorcery counts as 3PD (the maximum roll on a D3) and the Chalice of Malfleur counts as 1 DD against the limit. The Conjoined Homunculus counts as 1 PD against the limit. The DE Sacrificial Dagger counts as 2 PD against the limit. If in doubt please ask the TO.
- Maximum 5 Dispel Dice +1 scroll **or** 4 Dispel dice + 2 scrolls. “Scrolls” also include runes and other items that have a scroll-like effect (ie Empire Seal of Destruction). The DE Ring of Hotek counts as 1 scroll against these limits. **High Elves do not receive a +1 to dispel attempts.**
- **No items, virtues, spawnings, gifts, abilities, powers, spells etc that store Power Dice or Dispel Dice, “steal dice” from an opponent or positively or negatively modify a casting or dispel attempt may be utilised. Please note the word is “utilised” – a character can still be bought the Mark of Tzeentch for example for the ward save, however the +1 to cast cannot be used. DE may not utilise Power of Darkness spell. No powerstones, mushrooms, Skaven condensers or warpstone may be used (even though a Seer has them free – you can’t use them).**
- No Dragons, Greater Daemons, Verminlords, Anvils of Doom, Caskets of Souls ,or **Engines of the Gods**
- No more than one terror-causer – whether a monster, unit or magic item
- No more than 3 war machines. The Empire Steam Tank, Skaven Screaming Bell, Plague Furnace and the Lizardman Stegadon counts as war machines for this requirement. Skaven weapons teams count as half a war machine for this requirement
- No more than 45 figures that have a ranged attack and are not war machines. Gnoblar Fighters (not Trappers) and troops armed with short bows, throwing stars, throwing axes or javelins count as half a figure each for this requirement. Each Leadbelcher, Treeman, Treeman Ancient, Skaven weapons team, Salamander or **Razordon** count as 5 figures each for this requirement. Each Skaven Jezzail counts as 2 figures against the requirement.
- No more than 3 characters and/or units can have the “fly” ability or Movement 10
- No more than 750 points can be spent on characters, their equipment and mounts. DE assassins are characters so count against this limit.
- Maximum of 1 Fanatic per 10 Night Goblins in the army. No more than 8 fanatics in total. An army with 80+ Night Goblins for example could have up to 8 fanatics with 0 or 1-3 in each unit as per normal.
- **If Tomb Kings, no more than 8 chariot models, otherwise no more than 3 chariot models **An OG Pump Wagon counts as half a chariot against this requirement.****
- Slaan may not utilise Focussed Ruminaton or Becalming Cogitation

NOTE – at the time of writing the new Skaven book has not yet been fully assessed to see if additional Hard Caps need to apply. Potential Skaven players should contact the TO to be advised about any that arise.

If lists meet these criteria, they will be forwarded on to the panel of comp judges. Just because you meet the criteria above **does not mean the judges will necessarily like your army**. This is very important. The Hard Cap restrictions give guidelines as to what **might** be acceptable, but there is no guarantee, so you need to exercise restraint.

All composition marking will be completed before the event by a panel of 3 independent judges. These judges will remain anonymous (except the TO will be one!) and they will mark your lists anonymously.

The judges will each award a score for each list based on their own impressions of how it compares to all the other lists submitted for the tournament, taking into consideration the limitations on army design imposed by the Hard Caps. The cumulative score from the three judges can range from 24 to 60, weighted towards rewarding players who have embraced the ethos of the tournament. Players will not be aware of their exact comp scores prior to the end of the tournament.

The judges will be using these criteria to rate your list:

Judging Criteria

+18 to +20 **FLUFFY** This army is clearly in the weakest and least powerful bracket at this Tournament compared to the other armies fielded. Simply fielding an unimaginative wall of core troops may not be considered FLUFFY.

+ 13 to +15 **SOFT** This army falls between *FLUFFY* and *ON TARGET*.

+8 to +10 **ON TARGET** This army is a reasonable build appropriate for **this tournament** where the army is significantly less powerful than the overall “power level” that one expects to experience when playing in a “normal” tournament. This could be, for example, because the army is considered inherently weak anyway (eg.Beasts) or because the player has “de-powered” an army considered strong (eg.DE). It looks fun to play against. The player is not out to annoy anyone with their build.

This tournament is not about squeezing value out of every point spent on optimal choices, but being liberated in this environment to give some unusual/less than optimal things a go as other players will hopefully be doing.

This is an opportunity to use some troops gathering dust on the shelf (Knights of the White Wolf, common goblins, Master Engineers, corsairs etc.)

N/A **VETO** Unfortunately you have missed the point of this tournament – which is to encourage fun, different and ON TARGET or better builds of armies. This army does not fall into any of the other categories above. It needs to be revised to be allowed to compete.

If a list is awarded a VETO by one or more judges the player will be given any feedback from the judges about it and given one opportunity to submit a revised list with a potential penalty of up to 15 points at the TO’s discretion. New players are more likely to avoid this penalty than those who should know better and “try it on”. You know I love you really 😊

If a *revised* list still does not satisfy the judges, the player will be given the choice of playing using a list made for them by the TO, or being refunded with no claim for consequential loss or expenses.

Appearance

15 points

Painting scores at tournaments exist to encourage everyone to field a reasonably well-painted army. We recognise that some players may not have finished their armies. The system we have adopted still allows you to participate **as long as at least half of it is finished**, but rewards efforts to get painting finished. The TO or nominee will judge each army and award points as below:

5	At least half your army is finished to an acceptable table-top standard, but not all of it is.
15	All of your army is finished to an acceptable table-top standard

Things to bring

- **TERRAIN** – we may struggle to provide all of the terrain needed if the tournament is a big one. If you can assist in any way – please let the TO know well in advance so that we can plan accordingly.
- Several copies of your army list – you will need to give a copy to your opponent as this is an “open list” event.
- Dice, tape measure and templates.
- The Army Book for your army.
- A pen and a calculator.

The last word

Hopefully this tournament will be a bit different, will attract some new players and let everybody have a good time. Please do your part by spreading the word and making sure you bring an army which will be interesting to play with and against without being silly.

Please check the thread called “FluffyCon FAQ and info thread 2010” in the “events” sub-forum of the City Guard forum (<http://www.cityguard.co.nz/forum/index.php>) for any last minute info or answers to questions posed by other players that may be of interest to you.

If you have any queries, drop the TO a line.

Acknowledgments

This player pack is adapted from that produced by the Battle Pilgrims for The Pilgrimage 2008. It is used with their kind permission.

Thanks to Glen and John M for the use of their terrain and to the many and varied contributors (**especially Reid**) to this pack and to the comp judges – you know who you are.