

## Warhammer Fantasy Nifcon 19 – Brand(e) edition

The warhammer fantasy part of the tournament is a team contest for teams consisting of three players. Each team brings four armies to the tournament and these armies are created following the restrictions below.

The restrictions are based on a Power Point system where each team has a pool of Power Points to spend on their four armies.

### General Restrictions:

Army lists are open.

Each team can bring only one version of each army – so fx. only one High Elves army on each team.

2300 – 2700 points.

No special or named characters.

Forge World Chaos Dwarfs may be used.

Battle Standards can use equipment as a normal hero.

Dogs of War may include Regiments of Renown and Rhinox Riders from Forge World.

### Magic Restrictions:

No more than 5 dices for each spell, no matter the source.

Magic level is not added when casting and dispelling spells.

No more than 2 ekstra dices may be used/stored.

Characters will get "look out sir" versus the following spells that automatically kill models or automatically remove an entire regiment: Dwellers Below, Final Transmutation, Dreaded 13th, Infernal Gateway 11-12 effect, Cloying Quamire.

Normal requirements for lookout sir apply.

### The Power Point System:

Each team has a pool of 16 Power Points to spend on their four armies.

The team can spend no more than 8 Power Points on one army and must spend at least 3 Power Points on each army.

When spending Power Points remember that they are cumulative so more than one restriction may apply when making a choice. (Ex. Taking the Crown of Command in a Dark Elves army costs 3 Power Points) Also note that when several items, units, powers are listed the PP price is for each One of these.

Unspent Power Points can be used to lower the point cost for Monsters/ Large Targets by 100. (This does not apply to monsters/ large targets which already costs Power Points directly or indirectly and never for Dragons) The discount can never lower the point cost below 100 points. Only 1 Power Point may be spend on each monster/ large target and only 3 power Points may be spend this way in each army.

Unspent Power Points can also be used at the actual tournament. When two teams meet each other on the battlefield compare unspent Power Points. For each point in difference the team with most unspent points can chose either to 'start the game' on one table and/or to get 'one re-roll' on one table. Only one re-roll can be given to each player. The re-roll can be spend on any one dice rolled by that player. (Remember you cannot re-roll a re-roll)

### Limit on the size of units:

To restrict the number of models in each unit follow the restrictions below.

Point cost	Max #of models
0-7	40
8-12	30
13-15	25
16-25	15
26-39	10
40-60	8
61+	6

## **General Power Point restrictions.**

### **The following costs 1 Power Point:**

Each Warmachine after the first.  
Loremaster or similar magic item/ power.  
Lord level spellcaster using Shadow or Death magic.  
Each unit with a point cost of 400+ points – characters and minotaur's excluded.  
For each time you have 3 flying units.  
3+ Units with alternative deployment, vanguard and beastmen ambush excluded.  
Standard of Discipline.  
50+ Models with a ranged attack (12+ range), characters and warmachines excluded.

### **The following costs 2 Power Points:**

Crown of Command.  
Folding Fortress. (The building is 10X10 inches and has two floors. Max 25 models can enter and Max 10 can shoot)  
3+ Of the same hero choice.  
4+ Of the same core choice.  
3+ Of the same special choice with armour piercing, multiple shots or St 5+ ranged attacks.  
80 + Models with a ranged attack (12+ range), characters and warmachines excluded.

## **Army Specific Power Point Restrictions:**

### **Beasts of Chaos:**

2700 points.  
Shard of the Herdstone 2 PP.  
2+ Doombulls 3PP.  
5+ Chariots 2PP.  
Standard of Discipline does not cost PP.

### **Brettonia:**

2500 points.  
4+/7+ Pegasus Knights 1/2 PP..  
Virtue of Heroism 1 PP  
2+ Trebuchet 1 PP

### **Chaos Dwarfs:**

2500 points.  
Chaos Dwarf infernal guard (core choice) max 30 in each unit.  
2+ Of same Warmachine or Iron Deamon 1 PP.  
Chalice of Blood and Darkness 3 PP.  
Hellcannon is a Warmachine.  
1./2. K'daai Destroyer 2/4 PP.  
Demon Flask of Ashak 1 PP.

### **Daemons of Chaos:**

2400 points.  
Will of Tzeench, Greater Deamon, Battle Standard Bearer 2 PP.  
Bloodthirster 1 PP.  
Siren Song 4 PP.  
Firestorm Blade, Staff of Nurgle, Nurgling Infestation 1 PP.  
5+ Fiends 2 PP.  
3+ Different 'Gods' in the army 2 PP. (Furies counts as 'Godless')  
30+ Bloodletter 3 PP.  
Standard of Chaos Glory 1 PP.

### **Dark Elves:**

2400 points.  
Pendant of Khaleth, Sacrificial Dagger 4 PP.  
Talisman of Preservation, Black Dragon, Ring of Hotek 1 PP.  
Cauldron of Blood 2 PP.  
1./2. War Hydra 1/3 PP.  
Battle Standard Bearer 1 PP.

30+ Repeater Crossbows 2 PP.  
for every 10 Shades 1 PP.  
3+ Units of Black Guards 2 PP.  
3+ Assassins 2 PP.

Crown of Command, Standard of Discipline, Armor of Eternal Servitude, Seal of Ghroind, Dawnstone, Standard of Hag Graef, Focus Familiar 1 PP.

#### **Dwarfs:**

2400/2600 points.  
Anvil of Doom (Does not count as a Warmachine) 2 PP.  
2600 points 2 PP.  
2+ Rune of Spellbreaking 1PP.  
2+ Spelleater Runes 2 PP.  
2+ Of same Warmachine or gyrocopter 1PP.  
Master rune of Challenge 1 PP.  
Gyrocopter can marchmove and shoot and use new template rules.  
First Boltthrower does not count towards restrictions on Warmachines.

#### **Empire:**

2400 points  
1./2. Steam Tank 2/4 PP.  
4+/7+ Demigriffs 1/2 PP.  
18+ Models with 2+ save 2 PP.  
2+ Of same Warmachine 1 PP.

#### **High Elves:**

2500 points.  
Book of Hoeth 4 PP.  
Banner of Sorcery 2 PP.  
Star Dragon 1 PP.  
30+ White Lions 3 PP.  
2 + Mages with Lore of Light 1 PP.

#### **Lizardmen:**

2400 points.  
Oldblood on Carnosaur as general gives an additional PP.  
Cube of Darkness 2 PP.  
Cupped Hands of the Old Ones, Focused Ruminantion 3 PP.  
Standard of Discipline, Becalming Cogitation, Crown of Command, Banehead 1 PP.  
Banehead + Feedbackscroll 1 PP  
1./2. Units of Salamanders 2/3 PP.  
Slann Mage Priest 1 PP.  
Skink Cohorts with 3+ Kroxigors does not count towards the restriction on ranged attacks.  
2 + Scar-Veterans on Cold Ones 1 PP.

#### **O&G:**

2600 points.  
Standard of Dicipline does not cost PP.  
2+ Doomdivers 1 PP.  
First Boltthrower does not count towards restrictions on Warmachines.  
8+ Units which is not Characters, Infantry, Wolf Riders or Spider Riders 2 PP.  
3+ Of the same Special Choice 1 PP.

#### **Ogre kingdoms:**

2400 points.  
4+/7+ Mournfang 1/2 PP.  
7+/13+ Leadbelchers 2/2 PP.  
Unit of Maneaters with Sniper and/or Posion + Brace of Ogre pistols 1 PP.  
Hellheart 3 PP.  
1./2. Ironblaster 2/3 PP.  
Character with Lore of Death + Greedy Fist 3 PP.  
Gutmaw 2 PP.

**Skaven:**

2400 points.

Power Scroll 1 PP.

Battle Standard Bearer 1 PP.

Storm Banner 1 PP.

3+ Weapon Teams (Doomflayers excluded) 1 PP.

1./2. Hell Pit Abomination 2/4 PP.

Doom Rocket, Brass Orb 1 PP.

Doomwheel 1 PP.

for every 10 Gutter Runners 1 PP.

Warp Lightning Cannon 1 PP.

Packmasters does not count towards the maximum number of models in a Rat Ogre Unit.

**Tomb kings:**

2600 points.

Horsemen Archers does not count as alternative deployment.

Herotitan 1 PP

Casket of souls 1 PP

**Vampire counts:**

2400 points.

8+ Crypt Horrors 2 PP.

For every 3 Etheral Units/Characters 1 PP.

Battle Standard Bearer, Blasphemous Tome, Terrorgheist 1 PP.

Red Fury, 3 PP

Master of the Black Arts, Forbidden Lore 2 PP.

Ghostly Howls and Deathshriek counts towards the restriction on Warmachines.

7/14/21+ Hexwraith 1/2/3 PP.

**Warriors of Chaos:**

2400/ 2500 points.

2500 points 1 PP.

Sorcerer Lord with mark of Slannesh as general gives an additional PP.

Infernal Puppet, Black Tounge 3 PP.

Warshrine 1 PP.

Chaos Dragon 1 PP.

Hellcannon 2 PP.

Lord Choice using Lore of Tzeentch 1 PP.

Chosen/Knights of Tzeentch 1 PP.

Favour of the Gods, Skull of Katam 2 PP.

Banner of the Gods 1 PP.

4+/7+ Skullcrushers 1/2 PP.

**Wood Elves:**

2700 points.

Treeman and Treeman Ancient 1 PP.

2+ Treeman ancient 1 PP.

**Dogs of War:**

2700 Points

Heavy Cavalry, Pikemen, Paymasters Bodyguard, Dwarfs, Ogres can have have a magic banner worth up to 50 points.

(Dwarfs and Ogres buys magic banners from their respective army books)

One unit of up to 3 Rhinox Riders may be taken as a rare unit (No magic banner) 1 PP.

Menhils Manflayers 1 PP.

Standard of Discipline does not cost PP.

2+ cannons of any kind 1PP.

The Paymaster follows all rules for Battle Standard Bearers, but cannot carry a magic banner. (He does not cause panic in the army and dies if he is broken in combat)

## Regiments of less renown.

The following four regiments can be included in any army. Each regiment may be chosen ones by each team. For each regiment included the specific army which includes the regiment gets an extra Power Point which must be spend – so for each regiment included in an army the minimum number of Power Points you must spend on that army is raised by one. If you chose to include one of the four regiments you must bring appropriate models to represent the regiment. You are expected to make an effort to come as close as possible to bringing these lesser known regiments to life.

These regiments are guns for hire – but they are very proud and independent. They can therefore never use your generals leadership, your Battle Standard and they cannot be joined by characters.

### The Killer Bees



# of models 8

The Killer Bees are 'Infantry' mounted on 20mm bases. They are a 'Special Choice'.

Point Cost 120

Mv	WS	BS	St	To	Wo	In	At	Ld
1	3	0	3	3	1	3	1	5

Fly, Always Strikes First, Killing Blow, Sting Attack

#### Sting Attack:

A Killer Bee can attack one time each game. After attacking the Killer Bee immediately falls dead.

### The Four Turtles

# of models 4

The Four Turtles are 'Monstrous Infantry' mounted on 40mm bases. They are a 'Special Choice'.

Point Cost 140

Mv	WS	BS	St	To	Wo	In	At	Ld
3	3	0	4	5	3	1	2	7

Turtle Armor, Halberd, Musician, Entrenched, Cold Blooded



#### Turtle Armour:

The turtle armor gives The Four Turtles an armor save of 5+ which is improved to 1+ if The Four Turtles are 'entrenched'.

#### Entrenched:

At the beginning of any players turn The Four Turtles can choose to 'entrench'. After choosing to 'entrench' The Four Turtles can never move again for any reason and will stay 'entrenched' for the rest of the game – if forced to move the unit is destroyed. When 'entrenched' The Four Turtles are 'stubborn' and cannot attack at all.

## Giant Panda

# of models 1

The Giant Panda is a 'Monster' and is mounted on a 50mm base. It is a 'Rare Choice'.

Point Cost 150 Points

Mv	WS	BS	St	To	Wo	In	At	Ld
4	3	0	5	6	6	2	4	7

Tranquil Cutie, Large Target, Magic Resistance 2

Giant Angry Panda



### Tranquil Cutie:

If the Giant Panda is involved in a close combat roll a D6 before anything else; on a 1-2 the whole combat is canceled and no blows are struck – and no combat resolution is counted. This is due to the tranquil beauty of the cute Panda which leaves combatants struck with awe.

On a 3-6 the combat is fought normally.

### Red Panda:

You may upgrade your Giant Panda into a Giant Red Panda for an extra 65 points. The Giant Red Panda is 'Frenzy' and rolls 2D6 when 'Thunderstomping'. It still has the 'Tranquil Cutie' rule.

## Reginald the Toad

# of models 1

Reginald is 'Infantry' and is mounted on a 20mm base. He is a 'Rare Choice'.

Point Cost 175 Points

Mv	WS	BS	St	To	Wo	In	At	Ld
4	3	3	3	4	3	3	1	8

Siverjir's Hex Scroll pp. 504, Magic Level 4, Lore of Beasts, Magic Items: Feathers of the Hummingbird and Bears Tooth

### Siverjir's Hex Scroll:

Unfortunately Reginald has fallen victim to a terrible curse – when beginning the game he is suffering from the ill effects of Siverjir's Hex Scroll. So he is not actually the owner of such a scroll just the poor victim of one.

### Feathers of the Hummingbird:

Gives the wearer the 'Hover' special rule pp.71.

### Bears Tooth:

Gives the bearer +3 toughness and Magic Resistance 2.



## **Additional Information about the Fantasy Tournament.**

### **House Rules:**

We use simple line of sight. Everything is 'see through' except for buildings, hills and large pieces of impassable terrain which is indefinitely high.

We award victory points as written in the rulebook with the following exceptions: You get half victory points for units which are fleeing at the end of the battle or are below half the number of models with which they began the battle.

### **Basic Stuff:**

All games are 'Battleline' aka Standard mission.

All armies must be painted in a coherent uniformed color scheme and basing. (Inexperienced tournament players may apply to get a longer leash)

### **The Team Battle:**

When two teams face each other in mortal combat they begin by exchanging army lists. Then agree on the terrain on the three tables and roll off to decide table sides for their entire teams. Then do the match ups.

Each team puts one army list up.

Each team gives the other team two possible opponents for that army list.

Both teams pick their poison.

Both teams put one army list up – these two lists face each other.

Both teams decide which players are playing which armies and tables are decided randomly. If one team has re-rolls or can elect to start on a table this is announced now.

### **Winning the Team Battle:**

At Nifcon 19 – *Brand(e) edition* we operate with two types of 'points'. Team 'Battle Points' and Team 'Tournament Points'. In each team battle each team can score both types of points. When the tournament score is settled at the end of the weekend the team with most Team 'Battle Points' wins the tournament – but in case of several teams having an equal amount of these points we use Team 'Tournament Points' to decide which of these teams rank highest.

### **Scoring Team 'Battle Points':**

If a team wins more games against another team with a margin of 500+ Victory Points they are awarded 1 Team 'Battle Point'.

### **Scoring Team 'Tournament Points':**

After each team match (all three games has been settled) each team checks the table below to see how many Team 'Tournament Points' they have earned. Points are cumulative.

<b>Description</b>	<b>Tournament Points</b>
For each game in which one of your players scored 1000+ VP.	1
For each game in which one of your players scored 1500+ VP.	2
Your team managed to score more than 3000 VP combined.	1

### **Time Table for the Fantasy Part of the tournament:**

Friday 21.00 – 00.30 Game One.

Saturday 08.30 – 12.00 Game Two.

Saturday 12.30 – 16.00 Game Three.

Saturday 16.30 – 20.00 Game Four.

Saturday 22.00 – 01.30 Game Five.

Sunday 08.30 – 12.00 Game Six