

# THE GREEN KNIGHT TOURNAMENT



## TOURNAMENT

### WHERE ?

CM-BUILDING, KONINGIN ASTRIDLAAN 2, 8200 ST.-MICHIELS BRUGES

IN CASE OF EMERGENCIES WE'LL BE AVAILABLE ON THE MOBILE NUMBER  
0496/80.63.56

### WHEN ?

**SATURDAY AUGUST 8, 2015**

### WHAT ?

WHFB	2000 POINTS	<b>28</b> PLAYERS
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## REGISTER:

REGISTRATIONS ARE POSSIBLE FROM **JUNE 27, 2015**. [JENS.CASIER@GMAIL.COM](mailto:JENS.CASIER@GMAIL.COM) :

WHEN YOU REGISTER. WE'LL NEED THE FOLLOWING INFORMATION:

- YOUR NAME
- CONTACT INFORMATION. EMAIL ADDRESS; CELL PHONE IS NICE TO HAVE IF THERE ARE PROBLEMS
- YOUR ARMY

THE ARMY LISTS (MS WORD-/XLS- OR HTML) ARE EXPECTED NO LATER THAN AUGUST 2, 2015 AT THE SAME EMAIL ADDRESS AS FOR THE REGISTRATION.

### REGISTRATION COST :

- ¶ TGK MEMBERS : **€ 5;**
- ¶ NOT A TGK MEMBER : **€ 8;**

THIS FEE INCLUDES 1 DRINK OR SANDWICH.

PAYMENT CAN BE DONE IN CASH OR ON TGK ACCOUNT: **738-0061 184-96** .

## ESSENTIALS

1. ARMYLIST:
2. ARMY BOOKS, BRB, LATEST ERRATA, DICE, RULER, ARMY ... ¶ REMEMBER THAT TGK ISN'T RESPONSIBLE FOR LOST OR DAMAGED ITEMS!
3. ATTITUDE: PLAY HARD BUT FAIR, AND REMEMBER TO SMILE AND HAVE FUN.

## SCHEDULE:

09H00	DOORS OPEN
09H00 – 09H45	REGISTRATION
10H00 – 12H00	BATTLE 1
12H00 – 12H30	LUNCH BREAK
12H30 – 14H30	BATTLE 2
15H00 – 17H00	BATTLE 3
17H30	RESULTS

TO KEEP THE COURSE OF THE DAY ON TRACK, WE APPLY A "10-MINUTE WAIT"-RULE FOR LATECOMERS.

IF THIS LINE IS EXCEEDED, THEN THE JUDGES CAN APPLY THE FOLLOWING:

- IF LATECOMERS FORM UP AN EVEN NUMBER: THEY PLAY AGAINST EACH OTHER;
- IF LATECOMERS DO NOT FORM UP AN EVEN NUMBER: THEY PLAY AGAINST THE RESERVE-TEAM, IF THEY AREN'T ALREADY PLAYING! IF THE RESERVE TEAM IS ALREADY PLAYING, THE LATECOMERS CAN'T PLAY IN THAT ROUND!

## PRIZES:

JUST LIKE PREVIOUS YEARS TGK CAN AGAIN ASSURE THAT A LARGE GROUP OF PARTICIPANTS WILL NOT GO HOME EMPTY HANDED!

## FOOD & DRINKS

FOOD & DRINKS WILL BE AVAILABLE AT COMPETITIVE PRICES!

BUT KEEP IN MIND THAT NOT EVERYONE LIKES IT WHEN SOMEONE HANDLES THEIR MODELS WITH GREASY OR COKE-SUGAR-STICKY HANDS!

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## WHFB

### ARMY BUILDING RULES

- EACH ARMY MUST BE A **2000** POINT LEGAL WARHAMMER ARMY LIST;
- NO SPECIAL CHARACTERS MAY BE TAKEN (THIS INCLUDES NAMED CHAMPIONS);
- **STORM OF CHAOS, THE END TIMES, ... RULES, SPELLS, ITEMS, ... ARE NOT ALLOWED**
- **SEE THE TOPIC ABOUT THE POINTS DISTRIBUTION !**

- **ALLOWED ARMY BOOKS:**

- |   |                     |
|---|---------------------|
| - BEASTMEN                              | - WARRIORS OF CHAOS |
| - BRETONNIA                             | - LIZARDMEN         |
| - CHAOS DWARFS (TAMAHURKAN)             | - ORCS & GOBLINS    |
| - DARK ELVES                            | - SKAVEN            |
| - D.O.W.                                | - TOMB KINGS        |
| THE FAN PDF FOR DOGS OF WAR IS ALLOWED. |                     |
| - DWARFS                                | - VAMPIRE COUNTS    |
| - EMPIRE (+ ALLIED CONTINGENTS)         | - OGRE KINGDOMS     |
| - HIGH ELVES                            | - WOOD ELVES        |
|   | - DAEMONS OF CHAOS  |

- AN ARMY BOOK HAS TO BE AVAILABLE (IN THE SHOPS) FOR AT LEAST 1 MONTH TO BE ALLOWED!

### EVENT SPECIAL RULES AND CLARIFICATIONS

- CHARACTERS ARE ALLOWED TO A LOOK-OUT-SIR ROLL AGAINST AUTO-KILL-SPILLS THAT WOULD NORMALLY NOT ALLOW A LOOK OUT SIR (DWELLERS BELOW, DREADED THIRTEENTH, FINAL TRANSMUTATION,...).
- TRUE LINE OF SIGHT SUCKS ... BUT IT IS THE RULE !!!
- **PER WIZARD THERE HAS TO BE ROLLED ONLY ONCE FOR SELECTING THE SPELLS !!!** THE SPELLS ROLLED IN THE FIRST BATTLE WILL BE MAINTAINED IN THE SECOND AND THIRD BATTLE!!! REMEMBER TO MARK THE SPELLS (LORE EN SPELLS) ONTO YOUR ARMY LIST! IF THIS IS NOT DONE THE TEAM WILL GET A WARNING (SEE TOPIC JUDGING).

ANY UNCERTAINTIES OR QUESTIONS ABOUT THE RULES CAN BE SENT TO [BRAM.DE.ZUTTER@GMAIL.COM](mailto:BRAM.DE.ZUTTER@GMAIL.COM) .

### PLAYING

THE TOURNAMENT WILL CONSIST OF THREE ROUNDS.

### BATTLE LINE (BRB P 144)

**DEPLOY AND PLAY !  
SHAKE HANDS AND GET TO BUSINESS!**

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## JUDGING:

THERE ARE A NUMBER OF JUDGES AVAILABLE IF YOU HAVE QUESTIONS. HOWEVER, IT IS EXPECTED THAT THE PLAYERS FIRST TRY TO SOLVE A DISCUSSION THEMSELVES. IF THIS DOES NOT WORK, THEN ONE CAN CALL UPON A JUDGE.

IN ORDER TO AVOID DISCUSSIONS, THE JUDGES HANDLE THE FOLLOWING MOTTO:

**IF A JUDGE HAS PROCLAIMED A RULING, THEN THIS RULING IS FINAL, EVEN IF IT TURNS OUT NOT TO BE A VALID RULING.**

ALL TEAMS CAN GET A MAXIMUM OF **3 WARNINGS**.

**1° WARNING**

**2° WARNING**

**3° WARNING:**

IF THE PLAYER GETS A 3TH AND LAST WARNING, THEN THIS MEANS:

☐ MASSACRE LOSS FOR THE CURRENT BATTLE

☐ EXCLUSION OF THE TOURNAMENT, WITH THE FRIENDLY BUT FIRM REQUEST TO LEAVE THE ROOM WITHIN 30 MINUTES!

IF A JUDGE HAS ALREADY PROCLAIMED A RULING;

BUT A TEAM KEEPS ON NAGGING ABOUT IT (INSISTING ON A SECOND/THIRD/FOURTH/...OPINION); **THAN THIS TEAM WILL GET A WARNING!**

(REMEMBER THAT A JUDGE CAN CONSULT A FELLOW-JUDGE BEFORE PROCLAIMING A RULING !)

## VICTORY POINTS

VP	BRB PG 143	NOTES
GENERAL KILLED	+ 100 VP	
BANNER	+25 VP	BRB P94 CAPTURING STANDARDS
BSB	+ 100 VP	BRB P94 CAPTURING STANDARDS
CHAMPION KILLS A HERO/LORD	+50 VP	
ENEMY UNIT KILLED	POINT VALUE OF THE UNIT	
ENEMY UNIT OFF-TABLE	POINT VALUE OF THE UNIT	

VICTORY POINTS									
	LOSS				DRAW	WIN			
VP	>= 1750 VP	>= 1350 VP & < 1750 VP	>= 900 VP & < 1350 VP	>=450 & <900 VP	LESS THAN 450 VP DIFFERENCE	>=450 & <900 VP	>= 900 VP & < 1350 VP	>= 1350 VP & < 1750 VP	>= 1750 VP
RESULT	MASSACRE LOSS	CRUSHING LOSS	DECISIVE LOSS	MINOR LOSS	DRAW	MINOR VICTORY	DECISIVE VICTORY	CRUSHING VICTORY	MASSACRE VICTORY
POINTS	0	3	6	9	12,5	16	19	22	25

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## POINTS DISTRIBUTION:

BATTLE 1	25
BATTLE 2	25
BATTLE 3	25
AVAILABLE POINTS (MAX)	25
TOTAAL	100

THIS IS FOLLOWED BY FURTHER INFORMATION ON THE COMPOSITION OF THE ABOVE-MENTIONED POINTS FORMAT. THE FORMAT (MAX) INDICATES THAT YOU CAN HAVE LESS POINTS GRANTED THAN THE SPECIFIED NUMBER OF POINTS!

<b>AVAILABLE POINTS: 25</b>		
	<b>DETAILS</b>	<b>POINTS</b>
<b>THE ARMY LIST</b>	THE PLAYER HAS <b>NOT</b> ENTERED THE ARMY LIST AHEAD OF TIME.	<b>-5 POINTS</b>
<b>LORD-HAMMER</b>	THE % SPENT ON HEROES AND LORDS IS LARGER OR EQUAL TO 35% OF THE ARMY LIST POINTS.	<b>-10 POINTS</b>
<b>HERO-HAMMER</b>	IF ONLY FIELDING HEROES OR ONLY LORDS.	<b>-5 POINTS</b>
<b>HORDE(S)</b>	IF FIELDING 1 OR MORE HORDE FORMATIONS.	<b>-10 POINTS</b>
<b>WIZARD DUEL</b>	IF YOU FIELD AN ARMY WITH ONLY MAGIC USERS AS HEROES AND/OR LORDS. (MAGIC USERS: GENERATING OR ABLE TO USE POWER/DISPEL DICE)	<b>-5 POINTS</b>

THESE DEDUCTIONS ARE CUMULATIVE,

AND YES THIS CAN LEAD TO LOSING MORE THAN ONLY THE AVAILABLE 25 POINTS !  
KEEP IN MIND THE ABOVE MENTIONED DEDUCTIONS WHILE BUILDING YOUR ARMY !

## TIE BREAKERS

- VICTORY POINTS WILL BE USED TO BREAK TIES FOR BEST OVERALL AWARD.