



OFCC 2015

WARHAMMER FANTASY OPEN EVENT

July 18 – July 19, 2015

The OFCC 2015 Warhammer Fantasy Open Event 2015 v.3.0

The Ordo Fanaticus Warhammer Fantasy Open Event 2015

The Ordo Fanaticus Warhammer Fantasy Open Event will take place on July 18-19, 2015 at the Hilton in Vancouver, WA. This is a single player event that will last five rounds. This is the event that brings together gamers to have a fun and exciting weekend with gamers from across the northwest. The OFCC takes all aspects of the hobby into equal account and is an event like no other. We look at painting, sportsmanship and generalship in equal measure. This is the event that whether a hobbyist, casual gamer or tournament player there is something for you. All we ask is that regardless of why you are here you take other peoples reasons for being here into equal account. This weekend is for all of us to come together and celebrate the hobby and have a great time. You are playing in an Ordo Fanaticus event and your behavior and actions should be a reflection of the of the OFCC ideals.

General Rules:

The Ordo Fanaticus Warhammer Fantasy Open Event will follow the Warhammer Fantasy 8th edition rules (subject to update) and all relevant Games Workshop FAQ's and Errata.

General Conduct:

The OFCC is an event that brings together players from all over the Pacific Northwest. In order to accommodate this event, OFCC must be held in a public venue where families and children may be present. Please be cognizant of your behavior and language. You are not only ambassadors of the game but also are representing the Ordo Fanaticus organization. Tournament organizers reserve the right to ask any player to leave and ban them from any future events.

Army Construction:

Each player will field a valid 2500 point army constructed from an official Games Workshop army book.

- | | |
|-----------------------------|-----------------------------------|
| • Beastmen | * Bretonnia |
| • Daemons of Chaos | * Dark Elves |
| • Dwarfs | * The Empire |
| • High Elves | * Legion of Azgorh (Chaos Dwarfs) |
| • Legion of Chaos | * Lizardmen |
| • Ogre Kingdoms | * Orcs & Goblins |
| • Skaven | * The Undead Legion |
| • Tomb Kings | * Vampire Counts |
| • Warriors of Chaos | * Wood Elves |
| • Host of the Eternity King | |

The Following Warhammer Fantasy Supplements and Rules will be used: (additional supplements may be added)

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|---|---------------------------|
| • Tamurkhan, Throne of Chaos | * Nagash: The End Times |
| • Glotkin: The End Times | * Khaine: The End Times |
| • Forgeworld: Giant River Troll Hag Experimental Rules | * Thanquol: The End Times |
| • Forgeworld: Ogre Rhino Cavalry Experimental Rules | * Archaon: The End Times |
| • Forgeworld: Night Goblin Squig Gobba Experimental Rules | |

Army Lists:

Each player is required to bring a printed copy of their army list to the tournament. This is a close list event and players will be required to disclose their list after the battle. The army lists must be complete with correct point costs and totals listed for each entry. Army lists that contain Wizards will need to specify which Lore that the Wizard(s) uses. Players are expected to bring all the appropriate army books, Forge World rules, etc... that pertain to their units.

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List Submissions and Deadlines:

All lists are to be submitted to the event's Head of Gaming by July 1st, 2015.

Battle Points, Scenario Battle Points and Victory Points Rules:

There are two ways to earn Battle Points in every scenario. The first method is through straight Victory Points. The difference between Victory Points between the two opponents will determine the Victor's and Loser Battle Points for that scenario plus whatever additional Battle Points they may earn.

There are also up to *five* **Scenario Battle Points** available per Scenario to each player that they may earn during the course of the battle.

Game Result	Victory Point Difference	Victor's Battle Points	Loser's Battle Points
<i>Massacre</i>	1501+	20	0
<i>Solid Victory</i>	901-1499	17	3
<i>Standard Victory</i>	401-900	15	5
<i>Narrow Victory</i>	101-400	12	8
<i>Harrowing Tie</i>	0-100	10	10

Sportsmanship Rules:

This is an Ordo Fanaticus event therefore the utmost standards for Sportsmanship are not only expected but required. The Sportsmanship scoring is on a 1-5 scale.

Sportsmanship Scale	Points
Epic Game – This was an incredible game and how I wish all games where, I would definitely play my opponent again! This opponent will be receiving my Favored Opponent pin!	5
OFCC Game – This was what I would expect from a game at OFCC. Very friendly, fun and I would like to play my opponent again.	4
Average Game – This was a very standard game of Warhammer Fantasy. There was nothing that stood out as extremely negative or positive about the experience. Good game.	3
Below Average – There were some minor issues during the game, nothing major but it did affect the overall experience.	2
Terrible Game – This game was awful. There were significant problems with how my opponent handled himself during the game. I would not play this opponent again.	1*

All scores of a "1" in this category will be reviewed by a Judge. Sportsmanship is to reflect your opponent's behavior during the game, not the game's outcome nor your opponent's list. The outcome of your game should not be the determining factor for Sportsmanship but rather how your opponent conducted them self during your battle.

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Painting Rules:

This is an Ordo Fanaticus event therefore it is required that **every model in the army** is painted to a 3-color minimum and is properly based. Models that are not painted or based will not be allowed to be fielded during the event. Units must be represented by models of the appropriate base size. The use of non-official Games Workshop models is allowed as long as the unit they represent is clearly communicated both before and during the battle.

Paint Scoring:

Each player may earn a maximum of 30 points in the painting section. Armies will be judged on a very straight forward scale.

Paint Scale	Points
The army is painted however one of the three colors is an undercoat in order to meet tournament minimums.	0
The army is fully painted, but only to the most basic requirements. – Tabletop standard.	8
The army is fully painted well beyond the tournament standard.	15*

If a player has an army that is painted to the tabletop standard then they will receive 8 points and be eligible to earn additional points in conversion work (0-5) and basing work (0-5). Should any army be painted beyond the tabletop standard, then the player will receive 15 points. If a player receives 15 points in painting, the player is then eligible to earn additional painting points for advanced painting skills (0-5).

Conversion Work Scale	Points
No Conversions done in the army	0
A character or two has been converted, but nothing really stands out other than that.	1
A few models in the army have some minor conversions done. (Counts as applies as well)	2
The army has a good number of models/entire unit converted. (Counts as applies as well)	3
The army has several units converted or modified.	4
The entire army is rife with conversions and modifications. The army looks truly unique.	5
Basing Work	Points
Minimal basing done (base is sanded)	0
Base is sanded and flocked, with the sides of the base painted. There are based and sanded movement trays.	1
Minor basing additions such as bits, cork and terrain additions; and there is even a display board	2
Basing contain things like Water effects, bloody pools, clear resin cast ice, etc...	3
The entire army has made heavy use of custom or resin bases.	4
The entire army is based exceptionally. Bases match movement trays and are seamlessly integrated into a display board that tells a narrative.	5
Advanced Painting Skills	Points
Army is fully painted beyond tournament standard (basic 15 point qualifier)**	0
The army is painted well with several characters painted with advanced techniques (highlighting and shading, blending, etc...)	1
The army is painted using advanced painting techniques (highlighting, shading, etc....) and the painting is crisp and clean. The army may have several characters that stand out as well painted.	2
The army is painted using the above criteria and has extensive use of freehand. The army may have several characters or an entire unit that stands out.	3
The entire army is painted using several advances techniques (blending, zenithal highlighting, object source lighting, non-metallic metals, etc....) and every model looks exceptional.	4
The army is painted at a Golden Daemon level of skill.	5

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Victory Conditions and Event Awards:

The Ordo Fanaticus Warhammer Fantasy Open Event can be won in multiple ways. A player has the opportunity to compete for the Event Champion, Best General, Best Painted, and finally the Marshall Johnson Award for Sportsmanship.

Event Champion:

The Event Champion is the overall event winner and represents the best overall player performance as a wargamer, hobbyist and good opponent. The Event Champion is the player with the highest combined total score of:

- Battle Points = Max 125 (40%)
- Painting Score x 3 = Max 90 (30%)
- Sportsmanship x 3.6 = Max 90 (30%)

The Base Maximum Points per player is 305. Once the Base Maximum Points have been determined, the number of **Favorite Opponent** votes and **Favorite Army** votes will be added and to the **Final Total**.

Best General:

The Best General is the player that wins with the highest Battle Points total at the end of the event. In the event of multiple generals having the same record at the end of the event, then Victory Points will be used to determine the winner.

- Battle Points = Max 125
The total number of Victory Points accumulated during the entire event will be used to determine Best General in the event of a tie.

Best Painted:

The Best Painted is the player that has the highest painting score. In the event of multiple players having the same painting score at the end of the event, then the Favorite Army selections will be used to determine the winner.

- Painting Score x 3 = Max 90
- Each Favorite Army selection adds 1 point to the Maximum Paint Score
Total Favorite Army selections used to determine winner in event of a Tie.

Best in Sports – The Marshall Johnson Award

The Marshall Johnson Award is the player that has the highest sportsmanship score. In the hopefully very likely event of multiple players having the same sportsmanship score at the end of the event, then the Favorite Opponent selection will be used to determine the winner. This award should be the highest sought after award in the entire event as it exemplifies the very foundations of what Ordo Fanaticus is all about.

- Sportsmanship Score x 3.6 = Max 90
- Each Favorite Opponent vote adds 1 point to the Maximum Sportsmanship Score.
Total number of Favorite Opponent votes used to determine winner in event of a Tie.