



OFCC 2015

WARHAMMER FANTASY TEAM EVENT

July 18 – July 19, 2015

The OFCC 2015 Warhammer Fantasy Team Event 2015 v.3.0

The Ordo Fanaticus Warhammer Fantasy Team Event 2015

The Ordo Fanaticus Warhammer Fantasy Team Event will take place on July 18-19, 2015 at the Hilton in Vancouver, WA. This is a team event using a modified Swedish Composition v 1.15 (subject to update) 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. This is an invitational event and you need someone to vouch for you if you haven't played before. Captains are responsible for their team and their behavior. Therefore teammates should be a reflection of their captain and representative of the OFCC ideals.

General Rules:

The Ordo Fanaticus Warhammer Fantasy Team Event will follow the Warhammer Fantasy 8th edition rules (subject to update) and all relevant Games Workshop FAQ's and Errata. This event will be using the Swedish Compositions v. 1.15 (subject to update) and an OFCC Swedish Comp Addendum v.1.0 (subject to update).

General Conduct:

The OFCC is an invitational 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.

Team Composition:

Teams are to be composed of four players using the armies listed below. Each team will be led by a Team Captain that will be responsible for team building, army lists, submissions and communications with the Head of Gaming, and finally pairings. Using the Swedish Composition packet and the OFCC Swedish Comp addendum, players will be able to construct lists within the 8-20 range bands. The range bands of 8-13 are considered average armies while 14-20 are what would be considered friendly armies. Each Team Captain is responsible educating their team on how the Swedish Composition rules operate. Should a Team Captain need assistance they may contact the Head of Gaming.

Teams must have a combined Swedish Comp score of 50 or greater for the OFCC 2015 Warhammer Fantasy Team Event.

Army Construction:

Each player will field a valid 2500 point army constructed from an official Games Workshop army books:

- | | |
|-----------------------------|-----------------------------------|
| • 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 | |

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

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

Army Lists:

Each player is required to bring a printed copy of their army list to the tournament. This is an open list event and players will be required to disclose their list before the battle. The army lists must be complete with correct point costs and totals listed for each entry as well as the correct Swedish Comp rating.

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.

Pairings:

The Team Captains are responsible for working with the opposing Team Captain to determine the best match. Teams may challenge each other in the first round of the event. All other pairings will be determined by club performance. Ideally, Team Captains will use both the Swedish comp rating and their knowledge of their players aptitude to make appropriate pairings. While it may not be possible to make pairings within 1 or 2 points of each other, we ask that the match ups be as even as they can. During pairings please remember that if there is a greater than 2 point difference between army comp ratings then the player with the higher comp score will receive 100 VP's for every point greater than 2 up to a maximum of 500 VP's. The gap between point values will increase to 3 after round 2.

List Submissions and Deadlines:

Team Captains are to have all lists submitted to the event's Head of Gaming by June 1st, 2015. Lists will then be posted by June 22nd on the Ordo Fanaticus website for all captains to review.

During the Warhammer Fantasy Team Event, the Team Captain will be given a Team Score Sheet and they will be responsible for submitting their team's score sheet to the administration table to be recorded at the end of every Event Round.

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.

Game Result	Victory Point Difference	Battle Points Awarded
<i>Victory</i>	Won by 101+	10
<i>Tie</i>	0 – 100	7
<i>Minor Loss</i>	101-999	5
<i>Major Loss</i>	1000 +	2

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.

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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.

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

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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 advanced 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

Feats of Strength – Team Achievements:

As the Ordo Fanaticus Club Challenge is a team event, is it only natural that there would be epic achievements that help clubs separate themselves and forge their name in OFCC legend. Each achievement is designed to be unique and be something that the club attains together rather than as an individual player. The Achievements section will be added to the team score once Battle, Painting and Sportsmanship have been finalized. Every achievement may only be awarded once.

Tales of Heroism: (max 20 points)	Points:
Slayer of Kings – Every player on the team wins a challenge in the same Event Round.	1
Dimensional Cascade – Every player on the team miscasts in the same Event Round (If a Dwarf player has a Rune of Forging on a warmachine and it blows up, it counts as a Miscast).	1
When all hope is lost! – Every player on the team rolls Insane Courage in the same Event Round.	1
The Eternal Champions – Every player on the team wins their game in the same Event Round.	1
Harvester of Sorrow – Every player on the team loses their game in the same Event Round.	1
Blessed are the Weak – The team has a combined Swedish Comp score of 72 or higher (max 80)	2
David and Goliath – The team has the Blessed are the Weak achievement and managed to earn The Eternal Champions achievement as well.	4
Against all Odds! – Team with a combined Swedish Comp score of 72 or higher earns The Eternal Champions achievement against a team with a combined Swedish Comp score lower by at least 10 points. (i.e. a 74 defeats a 62)	10

Artisan Achievements: (max 15 points)	Points:
The Art Gallery - Team has all their armies displayed for paint judging Friday Night Judging, July 17 th after 5pm.	2
The Tale of Four Painters - Team has all their armies displayed on a cohesive/themed display board.	3
The People's Artist – The team received the most favorite army votes.	10

Diplomatic Achievements: (max 10 points per player) (40 max for team)	Points
The Grand Sportsman - The player received at least 1 Favored Opponent pin.	1
The Silver Tongued Diplomat - The player received at least 3 Favored Opponent pins.	5
The Ambassador of Ordo Fanaticus - The player received 5 Favored Opponent pins.	10

For the Honor of the Clan Achievements: (max 25 points)	Points
Hello, My Name is Mud - The team has matching name tags	2
We're Men, We're Men in Tights! - The team has matching team shirts/jackets	3
Rally to the Standard! - The team has their own Battle Standard displaying the proud heraldry of their club for all to see!	5
Masters of Punctuality – The Captain has all four lists for their team turned in by June 1 st , 2015.	5
The League of Extraordinary Gamers – the team scored at least 10 points in Diplomatic Achievements	10
Total Achievement Points:	100

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Victory Conditions and Event Awards:

The Ordo Fanaticus Warhammer Fantasy Team Event can be won in multiple ways. A team has the opportunity to compete for the Event Champions, Best Generals, Best Painted, and finally the Marshall Johnson Award for Sportsmanship.

Event Champions:

The Event Champions are the overall team winner and represents the best overall club performance as wargamers, hobbyists and good opponents. The Event Champions are the team with the highest combined total score of:

- Battle Points = Max 75 (33%)
- Painting Score x 2.5 = Max 75 (33%)
- Sportsmanship x 3 = Max 75 (33%)

The Base Maximum Points per player is 225 (900 per Team). Once the Base Maximum Points have been determined, the **Achievements, Team Comp Score**, number of **Favorite Opponent** pins and **Favorite Army** votes will be added and to the final **Team Total**.

Best General:

The Best General is the team 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 75
The team's 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 team that has the highest painting score. In the event of multiple teams 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 2.5 = Max 75
- 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 team that has the highest sportsmanship score. In the hopefully very likely event of multiple teams 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 2.5 = Max 75
- Each Favorite Opponent pin adds 1 point to the Maximum Sportsmanship Score.
Total number of Favorite Opponent pins used to determine winner in event of a Tie.