



The OFCC 2015 Warhammer Fantasy Battles – Individual Scoring Sheet

OFCC 2015 Warhammer Fantasy Battles Team Event – Individual Scoring Sheet

This year for the OFCC WFB Team event the players will be responsible for logging their scores and reporting them to their Team Captain. The Team Captain will be the sole individual responsible for reporting the event round's results to the Administration Table. Once the event round's scores have been report then the scores may be tabulated and the next round's match ups determined.

After the first round please fill out and leave the Paint Scoring Sheet by your army for Paint Judging.

Event Schedule:

Saturday OFCC Fantasy Open Schedule

Fantasy Open - 2.5 hour rounds

8:00 AM – 9:00 AM	Registration and Pairings
9:00 AM – 11:30 AM	Round 1
11:30 AM – 12:45 PM	Lunch and Paint Judging
12:45 PM – 1:00 PM	Pairings
1:00 PM – 3:30 PM	Round 2
3:30 PM – 4:00 PM	Pairings
4:00 PM – 6:30 PM	Round 3

Sunday OFCC Fantasy Open Schedule

9:00 AM – 11:30 AM	Round 4
11:30 AM – 12:45 PM	Lunch
12:45 PM – 1:00 PM	Pairings
1:00 PM – 3:30 PM	Round 5





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These tables should provide you with the necessary criteria to score your opponent and track achievements. Please consult the WFB Scenario Pack for additional information per round.

Battle Points:

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 additional Battle Points* available per Scenario to each player that they may earn during the course of the battle. Please consult the Warhammer Fantasy Battle Scenario Pack for details.

Sportsmanship:

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.

Achievements:

Tales of Heroism
Slayer of Kings – Every player on the team wins a challenge in the same Event Round.
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).
When all hope is lost! – Every player on the team rolls Insane Courage in the same Event Round.
The Eternal Champions – Every player on the team wins their game in the same Event Round.
Harvester of Sorrow – Every player on the team loses their game in the same Event Round.



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ROUND ONE – THE BOOK OF GRUDGES

Your Name	
Your Opponents Name	
Your Comp Score	
Your Opponents Comp Score	
Your Total Battle Points	
Your Total Victory Points	
Your Opponents Sportsmanship Score	

Did you win a challenge? Yes / No
Did you suffer a miscast? Yes / No
Did you roll Insane Courage? Yes / No
Did you win your game? Yes / No
Did you lose your game? Yes / No

ROUND TWO – THE DAWN OF WAR

Your Name	
Your Opponents Name	
Your Comp Score	
Your Opponents Comp Score	
Your Total Battle Points	
Your Total Victory Points	
Your Opponents Sportsmanship Score	

Did you win a challenge? Yes / No
Did you suffer a miscast? Yes / No
Did you roll Insane Courage? Yes / No
Did you win your game? Yes / No
Did you lose your game? Yes / No

ROUND THREE – THE BATTLE OF TWO SUNS

Your Name	
Your Opponents Name	
Your Comp Score	
Your Opponents Comp Score	
Your Total Battle Points	
Your Total Victory Points	
Your Opponents Sportsmanship Score	

Did you win a challenge? Yes / No
Did you suffer a miscast? Yes / No
Did you roll Insane Courage? Yes / No
Did you win your game? Yes / No
Did you lose your game? Yes / No



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ROUND FOUR – THE CLASH OF THE TITANS

Your Name	
Your Opponents Name	
Your Comp Score	
Your Opponents Comp Score	
Your Total Battle Points	
Your Total Victory Points	
Your Opponents Sportsmanship Score	

Did you win a challenge? Yes / No
Did you suffer a miscast? Yes / No
Did you roll Insane Courage? Yes / No
Did you win your game? Yes / No
Did you lose your game? Yes / No

ROUND FIVE – THE LAST STAND

Your Name	
Your Opponents Name	
Your Comp Score	
Your Opponents Comp Score	
Your Total Battle Points	
Your Total Victory Points	
Your Opponents Sportsmanship Score	

Did you win a challenge? Yes / No
Did you suffer a miscast? Yes / No
Did you roll Insane Courage? Yes / No
Did you win your game? Yes / No
Did you lose your game? Yes / No

Make sure after every round that you report your score to your Team Captain. Make sure you hold on to your scoring packet so that you may remember who you played this year and maybe issue a challenge for the next year's event!

Notes:



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PAINT SCORING SHEET

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).

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*
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

Base Paint Score: (0/8/15)	
Conversion Work: (0-5)	
Basing Work: (0-5)	
Advanced Painting Skills: (0-5)	
Total Paint Score: (0-30)	
Player Name:	
Player Army:	