



## **Information Package**

Held inside Hal-Con 2011 at the World Trade and Convention Centre  
**A Throne of Skulls Preliminary Event!**



# The Grudge of Ages

## Welcome!

Firstly, thank you for attending the Grudge of Ages Tournament! This is our first year and already we are looking to be the largest tournament of this type on the East Coast of Canada!

This Information Package will outline all the information needed for your weekend. Schedules, game times and rules are all here, so don't lose this booklet!

Registration starts at 8:00am Saturday November 12 and doors open at 9:00am. For registration you will be given your **Hal-Con Weekend Pass** to get in and out of the convention easily.

Once registered on Saturday morning you will have everything you need, so gather your army and muster up to the second floor for a weekend of fantastic gaming! Between games, and at the end of each day, take some time to check out the convention!

This is my first year running this event so any questions or suggestions you may have, please feel free to let me know ([ironmugpainting@gmail.com](mailto:ironmugpainting@gmail.com)). **Remember to have fun!**

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*Ed Switzer, Tournament Organizer*

*As a shameless plug this tournament is hosted by:*



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# Overview

## *How the Grudge of Ages Works*

Over the weekend you will play 5 games of Warhammer Fantasy or Warhammer 40k, depending on which game you have registered for of course. Each round will last 2 hours with a minimum of 15 minutes between rounds. Lunch is on your own and there are plenty of places nearby to eat.

Where the tournament is held inside a large convention, we have left your evenings open for you to enjoy as you like! There will be plenty of time to browse the vendor area, gawk at the great work in the artist alley, go visit the society booths or even play some roleplaying games! During this down time the gaming area will still be set up and open gaming is encouraged (for those of you who feel the need to have an Ironman style event). Even other game systems are invited!

Between rounds, and in the evening, please keep an eye on your stuff. We are not responsible for any lost or damaged armies, dice, books, wallets, water bottles etc. It is going to be a crowded event so please keep your stuff safe.

As a final note, all of the games are intended to be played in a friendly manner! The competition will be heavy, but that is no reason to lose sight of having a great time for you and your opponent. A really great game is measured by not just the competition, but by the enjoyment.

## Painting Competition

Happening along with the tournament is a Painting contest! There are only 2 categories, as this is our first year. We will be accepting submissions for an **Open Category** and a **Young Blood Open Category** (aged 13 and under). So basically pick a model you like your paint job on and submit it! Submissions will be accepted until 12:00 on Saturday and judging will happen between 12:00 and 15:00 with awards presented on Sunday.

## Schedule

Saturday November 12		Sunday November 13	
8:00 – 9:00	Registration		
9:00 – 9:30	Organization and Set-up	9:00 – 9:30	Doors Open, Set-up
9:45 – 11:45	<b>Round 1</b>	9:45 – 11:45	<b>Round 4</b>
12:00 – 13:00	Lunch	12:00 – 13:00	Lunch
13:15 – 15:15	<b>Round 2</b>	13:15 – 15:15	<b>Round 5</b>
15:30 – 17:30	<b>Round 3</b>	15:30 – 16:00	Best Army Presentation
17:45 – Close	Open Gaming/Convention	16:15 – 16:30	Awards Ceremony
		16:45 – Close	Open Gaming/Convention

For specific events and the convention schedule itself please refer to:  
<http://www.hal-con.com>



# Rules

No tournament is complete without them!

1. You must have a fully painted army. Unpainted models can be removed (judges discretion). (2000 points for Warhammer, 1700 points for Warhammer 40k)
2. Your army must be WYSIWYG (what you see is what you get), however unlike official GW events, we will allow models from any company that properly represent the model. This includes any Forgeworld models, which can use their specific rules. *(Note that this is a 40K game NOT Apocalypse so no Super Heavies, Gargantuan Creatures, or crazy Flyer Rules)*
3. There will be five games in each system over the weekend, each lasting two hours.
4. You must bring your own:
  - measuring tape (no red sticks from the starter sets, they are not accurate)
  - dice
  - templates
  - core rulebook
  - copy of your army book/codex, White Dwarf, or Imperial Armour book
  - copy of current FAQs/Errata (available at <http://www.gamesworkshop.com>)
  - super glue (things will break, sadly)
  - pen and paper (pencils will be provided, but having your own supplies is always best)
  - 7 copies of your army list. (5 for your opponents, 1 for the tournament organizer and 1 for yourself to keep track on)
  - food and drink (please no starving)
  - lodgings and transportation (if you are from away)
5. Approved Army Lists:

## Rules Questions

Should a rules debate arise, please feel free to ask one of the judges (who will be introduced at the start of the weekend)! All judge rulings are final, binding, permanent, un-debatable and non-negotiable. The Grudge of Ages strives to be an enjoyable experience for all, so please: Have fun!

Warhammer	Warhammer 40K
Beastmen	Black Templars
Brettonia	Blood Angels
Dark Elf	Chaos Demons
Demons of Chaos	Chaos Space Marines
Dwarfs	Dark Angels
Empire	Dark Eldar
High Elf	Eldar
Lizardmen	Grey Knights
Ogre Kingdoms	Imperial Guard
Orcs and Goblins	Necrons
Skaven	Orkz
Tomb Kings	Sisters of Battle <i>(White dwarf version only)</i>
Vampire Counts	Space Marines
Warriors of Chaos	Space Wolves
Wood Elves	Tau Empire
Fantasy Forge: Tamurkhan (if you have one, I want to see it!)	Tyranids
	Forgeworld

All books are the current edition and all FAQs listed on the Games Workshop site. (No you can't play the old Undead book, and definitely NO SQUATS)



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# Playing the Game

## *Missions*

I've spent a lot of time looking at other tournament games (Feast of Blades, 'Ard Boyz, etc.) and while they have really interesting scenarios, this year we will keep it simple. For both Warhammer and Warhammer 40k we will be using missions from the core rulebook. Be prepared for any and all mission and deployment types in the books! Exact missions for each round will not be announced until that round! For Fantasy especially, be prepared for 'Blood and Glory' and the 'Watch Tower' missions. For the first round match ups will be random. After that, players will be matched based on their generalship scores.

## *Terrain*

Terrain will be set up on the table before the round begins. Do NOT rearrange or move the terrain. If you have any questions about the qualities (cover save special rules ect.) ask one of the volunteers.

## Scoring

### *Generalship (out of 7+)*

Generalship will be marked from 1 to 7 for each mission. See the chart on the next page for details. The main goal of the mission will remain unchanged from the rule books, but other factors will be used to determine degree of victory. Please note that annihilating every model of your opponent does not guarantee you a Massacre.

## Warhammer Fantasy

At the end of each game compare victory points as follows with two variations:

- Difference of over triple victory points, **Massacre**
- Difference of over double victory points, **Major win**
- Difference of more than 100 victory points, **Minor win**
- Difference of less than 100 victory points, **Draw**

### *Blood and Glory*

The mission deployment and determining who goes first is unchanged. When the breaking point is reached, the game is not stopped instantly. Game will continue until the end round is met.

The army that breaks has lost the game, but victory points will be used to determine the degree of loss. Should the broken army have more victory points, it will still be considered a minor loss. The mission objective is still the deciding factor.

### *Watch Tower*

All mission rules stay the same save one change. Controlling the tower is a bonus 1000 victory points rather than a straight win.  
(If your army and town are on fire around you, did you really win?)



## Warhammer 40K

### *Kill Points*

Victory condition levels are:

- Triple the kill points of opponent, **Massacre**
- Double the kill points of opponent, **Major win**
- More kill points than opponent, **Minor win**
- Equal number of kill points. **Draw**

### *Sieze Ground (Multiple Objectives)*

There will always be five objectives. Victory condition levels are:

- Hold all 5 objectives, **Massacre**
- Hold more objectives and have more kill points, **Major win**
- Hold more objectives, **Minor win**
- Equal (or no) objectives. **Draw**

### *Capture and Control (Single Objective)*

Victory condition levels are:

- Hold both objectives, **Massacre**
- Hold more objectives and have more kill points, **Major win**
- Hold more objectives, **Minor win**
- Equal (or no) objectives. **Draw**

## Bonus Generalship Points

There are also a few conditions in which bonus points will be added to your generalship score for both Warhammer Fantasy and Warhammer 40K:

- Reaching the end of turn 5: **2 points** for each of you!
- Killing the opponents general/chosen HQ: **1 point**
- Killing every model your opponent has: **1 point**  
(Though you do now owe him/her a cookie)

These extra points are brought in to spice up the game a touch and players are eligible for them win or lose. However, if you both kill every model in each others army, mutual annihilation, I will be asking for a play by play as that would be fantastic.

## *Victory Points (out of 2000/1700)*

Each round you will mark how many Victory Points of your opponents army your destroyed. This is dead or off the table, fleeing doesn't count! These totals will be tallied up for a special prize.

### *Degree of Victory*

- Massacre is worth 7 points
- Major Win is worth 6 points
- Minor Win is worth 5 points
- Draw is worth 4 points
- Minor loss is worth 3 points
- Major loss is worth 2 points
- Being Massacred is worth 1 point.



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## *Sportsmanship (out of 15)*

Each round you will also be asked to mark your opponent on his Sportsmanship. This will be marked out of 15. The Throne of Skulls uses a 10 point check list that we will be borrowing, and the other 5 are for your discretion based on enjoyment.

## *Honour Points (out of 2)*

Each round you will also have 2 bonus points, called honour points, that you may give. These are purely bonus and can be whatever you like. Great game, fun list, awesome paint etc.

## *Favoured Opponent*

In the final round of each day you will be asked to mark down who was your favourite opponent of the day. These will be weighed into the final scores for the overall winner.

# Awards

This is the section I know most of you were waiting for. What can you win and how is it awarded. There are several prizes to be won in each system!

## *Best Overall*

This will be determined by the player who scored the highest when all scores are added in as follows:

- Generalship – 60%
- Sportsmanship – 20%
- Painting – 10%
- Composition – 10%

### **Generalship and Sportsmanship**

Generalship and sportsmanship have already been discussed earlier.

### **Painting**

Painting will be judged by myself and my volunteers during Day 1.

### **Composition**

Composition is also marked by myself and my volunteers. This is hold-over from the old Hall of Heroes system. We will be looking for themed lists, background story, nice presentation.

## *Best Sport*

This will be the total sportsmanship score of the 5 games played plus a bonus for each pick as favoured opponent.

Ties will be broken by Generalship.

### *Prizes*

- **Best Overall:** \$150 in online Games Workshop gift vouchers.
- **Best General:** \$100 in online vouchers
- **Best Sport:** \$50 in online vouchers
- **Best Painted:** Trophy and glory.
- **Skull Taker:** Fun prize!

*Please note that the online vouchers are awarded by Games Workshop. They will not be available on the day of the tournament. I will be sending in your name and online account information and Games Workshop will add the vouchers to your account.*



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## *Best General*

As with sportsmanship, this will simply be a total of the scores from your 5 games.

Ties will be decided by the highest total of victory points killed in each game (see, I did have a reason to put it there!).

## *Best Painted*

After the painting is marked, we will pick the top 3 to be set out during the Best Painted presentation time on Sunday. Each participant will get 1 vote as to which army they believe to be the best.

Ties will be broken by sportsmanship.

## *Skull Taker*

As I have all those victory point tallies I may as well award something! This award will be to the player who simply killed the most throughout the weekend. As is fitting, ties will be decided by overall Generalship points.

# Frequently asked Questions

Even though it is the first year, I felt that there were enough questions likely to come up that I would answer some ahead of time.

**Q:** Do I have to use the most recent rules and FAQs?

**A:** Yes!

**Q:** Can I use Forgeworld models and rules?

**A:** Yes.

**Q:** Can I use a Storm Raven with marine armies other than Blood Angels and Gray Knights?

**A:** Yes. This is an odd one, but where the rules -and- points value for the Storm Raven were printed in the White Dwarf, I feel it is a viable option. To use it you must have a copy of the White Dwarf it was published in, or the Blood Angel's codex. **Only the Grey Knights can use the Grey Knight Storm Raven!**

**Q:** Can I ally Witchhunter units?

**A:** No. The codex is out of date and no longer fits into the game.

**Q:** How will you be handling movement and shooting for flying vehicles (Storm Ravens, Valkyries, Vendettas, and Razorwing Jetfighter)?

**A:** All measurements are to be done from the oval base supplied with the model. This way when the model comes on it can come on 6 inches, leaving only a small portion of tail hanging over. This also means all assaults are done to the oval base. Line of Sight however is determined by the model itself ignoring the height of the stand. This means models within 6" of the base do get the effects of their melta weapons. Templates follow the same idea.



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