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Introduction

The invitational tournament is a 5 game, Generals handbook event, held on the weekend of (date to be added) at Dogger HQ.

Players will need to bring a 2000 point army conforming to the rules set out in the Generals handbook. All models must be fully painted and cohesively based on round bases. Allied contingents don't have to be based the same as the main faction but must match other allies within that choice. Forgeworld Models and Points are allowed

Schedule of Play

The event will run to the following timings:

Saturday 23rd June 2018

9:00	Registration
9:30	Game 1
12:00	Lunch
1:00	Game 2
3:30	Break
3:45	Game 3
6:15	Set up armies for 'Best Army Vote' Judging
7:00	Dog Fathers BBQ

Sunday 24th June 2018

9:30	Briefing
10:00	Game 4
12:30	Lunch
1:30	Game 5
4:30	Prizes

The mission type for each game will be decided by the Dog Father on the day of the event.

Food & Accommodation

You will need to bring your own food for Lunch on both days; the Doggers HQ has a microwave and an oven if you want stuff heating up.

The dog fathers BBQ is £5 a head, for those who wish to stay for that and hopefully everyone will.

If you wish to drink or save on travel, campers are welcome to pitch their tent in the Doggers garden for Friday and Saturday evening.

Gaming Accessories

Fat Mats – if you have one would be great if you could bring it, will organise nearer the time, but hopefully we should be able to have them on all tables.

Scenery - will see how many tables we need, but given most have been to SCGT this year we should be able to fill all the tables easily with 10 bits

Scoring

Each game will score the following tournament points based on the outcome of the game.

Scoring	Tournament Points
Major win	20
Minor Win	15
Draw	10
Minor loss	5
Major Loss	0

Best Army – each player will have chance to vote for their best army based on the following criteria;

painting, basing, composition, overall theme.

Best Army	Tournament Points
1 st place	15
2 nd place	10
3 rd place	5

Favourite Game - each player will have a chance to vote for his or her first and second favourite games, 3pts for a 1st vote and 1pt for a 2nd vote.

Favourite Game Vote	Tournament Points
First Favourite Game vote	3
Second Favourite Game vote	1

Be like Steve Award – You get to give 1 of your opponents 2 points if they do something impressively steve-esque. You don't have to award this, but if you do, nominate their deed of absolute stupidity, it will be recorded, and the player entered into the running for the coveted #SteveJames award. (this doesn't have to be gaming related, so if you had played Steve last time you could have given him 2 points for his epic knock yourself out by walking into a tree moment).

The Villains coat – A new award, it will be Player voted, and given to have the most filthy/boring/blatant netlist army.

Victory points for each game should be recorded and submitted with the results of each game and handed to the Dog Father.

Addition tournament points are available for *Feats of Daring and Valour* see below.

Feats of Daring and Valour

You may gain bonus Tournament Points by completing the following acts of Bravery (or cowardice in the case of #11)

You may only claim a Feat once per action, example;

Claiming the *kill a hero* for challenge #1 you could **not** also claim challenge #14 using the hero killed for the *Kill a Hero, Monster and Battleline unit in 1 phase* combo.

#	Feats of Daring and Valour	TP's
1	Kill a Monster	1
2	Kill a Hero	1
3	Cast a spell on Double 6	1
4	Fail a charge on Double 1	1
5	Make a charge on Double 6	1
6	If your general survives the battle	1
7	Destroy a unit via Battleshock	2
8	Complete 5 charges in a single phase	2
9	Destroy 3 units in the shooting phase	2
10	Have 5 units in your own deployment zone at the end of the battle	3
11	Retreat with 5 units in a single phase	3
12	Have 5 units in your opponents deployment zone at the end of the battle	5
13	Your General Kills the Enemy General	5
14	Kill a Hero, Monster and Battleline unit in 1 phase	7
15	Lose no units during the battle	7

Blessings of the Dogfather

During the 5 games you may use the following blessings, you may use 1, none or even all in a single battle but once they are gone, they are gone, so use them wisely

Roll Them Again

You may choose one set of dice rolls and re-roll the result. This includes the priority roll. Example a set of hit rolls, both dice for the charge, both dice to cast a spell. You may not choose to roll part of the batch again, so it's all or nothing. You may roll the dice first then choose to take your reroll.

Cock out Powerslide

You may automatically pass the roll to make a charge. The value rolled will be the minimum to make the charge. Example if you have a 7" charge then you get a 7" charge, no more. Modifiers to the charge are added to this however to in the example a whipped unit would get to move 10" not 7"

Super Speedy Painting

Run out of models, no problems, get yourself a shiny new unit! You may return up to 200 points of slain models to the battlefield. These do not count as re-enforcement points. During the hero phase all models must be setup within 6" of any board edge and not within 9" of enemy models. They may not move during the movement phase, but may charge during the charge phase.

Captain Slow is in Charge

You may halve the value of any 1 charge roll made by your opponent, nominate this before they roll the dice to charge.

Power of the Realms

You may pick 1 game to play in any realm of your choosing, all rules for that realm apply. Fire, Life, Death etc whichever you like. You must have a copy of the relevant rulebook at hand if you wish to do so. Should both players choose this the battle takes place on the border between the realms and both sets of rules apply!

FAQ's/House rules

Hidden units cannot score objective, these include units such as Carrion flying high, or the changeling before he is revealed.

Models may not be setup within 3" of enemy models, for example units using the Vanguard wing ability, Horrors of Tzeentch. Regrown models from Gnarlroot, or from undead standards/abilities may be place within 3" of the unit they are currently fighting but not used to drag unengaged units into combat.

Sylvaneth wyldwoods are restricted to a single base of trees after the initial 'free' wood. However all distances are set at 1" for the restrictions on placement, so the treeman ability is no longer 3" from everything now its 1"

Varanguard models may begin the game with any Mark of Chaos that they so choose. They can change this mark if Archaon is present in the army, as per their ability.

Engine of the gods does not allow players to score objectives during its extra turns.

Balewind Vortex may not be used at the invitational

Firestorm campaign Rules are not in use

Priests prayers are limited like wizards spells by the rule of 1

Units may not be affected by the same ability twice, so Cauldron of blood Aura, Bloodstoker, Warchanter etc. They may be used on more then one unit in the army just not on the same one.

All 5 battleplans will be taken from GH 1 and 2, but there will be amendments to each plan. Document containing the changes will follow shortly

Scoring Sheet

GAME 1				
Players Name				
Opponents Name				
Victory Points				
Opponents Victory Points				
Major Victory	Minor Victory	Draw	Minor Loss	Major Loss

GAME 2				
Players Name				
Opponents Name				
Victory Points				
Opponents Victory Points				
Major Victory	Minor Victory	Draw	Minor Loss	Major Loss

GAME 3				
Players Name				
Opponents Name				
Victory Points				
Opponents Victory Points				
Major Victory	Minor Victory	Draw	Minor Loss	Major Loss

Best Army Vote Voting Player =	
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GAME 4				
Players Name				
Opponents Name				
Victory Points				
Opponents Victory Points				
Major Victory	Minor Victory	Draw	Minor Loss	Major Loss

GAME 5				
Players Name				
Opponents Name				
Victory Points				
Opponents Victory Points				
Major Victory	Minor Victory	Draw	Minor Loss	Major Loss

Favourite Game (voting players name)		
First Choice	Game #	Opponent
Second Choice	Game #	Opponent

Sinister Opponent vote Voting Player =	
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#	Feats of Daring and Valour	TP's	Completed?	Game #	Turn #	Opponent Initials
1	Kill a Monster	1				
2	Kill a Hero	1				
3	Cast a spell on Double 6	1				
4	Fail a charge on Double 1	1				
5	Make a charge on Double 6	1				
6	If your general survives the battle	1				
7	Destroy a unit via Battleshock	2				
8	Complete 5 charges in a single phase	2				
9	Destroy 3 units in the shooting phase	2				
10	Have 5 units in your own deployment zone at the end of the battle	3				
11	Retreat with 5 units in a single phase	3				
12	Have 5 units in your opponents deployment zone at the end of the battle	5				
13	Your General Kills the Enemy General	5				
14	Kill a Hero, Monster and Battleline unit in 1 phase	7				
15	Lose no units during the battle	7				
Players Name				TOTAL TP's		

Doggers invitational 2018 Battleplans

3 Places of Death

Use the rules for the Duality of Death battleplan from GH 2017, with the following amendment

Add a Third objective in the centre of the board. This is scored in the same manner as the other 2

Ghoul patrol

Use the rules for the Border War battleplan from GH 2016, with the following amendment

Roll at start of player turn for units within 6" of any objective, on 1 can't score it until the start of the next player turn.

Scorched Earth

Use the rules for the Scorched Earth battleplan from GH 2017, with the following amendment

Objectives can only be burnt if there are NO enemy models within 3", rather than just outnumbering

Squiggly Deployment

Use the rules for the Total Conquest battleplan from GH 2017, with the following amendment

All units within 6" of an objective at start of a player turn take d3 mortal wounds

Starstrike

Use the rules for the Starstrike battleplan from GH 2017, with the following amendment

If you start your hero phase with all models within 3" of a comet fragment, you may setup your models within 3" of a different fragment, and not within 9" of any enemy models. Alternatively you may setup with all models within 3" of a board edge and not within 9" of any enemy models. You may not move further in the movement phase, but may charge in the charge phase.