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Introduction

Welcome to the second Murphy's Brawl tournament and thank you for taking part! The tournament was held for the first time last year and the organisers enjoyed it very much and hopefully the players had fun as well. In any case, last year's experience left us hungry for more!

The tournament is not intended for ultracompetitive play with UKGT style armies, but is more of an informal get together between friends to enjoy a weekend of playing with toy soldiers. If you're expecting a gunfight with armies going all-out to secure victory on the fields of battle, you need not show up. If you're looking for a weekend of relaxed games with your favourite models where at the end of the day someone gets a trophy because he just happened to score the most points, please send in your registration a.s.a.p.! As a result, the scenarios will not necessarily be perfectly balanced, but they will hopefully be a little different from the norm. We encourage you to bring fun armies that make the game enjoyable for both you and your opponent.

We look forward to seeing you in Delft and hope you will enjoy your games!



General information

Playing in the tournament

When you arrive at the tournament you'll need to register with the organisers. They'll check your name on the list of registered attendees. The tournament timetable (see table 2) indicates what will happen during the tournament and when. We would appreciate it if you would try to keep to the schedule. The timetable includes at which time you'll need to register. When signing up for the Brawl, you will also need to announce an alliance with another player. In some of the rounds, you will have to rely on his or her support to win your games, so choose carefully! Each army may only ally with the armies shown in table 1:

Table 1: Alliance chart

	Emp	OG	DE	HE	WE	Chs	Bst	Dw	CD	TK	VC	Skv	Brt	Liz	OK	DW
Emp	B	x	x	T	D	x	x	T	x	D	x	x	T	T	T	T
O&G	x	B	D	x	x	T	T	x	D	x	D	T	x	x	T	T
DE	x	D	B	x	x	D	D	x	D	D	D	D	x	x	T	T
HE	T	x	x	B	T	x	x	D	x	D	x	x	T	T	T	T
WE	D	x	x	T	B	x	x	D	x	x	x	x	T	T	T	T
Chaos	x	T	D	x	x	B	T	x	T	D	D	T	x	x	T	T
Beast	x	T	D	x	x	T	B	x	T	D	D	T	x	x	T	T
Dwarf	T	x	x	D	D	x	x	B	x	D	x	x	T	T	T	T
CD	x	D	D	x	x	T	T	x	B	D	D	D	x	x	T	T
TK	D	x	D	D	x	D	D	D	D	B	x	D	x	D	T	T
VC	x	D	D	x	x	D	D	x	D	x	B	x	x	x	T	T
Skav	x	T	D	x	x	T	T	x	D	D	x	D	x	x	x	T
Brets	T	x	x	T	T	x	x	T	x	x	x	x	B	T	x	x
Liz	T	x	x	T	T	x	x	T	x	D	x	x	T	B	T	T
OK	T	T	T	T	T	T	T	T	T	T	T	x	x	T	B	T
DoW	T	T	T	T	T	T	T	T	T	T	T	T	x	T	T	B

B = Battle Brothers; same race, so no problems

T = Trusted Allies; no special rules, alliance is permitted

D = Distrustful Allies; alliance is permitted, but allied units and characters within 6" of each other suffer a -1Ld penalty

x = Alliance is not allowed



After registration you'll play the first round of the tournament. In this round opponents will be drawn against each other randomly. Each game will be played according to the rules of the scenario that is played in that round. The exact scenarios you will be playing will be announced at the tournament. When you register in the morning, you will be handed a booklet with the details for each scenario you will be playing. The game ends after the specified number of turns, until one player concedes or until time runs out, whichever happens first. With the game over, determine the winner and loser using the rules given with the scenario and provide the appropriate scores to the tournament staff. Nearing the end of each tournament round, the tournament staff will give a Final Turn Call. Once this call has been made you are not allowed to start a new game turn without express permission of the tournament staff. Finish the current Game Turn and then start determining winner and loser. This system is used to ensure that both players get an equal number of turns.

Of course, you and your opponent will be playing the battle together. This means that friends and onlookers who finished their game early are **not** allowed to interfere or be involved in the game in any way. If there is a rules problem the appropriate referee will assist in the matter.



Following the first round, there will be a Lunch Break. You are requested to leave your armies out on the tables, so that the referees can go around and select the nominees for the Best Army Award. Make sure that your army, army roster, name and entry number are clearly visible, otherwise you cannot be nominated. The nominees for the Best Army Award will be announced before the third round of the tournament. During the Lunch Break on the second day you will have an opportunity to vote for the nominated armies to determine a winner. For more information about the Best Army Award, see below.

In the second and subsequent rounds, opponents will be paired off using the Swiss system (*except for Kai Glerum. He may play whoever he likes. – Sander*). With this system the numbers one and two on the ranking list will fight each other, the numbers three and four play against each other, and so on. You will not face the same opponent twice, instead facing a different opponent every round. Should you be paired with an opponent you have fought before, please notify the referees and they will switch you with another player to make sure you meet a fresh opponent each round.

During the third round of the tournament you will be playing a team battle together with you ally. In this round the teams will be ranked according to the position of the highest ranked player of the team of allies.

After the last round of the tournament the Award Ceremony will be hosted and the winners of the tournament will be declared. As soon as the Award Ceremony has begun all results are final and the tournament organisation cannot backtrack anymore. No correspondence of any kind about the final results and such will be entered into and the organisation is not responsible for any errors that occur.

Table 2. Tournament timetable

From	Till	Activity
Day 1 Saturday		
09:00	09:30	Player Registration
09:30	09:45	Introduction
10:00	12:00	Round 1: 1500 pts
12:00	13:30	Lunch Break Please leave you army on the table for the judges to determine the nominations for the Best Army award.
13:30	14:15	Round 2: 500 pts
14:15	14:30	Break
14:30	16:30	Round 2: 1500 pts
16:30	17:00	Afternoon Break
17:00	19:00	Round 3: 2x500 pts Team battle
Day 2 Sunday		
09:30	10:00	Hall opens
10:00	12:30	Round 4: 1500 pts & 500 pts detachment of ally
12:30	13:30	Lunch Break During the Lunch Break the nominations for the Best Army Award are on display and you can vote for your personal favourite.
13:30	16:30	Round 5: 1500 pts & 2 500 pts detachments
16:30	17:30	Afternoon Break
17:30	18:00	Awards Ceremony



What you need to bring

Different people have different ideas about what is needed to play a good game of Warhammer. But in order to let the games run smoothly, you should come prepared. Below is a list of things that we would advise you to bring:

- ◆ Rulebooks, army books, and any official publications needed for your army.
- ◆ Templates, dice and tape measure or range rulers.
- ◆ Reference sheets.
- ◆ Your Army Roster (see *Army Rosters*).
- ◆ Your **painted** army.
- ◆ Three messenger models of the same race as your army. The messenger models need to be marked on the bottom of the base to be clearly distinguishable.
- ◆ Two objective markers.
- ◆ Super Glue (for repairs).
- ◆ A printed copy of this rules pack.
- ◆ Some money to buy food and drink.



Sportsmanship

The primary purpose of playing a tournament is to have fun! Playing games is a great way to spend time and when you face off against a pleasant opponent losing is not half as bad. To enhance sportsmanship we encourage all players to participate in the right spirit.

Rules problems should be solved in a friendly and relaxed way. If your opponent wishes to reread a rule give him the opportunity to do so. He is not questioning your knowledge of the game, he is enhancing his own! If one of the players wishes to call over a tournament referee, he is free to do so.

If problems are brewing and tempers are rising, the tournament staff will step in and intervene. They will give a warning to one or both players and impose the associated penalty. They can give one of two warnings:

- ◆ Soft warning: A soft warning is a friendly reminder to check your temper and attitude and keep things fun and friendly. We encourage you to continue the tournament in the right spirit and calm down a bit. If you receive two soft warnings, this is considered the same as on hard warning.
- ◆ Hard warning: A hard warning is a last warning and a 5-point penalty is immediately imposed on your overall score. You are advised to behave and tone down a lot. Receiving any further warning after a hard warning forces you to abandon the tournament and hall without any form of refund or compensation.

When the need for a warning occurs, accept this and move on. Debating or entering a discussion when warned is cause for an immediate, additional hard warning.

We hope there will not be a reason to use this system, but in the end, we'd rather send away one player than allowing him to spoil the fun for others.



Rules questions

It is very feasible that during the tournament a rules question might come up. You and your opponent may have a different interpretation of a rule, or disagree on what a certain terrain piece represents. We advise you to take a few minutes before the game to discuss the table and the terrain on it (what effect will it have on lines of sight, movement and the battle in general). Clear up any potential rules problems that might occur during the game. Also you might want to take some time to ask questions about your opponent's army and the special rules that apply to it. This should help you to get a nice and friendly start of the game!

Of course, there will always be unforeseen circumstances during most games, in which further rules questions can come up. Whenever you or your opponent are unsure about a particular rule, or disagree, grab a rulebook and look it up! Once found, continue the



game. If this doesn't solve your problem you can call over a referee who will assist in the matter. The tournament referees will assist in one of two ways:

- ✦ They'll look up the appropriate rule in the rulebook and show this to the players.
- ✦ They'll roll a dice if the above does not solve the problem.

Should a tournament referee notice an event on the tabletop that is not in accordance to the rules of the game, he is allowed to interfere and point out the relevant rule in the rulebook.

The decision of a referee is final, regardless of what solution he offers. Arguing with a referee or continuing a debate after a referee has made a decision is immediately awarded with a soft warning (see above under Sportsmanship).

Armies & Army Rosters

At the tournament you'll need to bring a painted army to the tournament and your army roster, which details the army you will be using during the tournament. You may not change the composition of your army during the tournament. The rules for army selection will be discussed below. The army roster you bring must be a clear and easily readable, typed, list that details the forces in your army. This includes characteristic profiles, special rules that apply to units, unit upgrades, point costs of basic models/ upgrades/ items/ etc.

You will need to send in a copy of the army list you will be using before the tournament to MurphysBrawl@gmail.com. We will check the armies for legality before the tournament and to have sufficient time to do so, the army lists will have to be received before October 21st. If your army list is received late, you will not be able to score any points for your army roster. If the judges feel the army is a bit too WAAC-y for the Brawl we will kindly request you to change your list to make it a bit more friendly.

Before each battle begins you and your opponent can decide to swap army rosters. You may want to prepare a separate army roster that excludes the information that will normally not be available to your opponent prior to the game, such as magic items, special abilities (e.g. bloodline powers or sacred spawnings), etc.

We leave it up to players to decide whether or not they wish to swap their rosters but offer the following rule to prevent disagreements. If there is no consensus between you and your opponent, roll a dice: on a roll of 1-3 you do not switch army rosters and on a roll of 4-6 you must switch army rosters. After the game is finished you must give your opponent your army roster to look through if he wants to.

Illegal armies

Your army should be built using the rules given below and abiding by the rules of the game. An army is illegal if it violates one of the rules of the game or tournament. Ultimately, it is your own responsibility to make sure your army is legal, and should the organisers miss any mistakes when they check the lists before the tournament you will still be penalised if the army turns out to be illegal at the tournament. If you believe that the army your opponent is using is illegal, you are free to




call over a tournament referee. The referee will check the army roster of the player thoroughly. Your own army will also be checked at the same time. If the army turns out to be illegal the referee will immediately impose the appropriate penalty.

- ✦ For every game played, or began playing, with the illegal army an 8-point penalty will be imposed on the overall score.
- ✦ The results for all opponent that played against the illegal army will be changed for that round to a 20 – 0 victory. The results of the player with the illegal army will not be altered.

The army must immediately be changed to a legal composition. These changes can only be made by removing or altering within the existing units. The referee decides if a proposed change to make the army legal is acceptable.

The Best Army Award

 side from the winner of the tournament, we will also award the Best Army Award to the army that is, in the opinion of the players, the Best Army at the tournament. The staff will come by during the first round and will inform you if your army has been nominated for the Best Army Award. To compete for the Best Army Award, your army must meet the following criteria:

- ✦ The entire army is painted and based. If even a single miniature is unpainted, or not based, you are not illegible for the award.
- ✦ You painted the army yourself. If your army is not painted by you, or contains miniatures not painted by you, you are not illegible for the award.

It is a common practice for players to bring an army to the tournament that they have not painted themselves. They either bought a fully painted army or borrowed it for this occasion from a friend. There is absolutely nothing wrong with this and your chances to win the tournament are not affected by this in any way.

The Best Painted Army Award is an award from you, the players, for the player that took the effort to play with an extraordinary painted army at the tournament. As such, it is awarded for personal skill and dedication. To this end, we wish to present the accolade to a player who painted his army himself.

If your army is nominated for the award you should display your army on the table during the Lunch Break on Sunday. The staff will inform you where to display your army. Put your army on the assigned table facing towards the table edge and arrange it in a suitably dramatic and appealing fashion. The usage of displays is allowed for this purpose. Make sure that your name and entry number are clearly visible with the army, otherwise voters will not know whom to vote for.

Voting for the Best Army Award will begin at the halfway point during the Lunch Break and ends five minutes before the end of the Lunch Break. The staff will provide you with a means to vote for the Best Army Award. You should cast your vote in favour of the army that in your opinion is the best in terms of painting, conversions and/or character.

The winner of the Best Painted Army Award will be the player that receives the highest number of votes. In case a tie the tournament referees will cast the deciding vote.



Tournament Rules

Every game needs rules and the Murphy's Brawl tournament is no different. The rules and restrictions that apply to this tournament are described in the following sections.

General Restrictions

The following rules and restrictions apply to the tournament:

- ✦ The tournament will be played using the official 7th edition Warhammer Fantasy Battles rules.
- ✦ The armies may be selected from their appropriate army books released at least one month prior to the tournament. When multiple versions of a rulebook or army book exist, the most recent version is used. A list of all armies that are allowed at the tournament is included in table 3.
- ✦ The Magic Items available to races as a result of the Dark Shadows Campaign will be used (Warhammer Chronicles 2003).
- ✦ Referees set up the scenery, and it may not be moved. Wood Elf players are kindly requested to sing any woods they have moved back into place after they finish their battles (*that means you, Erwin! – Sander*).
- ✦ All miniatures must be painted and based. You are not allowed to use unpainted miniatures at the Tournament.
- ✦ Weapons, armour options and upgrades chosen from the army list must be shown on the models themselves.
- ✦ Dogs of War armies may be used as published in the Chronicles 2004. Note that Dogs of War armies may use regular units as well as Regiments of Renown as specified in the rules. Other armies may not include Dogs of War or Regiments of Renown in any way.
- ✦ No Special Characters are allowed. Special Character models may be used to represent 'normal' characters.
- ✦ You may use non-GW models, as long as it is clear for your opponent which unit type they represent.

Table 3 Allowed Armies

Allowed Armies	
Archaon's Horde – Storm of Chaos	Dogs of War – Chronicles 2004
Army of Middenland – Storm of Chaos	Dwarfs - Dwarfs
Army of Sotek – Lustria *	Empire – Empire
Army of Sylvania – Storm of Chaos	Errantry War – Storm of Chaos
Bretonnians – Bretonnia	Grimgor's Ardboyz – Storm of Chaos
Bubonic Court – Lustria *	High Elves – High Elves
Chaos Mortals – Hordes of Chaos	Lizardmen – Lizardmen
Chaos Beastmen – Beasts of Chaos	Ogre Kingdoms – Ogre Kingdoms
Chaos Dwarfs – Ravening Hordes	Orcs&Goblins – Orcs&Goblins
Clan Eshin army – Storm of Chaos	Skaven – Skaven
Cult of Slaanesh – Storm of Chaos	Tomb Kings – Tomb Kings
Daemonic Legions – Storm of Chaos	Vampire Counts – Vampire Counts
Dark Elves – Dark Elves	Wood Elves – Wood Elves

* Lustria Armies may not be led by the Special Characters, but choose their general from the other characters as normal.



Army Selection

The army selection for the Murphy's Brawl is a little different than for most tournaments. You will need three different armies for the tournament: a main army of no more than 1500 points and two detachments of no more than 500 points each.

- ◆ The 1500 points armies must follow the restrictions on army selection of their own army book.
- ◆ The 500 points detachments must follow the restrictions on army selection given below.
- ◆ One of your 500 points detachments may be an allied army chosen from the allies allowed by table 1, or from the Kislev Allied contingent. The other detachment must be from the same army list as the 1500 points main army. You may also choose both 500 points detachments from the same army list as the 1500 points main army.
- ◆ When the 1500 points army is combined with the two 500 points detachments, the combined army has to comply with the normal restrictions on a 2500 points army (i.e. no more than 4 characters, at least 3 core units, no more than 4 special units and no more than 2 rare units). Note that this also means that you cannot take Lord level characters.
- ◆ You cannot use all of your available character slots on wizards (characters with magic items that grant them spellcasting abilities count as wizards for this purpose but Tomb Kings and Tomb Princes do not).
- ◆ You cannot take the same special choice more than twice and/or the same rare choice more than once.

Detachment army selection

The 500 points detachments you select have to follow the rules as they are detailed in this section. They are based on the Border Patrol rules as published by Games Workshop, but are slightly different, so please read this section carefully.

- ◆ The size of the detachment may not exceed 500 points.
- ◆ You may have a single hero to lead the detachment, but he may not be the Army Battle Standard Bearer. Alternatively, you may choose a unit champion to lead your detachment. If there are multiple unit champions in the detachment, the one with the highest Ld will be the general. If you have a 500 points detachment of Dogs of War that includes a Regiment of Renown, the hero leading the Regiment of Renown may also lead the detachment. An Ogre Kingdoms detachment may take a Maneater as their general.
- ◆ The army must consist of at least 2 units and may not have more than 5 units (excluding the hero when one is selected).
- ◆ You must have at least one core choice in the detachment.
- ◆ You may take one special choice, or one rare choice, but not both.
- ◆ You must take at least one unit ranked infantry of 10+ models in your detachment. If you take a detachment consisting purely of Beasts of Chaos units, you must take at least one beastring of 10+ models.
- ◆ No unit may be larger than 25 models.
- ◆ No unit may carry a magic standard.
- ◆ No single model may cost more than 125 points.



- ◆ A detachment may have no more than one chariot or warmachine. This also applies to chariots or warmachines that may be taken as 2-for-1 choices. You may only take one per choice. This implies that these warmachines count as one choice, even in the combined armies, even if the special rules state otherwise.
- ◆ Bretonnian detachments do not have to take the compulsory Army Battle Standard Bearer. Dogs of War detachments do not have to take the compulsory Paymaster.
- ◆ Tomb King armies may take a Liche Priest as their general. If taken, he may be purchased up to 140 points.
- ◆ Vampire Counts do not have to take a wizard as their general. They may take a Vampire Thrall or unit champion to lead their detachment.

Winning the tournament

During the tournament you will score points based on how well you do on the tabletop and based on how well your army is painted. The player with the highest combined total of points will be the winner of the tournament. If two players end on an equal number of points, the player with the highest command points total will win. If the command points are also equal, the player who has scored the highest number of victory points will win.

The points you score can be divided into three categories:

- ◆ Command Points: for playing and winning games.
- ◆ Army Painting: for the quality of your painting and conversions.
- ◆ Army Presentation: for the quality of your painting and for the clarity of your army roster.

The maximum number of command points you can score is 100 (60%), the maximum points for army painting is 40 (25%) and the maximum points for army presentation is 25 points (15%). The manner in which you can score these points will be discussed below.



Command Points

The tournament will be decided in five battles, each with their own scenario rules. The number of command points you will score for each battle depends on the difference in victory points scored by each player, and by the outcome of the scenario. After each battle you calculate the total number of victory points that you and your opponent have scored according to the Victory Point chart in the scenarios booklet.

You have to take three different armies to the tournament: one 1500 pts main army and two 500 pts detachments. In each of the five battles you will use a different selection from the three armies you have taken to the tournament.



You will use the following armies in the tournament:

- ◆ Round 1: 1500 pt army.
- ◆ Round 2: First you will play a small skirmish with one of your 500 pt detachments. Afterwards you will play a 1500 pt battle, which will be influenced by the outcome of the 500 pt battle.
- ◆ Round 3: Teambattle with your ally with one of your 500 pt detachments and one of his against two opponents.
- ◆ Round 4: 1500 pt army and one of the 500 pt detachments from your ally's army.
- ◆ Round 5: 1500 pt army and both of your 500 pt detachments.



You will play a different scenario in each round. The scenarios you will play will be announced at the tournament. There are two types of scenario:

- ◆ Non-objective based scenarios.
- ◆ Objective based scenarios.

In a **non-objective based scenario**, the difference in victory points scored by the winner and the loser directly relates to the command points scored by each player. The larger the margin of victory, the more points the winner will receive for winning. Table 4 shows the transition from victory points to command points for scenarios without an objective.

Table 4. Command Points in scenario without objective

Difference in Victory points	Type of Victory	Winner	Loser
0 – 399	Draw	10	10
400 – 799	Minor Victory	13	7
800 – 1,199	Solid Victory	15	5
1,200 – 1,599	Crushing Victory	17	3
1,600+	Massacre	20	0

In an **objective based scenario** the method for determining the number of command points scored is slightly different. Use the victory points table to calculate the number of victory points both you and your opponent scored. Use the command points table to determine the command points scored. Once that is done, the player that achieved the objective for that scenario gets to modify the final result in command points, one step in his favour.

If both players achieve the objective or the score in objective points (see scenarios) is equal, neither player gets to modify the result.

Table 5. Command Points in scenario with objective

Difference in Victory points	Type of Victory	Winner	Loser
0 – 399	Draw	10	10
400 – 799	Minor Victory	13	7
800 – 1,199	Solid Victory	15	5
1,200+	Crushing Victory	17	3
1,200+ and objective	Massacre	20	0

For example: Based on the number of Victory points the result in Command points is 15 points for player A and 5 points for player B. But, fortunately for player B he achieved the objective so he modifies the result one step in his favour. The final result for that battle will be 13 Command points for player A and 7 Command points for player B. Note that this modified result applies to both players!



Army Painting

During the Brawl the referees will stop by your table to determine the painting standard of your army. It is not uncommon for players to include models or take an army that they have not painted themselves. There is absolutely nothing wrong with this and points will still be awarded for Army Painting and Presentation.

All miniatures in your army must be painted. Should a referee notice (or be alerted to) an unpainted model in your army you will be instructed to remove the miniature from the table.

All of the models in the army must fulfil the criteria in order to score points. The presence of a single model that doesn't, will compromise the score. The Wow factor and Conversions categories abide by slightly different rules, detailed below.

The referees judge armies using the following criteria:

Basing (0, 4 or 6 points)

- 0. The army contains unfinished bases.
- 4. All bases are painted and flocked or sanded. Black edges to bases are acceptable.
- 6. A visible effort has gone into the bases of the army. Examples of this are basing the entire army with sand and static grass in a coherent manner, or creating interesting scenic bases for important models and units in your army.

Detailing (0, 4, 8 or 10 points)

- 0. Details are painted in the same colour as the model itself, without any attempt to set them apart.
- 4. Some details have been painted on the models in for example flat colours.
- 8. The majority of the details are painted using simple techniques, such as extreme layering of colours or inks.
- 10. Details are painted with care. They are highlighted and/or black lined and obviously stand out from the model.



Army Coherency (0 or 6 points)

0. The look of the army lacks coherency. The paint scheme is ill conceived and units don't seem to belong together.
6. Units belong together on the battlefield. Characters and skirmishing units, though individually identifiable, clearly belong in the army.

Banners (0, 4 or 6 points)

0. There are banners missing from the army, or they are painted with a single colour.
4. All of the army banners are present and painted to an acceptable (two colour) standard.
6. The army features impressive, elaborate and distinctive banners.

Wow factor (0, 4 or 6 points).

0. Sorry, nothing really catches the eye.
4. The army are painted to a high standard that catches the referees' eyes.
6. The army is painted to a very high standard and is likely to be a contender for the best army award. Only a few armies will score these points.

6.2.6 Conversions (0, 4 or 6 points)

0. The army contains no conversions that add to the feel of units or the army as a whole.
4. The army contains some conversions that lend a unique feel to units or the army as a whole. A single sword swap is not sufficient.
6. A lot of models are converted in some way to give the army a unique feel.

Army Presentation



he referees will determine Army Presentation points by viewing your army roster, reading any background text you have created and examining the models in your army. The following points are awarded:

6.3.1 Army Roster (0 or 5 points)

0. The roster does not fulfil the required criteria listed in section #.#.
5. The roster is clear, typed and readable. It contains all information required to play, such as characteristic profiles, point costs, special rules, etc. See section #.# for more on Roster requirements.

6.3.2 Themed (0 or 5 points)

0. There is no obvious theme to the army and/or background text was not submitted.
5. The army reflects a particular theme or idea in composition and/or painting. To explain or expand the theme a piece of background text, between 200 and 400 words long, has been submitted.

6.3.3 What You See Is What You Get (0, 7 or 15 points)

0. The army does not visually represent what is listed in the army roster
7. An especially minor element of the army is not WYSIWYG.
15. The army visually represents exactly what is listed in the army roster. Models carry the weaponry and options they are supposed to have and there is no room for confusion.



The Fields of Battle

During the Murphy's Brawl, you will test your generalship in five different scenarios. The exact scenarios you will play will be announced at the tournament, where you will receive a booklet with the details of each scenario when you register on Saturday morning. Be aware that in some round special rules may apply to the scenario being played; these will be listed below in the section dealing specifically with that scenario. All games last six turns, until one player concedes or until time runs out, whichever happens first.

