



**WARHAMMER ARMIES PROJECT:  
CARDIFF CRUSADE 2022**

Adam, Beef and Chris would like to welcome you all to **Warhammer Armies Project: CARDIFF CRUSADE** and this the 1<sup>st</sup> **WAP** Tournament and Tournament Pack in the UK! As this our first **WAP** Tournament Pack, we will keep it as simple as possible, and we will do our best to get it right the first time 😊 As Mathias Eliasson has done such a brilliant job, we will be using **Warhammer Armies Project** 9<sup>th</sup> Edition (version 2.1) Warhammer Fantasy Battles Rule Book, there will be some slight variations simply for the Tournament.

### Tickets

You can purchase tickets here:

<https://www.thebattlefields.co.uk/events-at-the-battlefields/warhammer-armies-project---cardiff-crusade-2022>

The Venue:

On the **24th/25th of September 2022**, the Event will be held at Firestorm Games. The address: Firestorm Games Sloper Rd, Cardiff, CF11 8AB.

### Schedule

Saturday:

9:00am-9:30am	- Registration
09:45am-12:30pm	- Game 1
12:30pm-12:45pm	- Best Painted Setup
12:45pm-1:30pm	- Lunch
1:30pm-04:15pm	- Game 2
4:15pm-7:00pm	- Game 3

Sunday:

9:00am -9:30am	- Registration
09:45am-12:30pm	- Game 4
12:30pm-12:45pm	- Best Painted Setup
12:30pm-1:15pm	- Lunch
1:30pm-4:15pm	- Game 5
4:15pm	- Presentation

### Tournament Key Points:

- This is Warhammer Armies Project 9<sup>th</sup> Edition (version 2.1) Fantasy Battles. Points are set at 2500 points per army.
- Rules will be **Straight out of** Warhammer Armies Project 9<sup>th</sup> Edition (version 2.1) Fantasy Battles. Obviously, there will be some slight changes to accommodate the event.
- Link to WAP website, containing Rulebook, Army Books, and much more: [Warhammer Armies Project](#)
- CARDIFF CRUSADE will be held at Firestorm Games in Cardiff. There is a bar, restaurant, & shop.
- Food is included into the ticket price & the exact process for the ordered food will be informed at a later date.
- Unpainted Armies are going to be accepted, but you will be rewarded for your Painted Armies. There is an expectation that your army is assembled. This is outlined further down in the pack.

CARDIFF CRUSADE will be offering a lot of Prizes which will be outlined further into the pack.

### What can I use?

The following factions and army lists will be allowed at this event:

- Forces of Order: Albion, Bretonnia, Cathay, Dwarfs, Empire, High Elves, Lizardmen, and Nippon.
- Forces of Destruction: Chaos Dwarfs, Daemons of Chaos, Dark Elves, Orcs & Goblins, Skaven, Vampire Counts, and Warriors of Chaos.
- Non-Aligned Forces: Araby, Dogs of War, Ogre Kingdoms, and Tomb Kings.
- There are some missing Factions, this is due to the fact that they are on the 'subject to change' list. If these factions are updated in good time before the Tournament, we will add to the 'allowed' Army Factions. The reason for this is that we want to make sure everyone is playing with up to date Army Books 😊
- There will be no Allied Armies, unless allowed in the Army Book: *Alliance & Alignment, Bound by Blood, Trusted Allies Suspicious Allies, Desperate Allies, and Fragile Alliances*.
- As it is our 1st WAP Tournament, we want to keep it simple! There will be no Monstrous Arcanum, Storm of Chaos or Storm of Magic. These are also on the 'subject to change' list. This is not to say, it will not be included in future events!!

**Third party models and Proxy models are more than welcome at Cardiff Crusade, and in fact encourage it. We want people to have the freedom to be creative, and have their own take on the armies being represented. As long as it is clear to your opponent on the unit being represented, then everyone will be happy! If you are unsure about the models, then just email [liesfromthetabletop@gmail.com](mailto:liesfromthetabletop@gmail.com) and we can clarify.**

### What should I bring?

- Your army.
- Dice, tape measure, and any gaming aids needed by your army.
- Movement trays for any unit of 3 or more models.
- Warhammer Armies Project: 9th Edition Warhammer Fantasy Rule book (this can obviously be a PDF on a device or a printed book).
- The latest edition of your Army Book.
- 2 printed copies of your Army list.

### **Building your Army:**

Ok, so now the fun starts, getting your army together. This is a **2500pts event**. Please be aware that all army lists for this event will need to have the following:

- Your Name at the top.
- The name of the faction you are intending to use.
- Your Unit (points), General/magic lore, Upgrades (points) and Your Army's total points cost
- This will be a Closed List event.
- Your list will need to be submitted to [liesfromthetabletop@gmail.com](mailto:liesfromthetabletop@gmail.com) by 1<sup>st</sup> September 2022.

### **Please Submit in this format:**

Beef Bassett – Wood Elves Lords

- Army General, Durthu Oakheart (335pts).
- Spellweaver, Talisman of Preservation, Lvl4-Lore of Life, Warrior Familiar, (270pts).

Heroes

- Glade Captain, BSB, Hail of Doom, (120pts).
- Spellsinger, Dispel Scroll, Lvl2-Lore of Beasts, (145pts).

Core

- 10x Glade Guard, Trueflight Arrows, Lord's Bowman, Musician, Standard Bearer, (160 pts).
- 10x Glade Guard, Trueflight Arrows, Lord's Bowman, Musician, Standard Bearer, (160 pts).
- 10x Glade Guard, Swiftshiver Arrows Lord's Bowman, Musician, Standard Bearer, (180 pts).
- 10x Glade Guard, Musician, (130 pts).

Special

- 10x Wild Riders, Champion, (220 pts).
- 10x Wild Riders, Champion, (220 pts).
- 10x Wild Riders, Champion, (220 pts).
- 3x Warhawk Rider, Swiftshiver Arrows, Shield, (97 pts).

Rare

- Treeman, (235 pts). Total

Army Cost: 2492pts.

### **Army List Guidelines:**

**THE GENERAL: An army must always include at least one Lord or Hero Character to be its General.**

### **UNIT CATEGORIES**

**CORE UNITS: You must spend a minimum of 25% of your points on Core units.**

**SPECIAL UNITS: You can spend up to 50% of your points on Special units.**

**RARE UNITS: You can spend up to 25% of your points on Rare units.**

**LORDS & HEROES: You can spend up to 25% of your points on Lords and/or 35% on Heroes, but no more than 35% in total over both categories.**

**MINIMUM UNITS: An army must always include at least one Core, Special or Rare unit per 500 points played in addition to any Lords and Heroes.**

An army just isn't an army unless it has plenty of warriors in its ranks. An army must contain at least one Core, Special or Rare unit for every 500 points played. So, at 750 points you need two units, at 1250 points you need three units, at 2500 points you need 5 units and so on.

\*The Duplicate Choices will be excluded for the Army composition in this Tournament. Again, this is to keep our 1<sup>st</sup> WAP tournament as simple as possible.

**Points Level: Units needed:**

- 0-500 = 1
- 501-1000 = 2
- 1001-1500 = 3
- 1501-2000 = 4
- 2001-2500 = 5
- Each +500 = +1

**Battlefield Terrain Changes**

**Hills** – In this event, Hills will only have a single level. The Line of Sight value will be 5.

**Forests**- There will be no Ancient Forest, Abyssal Wood, Blood Forest, Fungus Forest, Venom Thicket, and Wildwood.

**River**- There will be no Boiling Flood, Necrotic Ooze, Raging Torrent, River of Blood, River of Light, Bridges and other Crossings.

**Marshland**- There will be no Earthblood Mere, Khemrian Quicksand, and Mist-Wreathed Swamp.

**Obstacles**- There will be Fences, Hedges, and Wall. However, there will be no Blazing Barricade, Blessed Bulwark, and Ghost Fence.

**Mystical Monuments**- There will be no Mystical Monuments.

**Arcane Architecture**- There will be no Arcane Architecture.

**Buildings**- Building will be treated as Impassable Terrain. The reason for this due to the complexity of the current rules.

Obviously, if you and your opponent agree to use the special Forests, River, Marshland, and Obstacles, then please free to do so 😊 It is unlikely there will be Terrain pieces that will represent Mystical Monument, and Arcane Architecture. Again the stripping back of the Terrain rules is just for simplicity for the event. However, as there are more events in the future, there will be further complexity added!

**Scenarios:**

Cardiff Crusade will have our scenarios as we have used them before in an 8<sup>th</sup> Edition event.

**Scoring:**

Infantry units with at least 10 models & a Unit Standard Bearer.

Cavalry units with at least 5 models & a Unit Standard Bearer.

Monstrous Infantry units with at least 3 models & a Unit Standard Bearer. **Monstrous**

Cavalry units with at least 3 models & a Unit Standard Bearer.

Units with Fast Cavalry Special Rule only count as scoring with at least 10 models & a Unit Standard Bearer.

***\* As long as these Scoring Units meet the above requirements before a game. They remain Scoring until the Unit Standard Bearer is destroyed!***

**Units that are NEVER considered scoring:**

Characters.

Monsters (including Ridden ones).

Units that are Fleeing.

Units with Fly/Hover Special Rule.

Units with Skirmishers Special Rule.

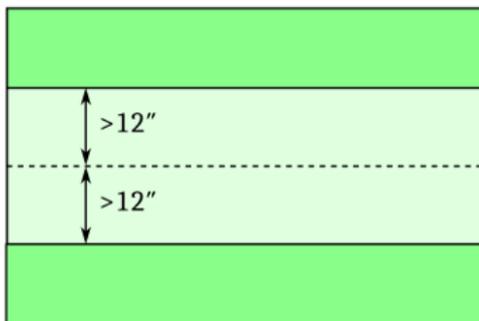
Summoned Units with Banners do not score 😞

BSB's do NOT count as a Unit Standard Bearer!

The player who finishes dropping first will get the usual +1 to the roll off. Characters will follow the normal 9<sup>th</sup> Ed rules for Character deployment.

### Game 1 - Frontline Clash:

Deployment Zones are areas more than 12" away from the Centre line.



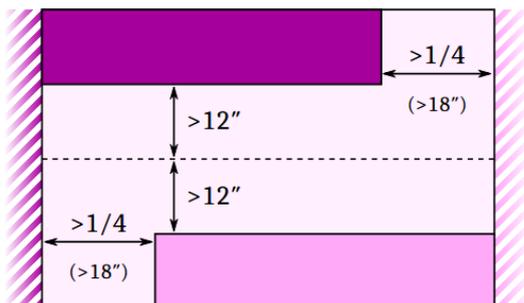
#### 1: Hold the Ground

*Secure and hold the centre of the Battlefield.* Mark the centre of the board.

At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the centre of the board gains a counter. At the end of the game, the player with the most such counters win this Secondary Objective and gain 500 Victory Points.

### Game 2 - Dawn Assault

The player choosing the Deployment Zone also chooses a short Board Edge and the other player gets the opposite short Board Edge. Deployment Zones are areas more than 12" away from the Centre Line and more than 1/4 of the board's length from the opponent's short Board Edge (18" on a 72" board). When declaring Special Deployment, players may choose to keep up to two of their units as reinforcement. These units follow the rules for Ambushing units, except that they must be placed touching the owner's short Board Edge when they arrive.



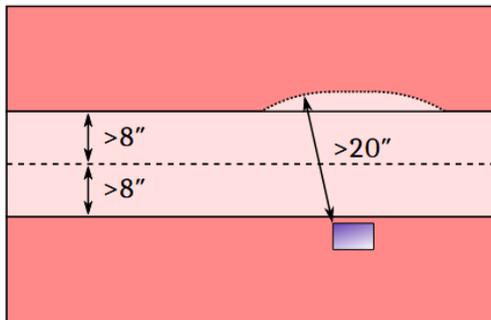
#### 2: Breakthrough

*Invade the enemy territory.*

The player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game, wins this Secondary Objective gain 500 Victory Points.

### Game 3 - Counterthrust

Deployment Zones are areas more than 8" away from the Centre Line. Units must be deployed more than 20" away from enemy units. During their first 3 deployment turns, each player must deploy a single unit if possible, and cannot deploy any Characters unless they have to. Units using Special Deployment, such as Scout, ignore these restrictions and follow their Special Deployment rules.



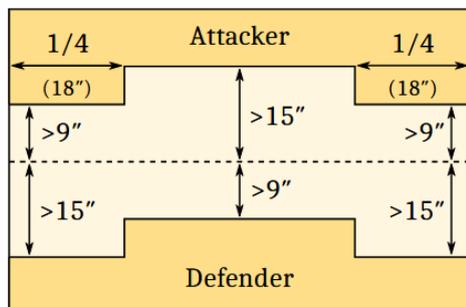
### 3: King of the Hill

*Desecrate your opponent's holy ground while protecting yours.*

After Spell Selection, both players choose a Terrain Feature that isn't Impassable Terrain and that is not fully inside their Deployment Zone, starting with the player who chose their Deployment Zone (note that both players may choose the same Terrain Feature). A player captures their opponent's chosen Terrain Feature if any of the player's Scoring Units are inside that Terrain Feature at the end of the game. If a player captures their opponent's chosen Terrain Feature while not allowing their own to be captured, they win this Secondary Objective and gain 500 Victory Points. (Armies that deploy Terrain Feature like Wood Elves, this Terrain Feature cannot be used for Scoring purposes).

### Game 4 – Encircle

The player choosing the Deployment Zone decides if they want to be the attacker or the defender. The attacker must deploy more than 9" from the Centre Line if entirely within a quarter of the board's length from either short Board Edge (18" on a 72" board), and more than 15" from the Centre Line elsewhere. The defender does the opposite: more than 15" away from the Centre Line if within a quarter of the board's length from the short Board Edge, and more than 9" away from the Centre Line elsewhere.



### 4: Capture the Flags

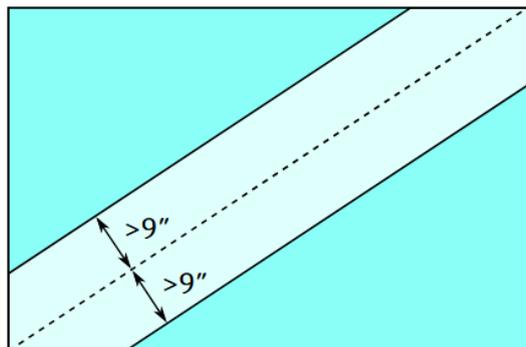
*Valuable targets must be annihilated.*

After Spell Selection, each player reveals how many Scoring units they have in their list. The opposing player then picks 3 scoring units to Destroy. If a player only has 2 Scoring units, the opposing player then gets to pick any one unit (in this case) on the opposing players list, this unit then becomes

Scoring. The same logic applies if the player brings 0 or 1 Scoring unit. The player who destroys the most Scoring units (capped at 3, if both kill 3 Scoring units then no player wins the Secondary Objective) wins this Secondary Objective and gains 500 Victory Points.

### **Game 5 - Refused Flank**

The board is divided into halves by a diagonal line across the board. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from this line.



### **5: Secure Target**

*Critical resources must not fall into enemy hands.*

Immediately after determining Deployment Zones, both players place one marker on the Battlefield, starting with the player who chose their Deployment Zone. Each player must place the marker with its centre on a point that is more than 12" away from their Deployment Zone and at least a third of the long Board Edge length (24" on a standard board) from the point marked by the other marker. At the end of the game, the player controlling the most markers wins this Secondary Objective. A marker is controlled by the player with the most Scoring Units within 6" of the centre of the marker. If a unit is within 6" of the centres of both markers, it only counts as within 6" of the centre of the marker which is closest to its Centre (randomise if both markers' centres are equally close).

### **The Event Awards**

#### **Event Winners**

Three Factors will be used to find the winner of CARDIFF CRUSADE:

1. Firstly, we will take all your Tournament Points from your gaming (Max 100). Then we will add or subtract your comp score from this number.
2. Secondly, we will add any Tournament Points that you have gained for your painted armies.
3. Finally, we will add any points that you have gained from Sportsmanship across the event. The person who has the highest score once all the numbers have been added will be considered the Winner of CARDIFF CRUSADE!

There will be Prizes for **1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup>** place.

#### **The Berserker Award**

First of all, we want to apologise for not getting this award correct at the last event. However, we will get it right this time!

The Berserker Award will go to the Player who has the most **VICTORY POINTS** at the end of the Event.

### **Best Painted Army Display**

The setup will be different from the last Event. Players that wish to display their Armies will need to place their Armies on a display table. This will make it easier for players to vote. The Player's Name will be in front of the Displayed Army. Each Player will then vote for their preferred candidate.

From these votes, we will determine **1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup>** place.

### **Best Painted Single Model**

The setup will be different from the last Event. Players that wish to display their Single Model will need to place their Single Model on a display table. This will make it easier for players to vote. The Player's Name will be in front of the Single Model. Each Player will then vote for their preferred candidate. From these votes, we will determine **1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup>** place.

### **Best Sportsmanship Award**

Best Sportsman Award will be awarded by marking each opponent out of 5. Please see Table representing each Number:

<b>0</b>	Game was unpleasant.
<b>1</b>	Game was difficult to play.
<b>2</b>	Game was amicable.
<b>3</b>	Game was enjoyable.
<b>4</b>	Game was fun!
<b>5</b>	Game was so fun; I bought my opponent a beer.

The votes will be done anonymously. We will hope to use [www.cardiffcrusade.com](http://www.cardiffcrusade.com), the idea will be each player will be able to enter your own score into the website via a mobile device. If we can't get this to work, we will find a way! We will tally the votes, & we will determine **1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup>** place. Do not **Forget** these points will be also going to your **Final Score!**

### **Middle of the Road**

There will be an award for the most Middle of the Road Player. If there 100 participants & you come 50th, you are the Middle of the Road Player.

### **The Last Crusader**

Like last time, this will go to the player who is coming Last, but certainly not least. Wooden Spoons are a specialty in Wales!

### **The True Highlander**

The best performance of an army with no duplicate choices.

### **The Other Awards**

There will be other Awards on the day like 'Balthasar Bingo', & other Awards which we will announce closer to the Event. Prizes will be announced closer to the Event!

## Painting Points:

You may attend with a completely unpainted or unbased army. There is an expectation that your army is assembled. However, if you do not adhere to any one of the below conditions, there is a possible 10 Tournament Points you could miss out on! The things we will look for include the following:

- Is it fully painted & based?
- Is the army 3-colour minimum?
- Does the army have a consistent theme (i.e., painted the same livery, based the same etc.)? If you say for example, meet two of these requirements, you will score 7 Tournament Points. If you only meet one requirement, you will score 4 Tournament Points. And if you meet the full painting requirement, you will score 10 Tournament points.

Scoring will follow the 20-0 system with bonus points at the end for painting and sportsmanship.

Difference in Victory Points	Winner's Tournament Points	Loser's Tournament Points
0-200	10	10
201-400	11	9
401-600	12	8
601-800	13	7
801-1000	14	6
1001-1200	15	5
1201-1400	16	4
1401-1600	17	3
1601-1800	18	2
1801-2000	19	1
2001+	20	0

This is our Warhammer Armies Project event, and we want to run as smoothly as possible, hence the simplicity! If you have any queries please emails us at [liesfromthetabletop@gmail.com](mailto:liesfromthetabletop@gmail.com) 😊