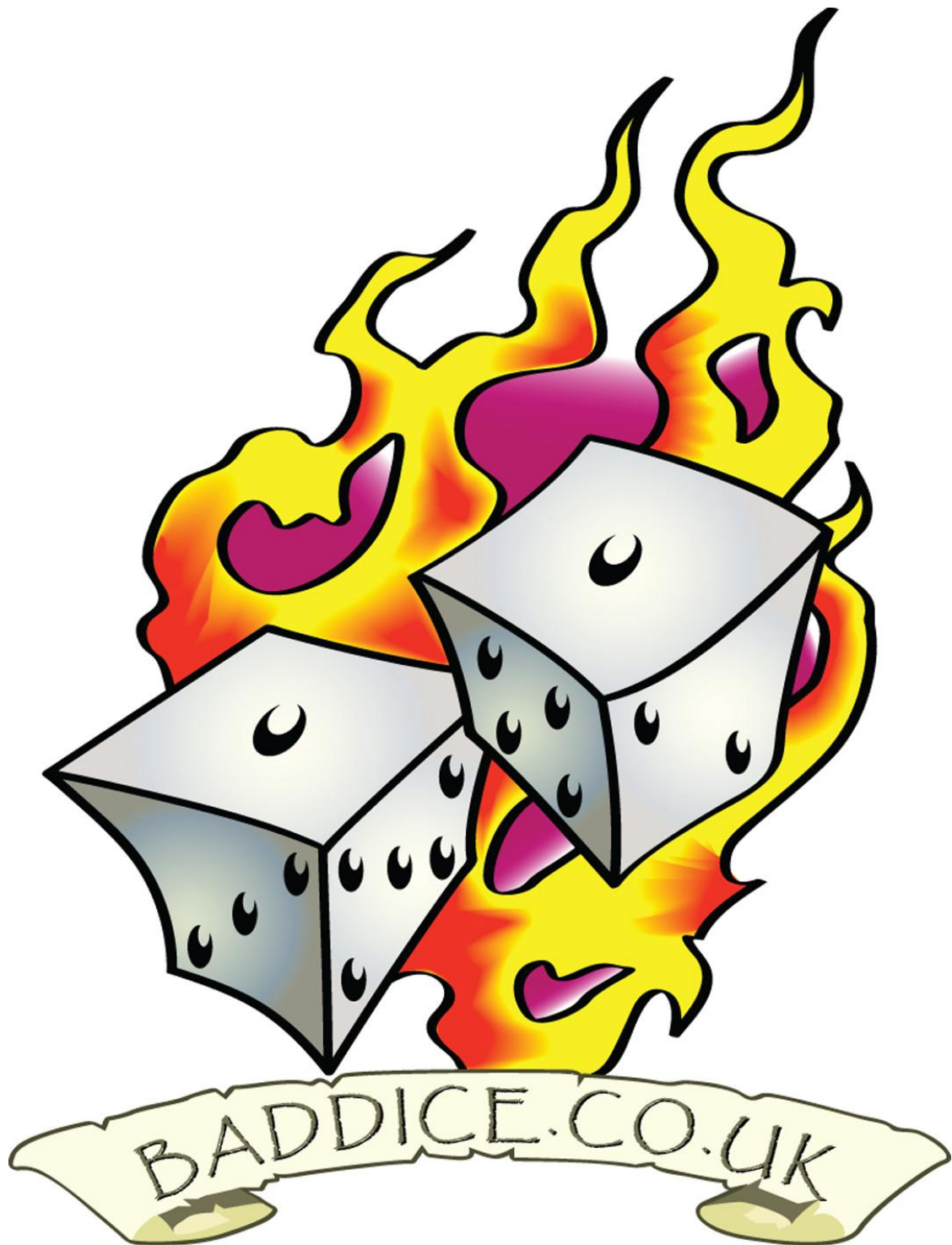


The Bad Dice Podcast Presents

The 2009 Bad Dice Masters



The 2009 Bad Dice Masters

The 2009 Bad Dice Masters will be held on the 9th/10th January 2010 at

[Derby Wargames Society](#)

Allenton Royal British Legion
85 Chellaston Road
Allenton
Derby
De24 9af

As in previous years a field of 16 players will contest the Masters via an invitation only process

Invitation Criteria

The invitations will be handed out as follows:

1. Winner of the 2008 Masters – Martin Bunting
2. Top 15 ranked players in the Irresistible Force Warhammer Fantasy UK rankings.

The invitations will be sent out at the close of the 2009 Tournament Season. The last date for submitting results is Monday 7th December 2009.

If you receive an invitation to the Masters you have 1 week to confirm your attendance before your place is offered to the next player in the rankings.

Tournament Format

The tournament will follow a similar format to previous years with 6 rounds played over 2 days. The first round will be random draw whilst rounds 2-6 will be determined using the "Swiss chess" system.

The 2 players that are on table 1 for game 3 will be given the opportunity to play their game in the evening after the rest of the round has finished. This 'Saturday Night Live' event will be broadcast on the internet from the Bad Dice website. If Table 1 declines the offer then it will be passed on down the tables until someone accepts.

Timetable

Saturday

08.00 - 09.00 Registration and Breakfast (provided)
09.00 - 11.30 Game 1
11.30 - 12.30 Lunch – (hot food provided)
12.30 - 15.00 Game 2
15.30 - 18.00 Game 3

Sunday

08.00 - 08.30 Breakfast (provided)
08.30 - 11.00 Game 1
11.00 - 11.30 Lunch - (hot food provided)
11.30 - 14.00 Game 2
14.15 - 16.45 Game 3
16.45 - 17.30 - Results

Composition

Composition for the 2009 Masters will implement a set of hard restrictions. The aim of this system is to restrict the more powerful combinations while still allowing competitive lists.

Band A

Daemons of Chaos
Dark Elves
Lizardmen
Vampire Counts

Band B

Brettonia
Dwarfs
Empire
High Elves
Skaven
Tomb Kings
Warriors of Chaos
Wood Elves

Band C

Beasts of Chaos
Ogre Kingdoms
Orcs and Goblins

Armies in Band A are allowed only 1 rare choice

Armies in Band C are allowed an additional special choice

- All armies are 2250
- No characters that are: special, named or Albion
- No DoW or RoR in non-DoW armies.
- Rare choices may not be repeated, except for HE, where they can be repeated once for each choice.
- Max.2 of the same Special choice.
- Max.3 of the same Core choice, except ranked infantry without missile weapons and beast herds.
- Max.3 units of chariots (incl. characters).
- Max.9 PD/10DD in an army (Using the ETC system. For more info go to www.baddice.co.uk/masters)
- Max.2 units of flyers (incl. characters)
- Max.70 shots per turn with a range of 20"+ (not including war machines)
- Max.5 war machines.
- Max.2 Terror causers

Race specific:

DAEMONS OF CHAOS – All Greater Daemons count as an additional hero choice; Herald BSB may take either daemonic gifts or a daemonic icon, not both; Daemonic Gifts may not be duplicated; Horrors are limited to 0-2.

DARK ELVES - Ring of Hotek counts as 3 dispel dice each phase; every assassin counts as a hero choice; Shades limited in unit size to max.8 models; the Pendant of Khaeth counts as a hero choice.

EMPIRE – Steam Tank and War Alter count as 2 War Machines.

HIGH ELVES – Star Dragon takes an additional hero slot

LIZARDMEN - Characters mounted on Stegadons also use the relevant special or rare slot; Terradons limited in unit size to max.3 models ; discipline Becalming Cogitation count as 2 dispel dice. Temple Guard count as a Terror causer; Number of units of Skink Skirmisher cannot be greater than Skink Cohorts

OGRE KINGDOMS – A Slaughter master can be taken without a tyrant.

ORCS & GOBLINS - Max 6 goblin fanatics.

SKAVEN – To be confirmed before invitations are sent out.

VAMPIRE COUNTS - Drakenhoff banner, Helm of command and the Skull Staff all count as an additional hero choice.

WOOD ELVES - Treeman Ancient counts as Treeman.

Scoring System

Victory points are scored as per the rulebook with the following exceptions;

- The player who captures the MOST unit standards is awarded 100 vps (An additional 100vps is awarded for the Army Battle Standard)
- Table ¼'s can only be captured by a scoring unit.

To count as Scoring, a unit must be;

- Not a Single model
- Non-flying
- Unit Strength 5+
- Started the game worth 100+ Vps

Battle

To work out Battle Points use the table of the army that finished the game with the most Victory Points.

Band A	Band B	Band C	
Victory Points	Victory Points	Victory Points	Battle Points
0- 500vps	0- 300vps	0- 100vps	10-10
501- 850vps	301- 600vps	101- 350vps	12-8
851- 1200vps	601- 900vps	351- 600vps	14-6
1201- 1550vps	901-1200vps	601- 850vps	16-4
1551- 1900vps	1201-1500vps	851- 1100vps	18-2
1901vps+	1501 vps +	1101 vps +	20-0

The maximum points available for battle is 120

Painting

Unpainted figures will not be allowed

Painting scores will be determined using the following criteria via tournament organiser judging:

- The army fully painted (3 colours minimum)? 5 points
- The bases are at least flocked? 5 points
- The army has movement trays for units that require it and war machines are based? 3 points
- The army looks like a cohesive force. (i.e. all 1 force and not borrowed from different armies). 3 points

All players will vote for their favourite 3 armies. The 3 players receiving the most votes will be awarded an additional 4 points.

The player with the most votes will receive the best painted army award.

The maximum points available for painting is 20

Sportsmanship

At the Masters we expect players to know how to conduct themselves at the table. We also hope that the Masters atmosphere will be conducive to creating some memorable games. With this in mind there will not be any scoring for sportsmanship.

Players will vote for their favourite opponent at the end of the event. The player with the most votes will receive the Adi McWalter Commemorative award. In the event of a tie all players will receive this award.

Winning the event

The player with the most points from both Battle and Painting (max of 140) will be crowned the 2009 Master

Other Awards

As the tradition of the Masters grows from year to year we introduce new elements that enhance the experience for the players involved. As in previous years we will be presenting an award to those that are attending the Masters, and we also will be presenting the "Best Army General" awards for the highest ranked player for each army at the end of the tournament season.

Army list Submission

Army lists must be submitted before 9pm on Wednesday 30th December 2009. Late lists will receive a penalty of 30 tournament points

Send lists to armylists@baddice.co.uk

Semi-Secret rosters will then be published on the Masters website in the run-up to the event.

Other Information

Any other information including rulespack clarifications, directions to the venue and recommended accommodation visit www.baddice.co.uk/masters

All entrants will also have a player profile on the Masters Website.

