

# Foolcon 2025 - players pack

\*More tickets for this event may become available closer to the date. Email Dan with interest to be on a wait list.\*

## Details

Foolcon 2025 is a 2 day Warhammer Old World tournament event, on the 5th and 6th of April 2025. This tournament will be 5 Games at 2250pts of Old World Singles Tournament for up to 20 players. This tournament will be held at a multi-games event of up to 70 tables. We have secured 10 tables. There will be vendors, food available for purchase, coffee shop and bar. Loot bags available and discount codes for accommodation.

The venue is The Oaks Hotel, at 25 Annand Street, Toowoomba city, 4350.

Your event organiser and TO is Dan Holland. Dan will also be playing the event.

Tickets are available at through Polymath Tabletop website. Tickets will be \$65 and first in best dressed. If you miss out, contact Dan to get added to the wait list.

All players must register on New Recruit. It's free. You can then add yourself to the Foolcon 2025 tournament. All scoring and pairings will be done through this website.

<https://www.newrecruit.eu/app/tournydetails/details?id=6738a34bb9acbc54dec7a384>

## THE SCHEDULE:

Saturday 5th April 2025

### DAY 1

- Registration 8am-8:30am
- Game 1 8:30am-11:15am
- Lunch 11:15-11:45am
- Game 2 11:45am-2:30pm
- Game 3 2:45pm-5:30pm

### DAY 2

- Game 4 9am-11:45am
- Lunch and voting 11:45am-12:15pm
- Game 5 Followed by presentations 12:15pm-3pm



## Additional Details

Grudges will be allowed, get in touch with Dan to arrange them.

### LIST RESTRICTIONS AND SUBMISSION:

All lists must abide by the following restrictions:

1. 2250 points maximum.
2. Any army organisation cap that lands on a .5 is rounded up.
3. All 0-X restrictions are as normal.

4. List restrictions:

**ARMY MUST MEET ALL!**

Rule of 3, No more than 3 of the same unit no matter the load out.

Legacy armies valid

Mercenaries valid

No Allies

No Named Characters

Lore of magic named in the army list

maximum of 1000pts characters

5. If the TO finds your list inappropriate for the event you will be asked to resubmit.

Your list must be in the format created by the New Recruit App. The App is available for free from <https://www.newrecruit.eu/> . Failure to provide your list in this format this will incur a 5 battle point penalty that will be applied to your overall total.

Lists must be submitted to New Recruit by Saturday 29th March 2025.

Lists that are not received on time will receive a penalty of 5 battle points that will be applied to your overall total. In addition, if your list is illegal (eg does not contain paths of magic, no nominated general, over points, illegal equipment selections and so forth), you will also receive a further 5 battle point penalty that will be applied to your overall total.

Any illegal list that needs to be resubmitted may only make the minimum amount of changes in order to make it legal. All changes will need to be approved by the TO.

The lists for the weekend will be OPEN.

## WINNING THE EVENT:

At the end of round 5, the player with the most battle points will be the winner. If this results in a tie, then the winning player will be determined by total victory points scored.

## AWARDS:

1st, 2nd and 3rd Place Overall

Best Presented

Best Hangover

## PLAYERS CHOICE AWARD:

At the end of game 4 the TO will provide players to be eligible for the players choice army award. Voting will be done using New Recruit.

The player with the highest number of votes will win the Players Choice Army award.

## ROUND TIME CALLING:

In each round we will regularly announce the time remaining. As the end of each round approaches you will need to complete your game if possible, ensuring that equal turns have been played if you have not. At the end of the round, we will call for "Dice down" and all playing will stop. Any incomplete turns will be rolled back to the previous completed turn for scoring purposes.

## TERRAIN:

All tables will have 2d Terrain. We are working on removable 3D terrain to use on top of the 2D

Fences are low liner obstacles

Water features are difficult and dangerous terrain

All forests are dangerous and difficult terrain.

Ruins are difficult.

Impassable are pieces that can't be removed from the boundary

All Terrain bases are the terrain boundary.



## DICE:

All dice that are not clearly on the battlefield (of the respective game) must be rerolled. ie. cocked dice, or dice that land on magic cards, arc markers, army lists etc and are not flat, both players should discuss this at the start of the game and agree.

## FIRST ROUND PAIRINGS:

This round is a random draw of who plays who. The exception to this is when players issue a grudge to another player to play them, and if this is accepted and the TO agrees, then both players will play each other in the first round.

## SUBSEQUENT PAIRINGS:

The Tournament will run the win/ draw/ loss pairing system. This means that in each round after the first winners will play winners, except in an odd number of players one winner will need to play a loser from the previous round. this process is called "Pairing down." Strength of schedule placements or in other words deciding who is first amongst equals are done by each players running Victory point total.

## Scoring

Battle points for the event will be from 0-20

Difference in victory points will determine each player's score

0-200 = 10/10

201-400 = 9/11

401-600 = 8/12

601-800 = 7/13

801-1000 = 6/14

1001-1200 = 5/15

1201-1400 = 4/16

1401-1600 = 3/17

1601-1800 = 2/18

1801-2000 = 1/19

2001+ = 0/20



Victory points scored as in the Warhammer The Old World rule book with extra points for scenario objectives.

## Scenario Selection:

Mostly basic deployment with a few extra secondary objectives.

### Round 1 – Kill the Fool

Deployment - Open Battle

Objective - Each player will randomly select one character to be the fool. Kill the fool for 200 extra victory points. One character, they are the fool. Two characters, D6 1-3 and 4-6. Three characters, D3. So on, ask TO if unable to randomise.

### Round 2 – The Fools Chosen

Deployment - Flank Attack

Objective - Before deployment each players largest unit strength core unit in their army will be the chosen unit (randomly decided if multiple units have the same strength). If this unit left alive at the end of the game the owner earns 100 extra victory points.

### Round 3 – Fly You Fools

Deployment - Break Point

Objective - every unit in the opposing deployment zone (max 3) is worth 50 extra victory points

### Round 4 – Playing a Fools Game.

Deployment - Mountain Pass.

Objective - a marker will be placed in the centre of the board. At the start of your turn if you have a unit with a unit strength of 5 within 6 inches of the marker you receive one point. Most points at the end of the game receive 200 extra victory points. (Multiple units at the start of the turn do not earn multiple points, cannot score in turn one)

### Round 5 – Get Over There, Fool

Deployment - Open Battle

Objective - Pick a terrain feature (not a fence) outside your deployment zone. You must defend the terrain piece. If the enemy is in your terrain feature and you are in theirs the objective is drawn. If they are in your and you are not in theirs you lose. Only unit strength of 5 can claim a terrain feature. The objective winner receives 200 extra victory points

## CONTACT:

If you have any questions the TO can be contacted at; [danielholland199307@gmail.com](mailto:danielholland199307@gmail.com) or via Facebook messages, alternatively you can reach out to the team at Polymath Tabletop at [info@polymathtabletop.com.au](mailto:info@polymathtabletop.com.au)

