

Swedish Masters in WARMASTER at BSK32 2014

Number	First name	Last name	Nickname	Army	Total BP	Place	Label
1	Jürgen	Winter	Jurisch	Araby	11863	4	JWAR
2	Helge	Gork		Orcs & Goblins	10425	9	HGOG
3	Patrik	Sagner		Vampire Counts	8610	11	PSVC
4	Kristoffer	Dingwell	Aqua	Skaven	7480	12	KDSK
5	OlaP	Persson	OlaP	Chaos	12240	3	OPCH
6	Emil	Persson		Dwarfs	11518	6	EPDW
7	Jesper	Berglund	JD#	Kislev	7223	13	JBKI
8	OlaS	Ståhl	wmchaos2000	Chaos	11673	5	OSCH
9	Martin	Ulvegärde	Nemo	Undead	10718	8	MUUN
10	Joel	Andersson	moog	Vampire Counts	9675	10	JAVC
11	Staffan	Enting	t80u	HE	13095	1	SEHE
12	Simon	Holm		HE	12726	2	SHHE
13	Noah	Lindahl		Undead	11028	7	NLUN
14	Christofer	Johansson		Empire	Defection 141027		CJEM
15	Marcus	Mellkvist	"General of BSK32"	Orcs & Goblins			MMOG

Leaderboard

Game	Jürgen	Helge	Patrik	Kristoffer	OlaP	Emil	Jesper	OlaS	Martin	Joel	Staffan	Simon	Noah
1	2835	2305	3860	1685	4280	2712.5	1520	3037.5	3145	1540	2815	2035.5	3465
2	2630	1310	1190	3005	2570	2610	2390	2475	2480	2410	3340	4210	2065
3	2525	3585	1995	1275	1755	3870	1435.5	2675	1675	1780	3975	3645	2325
4	3872.5	3225	1565	1515	3635	2325	1877.5	3485	3417.5	3945	2965	2835	3172.5
SUM	11863	10425	8610	7480	12240	11518	7223	11673	10718	9675	13095	12726	11028

Battle PointsX + Y + W/D/L + TurnBreakPoints + "Officers Guard"

Kills	X	BP	Break and Win	600	BP	Full 6 turns = Draw	300	BP
Survivors	Y	BP	Break and Draw	300	BP	Killing "Officers Guard"	50	BP
			Broke and Draw	300	BP	"Officers Guard" Surviving	50	BP

Turn to Break	1	2	3	4	5	6		
TurnBreakPoints	1200	1000	800	600	400	200	BP	=200x(7-turn)

Scenario(New 2013, and no changes 2014)

Officers Guard

All characters have their own "home"-unit, which carries his colours.
Make a mark of which unit each character belongs to, at the start of the battle.
If the unit is destroyed the enemy commander gains 50 p.
If the unit survives, you gain 50 p.

Deployment

Pitched or Diagonal
Hidden or Alternating brigades

Battle conditions

Turn	Condition
1 - 2	Fog of Dawn, LoS = (Turnx2+D3)x10cm
3 - 4	Thunder&Rain on DiceRoll=Turn, all Movement is halved (not HalfPace)
5 - 6	Sunset = LoS and MaxChargemove = (6-Turn+D3)x10 cm (min 10cm)
To represent: Dawn, Morning, Midday, Afternoon, Evening and Sunset	

Battles

On all roll-offs, winner decides
Before a game starts, if both players agree to ignore a scenario, thats ok

Schedule

Pass	Day	Time	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6
1	Fri	19	-	HGOG - MUUN	PSVC - JAVC	EPDW - OSCH	OPCH - JBKI	JWAR - SEHE
2	Sat	9	EPDW - JBKI	JWAR - JAVC	HGOG - SEHE	PSVC - SHHE	KDSK - NLUN	OPCH - MUUN
3	Sat	14	MUUN - SEHE	OPCH - SHHE	JWAR - OSCH	HGOG - NLUN	PSVC - KDSK	EPDW - JAVC
4	Sat	19	HGOG - EPDW	JBKI - JWAR	NLUN - OSCH	JAVC - KDSK	SHHE - SEHE	PSVC - OPCH
5	Sun	9	Free game	OSCH - KDSK	Free game	JBKI - NLUN	Free game	MUUN - SHHE