

Warhammer Fantasy Rules

Introduction

The Warhammer Fantasy tournament will be held over a total of three rounds. Each round the teams will face off against a different opponent playing a different scenario each time. Teams can consist of any combination of armies, providing the players with the possibility to ally with any of their friends and build any combination of armies they like to play with. The Winning team will be the Team that scored most in Gaming (0-60 points) and Army Painting (0-20 points).

General tournament rules

- The tournament will use the 7th edition Warhammer Fantasy rules set as well as the latest print of any army book; as long as the latter was published at least four weeks before the Tournament. Any official errata published in White Dwarf or on the Games Workshop website for the rules set will be used as well.
- Armies must follow the restrictions on army composition as explained below.
- Models and armies must be WYSIWYG; if not players will be penalized as described later on in this rulespack.
- All models in your army should be Citadel, Fanatic, or Forge World miniatures of the appropriate troop type.
- Converted models must be Citadel, Fanatic, or Forge World miniatures to begin with, or contain a majority of parts from them.
- The Magic Items available to races as a result of the Dark Shadows Campaign will be used (Warhammer Chronicles 2003).
- Tomb Kings must finish all their incantations once started. They are free to start at any time during the magic phase, but once started they must finish all incantations in one go.

Building your army

To avoid confusion about what rules apply to your individual army and what rules apply to the team's army as a whole, please read the army building restrictions in the sequence as they are listed below.

❖ The individual army

- You and your ally both choose an army. Only the armies listed below however, can be used during the tournament (The first item is the army itself, the second item is the book it can be found in.):
 - Bretonnians—Bretonnia
 - Errantry War Army—Storm of Chaos
 - Chaos—Hordes of Chaos
 - Chaos—Beasts of Chaos
 - Chaos—Storm of Chaos
 - Dark Elves—Dark Elves
 - The Cult of Slaanesh—Storm of Chaos
 - Dogs of War—Dogs of War armies may be used as published in the Warhammer Annual 2004, **Excluding** all Regiments of Renown. Other armies may also include Dogs of War **but not** Regiments of Renown)

- Dwarfs—Dwarfs
 - Empire—Empire
 - Army of Middenland—Storm of Chaos
 - High Elves—High Elves
 - Lothorn Sea Patrol—Storm of Chaos
 - Lizardmen—Lizardmen
 - Orcs & Goblins—Orcs & Goblins
 - Skaven—Skaven
 - Clan Eshin Army—Storm of Chaos
 - Tomb Kings—Tomb Kings
 - Vampire Counts—Vampire Counts
 - Army of Sylvania—Storm of Chaos
 - Wood Elves—Wood Elves
 - Ogre Kingdoms—Ogre Kingdoms
- Now build your army, according to the following restrictions:
- Armies consist of a maximum of 1000 points chosen from the appropriate armybook.
 - Your individual army includes:
 - ◇ 1-3 Hero choices
 - ◇ 2+ Core choices
 - ◇ 0-3 Special choices
 - ◇ 0-1 Rare choice
 - Furthermore your individual army must still adhere to all restriction criteria in the appropriate army book. (Examples are 1+ unit choices or characters you must take.)
 - Special characters are not allowed.
- ❖ **The team army (The alliance)**
- Now combine your own individual armylist and that of your ally. The combined army must adhere to the following criteria:
- The alliance includes:
 - ◇ 2-5 Hero choices
 - ◇ 4+ Core choices
 - ◇ 0-5 Special choices
 - ◇ 0-2 Rare choices
 - Magic items can only be taken once per alliance, with the exception of items that say otherwise in their rules description (dispel scrolls for example). This also counts for other ‘unique’ upgrades such as certain Bretonnian vows and certain Lizardmen marks.
 - check the alliance table to see if your both your armies may be combined.
 - When two of the same armies are combined, the following additional rules apply:
 - ◇ Any limitations from the armybook such as 0-1 unit choices still apply to the alliance as a whole.
 - ◇ Units that have a ‘1’ requirement must be taken once per individual army however.
 - Armies that have the possibility to alter the restriction criteria (Bretonnia for example), may not use these options to alter the alliance restriction criteria.
- ❖ Note: Two Wood Elf armies can only bring one extra forest.

Interaction between the two individual armies in the alliance

When two armies ally to fight together a lot of upgrades, items, magic items and special rules are also brought together. In some cases these rules and items may conflict or interact with each other. Because it is not possible to describe all these particular situations in a satisfying manner the general guideline concerning overlapping/interacting rules is the following: There is no interaction! Any rules and items can only be used with and on the individual army they belong to.

General, Armystandard and Characters

Both individual armies have their own General and Armystandard. Characters can only join units of the individual army they belong to.

Magic

The alliance as a whole gets the basic pool of power dice and dispel dice only once. For each Dwarf army in the alliance however, the basic pool of dispel dice increases by one die. The basic pool of power dice and dispel dice can be distributed freely among the players. Furthermore there are no restrictions to who dispels a spell. This means that if a unit of player A gets targeted by a spell, player B is free to use one of his dispel scrolls for example.

Spells casted by wizards only affect the models of the individual army the casting wizard belongs to. Likewise it is not allowed for a wizard to target allied models with spells.

	Empire	Orcs & Goblins	Skaven	Chaos	Tomb Kings	Vampire Counts	Dark Elves	High Elves	Wood Elves	Brettonnia	Dwarfs	Dogs of War	Lizardmen	Ogre Kingdoms
Empire	B	X	X	X	D	X	X	T	D	T	T	T	D	D
Orcs & Goblins	X	B	T	T	X	D	D	X	X	X	X	T	X	D
Skaven	X	T	B	T	D	X	D	X	X	X	X	T	X	D
Chaos	X	T	T	B	D	D	D	X	X	X	X	T	X	D
Tomb Kings	D	X	D	D	B	X	D	D	D	X	D	X	X	D
Vampire Counts	X	D	X	D	C	B	D	X	X	X	X	T	X	D
Dark Elves	X	D	D	D	D	D	B	X	X	X	X	T	X	D
High Elves	T	X	X	X	D	X	X	B	T	T	D	T	D	D
Wood Elves	D	X	X	X	D	X	X	T	B	T	D	T	D	D
Brettonnians	T	X	X	X	X	X	X	T	T	B	T	X	D	D
Dwarfs	T	X	X	X	D	X	X	D	D	T	B	T	D	D
Dogs of War	T	T	T	T	X	T	T	T	T	X	T	X	X	X
Lizardmen	D	X	X	X	X	X	X	D	D	D	D	X	B	D
Ogre Kingdoms	D	D	D	D	D	D	D	D	D	D	D	X	D	B

B: Battle Brothers; same race, no problems.

T: Trusted Allies; no penalties

D: Distrustfull Allies; may be combines, but units within 6" of an ally suffer a -1 Ld penalty.

X: Xtremely Distrustfull; these armies may not be combined.

Set Up

Set your armies up according to the normal rules, you may however decide to deploy 2 or more units at once to speed things up, this is up to you and your opponents.

Scenarios

During the tournament each of your battles will be the Pitched Battle as described in the Warhammer Rulebook

Post-Battle

- Determine Victory Points as normal.
- Calculate the difference in Victory Points and determine the Command Points (CP) using the table below:

Difference in VP	Result	CP Winner	CP Loser
0-399	Draw	10	10
400-799	Minor Victory	13	7
800-1199	Solid Victory	15	5
1200-1599	Crushing Victory	17	3
1600+	Massacre	20	0

Army Painting & Rosters.

*Army Painting & Presentation Points are allotted for the dedication you've put into the painting and presentation of your army. However, **both entire army must be painted and based.** Even a single unpainted model (and everybody knows what we mean by ainted) results in a zero score for the Army Painting Category. The maximum score you can achieve in the Army Painting Category is twenty points.*

Army Painting (0 or 5).

If **both entire armies** are painted and based you get five points for this. All models need to have at least 3 different colours on them, excluding base coat and all bases need to be finished with either gravel or flock or some other finishing touch.

WYSIWYG (0 or 5).

If all your models are WYSIWYG (What You See Is What You Get) you get these 5 points. Even if one models is not WYSIWYG you don't get these points, we are very harsh with this!

Army Roster (0 or 10).

You've **both** brought along a clear and usable Army Roster that contains all the information required for play.

By this we mean;

- typed
- all points should be noted
- points for units and upgrades should be noted
- all stats must be on the roster