

## 2010 Gamers Sanctuary Warhammer Fantasy Tournament Guidelines

In this document, you will find all the details you need to prepare your army and yourself for an exciting day of gaming! Please read the information very carefully, even if you have been to a Gamers Sanctuary tournament. Many things are different this year, and we want you to be aware of all the changes. After reading the packet, if you still have questions, please contact:

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### **About this Rules Packet**

This rules packet contains all the information needed to participate in a Gamers Sanctuary Warhammer Fantasy Tournament. If, at any time, this packet is updated, a notice will be posted on <http://www.flintgaming.com>, indicating the change in status. Any other updates will also be noted on the website (e.g., changes to the schedule).

### **What You Need to Bring with You**

- Your miniatures
- At least two copies of your army list (which must be typed)
- Rulebooks and any additional books you need
- Pen and paper
- Dice and templates
- Tape measure
- Super glue (accidents do happen!)

### **How the Tournament Works**

- Competitors will participate in three (3) games over the course of the day. In each game, you will play a scenario and record the outcome of the battle on your results sheet. Each round you will play a different opponent.
- In the first round, players will be matched up randomly. After the first round, players will be matched up according to current rankings in the tournament (e.g., the player in first place will play the player in second place and so on).
- The only exception is that you can never play the same opponent twice in the tournament. If, for some reason, you are paired against someone you have already played, alert a judge who will see about moving you up or down a spot on the tables so that no delays in game play occur.
- The pairings for each round will be posted as soon as they are determined. **Please be sure to arrive at your table ready to play and on time.** We ask that each player be conscious of the time and that you play at a regular and steady pace to complete the game. Anyone found slow playing or deliberately stalling for any reason will be penalized.
- Each game will be played on a 4' x 6' board
- Players will receive Results Sheets at the beginning of each round. Each results sheet must be filled in properly to ensure that matchups and points totals are correct. Once Results Sheets are completed they are to be turned in at the head table so the scores can be entered into the computer.

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## Important!

All participants, be advised: please understand that all judges' rulings and decisions are final. This applies to rulings during games as well as all matters of health and safety.

Arguing with judges about their decisions will not be tolerated. Judges have the right to penalize players' tournament points if the player is being unruly and argumentative. A player who continues to argue and not abide by a judge's rulings may be ejected from the event. **This is just a warning to all participants – play fair and have fun!**

## Rules of Engagement: Registering and Army Rosters

When you arrive at the tournament, you will first check in to the event. Here, the judge will assign your table number for round 1. At this time, players must also turn in a copy of their army lists to the organizers. These rosters will be checked throughout the day. If the judges find any errors in the composition or points of the roster, that player will be approached by the judges and his score will be penalized for the errors in the list. Please be sure to check and double check your lists so you do not receive any penalties! **All lists should be typed or written very neatly! Please make sure we can read them!** Please remember that the point limit for the game in question is set in stone. You cannot go over this limit in any way. You may be under the points limit, but you cannot go over. **All copies of your army list should have your name on them.**

## Army Selection

- No more than 2,500 points may be spent on the creation of your army.
- Armies must follow all the restrictions on army selection from their own Army Book.
- Only the main army lists may be used for the army in question. No appendix lists are permitted.
- When a new Army Book is released the newest version of the book will be the only one used.

## Army Composition

- Special Characters  
You may **not** include any Special Characters (*e.g. Karl Franz, Teclis, Malekith, etc.*), including named unit champions (*e.g. The Changeling, Kouran of the Black Guard, etc.*), in an army.
- Character Points Limit  
You may **not** spend more than 1000 points on characters in an army. This limit includes all of the characters' equipment, mounts, magic items, daemonic gifts, vampiric powers, virtues, spites, etc. Unit upgrades to characters such as the Anvil of Doom, the Casket of Souls, and the Cauldron of Blood are also included in this limit.
- Special Units  
You may **not** spend more than half of your Special slots on the same unit choice in an army. *For example, a Tomb Kings army may not include more than 2 Tomb Scorpions.*
- Rare Units  
You may **not** spend more than half of your Rare slots on the same unit choice in an army. *For example, an Empire army may only include one Steam Tank. Ogre Kingdoms: Gorgers are exempt from this restriction (i.e. you may field two Gorgers if you wish to do so).*
- Flyers  
You may include a **maximum** of 3 units with the ability to **fly** in your army list. Characters that fly themselves and characters riding flying mounts **do** count against this limit! *For example, if you field a Vampire with the Vampiric Power of Flying Horror, you may only include two other flying units in your army.*  
  
You may not include more than one Unit Strength 5+ model (*including any rider*) with the ability to fly in an army (*e.g. you may not field two Dragons in an army*). If you do include such a model (*commonly known as a rank breaking flyer*) in your list it **does** count against the maximum amount of flying units you may field. *For example, if you field a Lord of Change you may only include two other flying units in your army.*
- War Machines  
You may **not** expend more than 4 Special/Rare slots on War Machines in an army. *For example an Orcs & Goblins army may field 2 Goblin Bolt Throwers (a 2 for 1 Special Slot), 2 Goblin Rock Lobbers (2 Special Slots), and a Goblin Doom Diver (a Rare Slot).*

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- Chariots

You may NOT include more than 3 chariots in your army.  
*Orcs & Goblins*: Pump Wagons do not count against this limit.  
*Tomb Kings*: Tomb Kings may field up to 10 Light Chariots in an army

- Stegadon Limits

Lizardmen armies may **NOT** include more than three Stegadons in an army. **One** of these Stegadons may be an Ancient Stegadon.

- *Dogs of War (DoW)*, *Regiments of Renown (RoR)*, *Kislev Allied Contingents*, and *Chaos Dwarf Armies* are allowed but must following Army Composition rules as laid out by the Great Lakes Warhammer League. Rules for taking these armies can be found on pages 7 and 8 of the GLWL 2010 Rules Packet. You can find the GLWL 2010 Rule Packet at: [http://glwl.org/glwl\\_2010\\_rules\\_v1\\_1.pdf](http://glwl.org/glwl_2010_rules_v1_1.pdf).

### Approved Army Lists

Warhammer Armies: Bretonnia  
Warhammer Armies: Warriors of Chaos  
Warhammer Armies: Beasts of Chaos  
Warhammer Armies: Dark Elves  
Warhammer Armies: Dwarfs  
Warhammer Armies: Empire  
Warhammer Armies: High Elves  
Warhammer Armies: Lizardmen  
Warhammer Armies: Ogre Kingdoms  
Warhammer Armies: Orcs & Goblins  
Warhammer Armies: Skaven  
Warhammer Armies: Tomb Kings  
Warhammer Armies: Vampire Counts  
Warhammer Armies: Wood Elves  
Warhammer Armies: Demons of Chaos

### Battles

A Gamers Sanctuary tournament consists of three (3) games of Warhammer Fantasy for each player. The current Warhammer rulebook will be in use for all games and will be the definitive guide for all rules. The time limit for each game is 2 hours. At the end of this time limit, the round will be called; all players will need to finish their game immediately, and no additional time will be provided. For each game, players will play a scenario. Each scenario has a set list of Special Rules and other information. Players will be informed at the beginning of each round as to which scenario will be used.

### Victory Points

There are three scenarios that will be used during the tournament. Victory Points will be awarded as follows:

**WIN = 20 points      DRAW = 13 points      LOSS = 8 points**  
**Sportsmanship = Possible 5 points per round**  
**Army Composition = Possible 5 points per round**  
**Painting = Possible 10 points**

Each round your opponent will rate your Sportsmanship and your Army Composition. Each can gain earn you up to 5 points. During the first round the judge will award players points for their paint job for up to 10 additional points.

### Penalties

Players may be docked points by the judges if they are deemed to be argumentative or disruptive to the other players. This measure will only be undertaken in the most serious of cases, but we wanted to make sure it was known to all the players that this is a possibility. The following actions **may** result in a penalty.

- Players who turn in any non-typed army list, or do not have a spare copy: -50 pts.
- Players who do not finish at least 1 of their 3 games by the end of 2 hours: -50 pts.
- Players who are late: -50 pts.
- Players who display particularly unsportsmanlike conduct: -100 pts.
- Players who slow play or deliberately stall: -250 pts.