

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 2,250 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.*

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- 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).*
- 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) and Kislev Allied Contingents are **NOT** allowed.*

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

Victory points are determined as outlined on page 102 of the Warhammer rulebook with the following clarifications:

- Each unit standard or any battle standard captured and held at the end of the battle gains 100 victory points.
 1. The unit holding the captured standard and/or battle standard at the end of the battle must **not** be fleeing to gain the 100 victory points for it.
 2. Standards may be recaptured by the side which lost them, but they are immediately removed from play and that side does not gain the benefits of the recaptured standards.
- To encourage players to complete their armies, any player with his/her entire army fully painted and based may **add** an additional 100 points to their total at the end of the tournament.
- To encourage players to model their armies correctly, any player with an army that is **not** WYSIWYG (*What You See Is What You Get*) will have 100 points **deducted** from their total at the end of the tournament. **All** Lords and Heroes should be strictly WYSIWYG.
- In games where victory is decided by victory points, if the difference in the player' scores is 300 or less, the game is considered a draw.
- If a player concedes a game before the turn limit expires, his current victory points are tallied and he/she is given credit for them. His/her opponent is given credit for destroying his entire army, capturing an remaining standards and holding all table quarters (provided he/she has enough units at unit strength 5 or greater). Conceding a game is not recommended but will be allowed if good reason is given.

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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.**