

## 1. Army Rosters

You can only create one army for the Tournament and it must be used in all of the games you play. The army roster must: Include your name, be clear and readable and it must present each unit separately including a full list of its items and relative point costs. Army rosters must be submitted two days before the event (Wednesday 20 at 23h59) to TanKoL on the Wargaming Ireland forum (<http://wired.org/blog/>) or via email (parmentier.mth@gmail.com).

During the Warm-Up period, both players must swap army rosters. You are required to allow and answer any questions your opponent might have. It is your responsibility to make sure your opponent can tell what each of your models/units represents.

### Early bird bonus

Players who submit their armies two days in advance of the event get an early bird bonus of 10 tournament points. These are the easiest points to collect in the tournament, so make sure that you get them!

### 1.1) Roster limitations

- No more than 2,000 points may be spent on any army from the latest GW Army Books or Chaos Dwarfs from Warhammer Forge Tamurkhan. Units from Tamurkhan for other armies (Daemons, Warriors of Chaos & Empire) may be used. Allies are not allowed.
- Armies must follow the restrictions on army selection in their own Army Book.
- All models in the army must be based.
- Weapon options and upgrades chosen from the army list must be shown on the majority of the models in a unit;
- Conversions must be identifiable. If you are in any doubt about the validity of your conversion please contact the Tournament organizers immediately;
- The Official GW FAQs and Question & Answer articles that have been published to update the rulebook and existing Army Books to Eighth Edition are used;
- Players can use scratch built proxies to represent Warhammer Forge models but if they do so they are limited to one unit of the model or models. For example you can scratch build one K'daii Destroyer and use it but not ten;
- Units from **Monstrous Arcanum** may be used, if you want to field one, ask the TO about its availability in your army before list submission. Do not ask useless rhetorical questions on the topic, only ask about them if you really intend to field them.

### Rules amendments

- Any character eligible for a 2+ Look out sir roll from templates may only ever suffer 1 wound from the following spells: Dwellers below, Dreaded 13th, Final transmutation.
- Fleeing units/characters count as destroyed at the end of the game
- Units below 25% are worth 50% of their points at the end of the game
- A unit that pursued off the board / didn't come on the battlefield yet is NOT considered destroyed at the end of the game (except if the player kept units off until the end if they could have come on earlier)
- Flying characters (not riding monsters) can join flying units (only units that include riders and mounts) of the same kind (Tiktaq'to with Teradons, Pegasus Paladin with Pegasii riders, Wood Elf on Eagle with Warhawks ...). If you're unsure of what is "the same kind", ask before submitting your list.

### 1.2) Roster format

To assist players and organizers, army list must be submitted in the following **(MS / open Office)** format:

PLAYER : (firstname, nickname, secondname) ARMY DESCRIPTION : (Army Book used)

LORDS: (Lord choice, detailed cost of every option and wargear, mounts, who will be your general, Lore taken if Wizard Lord choice taken) (Points total)

HEROES: (Hero choice, detailed cost of every option and wargear, mounts, Lore taken if a Wizard, Battle Standard Bearer noted) (Points total)

CORE: (Number of models, upgrades, command models, magic banners or items) (Points total)

SPECIAL: (Number of models, upgrades, command models, magic banners or items) (Points total)

RARE: (Number of models, upgrades, command models, magic banners or items) (Points total)

## **2. Appearance scores**

### **30 Points will be available for Painting**

- If any of your model/base is unpainted, you will have zero points.
- If you have your army with three colours, you can expect five points for your army.
- If you have decent painting and simple basing, you can expect twelve points.
- If your army looks nice with an overall theme, you can expect twenty points.
- If you're an awesome hobbyist and normal people hate you for it, you can expect thirty points.
- If you're unsure on how many points your army will score, mail me and I'll have a look at some pictures (overall look of the army, close-ups ...) and give you an estimate of what you can expect.

## **3. Playing the Tournament**

Opponents are allocated randomly in the first round and from then using the Swiss system. All games last six turns, including the Watchtower Scenario and Blood & Glory.

### **3.1 The challenge**

For the first round challenges are permitted. To issue a challenge please post your challenge on the W-ired event and tournaments board. If both players agree then they will be paired against each other for the first round.

### **3.2 Not YOU again...**

Players will not play club mates in the first round, and we shall aim to ensure that players get four different opponents after this. This may be changed on the event day in the event that there are not enough players to find alternative opponents.

### **3.3 Equal Number of turns**

During the round we will announce the 30-minute mark. At this point you have 30 minutes left to finish your game. In the interest of fair play we strongly suggest that you only start a new turn after the 30-minute mark has been announced if you are both convinced that you can finish an entire game turn. If you can't agree with your opponent you should call over a referee to make the decision.

### **The 'Warm-Up' period**

Before every battle there is a 'Warm-Up' period between games

During this time you can:

- Discuss the terrain on it (what effect it will have on lines of sight, movement and the battle in general).
- Clear up any potential rules problems that might occur during the game.
- Discuss special rules and conditions for victory that apply to the scenario.
- Ask questions about your opponent's army and the special rules that apply to it. If you are using Warhammer Forge units please take time to explain what these actually do.
- Swap army rosters
- The Warm-Up period is included as an official part of the Tournament and we advise all contestants arrive in good time and make the most of it. It will prevent many unwanted debates during games and should help you and your opponent get off to a friendly start!

### **3.4 Scenarios details**

We will play three scenarios from the rulebook. All scenarios are eligible to be played. All players will use the same scenario for a given round.

Victory Points are calculated as usual. You will then gain a number of Battle Points as calculated below:

VPs : BPs

0-150 : 10-10

151-300 : 11-9

301-450 : 12-8

451-600 : 13-7

601-750 : 14-6

751-900 : 15-5

901-1050 : 16-4

1051 - 1200 : 17-3

1201-1350 : 18-2

1351-1500 : 19-1

1501+ : 20-0

The Watchtower scenario lasts six turns. Rather than winning the scenario by holding the Watchtower, that army receives a bonus of 500 VPs.

Blood & Glory also lasts six turns. If you break your opponent, you gain a bonus of 500 VPs. Only the first player to break his opponent gets the points.

#### **4. Using an illegal army**

Using an illegal army will result in your score being halved for the previous rounds. Please double check your army list.

#### **5. Your result**

We will display the scores registered for previous rounds. We recommend that you check these after each round and, should you find an error, report it to a referee. We will either change it immediately or ask you to get your opponent from that round to agree on the change. You must inform us of an error before the end of the following round. We cannot and will not backtrack after the final results have been made public.

#### **6. Scoring points**

Game points: each game scores between 0 and 20 points for a potential maximum of 60 points.

Appearance points score between 0 and 30.

10 points will be available for presubmission.

##### **Yellow and Red Cards:**

Sometimes we will penalize a participant for violating the rules or code of conduct of the Tournament as follows:

committing a yellow card offence – 10 points per offence;

committing a red card offence – disqualified.

#### **7. Ultimate Decisions**

The referees' decision on all matters is final (persistent arguments from a player may result in being executed by a Warrior Priest).

#### **Final thoughts**

In the unlikely event of unsporting/difficult behaviour, we will apply our golden rule – “Don't be a dickhead”. Sanctions, which we never expect to use, for being a dickhead include awarding yellow cards, points deductions, red cards, tournament expulsion and banning from future events. We certainly don't expect to have to use this.