



AGRAM ARENA WINTER 2011 Tournament Pack

About this rules pack

This pack contains the full Agram Arena Winter 2011. Tournament rules specially adapted for the tournament organized by UMS "Agram" to be held on 17th and 18th of December 2011 in Zagreb, Croatia.

The location of the Tournament is Zvonimir Gallery, located in Bauerova 33 (<http://www.zagreb-touristinfo.hr/index.php?id=94&l=e&nav=nav5&solo=478>). The entire Tournament material will be published or presented in English, interpreters or translations can be provided only for Croatian language due to the variety of nationalities that we expect to attend the tournament.

Rosters and descriptions of your forces to be handed in have to be in English.

The Chief Referee's decision is final.

All competitors should be aware that where any rules interpretation is required, the UK standard will be upheld (for Games Workshop games), all rulebook and army book FAQs are applied! Note that Games Workshop started updating their FAQs regularly, so the newest version of FAQ will be enforced! In addition to Games Workshop FAQ ETC Q&A will be used: (<http://warhammer.org.uk/phpBB/viewtopic.php?f=18&t=86122>).

Entry to the tournament is **FREE** for all participants and includes refreshing drinks!

Accommodation cost is 10 Euro for Saturday night!

Special offer: Participant who has never participated at AAW before – is going to get free accommodation (Saturday night) and free lunch for both days of the tournament!

To make our job easier – make a note with your registration that this is your first Arena Winter!

Maximum number of participants is **68**.

Please note that the most of the rules included in this rules pack are written, published and owned by Games Workshop. All rights reserved. Schedule for the tournament as well as scoring system and some adaptations to the rules are written by members of UMS "Agram" and are copy free.

If you have any questions about the event please e-mail: ums.agram@gmail.com.

Attention!

In addition to our Main event - the WHFB tournament, there will also be a one-day LOTR SBG tournament on Saturday and a one-day Malifaux tournament on Sunday. The rules for LOTR tournament will soon be posted here <http://www.ums-agram.hr/forums/viewforum.php?f=4> (500points one side, three rounds), while the Malifaux rules will be posted here <http://www.ums-agram.hr/forums/viewforum.php?f=95> (35SS pool, 25SS games; 3 rounds; no avatars).

Agram Arena Winter 2011

The International Warhammer Fantasy tournament

Rules pack

1.) *General rules*

Tournament will be played using the 8th edition rulebook.

1.1 Force roster / army list

Force roster must be sent to referees 13 days or sooner before the tournament. Last day for receiving the roster is **December 4th**. If you don't send your force roster in a due time, you will play with an open list in the tournament. Referees will check your roster and if it's ok you'll get one copy of it when you arrive at the tournament, and this is the roster you must be using. Nobody but the referees will see army lists until you get them. This means that you **can not** change your army once you've sent the roster. You can send it via mail at: ums.agram@gmail.com or via Post: UMS "Agram", Frankopanska 4, HR, 10000 Zagreb (with a note: AAW army list).

1.2 The forces

No more than **2500** points can be spent on the army.

Armies must follow the restrictions on army selection of their own army book (which were changed in FAQ to confirm with the 8th edition rulebook)

Proxies can not be used (use of stand-ins, like toys, models from different armies or the same army but different unit type). Of course, conversions aren't proxies, and they can, naturally, be used. For a unit to be allowed, no less than 70% of models in it must have the appropriate equipment (spears, shields etc.)! **Every model in the army must be assembled, glued to the appropriate base and painted in 3 colors! Models not following these guidelines may be removed by the judge from the game.** Non GW models can be used. Those models must also fit into a Warhammer universe and everyone must be able to clearly see what those figures are supposed to be (they must be completely WYSIWYG).

No Special Characters are allowed.

Lists from Storm of Chaos book and Treasures of the Old Ones are **NOT allowed**.

Dogs of War and Chaos Dwarves have not been updated for 8th edition by Games Workshop and as such **may NOT** be used.

Vampire Counts additions from UK WD 380 **ARE** allowed.

All units, consisting of more than one model, must be placed on appropriate movement trays. This includes skirmishers as well!

All armies must be in order with Army Composition (see below)!

1.3 The matches

Each player will play 5 games in the tournament. We realize this is a change from the previous years, but our survey suggests that this is the preferred amount of games, so players can return to their homes and/or countries more easily after the tournament on Sunday evening. The time limit for each game is **2 hours and 30 minutes**.

Tournament is played according to the Swiss-type: in the first round, competitors will be randomly matched. After that, competitors will be matched based on their points for Generalship. To match competitors by their Generalship score we will rank them from the highest score to the lowest, VPs difference being the tie-breaker. We will pair the competitors from this ranked list. The two players in first and second place will play each other, the players in third and fourth place will play each other, and so on. Competitors can never play the same opponent twice. For the first round **only**, the players from the same club won't be paired against each other. Each battle will be fought on a 6' by 4' table. Each table will be a pre-designed battlefield with fixed scenery. Each player will have to bring the following things (in addition to his army): a copy of his Army Book, all the necessary dice and templates and a tape measure.

Please note this year's novelty – EACH AND EVERY dice you use in the tournament **HAS TO HAVE ALL THE FACES CLEARLY DISTINGUISHABLE!** All the dice that require more than a glance to see what the roll is are **FORBIDDEN**, and as such will be removed from the play by the judges. This means that all the dice that are faded or hard to read due to color combinations are not going to be allowed in the tournament. This does NOT include the dice which have different '1' or '6'. Please come prepared with this in mind.

Unless the players agree otherwise, movement trays are **NOT** considered to be parts of their units.

Should a player be late for more than 29 minutes for his game, his opponent will score a Massacre victory.

FAQ and rules clarifications in this document must be used.

The official languages of the tournament are Croatian and English, so it is **imperative that you speak Croatian and/or English**, otherwise you might not be allowed to participate in the tournament.

The prizes are won in the following categories: First, Second and Third Place Overall (Generalship points (0-100) + Army Painting (0-12) + Sportsmanship points (3-17) + Army Fluff (0-3)), and first place for Best Painted Army. There will also be a certificate for the Best General, as well as Worst General. Note that this year there will be increase in prize value for the Best Sportsmanship award, so keep that in mind – it pays off to be nice!

2.) Army Composition

2.1 Units:

- No unit can cost over **400** points (characters and their mounts are NOT included in this limit)
- No unit can have more than **50** models
- No army can have more than **4** warmachines
- War machines may not be doubled
- Bolt Throwers of all types are **0-2**
- No army can have more than **3** template weapons/attacks
 - Cannons are template weapons
 - One use only items do not count
 - Ranged template weapons/attacks are those that can be used in the shooting phase
- No army can have more than **50** models with ranged weapons of range 24" or more
 - Strength **3** ranged weapons with range 24"+ count as **1** ranged weapon
 - Strength **4** or more ranged weapons with range 24"+ count as **1.25** ranged weapon
 - characters do NOT count towards this limit, no matter what ranged weapon they have (magical, mundane...)
- No army can have more than **15** models with scout rule
- Maximum of **4** units with fly special rule (including characters)

2.2 Items:

The following common items are banned:

- Folding watchtower

2.3. Magic:

- Maximum number of power dice that can EVER be used in a single magic phase is **12**
- Maximum number of additional power dice that can be generated (after channeling) is **2**
 - This includes any and all sources of additional dice, such as Slann Ruminant power, power familiars, banners, etc...
 - Dice from spells (Dark lore or Tzeentch lore) can be used to generate third extra dice
 - For example, if you used 1 extra dice from an item, you can generate 2 more dice with a spell. If you did not generate any extra power dice, you can generate 3 dice with the spell
- Maximum number of additional dispel dice that can be generated (after channeling) is **3**. If the army includes a level 3 and/or 4 caster then the maximum is **2**
 - This includes any and all sources of additional dice, such as Empire Warrior priests, dispel dice "stealing", magical items, etc...
- Maximum number of dice used to cast any single spell is **4** (instead of 6). No power, ability, or anything else can ever increase this to 5 or more dice.
 - This includes things like Slann Ruminant power, Sacrificial Dagger, etc...
 - This DOES NOT include fixed bonuses to casting rolls (i.e., +2 to cast)

2.3 Special restrictions and exceptions:

Beasts of Chaos:

- Maximum of 6 chariot models of any type
- Replace Beastmen Ambush special rule with Ambush special rule from the rulebook
- Herdstone Shard is impassable terrain and can only be placed on open terrain

Brettonia:

- Maximum of 1 model with Heroic Killing blow per army

- Pegasus knights 0-2

Daemons of Chaos:

- Flamers of Tzeentch 0-1
- All banners are considered to be Magic Items (no duplication)
- If the Herald carries a banner worth more than 50 points than he cannot select any daemonic gift
- No Daemonic gift may be doubled
- Bloothirster cannot select Immortal Fury Daemonic Gift

Dark Elves:

- Repeater Crossbows count as 1.25 ranged weapon
- Maximum number of Shades is 10
- War Hydra 0-1
- Dreadlord/Master on Dark Pegasus 0-1
- No Gift of Khaine may be doubled
- Banned: Pendant of Kaeleth

Dwarfs:

- Gyrocopter does not count as a war machine

Empire:

- Steam Tank has T6 and counts as a template warmachine
- Steam Tank 0-1
- Repeater Handgun counts as 2.5 ranged weapon

High Elves:

- Banned: Book of Hoeth

Lizardmen:

- Salamander hunting pack unit 0-1
- Maximum of 30 Skink Skirmishers
- Scar Veteran on Cold One 0-2
- The army may include only one of the following: Focused Ruminantion, Becalming Cogitation, Cupped Hands of the Old Ones
- Stegadons of any type 0-2 [including character mount(s)]

Ogre Kingdoms:

- Maneaters with Vanguard and/or Scout special rule count as 3 scouts, if they have Sniper special rule with either of the above mentioned rules they count as 4 scouts
- Banned: Hellheart
- Ironblaster 0-1
- Mournfang Cavalry 0-2

Orcs and Goblins:

- Maximum of 6 chariot models of any type

Skaven:

- Hellpit Abomination - loses Random Movement special rule and is treated like a normal monster with movement value of 3D6", meaning it moves, charges and flees 3D6. When charging it declares a normal charge and the opposing player can choose to react as normal. When it moves it doesn't have to move in a straight line but like a normal monster.
- All rare choices are 0-1
- Doomrocket, Death Globe and Brass Orb count as template attacks
- Skaven slaves do not count for the minimum 25% of core units and maximum unit size is 40.
- Maximum number of Gutter Runners is 10
- Plague Furnace does **NOT** count as a breath weapon, even though it has (a strange) one.

Tomb Kings:

- Banned: Neffera's Plaques of Mighty Incantations
- Warshpinx 0-2 [including character mount(s)]
- Units with "Entombed Beneath the Sands" special rule may choose not to use the special rule and be deployed normally. They must choose this before deployment starts.

Vampire Counts:

- All rare choices are 0-1
- Cairn Wraith hero choice 0-2
- Tomb Banshee hero choice 0-1
- No Bloodline power may be doubled
- Banned: Drakenhoff banner

Warriors of Chaos:

- Hellcannon 0-1
- Warshrine 0-1
- Chosen Champion cannot select Favour of the Gods magic item

Wood Elves:

- N/A

3.) The Scenarios:

3.1 Generalship points (0-100 pts)

Generalship points (0-100, 20 max per game) are scored at the end of each game based on the rules of the scenario played.

Some games are decided by the use of victory points, which are calculated as detailed in the Rulebook (note that there have been some changes in 8th edition, such as no more points for quarters, smaller bonuses for captured banners, etc...). In those games, sum up the victory points for each player, find the victory points difference, and consult the following chart for the result:

Victory Points Difference	--	Score
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	--	16-6
1051-1200	--	17-3
1201-1350	--	18-2
1351-1500	--	19-1
1500+	--	20/0

3.2 Scenarios:

1st battle: Battleline

- This game is set up and played as described in the 8th edition rulebook (page 144)

2nd battle: Breakthrough

- This game is set up following the rules for Battleline scenario (page 144)
- In addition to points scored during the game each player will be awarded additional points
- Breakthrough points are awarded as following:
 - Each unit that finishes the game in the opponent's deployment zone: **200** victory points
 - Characters do NOT count as units for this scenario, neither single characters nor two or more characters forming a unit, nor characters on any kind of mounts.

3rd battle: Battleline

- This game is set up and played as described in the 8th edition rulebook (page 144)

4th battle: Blood and Glory

- This game is set up and played as described in the 8th edition rulebook (page 148)
- This scenario uses victory points for determining the winner
- In addition to points scored during the game each player will be awarded additional points
- Blood and Glory points are awarded as following:
 - The player who first breaks his opponent gets **800** victory points
 - The player who breaks his opponent after he had been broken gets **400** victory points

5th battle: Battleline

- This game is set up and played as described in the 8th edition rulebook (page 144)

4.) Rules commentary

4.1 Terrain rules

Forests do **not** block line of sight. Instead, if a model is shooting INTO or THROUGH a forest, the target is considered to be "in cover" (-1 to hit with missile weapons). Models shooting out of the forest do not receive any penalties.

Open terrain is still a type of terrain for the purpose of certain rules and spell effects.

You cannot deploy units inside terrain which is for any reason impassable to them.

We feel that the weight of a new edition is big enough on players that there is no need to complicate things even more with the special terrain feature charts. Therefore, those rules will not be used in the tournament.

BUT, note that players, who are willing, are more than welcome to play the game using the special terrain rules (Rulebook pages 116-131) if both players agree to it before the game. We only ask you to do so if you feel the increased length of the game will still be within the time limit. Note that you will NOT get any bonus time from the judges because of this.

4.2 Line of sight

True line of sight, as presented in the 8th edition rulebook will **NOT** be used. Instead, the following rules will be in effect in the tournament:

Note that these rules are pretty intuitive once you try them out. Putting them on paper and in a set of rules makes them seem a bit intimidating, but carefully reading them should help in visualizing how they work.

There are levels of height:

- Level 0: Swarms (does not include infantry-sized swarm, such as Spirit Host) and Skirmishers
- Level 1: Infantry and War machines
- Level 2: Cavalry, Monstrous cavalry, Monstrous infantry, War beasts, Chariots
- Level 3: Monsters, Hills (units on a hill add their level to the hill level)
- A house counts as a level equal to the number of stories it has. Units in house count as having an extra height level equal to the number of the floor it is shooting from (models shooting from 3rd story of the house will have +3 level, and those from 1st story will have +1 level); note that stories start from 0, so house with only 1 story will not give any height bonus.

These levels interact in the following way:

1. The unit does NOT see over the level equal to or greater than its own level (i.e., war machines do not see through infantry, but do see through skirmishers and over swarms).
2. The unit sees over the level less than its own (i.e., cavalry sees over infantry)
3. If the unit is shooting over a unit that is lower than its own level by 1, their target is considered to be "in cover" (-2 to hit with missile weapons)
4. If the unit is shooting over a unit that is lower than its own level by 2 or more, their target is NOT considered to be "in cover" (no penalty to hit with missile weapons)
5. Monsters and units with "Large target" rule will NEVER be considered to be in cover
6. Impassable terrain counts as always blocking line of sight.

4.3 Tables

- a) It is considered to be given that if a scenario (Battleline, for example) requires units to be deployed 24" (or any other number) apart, this condition is met automatically. Should players accidentally place their units slightly closer to the enemy than allowed, then the actual measurements are disregarded in favor of this assumption. In other words, nothing that has precisely 24" shooting range can hit an enemy on the first turn without moving slightly (or unless the enemy came closer). The same goes for spells, charges (helped by animosity or magic) etc. with a range of 24".

5.) Army books commentary

The following Army Lists can be used:

Beast of Chaos:

Warhammer Armies: Beasts of Chaos

Brettonia:

Warhammer Armies: Brettonia

Daemons of Chaos:

Warhammer Armies: Daemons of Chaos

Dark Elves:

Warhammer Armies: Dark Elves

Dwarfs:

Warhammer Armies: Dwarfs

The Empire:

Warhammer Armies: Empire

High Elves:

Warhammer Armies: High Elves

Lizardmen:

Warhammer Armies: Lizardmen

Ogre Kingdoms:

Warhammer Armies: Ogre Kingdoms

Orcs and Goblins:

Warhammer Armies: Orcs and Goblins

Skaven:

Warhammer Armies: Skaven

Tomb Kings of Khemri:

Warhammer Armies: Tomb Kings

Vampire Counts:

Warhammer Armies: Vampire counts

UK WD 380: The Dead and the Damned

Warriors of Chaos:

Warhammer Armies: Warriors of Chaos

Wood Elves:

Warhammer Armies: Wood Elves

6.) Army Fluff (0-3)

Again this year, we have decided to give a little incentive for the fluffy gamers to create a theme for their army. We realize this is not something everyone likes or wants to do, so we have kept the points awarded by this to a minimum. This way this grade will not improve or derate your final standing in a significant way, but it may or may not push you a place up or down.

The fluff will be presented by a backstory of your army, which will be handed in at the same time as the army list (that means in your registration mail; no further stories will be accepted). The story must be at least 500 words long and it shouldn't be longer than 2500 words (quantity isn't always quality). We are not expecting literary masterpieces or short stories. What we would like to see, if you will write such a backstory, is something about your army, about its characters, where do they come from and what are they doing in life. A very important aspect of the backstory is the ability to visually connect what is written with the army you field.

The story will be graded by one of the judges who is well versed in the Warhammer universe and will be able to „judge“ the quality of your writing. Of course, this is a very subjective matter and, because of this, all the grades will be available for viewing during the event of the tournament and the judge in question will be available to comment on the points awarded. All of the stories have to be submitted in either Croatian or English written in the latin script.

7.) Army Painting points description (0-12)

The judges will divide all armies into 3 categories:

Category C (0 points):

The army is painted to a 3 colour minimum. The bases don't need to be textured or painted. **If just one model falls into this category, then the whole army falls into this category!**

Bonus points:

- The army has movement trays (textured or painted) for all units except single models. (+1)
- Army display base (has to fit the theme of the army). (+1)
- Extra points for a particularly well painted and/or converted miniature or unit. (+1 or +2)
(referees decision)

Category B (4 points):

The army is painted to a tabletop standard (fully painted with 1 highlight, drybrush, washed, inked or dipped). The bases don't need to be textured but have to be painted.

Bonus points:

- The army has movement trays (textured and painted) for all units except single models. (+1)
- Army display base (has to fit the theme of the army). (+1)
- Extra points for a particularly well painted and/or converted miniature or unit. (+1 or +2)
(referees decision)

Category A (8 points):

The army is painted to a high standard (fully painted with several highlights, with attention to details). The bases and movement trays have to be textured and painted in a unified style. **All models have to meet this requirement in order that the army falls into category A!**

Bonus points:

- Army display base (has to fit the theme of the army). (+1)
- Extra points for a particularly well painted and/or converted miniature or unit. (+1, +2 or +3)
(referees decision)

WYSIWYG

The referees will check if the armies comply to the below presented guidelines. If they do not offending models/units will be removed.

Guidelines:

- In a unit more than 70% of the models must have the appropriate equipment.
- Command groups must be faithfully represented.
- Characters must have the appropriate mundane equipment.

8.) Sportsmanship and Rules Questions

The primary purpose of this tournament is to get together for the weekend, so that we can play our favorite game and meet other players who share our interests. Finding 'champion players' of our games is a byproduct of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games, both because the huge number of variables involved in the game make it just about impossible for the rules manual to cover every situation that might occur, and because different people interpret the rules in different ways.

In order to avoid arguments we recommend that you refer to the appropriate rules manual as soon as a question arises. Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly.

All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves.

If you want a Referee to arbitrate a rules question or help you out with a situation both players genuinely don't understand, then you are free to call one over, and our Referees may intervene if they see an argument.

You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favor will be asked to desist or suffer the consequences. Referees will have a simple card system to adjudicate this kind of ruling:

- **YELLOW:** A Yellow Card will be shown to the player(s) and their player number and name logged. This card is a warning.
- **RED:** A Red Card will be shown to the player(s) and their player number and name logged. Five points per Red Card will be taken from a Red booked player's Generalship totals.

The decision of the Chief Referee is final, and no discussion will be entered into.

Arguing with the Chief Referee following a decision will be a RED CARD offense.

9.) Sportsmanship points (3-17 pts)

At the end of your each fight, you will mark each of your opponents with a Sportsmanship grade. This grade **should** represent how much you enjoyed the game and how friendly your opponent was. This grade **should not** represent whether you lost or won your game or what did you think of your opponents' list. In other words, this is not a composition score! You will mark each of your opponents with a **grade between 1 and 3** (1 being a bad game which included lots of rule problems, 2 being a normal tournament game and 3 being a very fun and easy going game).

Also, at the end of the 5th game, you may (but don't have to) mark one player for **an additional point**, for being the best game of your tournament.

After each player receives all the Sportsmanship points, we will deduct the highest and the lowest mark and add the others to your grand total. Additional points cannot be deducted.

Examples:

- If you get 1,3,3,3+1,3, you would remove lowest grade (1), highest grade (3) and add up the rest:
 $3+3+3+1=10$
- If you get max score from all games (3+1, 3+1, 3+1, 3+1, 3+1), you would remove lowest grade (3), highest grade (3) and add up the rest: $3+3+3+3+5*1=17$

10). Best Painted Army competition

In addition to the main Tournament, Best Painted Army competition will be held. After all battles, painting judges will have marked all the armies. The top several armies will be in the competition for the Best Army. Each participant (except the competitors in the Best Painted Army competition) can then vote for one of the armies in the competition. The army with the most votes will win. In case of a tie, all the painting judges will also get to vote (their votes count also as only one vote each). Also, if the judges detect an irregularity in the voting, they will decide the winner by themselves.

The following rules apply:

- You cannot vote for your own army
- If your army was the Best Army winner on the last Agram Arena, then it cannot compete.
- Additionally, only armies painted completely by the player will be able to win the Best Army Award. Of course we will not be able to verify that, but we expect you to be honest.

SCHEDULE

SATURDAY

09:00 – 10:30 earliest entry and registration
10:30 – 10:45 Briefing and introduction
11:00 – 13:30 ROUND 1
13:30 – 14:30 Break for lunch
14.30 – 17.00 ROUND 2
17:30 – 20:00 ROUND 3

SUNDAY

09:00 – 9:30 earliest entry
10:00 – 12:30 ROUND 4
12:30 – 13:30 Lunch break and Best Painted Army
Voting
13:30 – 16:00 ROUND 5
16:30 – 17:00 Awards Ceremony
17:00 - End of Tournament

Registration

It is **very important** that all players who are interested in taking part at the tournament register from **21st November** to **4th of December 2011**, which is the last day for normal registration. All registrations after this date will be accepted, provided there is free space left, but we will not be able to guarantee you an accommodation in a hostel, and you will be playing with an open roster.

As mentioned earlier – refreshing drinks will be free during the tournament, and we can also provide a lunch for both days of the tournament at the price of 5 Euro/day.

Another important thing - **accommodation!**

As in the previous years – due to lower funds at our disposal, you, the participants, will have to pay 10.- Euro for Saturday night, while UMS „Agram“ is going to cover the difference.

Accommodation for Friday and Sunday night remains the same as always - approx. 15 Euro/night.

Please note the special offer for the first-time participants mentioned at page 1 of the rules pack.

Since army lists are one of the main requirements, registration can only be sent via Post (UMS "Agram", Frankopanska 4, HR-10000,Zagreb); e-mail: ums.agram@gmail.com; or fax: +385 14848506. Registration must also include name of the participant(s), contact e-mail or GSM number.

Please let us know if you are vegetarian or have any special needs.

It is **very important** that you let us know if you need accommodation otherwise we will assume that you will take care about it on your own!

A single person can send registrations for his/hers club/team mates (with their consent, of course)! If you have any questions about the event please send an e-mail to: ums.agram@gmail.com