

Agram Arena Winter 2005 - The International Warhammer tournament

Rules pack

This pack contains the full Tournament rules specially adapted for the tournament organized by AMW (UMS) "Agram" to be held on 17th and 18th of December 2005 in Zagreb, Croatia.

All of the rules and White Dwarf references are from UK publications.

All competitors should be aware that where any rules interpretation is required, the UK standard will be upheld, and that the Chief Referee will be consulted for any particularly contentious issues.

All 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 will be final.

The entry to this tournament is **free** and includes lunch and refreshing drinks for all players. There is also free accommodation (Saturday night) for players who live outside Zagreb.

1). General rules

1.1 Force roster / army list

Force roster must be sent to Referees one week or sooner before the tournament. Last day for receiving the roster is December 12th . Referees will check your roster and if it's ok you'll get two copies of it when you arrive at the tournament, and this is the roster you must be using. Nobody but Referees will see army lists until you get them. This means that you cannot change your army once you've sent the roster. You can send it via mail at: ums-agram@net.hr or via Post: UMS "Agram", Gajeva 2b, HR, 10000 Zagreb (with note: army list)

1.2 The forces

No more than **2250** points can be spent on the army.

Armies must follow the restrictions on army selection of their own army book.

Proxies cannot 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 an unit to be allowed, no less than 70% of models in it must have appropriate equipment (spears, shields etc.)! **Every** model in the army must be assembled, glued to the appropriate base and painted in no less than **3** colours.

Non GW models can be used, but no more than 10% of the total models in the army. 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. Although not Special Characters as such, Truthsayers and Dark Emmisaries aren't allowed either.

Dogs of War may only be used as an army on their own and other armies may **not** include Dogs of War or Regiments of Renown as Rare choices.

All non-skirmish units, consisting of more than one model, must be placed on appropriate movement trays.

1.3 The matches

Each player will play 6 games in the tournament. 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 matched against a player who has roughly the same army comp points score. 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.

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

Appendix 5 (page 262 of the Warhammer book) is not used.

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

All erratas from Annual 2002 and Chronicles 2003, 2004, 2005 must be used. Also Direwolf FAQ will be used as an official, so you can print it if you like.

(link: http://www.geocities.com/mi_whplayers/dwfaq.html)

The official languages of the tournament are Croatian and English.

The prizes are won in the following categories: First, Second and Third Place Overall (Generalship points (0-120) + Army Painting and Character points (0-22) + Sportsmanship points (0-20) + Army Composition points (0-20)), and First, Second and Third place for Best Painted Army. There will also be a certificate for the Best General.

2.) Army Composition (20-0)

Points for army composition are scored as follows: every army starts with 20 pts from which are deducted penalties. Minimum points an army can score is 0.

If not otherwise said, all penalties are cumulative.

2.1 Characters (only the highest penalty):

Total points spend on characters is between 750 and 949 pts.: **-2**

Total points spend on characters is between 950 and 1124 pts.: **-3**

Total points spend on characters is 1125 pts. or more: **-5**

2.2 Units:

Every same Core slot after the third: **-2**

Every same Special slot after the second: **-5**

Every same Rare slot after the first: **-5**

**if one choice take up two slots (like Hellcannon) it doesn't get penalties for taking up two slots*

Each war machine (including Skaven weapons teams) after the second: **-2**

Each unit that has basic AS 4+ or better **AND** US 2+ per model*, after the third: **-2**

** Do not count single models (like chariots) and characters*

2.3 Magic:

Each power die (PD), after the seventh: **-1**

-Bound Items Power 3 or less = 1 PD

-Bound Items Power 4 or more = 2 PD

- One use only Bound Items, regardless of power = 1 PD
- items that are *One use only* and, generate PD (like Power Stone), or cast spell (like Hieratic Jar) = 1 PD
- every item that creates or transforms dice into PD (like Black Periapt) = PD as many as it can max. create
- every item that can dispel a spell (like Dispel Scroll), after the third: **-2**
- every item that can dispel a spell and has and second effect (like Cube of Darkness) = 2 Scrolls

2.4 Special penalties:

- Steam Tank: -2
- Hellcannon: -2
- Any type of dragon: -2

2.5 Exceptions:

Dark Elves:

- unit of Crossbowmen and Spearmen count as different units for army composition scores. All variants of Hydras are considered to be the same type of unit (meaning that having, for example, a normal Hydra and a Spelleater Hydra would penalize your army composition score)

Chaos Tzeentch:

- penalties for PD start with 9th PD instead of the usual 8th

Lizardmen:

- Second generation Slann counts as if he is generating 6 PD instead of 4 for the purposes of army composition

Tomb Kings:

Count the penalties for magic in the following way:

- 2 basic PD don't count
- Tomb Prince = 1 PD
- Tomb King = 2 PD
- Liche Priest = 3 PD
- Liche High Priest = 5 PD
- Casket of Souls = 4 PD

Empire:

- Steam Tank doesn't count as war machine for himself, but each upgrade counts as a war machine for the purposes of army composition

Wood Elves:

- Treeman Ancient and Treeman are not considered to be the same type of unit for the purposes of army composition (unlike Dark Elf Hydras).

3). The Scenarios:

3.1 Generalship points (0-120 pts)

Generalship points (0-120) are scored as detailed in the Rulebook, pages 198-200, for a Pitched Battle Scenario, with an addition of the following scenarios:

Level of victory	Victor scores	Defeated scores
Draw (0-299 VPs)	10	10
Minor Victory (300-599 VPs)	13	7
Solid Victory (600-1199 VPs)	17	3
Massacre (1200+ VPs)	20	0

All the fights will be fought using the following scenarios. Note that although some of the scenarios do have its special and unique rules, for the purpose of all the rules (like scouting, or Wood Elves extra wood), all the Scenarios are considered to be normal Pitched Battles.

3.2 Scenarios rules:

1st battle: Pitched Battle

2nd battle: King of the Hill

Pitched battle with following changes:

In the centre of the table will be an extra hill (just for this scenario purposes). In the centre of hill players put a marker (a coin will do).

-at the end of the battle, the player that has more non-fleeing US 5+ units within 6" from the marker (unit doesn't have to be wholly inside 6") gets additional 400 VPs

-if both players have the same number of units within 6" from the marker, player that has bigger Unit Strength total of models within 6" of the marker earns extra 400 VPs

3rd battle: Traitor

Pitched battle with following changes:

Player must have a special model representing a traitor. It has the following stat line:

*M5 WS4 BS0 S3 T4 W2 A1 I4, Ld 9, 5+ Ward Save, Immune to Panic, counts as single character, cannot join units, doesn't have any army related special rules, cannot march block, cannot trigger special effects (like fanatics), must have 20*20 mm base.*

(Players can exchange models, if they like)

Traitor is deployed in your deployment zone at the same time as characters.

-if traitor that you control survives: +200 VP

-if you kill the traitor that your opponent controls: +200 VP

-if traitor that you control comes off the opponent's table edge (doesn't flee): +200 VP

4th battle: Head Hunt

Pitched battle with following changes:

Each player makes a note of both one of his units AND one of his characters, before deployment.

After deployment, but before the first turn, players tell each other which units and character they have marked. Each marked unit and character is worth additional 200 VP if killed or fled/fleeing at the end of the battle.

5th battle: Messengers

Pitched battle with following changes:

In addition to his army, every player has to bring 3 additional models that will represent messengers.

Messengers have the following stats (same as traitors):

*M5 WS4 BS0 S3 T4 W2 A1 I4, Ld 9, 5+ Ward Save, Immune to Panic, counts as single character, cannot join units, doesn't have any army related special rules, cannot march block, cannot trigger special effects (like fanatics), must have 20*20 mm base.*

Before the battle every player secretly marks a real messenger (only one), and two decoy messengers. True identity of each messenger is revealed after a model dies (or flees), exits of the opponents table edge or battle ends (after 6 turns).

Messengers are deployed at the same time as characters, but one in each third of deployment zone (looking from left to right).

-if a real messenger exits of the opponents table edge (does not flee) +200 VP

-if you kill opponents real messenger +200 VP

-if you kill opponents decoy messenger +50 VP

6th battle: Pitched Battle

4). Magic

Albion magic items (WD 263/Chronicles 2003) can be used.

(link: <http://us.games-workshop.com/games/gaming/treasures.pdf>)

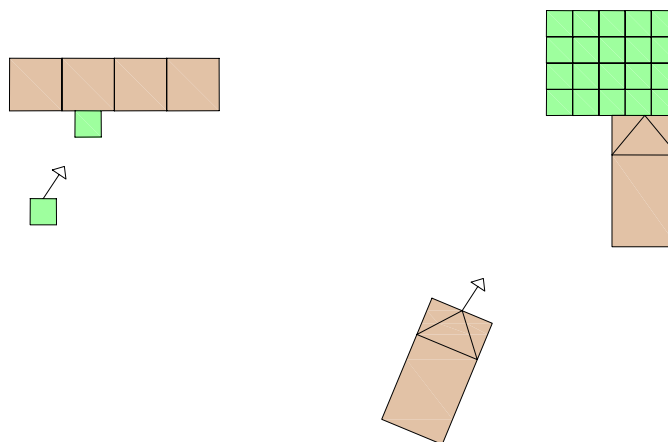
Any Dark Elf army can use Magic items from Storm of Chaos: Cult of Slaanesh list.

The Magic options for Life, Beasts and Heavens Lores (WD 265/Chronicles 2004) must be used.

5.) Rules commentary

5.1 Charge: scenery permitting, all charging units must align in such a way that maximum models from charging unit are involved in Close Combat. Charger doesn't have to maximise number of charged models in close combat, but whole charger's frontage (if smaller) must be in base to base with the enemy unit. This actually means that tactical charges are allowed (something chariots are prone to do). In other words, clipping is forbidden.

These are the types of charges we **do** consider legal:



5.2 Line of sight: Units on hills see everything (LoS arc permitting) except for: units behind other hills, 2 ranks of infantry units (20x20, 25x25 mm bases) or one rank of cavalry units (25x50, 40x40, 50x100 mm bases) that are behind wood or building, if they are touching that wood or building. Larger (deeper) units cannot hide behind woods or buildings.

5.3 Line of sight: All normal sized units (on ground level and hill) can always see Large target unit (and shoot at it with an additional rank) unless Large target unit is directly behind a wood or building larger than the model. Large target unit must be touching that piece of scenery. In that case, both normal sized units and Large target unit cannot see each other. This represents the situation where a Large target unit is trying to hide.

All other Q&As used can be found at the following adress:

Base sizes:

<http://uk.games-workshop.com/warhammer/base%2Dchart/1/>

SOC army lists:

<http://stormofchaos.uk.games-workshop.com/preview/book/army-lists.htm>

Those rules and rule explanations are considered to be official for this tournament.

6). Army books commentary

The following Army Lists can be used:

The Empire:

Warhammer Armies: Empire

Storm of Chaos: Middenland army

Orcs and Goblins:

Warhammer Armies: Orcs and Goblins

Storm of Chaos: Grimgor's 'Ardboyz

Bretonnians:

Warhammer Armies: Bretonnians

Storm of Chaos: Errantry War Army

Chaos:

Warhammer Armies: Hordes of Chaos

Warhammer Armies: Beasts of Chaos

Storm of Chaos: Archaon's Horde

Storm of Chaos: Daemoniac Legion

Lizardmen:

Warhammer Armies: Lizardmen

The Southlands list may also be used
Lustria: Lizardmen*

Dwarfs:

Warhammer Armies: Dwarfs
Storm of Chaos: Slayer Army

Ogre Kingdoms:

Warhammer Armies: Ogre Kingdoms
Rhinox cavalry can be used.

High Elves:

Warhammer Armies: High Elves
Storm of Chaos: Sea Patrol

Wood Elves:

Warhammer Armies: Wood Elves

Dark Elves:

Warhammer Armies: Dark Elves
Storm of Chaos: Cult of Slaanesh
Dark Elves: Garrison Army

Vampire Counts:

Warhammer Armies: Vampire counts
Storm of Chaos: Army of Sylvannia

Skaven:

Warhammer Armies: Skaven
Storm of Chaos: Clan Eshin army
Lustria: Skaven*

Tomb Kings of Khemri:

Warhammer Armies: Tomb Kings

Dogs of War:

as published in Annual 2004, including all
Regiments of Renown

*in case of Lustria lists, special characters cannot be used, even if they're listed as mandatory. Aside from those special characters, you can use the rest of the list

additional notes:

Vampire counts: all additional models/units risen via Invocation of Nehak or summoned in different manner must be represented by appropriate miniatures, or those models are considered as not placed on the table.

Hordes of Chaos/Beasts of Chaos: all additional models/units (Horrors, Spawn) must be represented by appropriate miniatures, or those models are considered as not placed on the table.

Wood Elves: Wood Elf players do get to place their additional wood, as for the Pitched Battle rules, explained in the Warhammer Armies: Wood Elves, but must provide their own wood, which may not be larger than 6" square. Also, if, for any reason, you get to move terrain pieces on the table (via spell etc), try to return them in their starting position after the game.

Orcs and Goblins: O&G Ecology rules (WD 268 / Chronicles 2003) may be used. Each model must be converted in an appropriate manner.

Dark Elves: Druchii.net revision changes (WD 287 / www.Druchii.net) must be used

Link: <http://uk.games-workshop.com/download/download.htm?/darkelves/update/assets/update.pdf>

Rules for different types Dark Elf War Hydras (WD 260 / Annual 2002) may be used (link: <http://uk.games-workshop.com/darkelves/hydra/1/>). Dark Elf Garrison list (Annual 2002) can be used, but note that the revision does not apply to a Garrison Army.

Empire: Steam Tank may be used (WD 262/ Annual 2002). Only Empire can use Steam Tank. Archlector can be used.

Chaos Dwarfs: Ravening Hordes rules apply. Orcs and Goblins units use Warhammer Armies: Orcs and Goblins book.

Dwarfs: Anvil of Doom: shooting is randomized between Anvil itself and the crew.

Lizardmen: Sacred Spawnings can be used .

(link: <http://uk.games-workshop.com/lizardmen/sacred%2Dspawnings/1/>)

7). Army Painting and Character (0-22 points)

Notes: as you see, there are several marks to be gained in each painting category. In order for your army to reach a certain mark, **every** model in the army must be painted to that mark's merits. As mentioned before, in order for an army to even compete on AAW 04, each model must be painted in at least 3 colours (undercoat doesn't count) and glued on the appropriate base, which must be painted in at least one colour.

7.1 Painting Cagerories:

The armies will be judged by two people.

Best painted

The best army will be selected from the top 5 after the jury's judgement. Additionally, only armies painted completely by the player will be able to win the Best Army Price. Of course we will not be able to verify that, but we expect you to be honest.

7.2 Judgement Guidelines

You will be able to get 20 points due to your paintjob.

In all categories marked with * it is mandatory that ALL models in the army are painted to the appropriate standard. E.g. if you leave a single base bare, you will not get any points in the bases category at all, not even if all other bases are extraordinary. So watch out for the weak links in your painting chain.

- Preperation of the model: 1 Point*

All moldlines have been erased, miniatures are glued carefully, use of green stuff to fill gaps.

- Basedesign: 1-2 Point*

All bases are decorated: 1 Point. For very creative designs and/or complex movement trays, you get another point.

- Details: 1 Point*

You painted all details (eyes, teeth, gems,...) which are sculpted on your miniatures.

- Clean painting style: 1-2 Points*

Each miniature is painted in a very clean style. You get 1 point if the quality can be defined as Tabletop Standard. For the second point you have to paint each model to 'Eavy Metal Standard. Please note that the focus in this category is on brush control, clean painting style is in no way related to your color scheme.

- Shading and Highlighting: 1-4 Points*

Are the models shaded and highlighted, and how clean are your blendings? You will get 1 point for a single layer of drybrushing or highlighting, 2 points for shading + highlighting 3 points if you use more that 3 color

tones. The blending quality will influence the points, and if you use colors that are particularly hard to shade/highlight, that will be taken into account, too.

- Freehands: 1-2 Point*

*You did not use any transfer sheets or pre-sculpted designs (e.g. on shields). If the freehands are of nice quality and are shaded additionally, you will get the second point. Please note that although this category is marked with *, it can be considered somewhat in between. In fact some miniatures are not suited for freehands, you do not have to force freehands on them in that case.*

- Conversions: 1-2 Points

Dependent on the amount and quality of conversions or complete self sculps in your army, you will get up to 2 points here.

- Army Display Base: 1-2 Point

You bring an Army Display Base with you. It does not need to be a complete showcase diorama, something like a standard tabletop gaming table with a couple of terrain pieces will do.

- Overall Impression: 1-2 Points

Your army scheme looks coherent and follows the army's background. There are, for example, common heraldic symbols on specific places like shields, the whole army is painted to a very high standard, there are eyecatchers in it, the "wow this is great effect", etc. Definitely the most subjective category.

- Expert Details: 1-2 Points

Some details with very high quality like faces, gems etc. An example is supposed to illustrate the difference to the details category: If you paint a plain black dot in your miniatures' eyesockets, this will in most cases be sufficient for the details point. If you go into detail, painting iris, pupil and maybe a reflection spot and/or eyeshade, you are in contention for the expert details point.

As template for these rules we used Army Painting Guidelines™ OMS 2005, and would like to thank all those who worked on that rules pack.

7.3 WYSIWYG (-3-2 pts)

This category isn't judged by painting judges, but your opponents. After every game, you'll mark your opponent's army; if you think his army is completely WYSIWYG, you'll tick 'yes', if not, you'll tick 'no'. Note that we truthfully hope that every army will get all the points for this category.

What **must** a model/unit have visible to be a WYSIWYG:

- all the appropriate weapons and armour (including shields), other than a basic hand weapon.
- the appropriate mounts
- all the command group members that you have bought for you units
- all the upgrades that you have bought (like banners)

What a model/unit **doesn't have** to have visible to be a WYSIWYG:

- all the magical items other than Weapons and Armour (your models don't have to have Arcane or Enchanted items represented on them)
- the right type of armour (light armour could be considered heavy etc)
- hand weapon (every model is considered to have one, as per rules)

- 3 pts: Three or more of your opponents think that your army isn't fully WYSIWYG.
- 0 pts: One or two of your opponents think that your army isn't fully WYSIWYG.
- 2 pts: All of your opponents think that your army is WYSIWYG.

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 by-product 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. If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

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 really 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.

Be warned, however, that our Referees are under strict instructions to give players one of two answers to any question they are asked:

1. They will show you the rule in its relevant place in the rulebook (or Chronicles / Annual / WD).
2. To roll a D6 to sort out any rules problems not solved by the above.

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 (0-20 pts)

At the end of your 6th battle (and not after 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 0 and 5 (0 being the worst grade and 5 being the best). You can only give one '0' mark and one '5', but other than that, you are free to mark your opponents as you please (you don't have to give anyone a '5' if you don't want to, for example). Do note that we consider a mark of 3 to best represent an average game, a mark which should best describe a majority of games. We also hope that the players will judge their opponents fairly.

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.

Example: If you got 3,3,4,4,2,5, your total would be 14 (3+3+4+4, without 2 and 5)
If you got 5,5,5,5,5,0, your total would be 20 (5+5+5+5, without 0 and 5)

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 (5 or so) will be in the competition for the Best Army. Each player 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). 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.

SCHEDULE

SATURDAY

9:00 – 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

9:00 – 10:00 earliest entry
Best Painted Army Voting will take place in the Hall.
10:00 – 12:30 ROUND 4
13:00 – 15:30 ROUND 5
15:30 – 16:30 Lunch break
16:30 – 19:00 ROUND 6
19:30 - awards Ceremony
20:00 - End of Tournament

Registration

It is **very important** that all players who are interested in taking part at the tournament register from **1st** until **12th** (which is also the last day for receiving the roster) **of December**.

Otherwise we won't be able to guarantee that those who haven't registered will be able to participate or get their free accommodation & lunch.

Accommodation is free for Saturday night (17/18) only, but if needed we can make reservations for Friday & Sunday as well for approx.13 Euro/night.

Registration could be sent via Post (UMS "Agram", Gajeva 2b, HR-10000,Zagreb); e-mail: ums-agram@net.hr; telephone:+385 1 3791987; fax: +385 1 4848506 or GSM (sms): +385 91 7620584.

Registration must 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@net.hr**!