



AGRAM ARENA WINTER 2009

Tournament Pack

About this rules pack

*This pack contains the full Agram Arena Winter 2009. Tournament rules specially adapted for the tournament organized by UMS "Agram" to be held on **12th and 13th of December 2009** in Zagreb, Croatia.*

The location of the Tournament is Zvonimir Gallery, located in Baureova 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! At the end of the rules pack there is a rules clarification that the Chief Referee will uphold.

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.

Agram Arena Winter 2008

The International Warhammer Fantasy tournament

Rules pack

1.) General rules

Tournament will be played using the 7th edition rulebook.

1.1 Force roster / army list

Force roster must be sent to referees 4 days or sooner before the tournament. Last day for receiving the roster is **December 8th**. 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. Please include the exact amount of AC penalty points that your army list has. You can send it via mail at: ums.agram@gmail.com or via Post: UMS "Agram", Frankopanska 4, HR, 10000 Zagreb (with a 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 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!** Non GW models can be used, but no more than 20% 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.

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

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.

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

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 according to their Army Composition 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.

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

FAQ and rules clarifications at the end of 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 (0-120) + Army Painting (0-30) + Sportsmanship points (0-17) + Army Composition points (0-5)), and first place for Best Painted Army. There will also be a certificate for the Best General!

2.) Army Composition

Each army starts with 5 AC points and can have a maximum of -5 penalty points (for a total of 0 AC points). These AC points are added to the generalship score and, before first round, the pairings are done according to them.

Please note that -5 is not a big penalty and that it doesn't matter much if you have -2 or -4. The point of this army comp is to define "**legal lists**", not to interfere much with the overall score.

Army Comp is made in order to allow competitive lists while eliminating the cheese. We hope that army lists will be very different from each other, since some players might bring a strong magic phase, other will take close combat, shooting heavy lists, or a balanced 'little bit of everything' approach.

Judges reserve the right to add or subtract a penalty score as they see fit! Since Army Comp can hardly be perfect, if judges spot a loop holes in the rules, they may give additional penalty. Also, if a list clearly goes out of its way to be nice and fluffy, judges can grant it bonus AC point. In such occasions, players will be notified of the extra changes in due time before the tournament.

2.1 Characters (only the highest penalty):

- Total points spend on characters is between 750 and 849 pts.: -1
- Total points spend on characters is between 850 and 949 pts.: -2
- Total points spend on characters is between 950 and 1049 pts.: -3
- Total points spend on characters is 1050 pts. or more: -4
- *All mounts are counted under characters cost, however Anvil of Doom, Cauldron of Blood and Casket of Souls are not*

2.2 Units:

- Every same Core slot after the second, except rank and file infantry without shooting: -1
- Every same Special slot after the second: -2
- Every same Rare slot after the first: -3
- Every unit and single model with Fly rule after the second: -2
- 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*
- Each chariot (or unit of chariots for tomb kings) after the second: -2
- *Do not count chariots used as character mounts*
- Each unit of Skirmishers after the third: -1
- Units of Flyers also count as skirmishers
- Every army that has more units with shooting and war machines than units without shooting: -1
- *Do not count characters and chariots with missile weapons, but do count each war machine, monsters and all characters with magical bows or arrows*

2.3. Magic:

- Always count in the basic PD and DD
- Each Power Die (PD) army generates after the seventh: -1
- Bound Items/Spells, one *use only* Bound Items (regardless of power) and Power Stones = 1 PD
- Each ability that gives knowledge of all spells from a Magic Lore counts as 1 PD
- Each Dispel die (DD) army generates after the seventh: -1
- Scrolls count as 1 DD each. Scrolls with secondary effect count as 2 DD
- Tomb Kings count their Power Dice in this way:
 - **do not** count the basic two PD
 - Tomb Prince 1 PD
 - Tomb King 2 PD
 - Liche Priest 3 PD
 - Liche High Priest 5 PD
 - Casket of Souls 3 PD

2.3 Special penalties and Exceptions:

- All Large Target characters or characters mounted on Large Target mounts: -1
- All magic Banners of 75Pts or more: -1

Beasts of Chaos:

- Penalty for 3rd chariot is -1 (with a penalty for 3rd same core unit total is -2), for 4th is -2 (total of -5)

Brettonia:

- Each unit of Pegasus after the first an additional: -1
- Knights Errant and Realm Knights are considered to be the same unit for core troop penalty (for instance 2 KotR and 1 KE unit wound generate -1 penalty)

Daemons of Chaos:

- Penalty for PD is counted after 6th
- Daemonic Gifts are revealed at the start of the game just like WYSIWYG items
- Penalty for core troops applies no matter if units have shooting or not
- For each unit of Flesh Hounds after the first an additional: -2
- For every Flesh Hound model in a single unit after the 5th: -1
- Each Flamer model in a unit after the 4th: -1
- Greater Daemons of Nurgle and Tzeentch give an additional: -1
- Greater Daemons of Slaanesh gives an additional: -2
- Greater Daemon of Khorne gives an additional: -3
- All Greater Daemons take a Rare slot
- For each mounted Herald (except chariot mounts) after the first: -1
- If the Army Standard bearer has Gifts as well as a Daemonic Icon: -1
- Tzeentch's Will counts as 1 PD
- Siren Song, Immortal Fury and Standard of Chaos Glory each use up a Rare slot
 - If a Daemon Prince has Immortal Fury then it does not count as a Rare slot

Dark Elves:

- Penalty for PD is counted after 6th
- Ring of Hotek counts as 2 DD
- Sacrificial Dagger counts as 2 PD
- For every unit of Black Guard after the first an additional: -1
- For every shade model in a single unit after the 9th: -1
- War Hydra: -1, if there is also a Dragon or a Cauldron present in the army then: -2
- 2nd War Hydra suffers an additional penalty and is therefore illegal
- Black Dragon gives an additional: -2
- Magic Items Pendant of Kaeleth, Ring of Hotek and Standard of Hag Graef each use up a Rare slot
- Each Assassin counts as a Special, Rare or a Character slot (if it counts as a Character slot, then his points are counted towards the total character cost)
- If Black Dragon is in the army, penalty for more shooting units than non shooting units is a total of -2

Dogs of War:

- Arsanil the Dragonlord gives an additional: -1
- One character may buy a 5+ ward save Talisman for 30 points

Dwarfs:

- Anvil of Doom counts as a war machine
- For every unit of Hammerers after the first an additional: -1
- Flame Cannon and Cannon generate only -1 for the war machine penalty (for instance 2 bolts and 2 cannons would generate a total of -2 penalty)
- Gyrocopter does not count as a war machine or as a shooting unit for the purpose of this AC
- Master Rune of Balance counts as 1 DD

Empire:

- Griffon does not generate -1 as a Large Target mount
- Steam Tank: -2
- Steam Tank counts as a war machine and a 4+ armor save unit as well as suffering its basic penalty

- Each Crossbowmen and Swordsmen detachment counts as a separate choice (E.G. an army including a unit of Crossbowmen and two Crossbow detachments would suffer a penalty)
- Aldred's Casket of Sorcery counts as 1 PD
- Rod of Power counts as 2 PD
- Count Arch Lector as level 2 mage and Warrior Priests as level 1 mages
- War Altar gives an additional **-1** penalty and counts as 2 PD
- Mortar and Rocket Battery count as **-1** for war machine penalties (For example 1 Cannon and 2 Mortars generate **-1**. Also, 2 Cannons and 1 Mortar generate **-1**.)

High Elves:

- Griffon does not generate **-1** as a Large Target mount
- Banner of Sorcery counts as 2 PD
- Every same Special slot after the first (expect Tyrannoc Chariots, Silver Helms and Shadow Warriors) an additional: **-1**
- Annulian Crystal counts as 1 DD
- HE Dragon mage counts as 1 PD more then his level
- Penalty for Rare slots applies after 2nd
- Moon Dragon gives an additional: **-1**
- Star Dragon counts as a Rare slot and gives an additional: **-2**

Lizardmen:

- Mounts for Skinks take the appropriate Special or Rare slots (except if mounted on a Terradon)
- For the purpose of determining number of units with shooting, rank and file skinks are considered to be neither shooting nor not shooting units. Rank and file skinks with one or more Kroxigor with them are considered to be a non shooting unit
- Carnosaur: **-1**
- For every unit of Terradons after the first: **-2**
- Each Terradon model in a unit after the 4th: **-1**
- Each Stegadon and/or Ancient Stegadon after the 1st: **-1**
- Horn of Kygor uses up a Special slot
- Diadem of Power counts as 1 DD
- Cupped Hands count as a 1 DD
- Slann Discipline Becalming Cogitation counts as 2 DD
- Slann Discipline Focused Ruminatation counts as 3 PD

Ogre Kingdoms:

- Second Gorger gives a total of **-2** as a double Rare slot

Orcs and Goblins:

- Penalty for war machines is applied after the 3rd machine
- Mork's Spirit Totem counts as 2 DD
- Staff of Sneaky Stealin' counts as 1 DD

Skaven:

- Skaven use their old rulebook (**not** the new one coming out in November 2009)
- Grey Seer counts as generating 5 power dice for the purpose of this Army Composition
- Warpstone Tokens do not count as power dice unless they were bought additionally
- Penalty for skirmishers is applied after the 4th unit
- Screaming Bell counts as 2 PD
- Eye of the Horned Rat counts as 1 PD
- For every unit of Jezzails after the first an additional: **-1**
- For every Jezzail model after 14: **-1**

Tomb Kings:

- Hieratic Jar counts as 1 Power Die for the Liche Priest and 2 Power Dice for the Liche High Priest
- Casket of Souls counts as 1 DD
- Second Catapult suffers a total of **-4**
- Third Liche Priest gives an additional **-1** penalty

Vampire Counts:

- Penalty for PD is counted after 6th
- Bloodline Powers are revealed at the start of the game just like WYSIWYG items
- Penalty for core troops applies, no matter if units have shooting or not
- For every unit of Black Knights after the first an additional: **-1**, Blood Knights also count as Black Knights (for example a unit of Black Knights and a unit of Blood Knights would generate a -1 penalty. 2 units of Black and one unit of Blood Knights would generate -4)
- Black Periapt counts as 1 PD
- Skullstaff counts as 2 PD
- Corpse Cart normally counts as 1PD, with Balefire it also counts as 1 DD
- If the Vampire lord has movement greater than 6 (with the use of Magic Items, Bloodlines or Mounts): **-1**
- Zombie Dragon gives an additional: **-1**
- Magic Items Helm of Commandment, Dreadlance and Drakenhof Banner each use up a Rare slot
- Each Wraith model in a unit after the 4th: **-1**
- Any Double Rare slot suffers a total of: **-4**
- If both Rare slots are used up (either with normal Rare slot units or with above mentioned magical items): **-1**

Warriors of Chaos:

- Penalty for PD is counted after 6th
- For the rule *"Each unit that has basic AS 4+ or better AND US 2+ per model, after the third: -2"* count the following: Chaos Ogres (if they buy Chaos Armor), Dragon Ogres, Chaos Knights, Shaggoth and the Hellcannon
- Hellcannon: **-1**
- Giant, if he has Mark of Slaanesh: **-1**
- Tendrils of Tzeentch counts as 1 PD
- Infernal Puppet counts as 1 DD, if Black Tongue is also present then as 2 DD
- Skull of Katam and Book of Secrets count as 1 PD each
- Each unit of Chaos Knights after the first an additional: **-1**
- Chaos Dragon gives an additional: **-2**
- If Spell Familiar is used on Sorcerer Lord of Tzeentch it counts as 1 PD

Wood Elves:

- Treeman: **-1**
- 2nd Treeman suffers an additional penalty and is therefore illegal
 - *Treeman and Treeman Ancient are considered to be the same unit type for the purpose of this army composition.*
- Wand of the Wych Elm counts as 1 DD
- Each unit of Wild Riders after the first an additional: **-1**
- Green Dragon gives an additional: **-1**

3.) The Scenarios:

3.1 Generalship points (0-120 pts)

Generalship points (0-120) are scored as detailed in the Rulebook and shown below, with an addition of the following scenarios:

Victory Points	--	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

The ladder system:

All armies are divided into three categories; A, B and C.

When calculating victory points at the end of the game, once you have the result, then add **10%** to any category C army's Victory Points when fighting category A armies (e.g. 1234 would become $1234+246,8=1481$) rounding off as normal.

Category A

Demons of Chaos
Vampires
Dark Elves
Lizardmen

Category B

All other

Category C

Beasts of Chaos
Ogre Kingdoms
Orcs & Goblins
Dogs of War

All the battles 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, all the Scenarios are considered to be normal Tournament Battles.

Tournament Battle - A battle described on page 2 of the 7th edition rulebook, with exception of terrain being set up before the battle by the referees (**wood elves get their free wood**).

3.2 Scenarios rules:

1st battle: Tournament Battle

2nd battle: Master of the field

- Tournament Battle with following changes:
 - In the centre of table 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 500 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 500 VPs, only count the unit strength of models within 6".
 - -you don't score points for capturing of table quarters
 - -wood elves **cannot** put their extra wood in 12 inch radius from table centre

3rd battle: Tournament Battle

4th battle: Head Hunt

- Tournament 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: Capture the flag

- Tournament Battle with following changes:
 - Each captured standard is worth double points; also each surviving standard is worth 100 pts except peasant standards which are worthless.

6th battle: Tournament Battle

4.) Rules commentary

Terrain rules

For the purpose of soft cover unit does not have to be inside or base to base with the forest to gain it. It can be inches away, as long as half of the unit cannot be seen by half of the shooting unit. Same applies to hills. However for other terrain features, unit has to be in base to base with them to claim soft or hard cover.

We suggest that the tourney use the rulebook terrain rules with the following changes and modifications:

- a) You cannot deploy units inside terrain which is for any reason impassable to them.
- b) Hills and forests are considered infinitely high. No units can see over them. Units on hills see over other units (even Large Targets) and terrain that is not forest or hill. Other terrain, such as houses, castles, walls, etc. usually do not block LoS, unless you agree otherwise with your opponent.
- c) Units can fly over forests unless such movement would force them to land in a forest. In that case unit is stopped in front of the forest. You can see 2" from inside a forest and 2" into a forest, but units cannot see through forests which are between them and potential targets.
- d) Rivers and lakes should be treated as very difficult terrain for all units (including skirmishers) with the exception of Aquatic and ethereal creatures. Rivers and lakes are impassable to war machines, chariots, tanks, etc.
- e) Houses. Only infantry units can enter or charge houses, remember ogre sized infantry is still infantry. Units can enter charge a building using their ground or fly movement. When pursuing, buildings are impassible terrain.

Movement

- a) Random movement (2d6" in the case of spawn, pump wagons, etc.) and magic movement with a fixed or random value (2d6" or 8") is subject to normal terrain modifications.
- b) Units coming back onto the battlefield which normally move in the compulsory movement phase (such as squig hoppers or spawn), can move as normal, but cannot charge as a result of their movement – they are stopped 1" from an enemy unit which they would contact if their full movement was executed.

Charges

- a) You cannot declare improbable charges.
- b) Frenzied charges:
 - i. A unit which is being charged by a frenzied enemy may (after checking whether the charge will actually take place – after measuring the range) declare reactions as normal.
 - ii. Frenzied charges and magic banners giving movement bonuses: Before measuring whether a charge must be declared, the player declares the use of a magic banner. If the distance added by the banner is not enough for a charge to happen, the banner is treated as used (if it was a one-use only item).
 - iii. As with normal charge declarations it should be determined whether a charge is possible (and thus must be declared) by taking into account the possible movement of all units which will happen before the frenzied unit's charge.

- iv. Frenzied units move after non-frenzied units in the Move Chargers part of the movement phase.
- c) Drawn into combat occurs when the charging unit is making its align wheel. Note that a unit is never drawn into combat if it would flank charge the charging unit.
- d) Unit that declared a charge and the intended target escapes off the table cannot move off the board itself. Remember that board edges are impassible terrain to all but units "pursuing off the table".

Close combat

- a) All attacks should be performed in the strict order of initiative.
- b) All models within units with Strike First rule (charging units) and units with Always Strike First rule need to allocate all their attacks before rolling "to hit" and "to wound".
- c) Challenge:
 - a. If a hero or champion is the only model in base to base contact with an enemy and is taking part in a challenge, then all enemy models which are only in contact with that hero/champion (and not actually fighting in the challenge, of course) cannot attack at all.
 - b. If a challenge is met, the model that accepted the challenge is moved to face directly the model that issued the challenge. If this is not possible (models are locked in multiple unit combat) they are not moved at all, but are considered to be in combat.
 - c. When moving characters to face each other in a challenge, one can never move other characters. In case there already is a character in front of the challenging model, the model that accepted is positioned on a corner.
- e) Impact hits from charging do not work on characters in a challenge, if they are by themselves (or riding mounts) and were in a challenge from the previous round. Fleeing chariots, however, do cause impact hits.

Combat results

For purposes of "higher ground", the position of the fighting ranks should be analyzed. Regiment which has its entire fighting rank higher than the enemy receives the bonus. If one regiment has its entire fighting rank on a hill, and the other only parts of it (for example, a unit of cavalry which can only get the front halves of the first rank's bases on a hill), the bonus is applied and is given to the unit which has its entire fighting rank on the hill.

Fleeing and pursuing

- a) Units which declare a "Flee" reaction from more than one charge will flee from the charging enemy with the highest Unit Strength (if several chargers have the same US, roll a dice). After the fleeing unit is moved it should be determined whether one of the charging regiments is capable of catching it in its new position. Charging units have to take account for terrain and other units when trying to catch the fleeing unit; and they must execute any wheel in order to catch the fleeing unit.
- b) Units fleeing from close combat always flee from the highest unit strength, even in multiple unit combats.

Shooting

Over guessing and under guessing is strictly forbidden!

Psychology

Fear test: if, as a result of a failed fear test, a regiment will hit the enemy on 6's, then this applies only to close combat attacks allocated against the unit which caused the failed fear test.

Tables

- a) It is considered to be given that if a scenario (pitched battle, 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, than 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".
- b) Remember that a table edge is impassible terrain and that a unit can move off the table only by "pursuing off the table". Otherwise unit will be halted or destroyed.

Miscellaneous

- a) Line of sight can be measured at any time during the battle, but only of a player's own units.
- b) If a unit with the tunneling, or similar, rule (such as tomb scorpions, tunneling teams) digs out beneath a regiment which is placed in such a manner that other regiments make it physically impossible to place the tunneler on the board and in contact with the unit – the blocking units are moved so that the tunneler can be aligned with the enemy unit. Regiments moved in this manner are not treated as having moved for purposes of shooting, etc.
- c) Monsters: Because the rulebook description of monsters is very unclear: Characters are never monsters. Truly large characters only follow some of the rules for monsters – namely movement rules (see errata). Because of this Ancient Treemen, Slaan Mage Priest and Shaggoth Champions are not considered monsters.

Army rules clarifications

1) Beasts of Chaos:

- a) Beastmen Herds can always rank 5 wide, if 5 models have sufficient charge range.

2) Bretonnia:

- a) The option to pray and get the Blessing can always be selected by the Bretonnian player. This decision is made after both armies have been deployed.

3) Daemons of Chaos:

- a) Icons, just like Gifts, can be used multiple times. However Icons are also considered to be Magical Items. Therefore they are affected by spells or items that destroy them and do not have to be revealed at the start of the game.

4) Dark Elves:

- a) Hydra and Handlers move as skirmishers, but when charging Hydra moves as a monster (needs LoS, suffers from terrain).

5) Dogs of War:

- a) Albion characters (Dark Emissary and Truthsayer) cannot be used.
- b) Regiments of Renown can normally be used.
- c) Asarnil the Dragonlord and Malakai Makaiison's Goblin-hewer can be used and use up a Hero and a Rare slot.

6) Dwarfs:

- a) The Anvil of doom may be entrenched just like any other war machine
- b) The ancient rune of wrath and ruin restricts flying/movement just like its "small" version
- c) The rune of wrath and ruin may be used against rattling guns.
- d) Damage done by the anvil of doom is treated as shooting (in regard to ward saves against missile attacks etc.)
- e) Dwarfs rolling a break test on a single die cannot get an „insane courage” result - insane courage requires a double one.
- f) Dwarf war machine crews must pursue enemies that they hate, or if the Dwarfs are frenzied for any reason.
- g) Killing blow does not affect the Dwarf lord carried on a shield, as the model has a US = 3.

7) Empire:

- a) Steam tank awards half points if reduced to half wounds or less.

8) High Elves:

- a) Talisman of Loec gives the bearer ability to re-roll all to hit and/or to wound rolls, not only missed ones. Wound suffered from it does not count for combat resolution.
- b) Magical bows are counted as magical attacks.

9) Lizardmen:

- a) Terradons fly in a straight line and cannot zig-zag.

10) Ogre Kingdoms:

- a) Rhinox cavalry can be used

11) Orcs & Goblins:

- a) The distance that a fanatic moves is measured from the edge of the regiment.

12) Skaven:

- a) Warpstone luck charm allows the bearer to make a re-roll only in situations which involve him directly.
- b) The warp lightning cannon will suffer wounds if it shoots (pivots) inside a forest as it moves as a chariot.
- c) The special rules for visibility regarding the warp lighting cannon only work during the Skaven shooting phase (and so cannot be used to block the deployment of enemy scouts and cannot be harmed by the Casket of Souls - without normal LOS).
- d) Skaven use their old rulebook (**not** the new one coming in November 2009)

13) Tomb Kings:

- a) The Casket of Souls does not affect units engaged in hand-to-hand combat. Magic resistance does not work for the Light of Death attack.
- b) Tomb King wearing the Armour of The Ages still has Unit Strength = 1.
- c) Wounds cannot be transferred onto the Casket of Souls using the Collar of Shapesh. Each wound is transferred one at a time; a dead model cannot receive more wounds after it is dead.

14) Vampire Counts:

- a) If a character wearing a Nighshroud is by himself, charging chariots lose impact hits (fleeing still cause them). Steam tank can grind the lone character in the following turns of combat.
- b) If a vampire wielding a Blood Drinker strikes before other models in his unit, resurrected models get to attack to the front only if the unit has one rank. Otherwise the models are placed in the back rank. Champion also gets to attack and if he was in a challenge the challenge continues.
- c) All additional models/units raised or summoned must be represented by appropriate miniatures, or those models are not considered to be placed on the table.
- d) Banshee Scream is counted as magical.

15) Wood Elves

- a) A Treeman cannot stand and shoot!
- b) Briarsheath: the -1/-2 to hit modifiers mentioned in the description are magical modifiers which are applied in addition to normal modifiers for single model on foot/being in a forest.
- c) The Hidden Path spell - the terrain is treated as open ground only for the purposes of movement.
- d) Glade guard scouts can have a command group, just like normal glade guard.
- e) Moonstone of the hidden ways: can only be used during the owner's movement phase.
- f) A battle standard bearer can have a magical bow. A magic standard cannot be combined with spites.
- g) The spirit sword: regeneration works against additional wounds dealt by this weapon, and the general's leadership can be used as normal.
- h) An eternal kindred hero inside a unit which benefits from the "bodyguard" special rule only gives "stubborn" to the regiment, not to himself (and thus stubborn can only be tested on the unit's own Ld.).
- i) Stone of Rebirth: works as a one-use 2+ ward save. Can be used not only when the hero is on his last wound, but also when a hero suffers multiple wounds as a result of, for example, cannon hit, and these are sufficient to kill him - the save can then be taken and, if successful, the hero will stay alive and with a single wound on his profile.

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

Dogs of War:

as published in Annual 2004, including all Regiments of Renown

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 (**not** the one coming out in November 2009)

Tomb Kings of Khemri:

Warhammer Armies: Tomb Kings

Vampire Counts:

Warhammer Armies: Vampire counts

Warriors of Chaos:

Warhammer Armies: Warriors of Chaos

Wood Elves:

Warhammer Armies: Wood Elves

6.) Army Painting points description (0-30)

G – Gaming points. Maximum gaming points are acquired by having a clean, attractive, a-bit-above-average table-top quality army, with distinguished, “eye-catching” models and/or units, and neat, uniform bases.

A – Artistic points. Maximum artistic points are earned by going all out with painting quality, attention to detail and creativity. *B (buffer) points* are a special type of artistic points which are used to increase the Gaming score if the Gaming score is less than 20. Buffer points cannot be used to increase the Gaming score above 20 points. Buffer points represent recognition of extraordinary effort in certain aspect(s) of army preparation (more than necessary for a clean and attractive table-top look). Buffer points used in Gaming are subtracted from the total sum of Artistic points.

Army painting/preparation modifier†:

- All models painted: 1,
- **0 - 10%*** models **not** entirely painted: 0.8,
- **10%* - 20%*** models **not** entirely painted: 0.6,
- **20%* - 30%*** models **not** entirely painted: 0.4,
- **30%+*** models **not** entirely painted: 0;

Modifier adjustment†

- **All or ~90%+** models well prepared: 0,
- **~10%* - ~30%*** models with visible* mold lines, flashes, etc.: -0.1,
- **~10%* - ~30%*** models with **highly** visible* mold lines, flashes, etc.: -0.15,
- **~30%+*** models with visible* mold lines, flashes, etc. or something equally bad*: -0.2

* - judge's approximation.

† - the modifier and the modifier adjustment numbers can be increased or decreased regardless of the guidelines given above if the judge finds such action appropriate.

Score Modifier = modifier + modifier adjustment (max 1, min 0),

Army painting/preparation points:

Conversions

Conversion quality & quantity rating: maximum **3pts**; (2B + 1A)

Painting

Overall look (overall impression, uniformity, color scheme, etc.): max **4pts** (3G + 1A)

Neat painting style: max **3pts** (3G)

Highlighting and shading quality & quantity rating:

- Standard models: max **4pts** (3G + 1B)
- Elite and/or eye-catching units†: max **5pts** (3G + 1B + 1A)
- Eye-catching single and/or special models†: max **5pts** (3G + 1B + 1A)

Attention to details (model details, free-hands, banners, etc.): max **4pts** (3G + 1B)

†- judge's choice/call.

Basing

Overall look (uniformity, idea, model-base cohesion, etc.): max **2pts** (2G)

Overall

Gaming = (G + B {if G less than 20, up to max 20}) * Score Modifier,

Artistic = (A + B - (B point(s) used in Gaming)) * Score Modifier,

Total (max 30) = Gaming (max 20) + Artistic (max 10)

7.) 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.

8.) Sportsmanship points (4-18 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 6th 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 1,3,3,3,3+1,3, you would remove lowest grade (1), highest grade (3) and add up the rest:
 $3+3+3+3+1=13$
- If you get max score from all games (3+1, 3+1, 3+1, 3+1, 3+1, 3+1), you would remove lowest grade (3), highest grade (3) and add up the rest: $3+3+3+3+6*1=18$

9). 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

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 – 9:30 earliest entry
9:30 – 12:00 ROUND 4
12:30 – 15:00 ROUND 5
15:00 – 16:00 Lunch break
16:00 – 18:30 ROUND 6
18:30 – 19:00 Best Painted Army Voting
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 **8th** (which is also the last day for receiving the roster) **of December 2009**. Otherwise we won't be able to guarantee that those who haven't registered will be able to participate. 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 the last year – 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