

Rules for Warhammer Fantasy Singles Tournament  
Hosted by the `Arvard `Ardboyz

**August 22, 2009**  
**Pandemonium Books & Games**  
**4 Pleasant St**  
**Cambridge, MA**

**Doors open at 12:00pm**  
**Round 1 begins at 1:00pm**

A General Note: These rules have been revised from versions used in previous tournaments and may be changed for future tournaments. Although there are many similarities there are also important differences. Please read these rules carefully. If you have any questions or need clarification of a point please contact the Tournament Organizer *before the tournament*. If you are not sure who this is you can find out by contacting an `Ardboyz officer (e-mails listed at [www.arvardardboyz.com](http://www.arvardardboyz.com)).

The Warhammer Fantasy 7<sup>th</sup> Edition Rules will be used.

The following is a list of legal army choices:

Warhammer Armies: Beasts of Chaos  
Warhammer Armies: Bretonnia  
Warhammer Armies: Daemons of Chaos  
Warhammer Armies: Dark Elves  
Warhammer Armies: Dwarfs  
Warhammer Armies: Empire  
Warhammer Armies: High Elves  
Warhammer Armies: Lizardmen  
Warhammer Armies: Ogre Kingdoms  
Warhammer Armies: Orcs & Goblins  
Warhammer Armies: Skaven  
Warhammer Armies: Tomb Kings  
Warhammer Armies: Vampire Counts  
Warhammer Armies: Warriors of Chaos  
Warhammer Armies: Wood Elves  
Warhammer Armies PDF: Dogs of War\*  
Warhammer Armies PDF: Chaos Dwarfs\*

\* Only the most up-to-date PDF versions may be used.

For balance issues the **only** Dogs of War units permitted in other armies are the Dogs of War Giant as listed in White Dwarf and those units detailed in the Ogre Kingdoms Army book.

**NO** appendix, White Dwarf or Expansion Book (Storm of Chaos, Lustria) lists are permitted.  
Models and Points:

1. Each player must bring an army consisting of 2250 points or fewer, in accordance with the composition rules listed in the army's book.

2. All models must follow “What You See Is What You Get” (WYSIWYG). All normal equipment must be represented on the model, however magic items, gifts, etc. need not be modeled.
3. Forge World models for Fantasy are not balanced for tournament play. The actual FW models may be used but they may only represent choices from the appropriate Army Book.
4. If illegal units or other rules violations are found in a player’s army list, at a minimum, the models in violation will be removed from all subsequent play. In addition, tournament points may be deducted and/or award eligibility may be forfeited. If in doubt, please ask for clarification in advance.
5. **All models used in the tournament must be painted.** This means no bare metal, plastic, or primer showing. As a general guideline, models should have a minimum of three colors (counting shading, highlighting, etc.). Bases (excluding flying bases) must also be painted and/or flocked but are not required to have three colors. The judge's decision on this (and any other matter) will be final. You may play with models which you have not yourself painted. However, you should notify the judges of any models you are using which you did not personally paint; these models will not be considered when judging painting scores.
6. All models used must be based on Citadel or Forge World miniatures, although these miniatures may be converted. Hence, a model which is scratch-built or uses a majority of pieces from other brands of miniatures will not be allowed. These rules do not apply to codex entries which do not have an appropriate Citadel model.

#### General Game and Tournament Rules:

1. The rulings of the tournament judges are final. Arguments or poor conduct by players will not be tolerated.
2. In order to keep the tournament on schedule, when time is called for a round all players must drop their dice and stop playing immediately – no exceptions. Because of this, be cognizant of the time left in the round and do not start a turn both teams cannot finish.
5. Each player must bring all materials needed to play including dice, measuring devices, and templates. Each player must also bring any applicable Army Book or other rules for all units in their army, including the most recent FAQ (found on the Games Workshop website). Each player must bring their own copy of the Warhammer Fantasy rulebook.
6. Each player must, during each round, provide the opposing player with a legible copy of their 2250 point army lists. In addition each player must have another copy of their army list, with a full points breakdown, to provide to the judges if required. Lists should preferably be typed or printed from software like Army Builder. Lists which are scrawled out the morning of the tournament are not acceptable.

#### Terrain:

Due to the tight time frame and desire to maximize game play, terrain will be pre-set at each table. Players may move terrain to suit their purposes but may not add or subtract terrain. **Wood Elf players: terrain supplies are limited so if you wish to use your free woods you MUST supply your own. You may not use the terrain on the board or the wood pieces stored on the Pandemonium shelves.** The tournament organizers will do their best to see that terrain is spread evenly across all tables to create set-ups that will be interesting and fun to play.