

**Basic rules:**

- All current army books and Chaos Dwarfs (Legion of Azgorh)
- Current official FAQs and Errata plus [ÖMS FAQ](#)
- Deamon update (WD August 2012) is permitted and overrides army book entries
- In doubt english rules apply
- Standard army size 2.400 points

**General restrictions:**

- Same selections maximum 3 times, when at least one of the units costs less then 51 points
- Maximum of 40 models or 400 points per unit (all inclusive), not applied for characters. Limit must not be exceeded with lore of vampires

**Magic restrictions:**

- Maximum 12 power dice used per magic phase
- Maximum 2 more power dice as rolled for winds of magic
- If Lore of Death/Shadow/Vampire/Hashut are in the list, no more power dice as rolled for winds of magic (exception: Beastmen)
- In sum maximum 7 spells of Lore of Death and Shadows (exception: Beastmen)
- Maximum 4 power dice rolled per spell (also for Dark Elves and magic Mushrooms)

**Dispel restrictions:**

- Maximum 3 more dispel dice as rolled for winds of magic (exception: Dwarfs may use 4 more dispel dice)
- Each item that automatical dispels, steals power dice and the master rune of valaya count as 1 dispel dice (the entire game). Becalming cogitations counts as 2 dispel dice for the entire game

**Shooting restrictions:**

- Maximum 60 Models that deal damage in the shooting phase (exception: Orcs and Goblins and mixed Skink/Kroxigor Units)

**Banned Items/Abilities/Units:**

- special characters and champions
- Folding Fortress
- Crown of Command (exception: BM, Br, WE)
- Sirene Song (Da)
- Banehead for Slanns (LM)
- Book of Hoeth (HE)
- Daemon Flask of Ashak (CD)

**Rulechanges:**

- “Look out Sir” is granted against all spells, that wipe out an entire unit and damage spells that hit every model in a unit (general restrictions for “look out sir” apply)
- All BSB can take mundane equipment like their normal selection (WE BSB gets a longbow for free)

## **Army specific restrictions:**

### *Brettonnia (Br):*

- 2.500 points. Each destroyed unit (incl. Characters) count 0.96 times their usual cost (rounded up)
- Maximum 2 selections from: Crown of Command, Trebuchet

### *Daemons (Da):*

- Each icon/gift max. once
- BSB may either take gifts or icons, not both
- Maximum 3 selections of: Great Unclean One, Bloodthirster, immortal fury, balesword, each unit of more than 24 plague bearers, a unit of more than 24 bloodletters (counts as 2 choices), more than 4 fiends (more than 6 fiends count as 2 choices), each flying unit (incl. Characters) after the third, master of sorcery, lore of life, lore of death, lore of shadows, spirit swallower (counts as 3 choices), great icon of despair (counts as 2 choices), exalted seeker chariot, soulgrinder (counts as 2 choices)

### *Dark elves (DE):*

- Maximum 2 selections of: Cauldron, Hydra (max. 1), sacrificial dagger, each flying unit (incl. Characters) after the third, more than 15 shades, pendant of khaeleth (counts as 2 choices), each assassin after the first
- Maximum 30 models with repeater crossbows

### *Lizardmen (LM):*

- Each disciplin max. once
- Maximum 6 selections of: second slann, focused rumination, focus mystery, becalming cogitation, higher state of consciousness, each character on cold one (max. 3), each stegadon after the first (max. 3), each salamandermodel (max. 2 in max. 1 unit), each scirmishing skink unit after the second (incl. Chameleon skinks), lore of death, lore of shadows, lore of life, cupped hands (counts as 3 choices)

### *Tomgkings (TK):*

- 2.500 points. Each destroyed unit (incl. Characters) count 0.96 times their usual cost
- Unit limit is 500 points

### *High elves (HE):*

- 2.500 points. Each destroyed unit (incl. Characters) count 0.96 times their usual cost (rounded up)
- Unit limit is 450 points
- Maximum 50 white lions

*Empire (Em):*

- Maximum 35 Models that deal damage in the shooting phase
- Maximum 5 selection of: each hellblaster volley gun, each cannon, steamtank (max. 1), each technician after the first, more than 2 mages with lore of light (war altar counts), lore of life, hurricanium, 4+/6+/8 demigriffons (counts as 1/2/3 choices)
- Maximum 3 template war machines

*Warriors of Chaos (CW):*

- Maximum 3 selections of: Hellcannon (max. 1), favor of the gods for chosen-champion, lore of death, lore of shadows, conjoined homunculus, power familiar, infernal puppet (counts as 3 choices), black tongue, each unit marauders on foot after the third

*Ogre Kingdoms (Og):*

- Maximum 15 Models that deal damage in the shooting phase (exception: Gnoblar)
- Maximum 4 selections of: Ironblaster (max. 1), each unit mournfang cavalry (in sum max. 8 models), each unit man eater, each character after the second (exception: Hunter), hellheart (counts as 2 choices)

*Orcs and Goblins (O&G):*

- Up to 6 spear chukkas
- Maximums 9 selections of: each fanatic, each mangler squig (counts as 3 choices)
- Maximum 4 selections of: each rock lobber, each doom diver, each mangler squig

*Skaven (Sk)*

- Maximum 7 selections of: grey seer, hell pit abomination (max 1, counts as 2 choices), brass orb, warlightning cannon (max. 1), storm banner, doom rocket, each doomwheel, each unit gutter runners with poisoned slings (max. 12 models), each assassin after the first, each unit slaves after the second

*Beastmen (BM):*

- 2.600 points. Each destroyed unit (incl. Characters) count 0.92 times their usual cost (rounded up)
- Unit limit 50 models and 500 points

*Vampire counts (Va):*

- 2.300 points. Each destroyed unit (incl. Characters) count 1.04 times their usual cost (rounded up)
- Each vampire power max. once
- Maximum 4 selections of: each unit black knights, each mounted vampire/vampire count, 5+/9+/13+/17-20 models monstrous infantry (count as 1/2/3/4 choices, in sum max. 8 vargheists), red fury for a lord (counts as 2 choices), each ethereal unit taken twice (max. twice possible, max. 10 hexwraiths), Terrorgeist (max. 1), mortis engine (max. 1), each flying unit

(incl. Characters) after the third, each unit zombies after the third

*Wood elves (WE):*

- 2.500 points. Each destroyed unit (incl. Characters) count 0.96 times their usual cost (rounded up)

*Dwarfs (Dw):*

- Maximum 35 Models that deal damage in the shooting phase
- Maximum 8 selections of: each cannon, each grudge thrower, rune anvil (counts as 2 choices), organ gun (max. 1), each rune of penetrating of a grudge thrower (in sum max. 2), each rune of accuracy, each rune of forging, each unit miners after the first, masterrune of challenge, each master engineer
- Maximum 2 units and in sum 50 models hammerers
- Maximum 3 special choice template war machines

*Chaos dwarfs – The Legion of Azgorh (Cz):*

- Maximal 4 Auswahlen aus: jeder Bale Taurus, K'daai Destroyer (zählt als 3), Iron Daemon (max. 1), S5 Kriegsmaschine (Todbringer, Magma Cannon, Dreadquake Mortar, insgesamt max. 1), jeder Bull Centaur Taur'uk nach dem ersten, Chalice of Blood and Darkness (zählt als 2 Auswahlen)
- Maximal 3 Schablonenwaffen

**WhatYouSeeIsWhatYouGet-light:**

- models need to be identifiable
- custom or alternative models are allowed as long as they are fit
- at least half the models of a unit need correct equipment (except characters)
- placeholder allowed (max. 25% of a unit)
- organizers may ban units, if they don't fit WYSIWYG-light
- questions about WYSIWYG-light to oems[at]sailormeni.at

**Armytray und unitbases:**

- players need trays for transporting between the tables
- each unit needs solid unitbases (exception skirmishers and units of less than 10 models)

**True Line Of Sight:**

- True Line of Sight (P.10 Rulebook)
- buildings, hills and impassable always block line of sight
- must not be exploited (buried steamtank, goblins on a wall etc.). In doubt units are seen and have hard cover

**Terrain:**

5-7 Terrain pieces of following categories (rulebook pages 118-129):

- hills
- normal forests: min. 1, max. 2 per table
- normal rivers (lakes count as rivers)
- walls (all obstacles count as walls)
- two floored buildings. One on every third table
- impassable terrain

Moved terrain (destroyed, moved forests etc.) need to be put in the original position after each game by the players.

## Timetable

- Saturday, 15. September 2012

08:30 Entry

09:00 Welcome

09:30 Pitched battle

12:00 Lunch

13:00 Szenario: Fast Advance

15:30 Break

16:00 Szenario: Search for warpstone

19:00 End of first day

- Sunday, 16. September 2012

09:00 Entry

09:30 Szenario: Destroy the statues

12:00 Lunch

13:00 Pitched battle

16:00 End of game 5

16.30 Award ceremony

### Szenarios:

- Fast Advance

Pitched battle with changes: game ends after 5. round, deployment zones are 18" deep (12" apart) and 9" from each side. In the first player turn no charges of any kind can occur (random movement etc. stops 1" away from the enemy).

- Search for warpstone

Pitched battle with changes: 1 token is placed in the center of each quarter. At the end of the game a controlled token counts as 150 victory points. A unit with at least one rank (no skirmishers etc.) in 6" can control a token. If units of both sides are within 6", the side with most ranks (sum of all units in range) gets the 150 points. Newly created units cannot control tokens.

- Destroy the statues

Pitched battle with changes: Two statues (represented by chess figures) are placed on the middleline (equidistantly to sides and themselves). They are impassable terrain and have WS 0, T 10 and W5, are immune to multiple wounds, poison and effects that automatically kill. They can be targeted with all ranged weapons with a strength value and are otherwise immune to any effects. Also they can be charged like an occupied building (10 fighting models, no chariots, close combat ends each round etc.). Each destroyed statue (= taking the last wound) counts as 300 victory points.

## Evaluation

5 games will be played. First round is selected by random, after that swiss system is applied (just one game against the same opponent, max. twice against the same army). Tournament points are distributed according to the table.

### Tournament table:

Points	Victory points
10:10	0-100
11:9	101-250
12:8	251-400
13:7	401-600
14:6	601-800
15:5	801-1050
16:4	1051-1300
17:3	1301-1600
18:2	1601-1900
19:1	1901-2250
20:0	2251 und mehr

### Painting:

Up to 10 tournament points can be achieved according to the painting quality of the army. There is a "best painted" vote on the second day.

- Completely painted (min. 3 colors): 2 points
- Army is in tabletop standard: 2 points
- Army is excellently painted: 2 points
- Unit bases are designed according to the army: 1 point
- Army tray is designed according to the army: 1 point
- Excellency points for masterpieces: up to 2

**Registration:**

[http://www.tabletopturniere.de/at/t3\\_tournament.php?tid=9249](http://www.tabletopturniere.de/at/t3_tournament.php?tid=9249)

**Payment:**

30€, including Lunch

Transfer until 3. September 2012 to:

Kontoinhaberin: Sarah Reisenbauer

Kontonummer: 35102181001

BLZ: 43000

IBAN: AT284300035102181001

BIC: VBWIATW1

Please indicate your real name, your T3-nickname and ÖMS Fantasy 2012

**Armylists:**

In a well arranged format until 3. September to "e0825544[at]student.tuwien.ac.at". For Br, TK, HE, BM, Va and WE, please also state the changed costs for each unit.

Date:	Saturday, 15. and Sunday, 16. September 2012
Location:	Konferenzraum in Wiener Neustadt Viktor Kaplan-Straße 2 2700 Wiener Neustadt
Costs:	€ 30,-
Armysize:	2.400 Points
Lists until:	03.09.2012
Payment until:	03.09.2012