

We will be playing with open armylists at Invasion. Everything is known, equipment, magic items, upgrades and so on. Hidden units is an exception, you have to say you have them, but not where you put them.

All armies with official army books are allowed, in addition to Chaos Dwarfs (Tamurkhan)

The point limit at Invasion is 2400 points.

Special Characters are allowed

BSB's can choose any equipment like a normal hero

When calculating VP, you get 1/4 of what a unit/character/monster/war machine/chariot and so on, is worth of the unit/model(s) are reduced to, or below half strength/wounds, or is fleeing when the game ends.

We will be using the GW faq and ETC faq where GW's faq does not cover, but disregard all written in Green in the ETC Faq and refer to the GW faq instead. Link to ETC faq below

Line of sight system:

Problem:

In a game of Warhammer it's unrealistic that everyone can see everyone. A goblin should be able to hide behind a unit of orks without being able to be sniped by magic missiles and direct hits from a stone thrower. Both True line of sight (TLOS) and simplified Line of sight (SLOS) have its weaknesses that make everybody able to see everybody.

Solution:

Because of the problem described above we are at Invasion going to use a little bit of both. During the game we will be playing with TLOS, with the exception that Hills, buildings and impassable terrain blocks line of sight to everything. This way a big unit consisting of bigger models may be able to hide a smaller model as long as there are enough bodies in the blocking unit.

This makes the game more realistic and we get used to playing with TLOS, which in any case are the rules.

If both players agree, it is perfectly legal to use only True Line of sight during a game. But if one player wants to use the rules as above, then the game will be played with the combination of both TLOS and SLOS.

And just to avoid any misunderstandings:

A Unit is considered to be in hard cover when:

- your models shoot through interfering unit, as described on page 41 BRB
- unit is garrisoning a Building, as described on page 127 BRB
- unit is defending a stone obstacle, as described on page 122 BRB
- majority of unit's footprint is obscured from shooter's LoS by LoS blocking terrain, as described on page 41 BRB

A Unit is considered to be in soft cover when:

- your models shoot through or into woods, as described on page 119 BRB
- unit is defending a Fence/light obstacle, as described on page 122 BRB

Units on hills don't get the hard cover penalty for being shot or for shooting through interfering units, unless interfering unit is on hill.

Unit shooting from a building is treated as if on hill regarding its LoS and therefore possible Hard

Cover for interfering units.

Large Targets can't claim cover for obstacles, ruins, fields and interfering units.

Terrain:

– In general there will be no terrain with special effects at the tournament. The woods created by Wood Elves through the Acorn of Ages are mysterious woods

– At each table there will be a folder describing how the terrain shall be placed before the game begins.

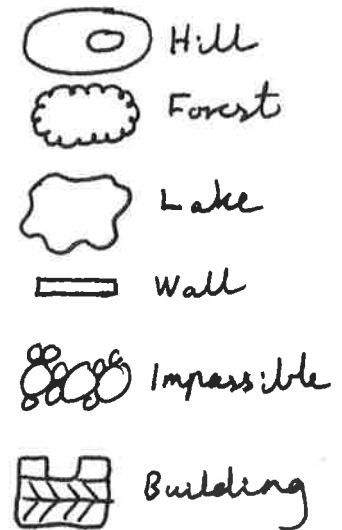
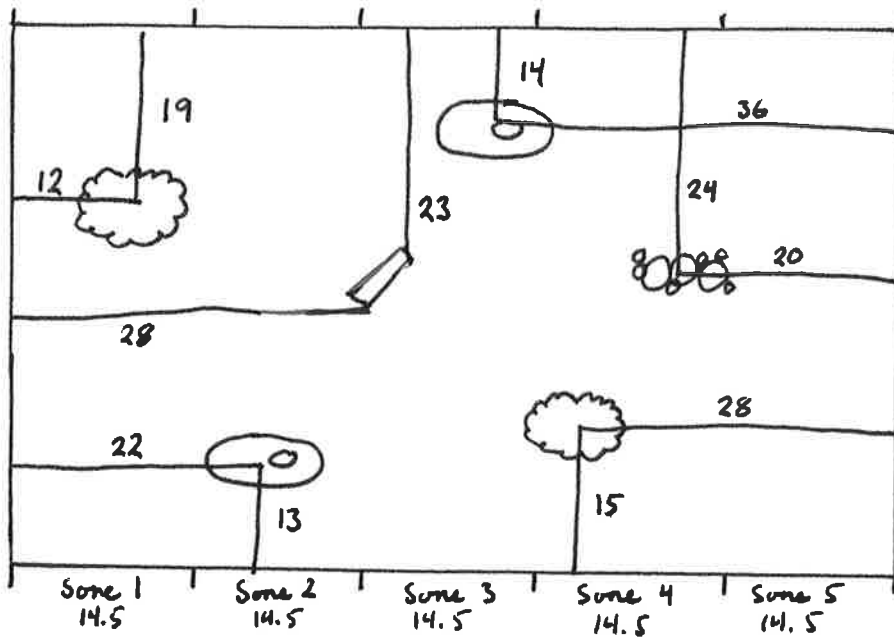
VPs difference BPs

- 0 – 450: 10 – 10
- 451 – 600: 11 – 9
- 601 – 750: 12 – 8
- 751 – 900: 13 – 7
- 901 – 1050: 14 – 6
- 1051 – 1200: 15 – 5
- 1201 – 1350: 16 – 4
- 1351 – 1500: 17 – 3
- 1501 – 1650: 18 – 2
- 1651 – 1800: 19 – 1
- 1801+ : 20 – 0

Tabling your opponent:

If one player tables the other you still calculate VP as normal, but the player that tabled the other get 20 points even if the VP result should have been 16-4. So the real result becomes 20-4.

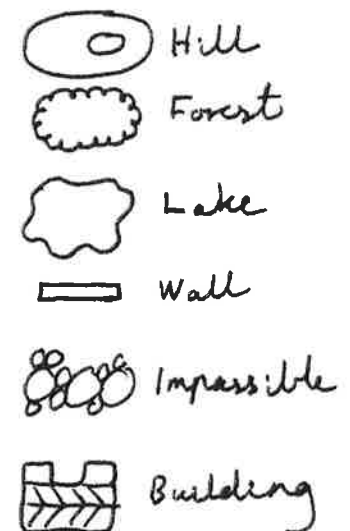
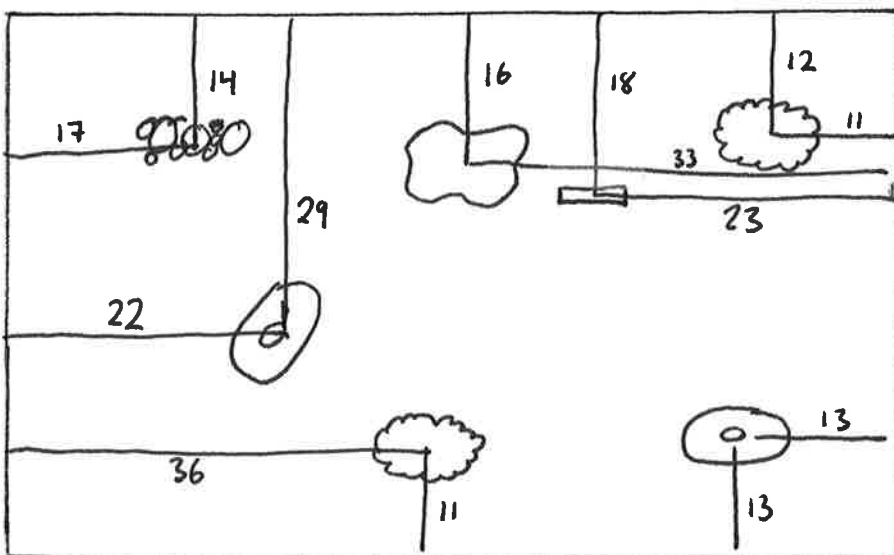
Scenario 1: Board Control



Deployment: Battle line

Scenario Special Rules: The table is divided into 5 zones. Each zone stretches from one long table edge to the other and they are all the same size. If you control a zone you get 200 additional VP in addition to any kills you make. To control a zone you have to be the only player that has a unit with a banner in a zone. If both players have a unit(s) with a banner in a zone then no one control the zone. If a unit is standing in more than 1 zone, the owning player may chose witch zone the units is technically in (it can only count towards one zone).

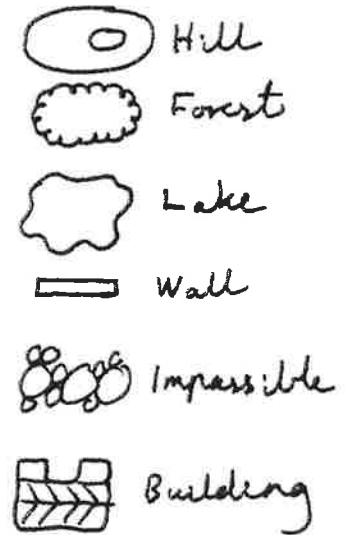
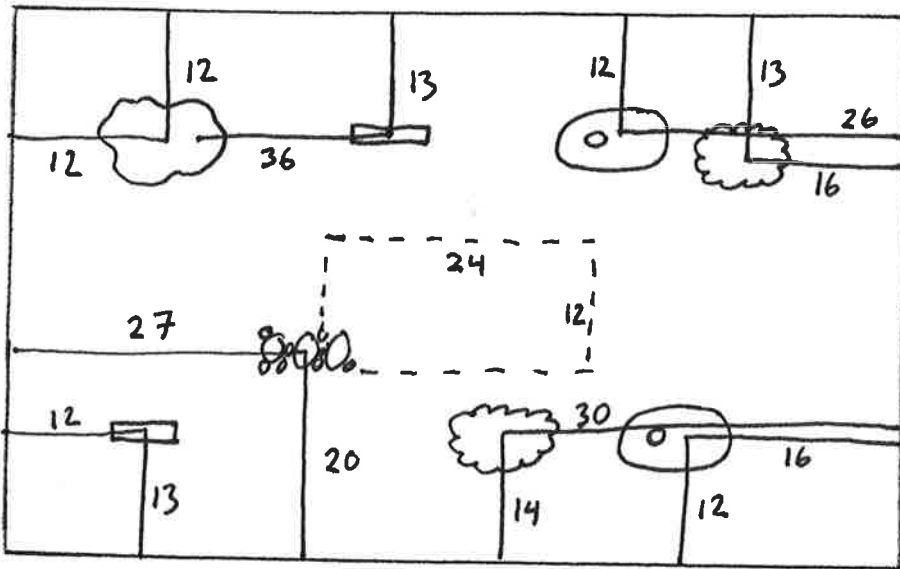
Scenario 2: Assassination



Deployment: Battle line

Scenario Special Rules: Characters you kill (from the Hero and Lord part of the books) are worth double VP in this game. This includes any mounts the characters may be riding.

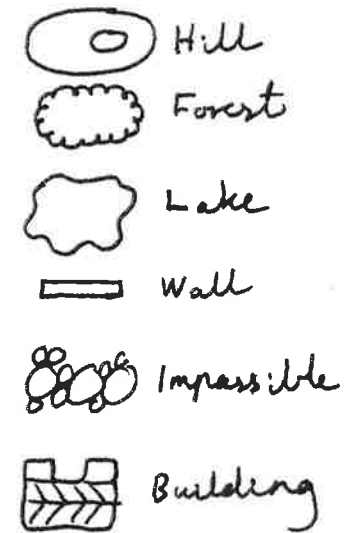
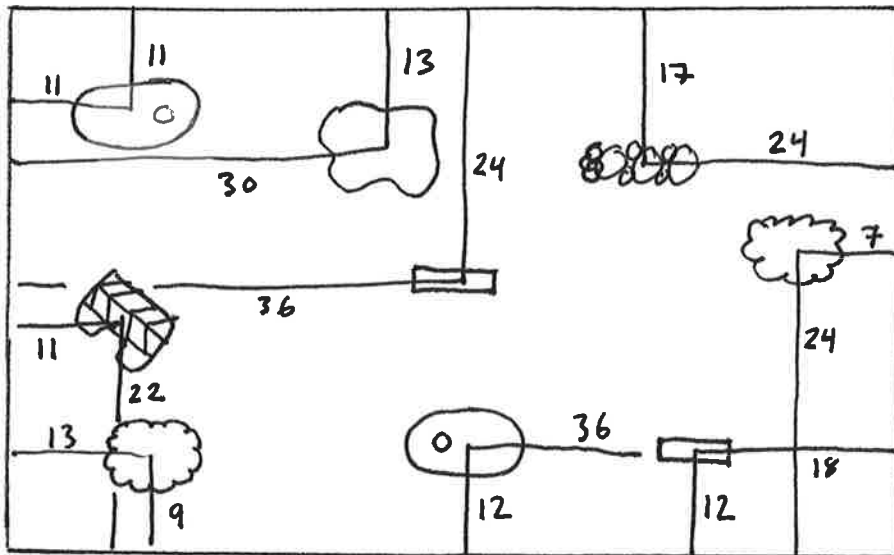
Scenario 3: Controlling the field



Deployment: Battle line

Scenario Special Rules: Find the middle of the board and make a 24 inch by 12 inch square. The player with the most VP in CORE units inside (units that are partially or completely inside all count) that square gets an additional 750 VP at the end of the game. A unit that is fleeing at the end of the game does not count. Each unit is worth its starting number of VP, even if reduced to below half strength or even just 1 man/orc/elf and so on. A unit has to be in the original army list to be able to count as scoring, summoned or newly created units do not count.

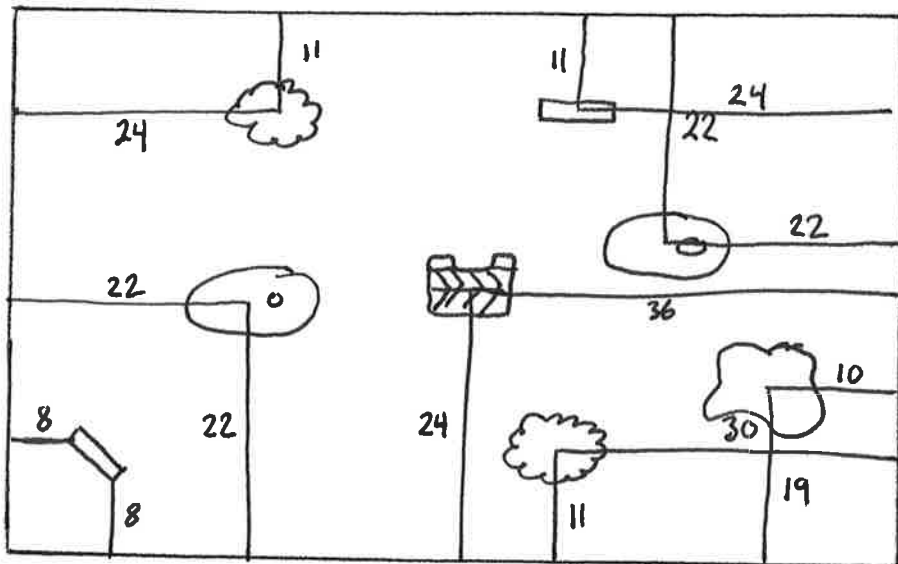
Scenario 4: Magic Flux


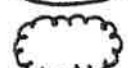
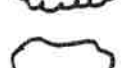





Deployment: Battle line

Scenario Special Rules: No more than 5 dices may be used to cast a spell from any source.

Scenario 5: Divide and Qonquer



-  Hill
-  Forest
-  Lake
-  Wall
-  Impassible
-  Building

Deployment: Battle line

Scenario Special Rules: The table is divided into 4 squares. Find the middle of the board and divide the table into 4 equal squares. If you control a square you get 250 additional VP in addition to any kills you make. To control a square you have to be the only player that has a unit with a starting number of 16 infantry/8 cavalry/6 monstrous infantry/5 monstrous cavalry in a square. If both players have a unit(s) in a square then no one control the square. If a unit is standing in more than 1 zone, the owning player may chose witch square the units is technically in (it can only count towards one square).