



# **DALASLAGET**

**WARHAMMER  
FANTASY**

**Summer 2024**

30th August - 1st September

Tournament Documents

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## Introduction

Welcome to the Dalaslaget 2024 Summer Event.

We hope that you'll have an excellent time during the event. Feel free to contact us at [kontakta.dalaslaget@gmail.com](mailto:kontakta.dalaslaget@gmail.com) or reach out to us at our homepage or at the official FB page for any questions you might have prior to the event.

This is a 2500 points event, using the rules from the Warhammer Fantasy Battles Rulebook (8th Edition), related Army Books, with the most recent F.A.Q. and rules clarifications available, alongside the modified Triple Crown Comp -system as provided via the [www.dalaslaget.se](http://www.dalaslaget.se) homepage.

The following factions and army lists are allowed at this event:

Beastmen (using their 7th Ed. AB), Bretonnia (using their 6th Ed. AB),  
Chaos Dwarfs (The Legion of Azgorh from Tamurkhan), Daemons of Chaos, Dark Elves, Dwarfs,  
High Elves, Lizardmen, Ogre Kingdoms, Orcs and Goblins, Skaven (using their 7th Ed. AB), The Empire,  
Tomb Kings, Vampire Counts, Warriors of Chaos, Wood Elves

Battle Scrolls, Scrolls of Binding and Monstrous Arcanum are also included IF indicated in your relevant army comp section or in the 'Dalaslaget Monster Compendium'.



# General Information

## Regarding Proxies

Third party and 'proxy' models are allowed as long as it is clear to your opponents what the model(s) is/are now representing. In short; if you have made an effort to do something cool it will likely be fine. If you are planning on using any proxy or third party models please send some photos to [kontakta.dalaslaget@gmail.com](mailto:kontakta.dalaslaget@gmail.com) ahead of submitting your list so that we can confirm we that the models can be used for this event.

We understand certain models are hard to come by now and that may mean you need to use others; we don't have an issue with this. Sending us pictures ahead of time simply ensures we are completely clear on what you want to use as what, and this helps to ensure the event runs smoothly.

If you arrive with proxy/third party models which you have not sent us pictures of prior to your list being submitted, we may ask you to remove these and play your games without them. This NOT something we want to do, or think we will need to do, but it is something which we think will help ensure the event is enjoyable for everyone.

## What should I bring?

- your army (we hope this one would be obvious!)
- any gaming aids you need (dice, tape measure, templates)
- movement trays for any unit of 3 or more models
- Warhammer Fantasy Battles 8th Edition rulebook
- the latest edition of your army book, and any supplements you are using
- 2 printed copies of your army list
- any FAQ's you will be relying on. If you do not have a copy and one cannot be found, expect to be ruled against!

## Reference Materials

This is a 2500 points event, using the rules from the Warhammer Fantasy Rulebook 8th Edition, related army books, with the most recent F.A.Q. and rules clarifications available, alongside the modified Triple Crown Comp -system.

# Building your army

So now the fun starts, getting your army together!

This is a 2500 point, closed list event.

Please be aware that your army lists will need to have the following:

- Your name
- The name of your faction
- Your comp score, and how that's calculated
- Your units/characters along with their points,
  - any upgrades they have and the points for those,
  - which lore of magic any wizards are using,
  - who is your army general,
- Your armies total points cost

**Your list needs to be submitted to the organizers by the end of  
31st July 2024**

*Late submission will result in a 5 Tournament Point deduction from your final score.*

This event will be using the 25% Lords and Heroes allowance as per the original Warhammer Fantasy 8th Edition rulebook (please ignore the change to this in the latest FAQ).

The army selection rules in End Times: Archaon will not be used.

All Special Characters will be allowed, with the exception if you use a single lord choice, this choice may exceed the normal 25% points allowance. IE. Lord Mazdamundi or Malekith on Seraphon.

For this event, any terrain piece that is classified as either 'Impassible' or as a 'Hill' are considered to be infinitiely high for the purpose of checking line of sight between units. *A unit positioned with any part of its bases on top of a 'Hill' can be seen using the regular rules for checking line of sight.*



# Scoring Units

For this event, a unit is considered to be a 'Scoring Unit' provided it meet the criteria listed in this section before the start of the game:

- an Infantry Unit with at least 10 models and a Unit Standard Bearer
- a Cavalry Unit with at least 5 models and a Unit Standard Bearer
- a Monstrous Infantry Unit with at least 3 models and a Unit Standard Bearer
- a Monstrous Cavalry Unit with at least 3 models and a Unit Standard Bearer
- a Chariot Unit with at least 3 models and a Unit Standard Bearer

In addition, one unit with the 'Fast Cavalry' rule may count as scoring as long as it consists of at least 10 models and a Standard Units. If your army contains more than one such unit, then you must declare which unit is scoring at the start of the game.

If a Unit loses the Unit Standard Bearer it is no longer considered to be a Scoring Unit.

Finally, the Battle Standard bearer can join a unit and this unit will count as scoring provided that:

- A.) he joins the unit at the start of the game and remains with the unit.
- B.) The unit also need to consists of the minimum number of models
  - Infantry, Fast cavalry, War beasts: 10 models
  - Monstrous Infantry, Beasts, Cavalry and Chariots: 3 models
- C.) The unit has at least one model remaining in addition to the BSB.

*A unit with a standard bearer and a BSB only counts as one unit for the purpose of scoring.*

The following Units are NEVER considered scoring:

- Lone Characters
- Monsters (including Ridden ones)
- Units that are fleeing
- Units with the 'Fly' or 'Hover' special rules (this includes the BSB).
- Summoned units

# the Comp

As we said right at the start this event will be using a roll call comp system; however even if you are already familiar with this system make sure you pay special attention below as we have made some changes to it.

We are aiming for that unrestricted, out of the box feeling but we want to ensure everyone has a good time as well, so the system reflects that. It is as follows:

- You start at 0
- For every choice in your army consult the comp across the following pages
- Add or subtract as instructed to get your final score, with the following restrictions:
  - You can finish with a minus score
  - You can never gain the positive score for duplicates of the same thing more than twice  
(e.g. if you have 3 Lion Chariots you only get +2, not +3)
  - Your score has a maximum upper limit of +10 but no lower limit, you can be a -50 if you can fit it in.

## Comp Scores and Match Making

Your first round opponent will be semi-random. In your first game you will be matched based on your comp scores and your travel company. Swiss pairing will match opponents after round one.

At the end of the tournament your comp score will be added or subtracted as appropriate from your gaming score to give you your final tournament score and ranking.

## Highlander

If your army includes no duplicate choices of any kind, you receive a bonus to your comp score. The bonus is different for each faction and is known as the Highlander comp.

Please note that the same unit entry with different equipment DOES count as a duplicate choice for the purposes of Highlander.



# Generic Comp

The following Common Magic Items incur the following comp points:

- ~~1 for the Discipline~~
- 1 for Fozzrik's Folding Fortress
  - +1 for the Arabyan Carpet
  - +2 for the Wizarding Hat

The following criteria incur the following comp points if they are met:

- +2 if your army does not include an item which automatically dispels a spell  
(such as the *Dispel Scroll*, *Rune of Spellbreaking* or the *Cube of Darkness*. This does not apply to *Daemons of Chaos*)
- +1 if your army does not contain a level 3+ wizard, but DOES contain other spell casters, spells or bound items  
(This does not apply to *Dwarfs*)
- +3 if your army includes no magic users, spells or bound items  
(This does not apply to *Dwarfs*)
- +2 if your army does not contain a Battle Standard Bearer  
(This does not apply to *Tomb Kings* or *Vampire Counts*)

Units (not characters or single models) that cost over a certain points value will incur comp points as per the list below.

- 1 per unit between 450 and 599 points inclusive
- 3 per unit between 600 and 749 points inclusive
- 5 per unit that costs 750 points or more

In addition, certain choices available to many armies incur the following comp points.

- +1 per non-spellcaster mounted on a Monster
- +1 per character mounted on a Chariot
- 1 per model who knows 3 or more spells from the Lore of Death or the Lore of Life  
(*Special Characters* are exempt from this comp as this would have been included in their comp score)
- 1 per spellcaster who knows spells from the Lore of Light after the second

On the following pages you will find the individual army comp. Each page will cover a different army and will have all the army-specific comp which applies in addition to the comp above.

# Beastmen

*Beastmen armies may select Marks of Chaos for their units as described in End Times: Archaon; however Beastmen do not pay the additional points cost for these Marks, they are free.*

*Beastmen armies use the Beastmen Ambush rule from End Times: Glotkin*

*Where a Common Magic Item is presented in the Rulebook and Warhammer Armies: Beastmen players should use the points value in the Rulebook and the rules in Warhammer Armies: Beastmen.*

-1 per spellcaster after the second if the Shard of the Herdstone is included in your list

-1 per Tuskgor Chariot after the 3rd  
(including mounts)

-1 for Slugtongue

-1 per Doombull with the Arabyan Carpet;  
this is increased to -2 if the Doombull also has a 3+ ward save  
(You do not receive the +1 for the Arabyan Carpet if it is on a Doombull)

**-1 per unit of Ungor Raiders with Mark of Slaanesh after the 3rd**

+4 if your army is Highlander

+1 per unit of 20+ Unger Herds

+1 per unit of 5+ Minotaurs

+1 per unit of Centigors

+1 for the first Giant;

+2 per Giant after the first

+1 per Jabberslythe

+1 per Cygor

+1 per Ghorgon

+1 for Khazrak The One Eye

+2 for Gorthor, The Beastlord

+2 for Moonclaw, Son of Morrslieb

+2 for Ungrol Four-horn

+1 for Ghorros Warhoof



# Brettonnia

*The following Bretonnian units gain the Devastating Charge special rule: Bretonnian Lord, Paladin, Knights of the Realm, Knights Errant, Questing Knights, Pegasus Knights, Grail Knights, and The Green Knight*

*Remove the 0-1 selection limit from the following units: Grail Reliquae, Pegasus Knights, and Grail Knights*

*Bretonnian Lords may take a single Virtue, with no points limit, in addition to their 100 point magic item allowance.*

*You still pay the points for the Virtue and follow all of the rules around duplicating Virtues but it is treated as a separate allowance to your magic items.*

*Bretonnian Paladins may take a single Virtue, with a 50 point limit, in addition to their 50 point magic item allowance. You still pay the points for the Virtue and follow all of the rules around duplicating Virtues but it is treated as a separate allowance to your magic items.*

*Where a Common Magic Item is presented in the Rulebook and Warhammer Armies: Bretonnia players should use the points value in the Rulebook and the rules in Warhammer Armies: Bretonnia.*

-1 if you have both the Silver Mirror and a Dispel Scroll

-1 per Trebuchet after the 1st

-1 for The Green Knight

**-1 if the army include Virtue of Heroism**

+4 if your army is Highlander

+1 per Hippogryph

+1 per Lord/Paladin on foot;  
an additional +1 if they are also your general

+1 for the first unit of 30+ Men-at-Arms

+1 for the first unit of Peasant Bowmen

+1 per unit of Mounted Yeomen

+1 per unit of 6+ Questing Knights

+2 per Grail Reliquae

+3 if you have only one of the following Knight units in your army  
(Realm, Errant, Questing, Grail).

This is reduced to +1 if you also have Pegasus Knights

# Chaos Dwarfs

## Legions of Azgorh

- 1 for the first K'daai Destroyer; -2 for each K'daai Destroyer after the first
- 2 if 2 Death Shrieker Rockets are included
- 2 if 2 Magma Cannons are included
- 1 per Hellcannon
- 1 per Infernal Castellan after the 1st
- 1 if your army contains more than 4 War Machines  
*(both the Hellcannon and Iron Daemon count as War Machines for this purpose)*
- +3 if your army is Highlander
- +1 for the first unit of Chaos Dwarf Infernal Guard armed with Fireglaves
- +1 per unit of Chaos Dwarf Infernal Ironsworn
- +1 per unit of K'daai Fireborn
- +4 if your army includes no War Machines  
*(both the Hellcannon and Iron Daemon count as War Machines for this purpose)*
- +1 for the first unit of 40+ Hobgoblin Cutthroats



# Daemons of **C**haos

*Isabella The Accursed is treated as a Daemon of Nurgle when calculating the below Mono God bonus.*

**Mono God Armies** - If your army consists solely of Daemons of a single Chaos God you incur the following comp points:

- +1 if your army consists solely of Daemons of Tzeentch – in addition you may ignore the comp for multiple Lore of Tzeentch casters
- +1 if your army consists solely of Daemons of Slaanesh
- +2 if your army consists solely of Daemons of Khorne – in addition the comp for having 2 Skull Cannon is reduced to -2
  
- 4 for Epidemius
- 4 for Kairos Fateweaver
- 1 per Herald of Nurgle in the army more than units of 20+ Plaguebearers
- 1 per caster using the Lore of Tzeentch after the 2nd
- 1 per unit of Beasts of Nurgle
- 1 per unit of Beasts of Nurgle with 6+ models, this is in addition to the above comp
- 1 per Plague Drone unit after the 1st
- 1 for the first Skull Cannon, -2 for the second Skull Cannon
- +2 if your army is Highlander
- +1 per Daemon Prince
- +1 per Keeper of Secrets
- +1 per Great Unclean One
- +1 per Blood Throne of Khorne
- +1 for the first unit of 15+ Daemonettes
- +1 for the first unit of 15+ Bloodletters
- +1 per Seeker Chariot of Slaanesh or Hellflayer of Slaanesh after the 1st
- +1 per Burning Chariot of Tzeentch
- +1 per unit of 4+ Bloodcrushers
- +1 per unit of 3+ Nurglings
- +1 per Exalted Seeker Chariot of Slaanesh
- +1 for Skarbrand
- +1 for Ku'Gath Plaguefather

# Dark elves

- 3 for Morathi
- 1 per character mounted on a Dark Steed or Pegasus who also has a Sea Dragon Cloak after the 2nd
- 1 for the Cloak of Twilight
- 1 per Cauldron of Blood
  - (\*Note\* Despite this being a chariot mount, a model mounted on the Cauldron does not get the +1 for a character mounted on a chariot)
- 1 per Reaper Bolt Thrower after the 2nd
- 1 per unit of 30+ Witch Elves
- 1 per unit of 26+ Har Ganeth Executioners
- 1 per unit of Doomfire Warlocks
- 1 if your army includes more than 10 Doomfire Warlocks,
  - (This is in addition to the above comp)
- 1 per unit of Dark Riders after the 3rd
- +2 if your army is Highlander
- +1 per Supreme Sorceress on Black Dragon**
- +1 per High Beastmaster
- +1 per Fleetmaster
- +1 per Manticore mount
  - (excluding High Beastmaster mounts)
- +1 for the first unit of 20+ Dreadspears
- +1 for the first unit of 20+ Bleakswords
- +1 for the first unit of Cold One Knights
- +1 for the first War Hydra
- +1 for the first Kharibdyss
- +1 per Sourgerunner Chariot
  - (excluding mounts)
- +1 per Bloodwrack Medusa
- +1 per Bloodwrack Shrine
- +1 per unit of Sisters of Slaughter
- +1 for the first Khainite Assassin
- +1 for Lokhir Fellheart
- +1 for Kouran Darkhand
- +1 for Tullaris Dreadbringer



# Dwarfs

- 1 if 2+ Cannons are included; this is increased to -2 if any have runes
- 1 if 2+ Organ Guns are included; this is increased to -2 if any have runes
- 1 if 2+ Grudge Throwers are included; this is increased to -2 if any have runes
- 1 if 2+ Flame Cannons are included
- 1 if your army contains more than 4 War Machines  
*(the Anvil of Doom does not count for this)*
- 1 per Rune of Spellbreaking after the 2nd
- 1 per Gyrocopter after the 3rd
- 1 for Grimm Burlocksson
- 1 per Rune of Stoicism
- 1 per Master Rune of Groth One-Eye when taken on a unit of Hammerers
- +3 if your army is Highlander
- +1 per unit of Slayers over 100 points,  
*(this does not apply if there are more than 1 Giant Slayer per 5 Slayers)*
- +1 if your army DOES NOT include the Master Rune of Valaya
- +1 per unit of Miners
- +1 for the first unit of 20+ Dwarf Warriors
- +1 per Runelord, this is increased to +2 if mounted on an Anvil of Doom
- +1 per Daemon Slayer
- +1 per Dragon Slayer
- +1 for Ungrim Ironfist
- +1 for Belegar Ironhammer
- +2 for Thorek Ironbrow
- +3 if the army DOES NOT include any items which automatically dispel a spell  
*(this replaces the Generic comp point for auto-dispel items)*
- +4 if the army includes no War Machines  
*(the Anvil of Doom does not count for this)*



# High elves

- 1 for the Banner of the World Dragon if it is on the Battle Standard Bearer
- 3 for the Banner of the World Dragon if it is on a unit Standard Bearer
- 1 if the army includes the Banner of the World Dragon and any Dragons
- 1 for the first Frostheart Phoenix, -2 per Frostheart Phoenix after the 1st  
(this EXCLUDES Frostheart Phoenixes taken as mounts, however you can never gain the +1 for a character mounted on a Monster when taking a Frostheart Phoenix as a mount)
- 1 for Caradryan if mounted on Ashtari
- 1 per character mounted on an Elven Steed who also has Dragon Armour after the 2nd
- 1 for the Book of Hoeth
- 1 per unit of Ellyrian Reavers after the 3rd
- 1 per Eagle Claw Bolt Thrower after the 2nd
- 1 per unit of 26+ White Lions of Chrace
- 1 per unit of 11+ Dragon Princes
- 3 for Teclis
- 3 for Alarielle the Radiant
- +2 if your army is Highlander
- +1 per Archmage on Dragon
- +1 per Dragon Mage
- +1 per Lothorn Sea Helm
- +1 for the first unit of 20+ Spearmen
- +1 for the first unit of 20+ Archers
- +1 per Lion Chariot  
(excludes mounts)
- +1 for the first unit of Shadow Warriors
- +1 per unit of Tiranoc Chariots
- +1 per Skycutter Chariot  
(excludes mounts)
- +1 for the first Flamespyre Phoenix
- +1 per unit of 3+ Great Eagles
- +1 for Tyrion
- +1 for Korhil



# Lizardmen

- 1 for a Slann Mage-Priest with both Harmonic Convergence and the Channelling Staff
- 1 per Saurus character on Cold One after the 1st
- 1 if you have both the Cube of Darkness and a Dispel Scroll
- 1 per unit of Skink Skirmishers after the 3rd
- 1 per unit of Chameleon Skinks after the 2nd
- 1 per unit of Skink Cohorts costing under 100 points, after the 2nd
- 1 for Tetto'eko, this is increased to -2 if the army includes Lord Kroak
- +4 if your army is Highlander
- +1 for a Saurus Scar-Veteran Battle Standard Bearer
- +1 per Slann Mage-Priest with Higher State of Consciousness
- +1 for the first Skink Cohort containing at least 2 Kroxigor
- +1 for the first unit of Ripperdactyl Riders
- +1 per Bastiladon with the Ark of Sotek
- +1 per unit of 4+ Kroxigor
- +1 per unit of Jungle Swarms
- +1 per Stegadon  
(\*Note\* this does NOT include Ancient Stegadons)
- +2 per Trogladon
- +1 per unit of 2+ Razordon
- +1 per unit of Ripperdactyls
- +1 for Lord Kroak if Tetto'eko is not included in the army
- +2 for Chakax
- +1 for Gor-Rok
- +1 for Tiktaq'to
- +1 for Oxyotl
- +2 for Tehenhauin.  
(If Tehenhauin is your army General and your army does not include any Saurus characters, the negative comp for Skink units do not apply)

# Ogre Kingdoms

- 1 for the Hellheart
- 1 for the Runemaw
- 1 for the Dragonhide Banner
- 1 per unit of Mournfang Cavalry after the 1st
- 2 if 2 Ironblasters are included in your army
- 1 per unit of 1 Sabretusk after the 2nd
- +3 if your army is Highlander
- +2 if no Monstrous Infantry unit is larger than 6 models
- +1 per Big Name
- +1 per Hunter
- +1 for the first Tyrant
- +1 for the first unit of 6+ Bulls
- +1 for the first unit of 20+ Gnoblers
- +1 per unit of 5+ Sabretusks
- +1 per unit of Yhetees
- +1 per Gnoblar Scraplauncher
- +1 for the first Giant, +2 per Giant after the first
- +1 per Thundertusk
- +1 if your army does not include any Ironblasters
- +1 for Skrag the Slaughterer
- +1 for Golgfag Maneater
- +2 for Bragg the Gutsman
- +2 for Greasus Goldtooth



# Orcs n goblins

*Night Goblin Squig Gobba's may be taken as a Rare choice in an Orcs & Goblins army.*

+3 if your army contains only Goblins

+5 if your army contains only Orcs

*For the purposes of the above comp points Trolls, Giants can count as either Orcs or Goblins as you want. War Machines without Orc Bully's count as Goblins, War Machines with Orc Bully's count as Orcs. Arachnarok Spiders, Squig Herds, Squig Hoppers, Mangler Squigs, **Snotlings** and **Snotling Pump Wagon** count as Goblins.*

-1 if you have more than 6 Fanatics

-1 for the Lucky Shrunken Head, this is increased to -2 if a unit of 30+ Savage Orc Big'uns are also included

-2 if 2 Doom Diver Catapults are included

-2 if 2 Rock Lobbers are included

-2 if 2 Night Goblin Squig Gobbas are included

-1 per Mangler Squig

+3 if your army is Highlander

+3 if your army contains no War Machines

*(Night Goblin Squig Gobbas count as War Machines for the purposes of this)*

+1 for the first unit of 20+ Orc Arrer Boyz

+1 for the first unit of 20+ Orc Boyz

+1 for the first unit of Forest Goblin Spider Riders

+1 for the first Nasty Skulker

+1 per unit of Snotlings

+1 per unit of Orc Boar Boyz

+1 per unit of Savage Orc Boar Boyz

+1 per Arachnarok, this is increased to +2 if it also has the Catchweb Spidershrine upgrade

+1 for the first Giant, +2 per Giant after the first

+1 for the first character mounted on Giant Cave Squig

+1 for Azhag the Slaughterer

+1 for Grom the Paunch

+1 for Gitilla da Hunter

+1 for Snagla Grobspit

# Skaven

*Where a Common Magic Item is presented in the Rulebook and Warhammer Armies: Skaven players should use the points value in the Rulebook and the rules in Warhammer Armies: Skaven.*

*You do NOT receive the +1 for a character mounted on a chariot for models mounted on a Screaming Bell or Plague Furnace*

-1 if you take 2 of the following, -2 if you take 3 of the following, and -3 if you take all 4:

- o Brass Orb
- o Power Scroll
- o Storm Banner
- o Doom Rocket

-1 for the first Unbreakable unit, -2 per Unbreakable unit after the first  
*(excluding Rat Swarms)*

-1 per Warlock Engineer after the 3rd

-1 per unit of Giant Rats with less than 10 models after the 2nd

-1 per unit of Rat Swarms with less than 3 models after the 1st

-1 per unit of 40+ Skavenslaves

-1 per unit of Gutter Runners after the 2nd

-2 if 2 Doomwheels are included

-2 if 2 Warp Lightning Cannons are included

-1 per Hell Pit Abomination

+3 if your army is Highlander

+1 for the first unit of 20+ Night Runners

+1 for the first unit of 20+ Giant Rats

+1 per Warp Grinder

+1 per Doom Flayer

+1 per unit of Rat Ogres

+1 per unit of 5+ Warplock Jezzails

+1 per unit of Plague Censer Bearers

+1 per unit of Poisoned Wind Globadiers

+1 per Great Pox Rat

+2 per Vermin Lord

*(\*Note\* this only applies to the Vermin Lord from Warhammer Armies: Skaven)*

+1 for Thanquol

*(\*Note\* this only applies to Thanquol from Warhammer Armies: Skaven)*

+1 for Ikit Claw

+1 for Throt the Unclean

+1 for Tretch Craventail

+1 for Lord Skrolk



# the Empire

You do NOT receive the +1 for a character mounted on a chariot for models mounted on a War Altar of Sigmar.

- 1 if you have no Core Infantry
- 2 if 2 Great Cannons are included
- 2 if 2 Helblaster Volley Guns are included
- 1 per unit of Demigryph Knights after the 1st
- 1 for the first Steam Tank, -2 per Steam Tank after the first
- 1 if your army includes both 1+ Steam Tanks and a Lore of Life wizard, this is in addition to any other comp on Steam Tanks and the Lore of Life
- 1 if your army contains more than 4 War Machines  
*(Steam Tanks count as War Machines for the purpose of this)*
- +2 if your army is Highlander  
*(\*Note\* for the purposes of Highlander detachments are treated as different to a parent unit of the same type; e.g. you can include one unit of Halberdiers and one detachment of Halberdiers and still claim the Highlander comp point)*
- +2 per Wizard Lord on Griffon
- +1 per Wizard Lord on a Luminark of Hysh
- +1 per Wizard Lord on a Celestial Hurricanum
- +1 for Markus Wulfhart
- +1 for Marius Leitdorf
- +1 per Mechanical Steed
- +1 per Witch Hunter
- +1 for the first unit of 20+ Handgunners
- +1 for the first unit of 20+ Crossbowmen
- +1 for the first unit of 20+ Free Company
- +1 for the first unit of 20+ Spearmen
- +1 per unit of 20+ Greatswords
- +1 per unit of Outriders
- +1 per unit of Pistoliers
- +1 per unit of Flagellants
- +1 per Mortar
- +1 per Helstorm Rocket Battery

# Tomb Kings

**Tomb King armies start with an initial comp score of +2, instead of the usual 0.**

*Tomb King armies may march when within 12" of the army General. Change the last sentence of The Restless Dead (Lore of Nehekhara Lore Attribute) to 'Units with the Animated Constructs special rule can only ever recover a single lost wound in this way per spell cast'.*

- 1 per Heirotitan
- 1 per 10 (or part of 10) Skeleton Archers in the army after 50
- 1 per unit of Necropolis Knights after the 1st
- 1 per Casket of Souls
- 1 for Screaming Skull Catapults after the 1st
- 1 for Ramhotep the Visionary if the army only contains one unit of animated constructs
- 1 for High Queen Khalida
- 1 for Arkhan the Black
- +4 if your army is Highlander
- +1 for the first Tomb King
- +1 for a Tomb Herald Battle Standard Bearer
- +1 for the first unit of 20+ Skeleton Warriors (*not Archers*)
- +1 for the first unit of Skeleton Horsemen (*not Horse Archers*)
- +1 per unit of Tomb Swarms
- +1 per unit of Ushabti
- +1 per unit of Sepulchral Stalkers
- +1 per Necrosphinx
- +1 per unit of 20+ Tomb Guard
- +1 per Necrolith Colossus
- +1 for Settra the Imperishable
- +1 for Prince Apophas
- +1 for The Herald Nekaph



# Vampire counts

- 1 per Vampire Lord with Red Fury
- 1 per Quickblood
- 1 per Ethereal character after the 1st
- 1 per unit of Dire Wolves after the 3rd
- 1 per unit of 8+ Crypt Horrors
- 1 per character mounted on a Nightmare, Barded Nightmare or Hellsteed after the 2nd
- 1 for the second unit of Hexwraiths, -2 for the third unit of Hexwraiths
- 1 per unit of 1 Spirit Host after the 2nd**
- 1 for the first Terrorgheist, -2 for each Terrorgheist after the first  
(excluding mounts)
- 1 if your army includes more than 2 Deathshrieks
- 1 for Count Mannfred
- +2 if your army is Highlander
- +2 per Zombie Dragon
- +2 per Abyssal Terror
- +1 per Coven Throne
- +1 for the first unit of 40+ Skeleton Warriors
- +1 for the first unit of 40+ Zombies
- +1 for the first unit of Bat Swarms
- +1 per Corpse Cart
- +1 per unit of 20+ Grave Guard
- +1 per unit of 5+ Vargheists
- +2 per Black Coach
- +1 per unit of Blood Knights
- +1 for Vlad von Carstein
- +1 for Isabella von Carstein
- +1 for Krell, Lord of Undeath,  
this is increased to +2 if the army also includes Heinrich Kemmler

# warriors of *Chaos*

*Mono God Armies - If your army consists solely of units/characters with the same Mark of Chaos you may apply the below comp. Note that anything that does not have a Mark of Chaos, or an option for one, can all be included in such an army without costing it this comp.*

+1 for the Mark of Slaanesh

+1 for the Mark of Tzeentch

+2 for the Mark of Khorne

-1 per character with a 3+ ward save, an additional -1 should that character also have the Third Eye of Tzeentch or a 2+ armour save or better  
*(this excludes special characters)*

-1 per Daemonic Mount

-1 per Disc of Tzeentch

-1 per Core Chaos Chariot after the 2nd

-1 if 2 Chimera's are included, - 3 if 3 Chimera's are included.

There is an additional -1 if any have the Regenerating Flesh upgrade

-1 per unit of Skullcrushers of Khorne after the 1st

-1 per Hellcannon

-1 for Throgg the Troll King

-1 per unit of Chaos Trolls taken as a Core choice

-1 for Galrauch

-1 per Daemon Prince,

an additional -1 if he has Daemonic Flight and -1 if he has a 2+ armour save or better

+2 if your army is Highlander

+1 for the first unit of 20+ Chaos Marauders

+1 per unit of Dragon Ogres

+1 per unit of 6+ Chaos Ogres

+1 for the first unit of Forsaken

+1 per Warshrine

*(excluding Warshrines with the Mark of Tzeentch)*

+1 per unit of 15+ Chosen

+1 for the first Giant, +2 per Giant after the first

+1 per Shaggoth

+2 per Slaughterbrute

+2 per Mutilath Vortex Beast

+1 per unit of Hellstriders of Slaanesh

+1 for Kholek Suneater

+1 for Valkia the Bloody



# Wood elves

*Wood Elf armies do not receive the +1 for non-spellcasters mounted on a Monster for Naestra & Arahan on Ceithin'Har.*

- 1 per 10 (or part of 10) models with Trueflight and/or Hagbane Tip arrows in the army after 40
- 1 per Spellweaver on the Lore of Shadow
- 1 per character mounted on an Elven Steed after the 2nd
- 1 per unit of Sisters of the Thorn
- 1 per unit of Wild Riders after the 1st
- 1 if the army includes 11+ Waywatchers
- 1 per unit of Deepwood Scouts after the 2nd
- +4 if your army is Highlander
- +1 per Unicorn  
*(taken as mounts)*
- +1 per Great Stag  
*(taken as mounts)*
- +1 for the first unit of 20+ Eternal Guard
- +1 for the first unit of 15+ Dryads
- +1 per unit of Warhawk Riders
- +1 per unit of 20+ Wildwood Rangers
- +1 per unit of Wardancers
- +1 per Treeman Ancient
- +1 per unit of 3+ Great Eagles
- +1 for the first Shadowdancer
- +1 for the first Branchwraith
- +1 for Araloth
- +1 for Drycha
- +2 for Orion
- +1 for the Sisters of Twilight if mounted on Gwindalor
- +3 if your army contains no Elves  
*(Orion is NOT treated as an Elf for the purposes of this)*



# f.a.q.

All current WFB FAQ's available from Games Workshop/ Forgeworld will be used at this event alongside this document. If this FAQ or comp pack contradicts any rules found in one of those FAQ's this document takes precedence.

Khaine Magic will NOT be used.

**Terrain pieces that are either classified as Impassible or as a Hill is considered to be infinitively high and any models standing behind such terrain pieces are considered to be obscured for the purposes of checking line of sight.**

**True line of sight will be used, except for the purpose of checking line of sight behind impassible terrain or hill terrain.**

Open ground does count as terrain for the purposes of the Curse of Anraheir spell.

Birona's Timewarp cannot increase a unit's movement value above 10, so max march would be 20 inches.

The wizard who miscast cannot get a Look out Sir from damage from a miscast template.

Units cannot swift reform and garrison a building in the same turn.

All buildings (Including Fozzriks Folding Fortress, Rock of inevitability etc) may NOT be garrisoned and are always counted as Impassible Terrain.

**Cannons that hit a ridden monster must randomize between the monster and the rider and the cannon will only hit one (1-4 monster, 5-6 rider).**

Cannon balls MUST be able to see the spot where they are being placed when firing. Cannons cannot be fired at a target that cannot be seen (if you can't see it, then you don't know its hiding there!)

Cannon balls cannot bounce through impassable terrain or buildings.

Cannons mounted on chariots, such as the Ironblaster, Skullcannon and steam tank may not pivot in the shooting phase and like all other cannons must shoot in a straight line forward from the barrel.

A model in a challenge cannot be affected by any enemy breath weapons or impact hits done by models from outside the challenge.

A Character model may make way at the start of any round of close combat.

Ironcurse Icon works against all Weapons that fire like a War Machine.

Immunity to Killing Blow also gives immunity to Heroic Killing Blow.

A model with Always Strike First and with equal or higher initiative than an enemy model with Always Strike First and Always Strike Last will get to re-roll to hit rolls in close combat against that model.

If the general character model is killed but his mount survives you still receive the +100 vp for killing the general, and the fortitude points for slaying the general; although you do not receive the victory points for the cost of that model.

If 2 characters have incompatible base sizes to the unit they are joining then they are placed on either side of the unit. A 3rd character with an incompatible base size may not join the unit.

If an attack that inflicts multiple wounds hits a unit with multiple wounds, you roll to determine the number of multiple wounds inflicted one dice at a time. Wounds do not spill over. If a model in the unit has already lost wounds; wounds caused must be allocated on to that model first. For example: A unit of ogres takes 3 successful wound rolls from a multiple wound (D3) attack. They fail all of their armour saves. So you then roll the first multiple wounds dice, inflicting 2 wounds onto the first Ogre, leaving him on 1 remaining wound. The second multiple wound dice is then rolled, inflicting 3 wounds. The Ogre on 1 remaining wound is removed from play by this attack and the 2 excess wounds are lost. You then roll the final multiple wound dice, scoring a 1, wounding a second ogre once.

The item Chalice of Blood and Darkness cannot be used between casting and dispelling a spell.

All mounts, except ridden monsters, are ignored for leadership purposes for the Spell Treason of Tzeentch. In the case of chariots the creatures pulling the chariot and the chariot's leadership are ignored.

The Tally of Pestilence has no affect while Epidemius is held in reserve.



# f.a.q.

Hits from the Reign of Chaos are always treated as having hit the front arc of the targeted unit.

Only 1 character may charge out of a unit per phase.

Virtual Pivoting is NOT allowed.

The Battle Standard Bearer may take mundane items available to normal heroes of their type

Hits from magic missiles are treated as a shooting attack for the purposes of calculating if a lone character may make a 'Look Out Sir!' roll.

When casting a Magical Vortex the caster must nominate a direction in which the template moves. When doing this the direction in which the template travels must remain inside the casters' front arc.

The Spell Penumbral Pendulum (Lore of Shadow) may target units that are engaged in close combat.

The spell Drain Magic (Lore of High Magic) ends the cumulative effects of the following spells: Wither (Skaven Spells of Plague) and Plague of Rust (Lore of Metal).

The -1S from the Blizzard Aura special rule for Frostheart Phoenixes does not stack.

The High Magic Lore Attribute increases all Ward Saves as well as all conditional Ward Saves a model may have. If a model only has conditional Ward Saves then it also receives a 6+ Ward Save.

The Banner of the World Dragons 2+ ward save may not be taken against Arnzipals Black Horror, as this spell does not cause wounds, it removes the model from play.

The army list does not need to state any Lores for Alarielle. She chooses her Lore(s) at the start of each game as per her special rules.

The army list must state if Teclis is using High Magic or Battle Magic. If you are choosing Battle Magic then Teclis may pick his spells at the start of every game.

Models with the Predatory Fighter rule may benefit from it when fighting from the second or subsequent ranks.

Piranha Blade only gives Multiple Wounds (D3) Special Rule while being used in close combat.

Burning Alignment and The Deliverance of Itza target all enemy units within the specified distance of the spells. This applies even if the enemy unit is engaged in close combat or in the rear/flank arc of the model casting the spell.

Tiktaq'To may join units of Terradon Riders.

Daemonic characters with more than 1 magic weapon can only benefit from the effects of 1 weapon at a time. They must declare at the start of the player turn which weapon the character is using; any other magic weapons have no effect whatsoever for the duration of that turn.

The Cauldron of Blood does not allow re-rolls on ranged attacks or spells.

Ward saves from Magic Resistance may not be taken against Arnzipals Black Horror, as this spell does not cause wounds, it removes the model from play.

The army list does not need to state any Lores for Morathi. She chooses her Lore(s) at the start of each game as per her special rules.

A model with Hatred (High Elves) has Hatred against all models taken from the High Elf Army Book.

A shot from a doom diver war machine may never hit more than a single unit; if two units are struck by a doom diver marker the controlling player decides which one they hit. (This is to avoid issues with the size of the marker etc).

If a War Machine is hit as a result of a unit of Squigs 'exploding', hits are distributed against the toughness of the War Machine not the crew.



# f.a.q.

The Skaven Spell Cracks Call may be cast into combat and through friendly units as it does not have a target.

Other Skaven Spells may not be cast into combat unless they specifically say so or mention it in their description.

A charging Skaven unit that has moved forward d6 inches as a result of a Screaming Bell allows no charge reactions.

The army list does not need to state any Lores for a Skaven Grey Seer or Verminlord as they can freely mix Spells of Plague and Ruin as per their special rules.

A Hellpit Abomination that has had its strength reduced or increased will use the new strength when working out any of its special attacks.

Doom Rockets are treated as a shooting weapon for the purposes of firing them.

When making their special movement attack, Hexwraith models measure distance moved from starting point, to enemy unit they are attacking and back to a legal position. The distance moved cannot exceed their movement value or double this if they marched. They may reform inside an enemy unit.

Death Shriek and Ghostly Howl are not considered shooting attacks.

You must show your opponent your 'pool' of summonable models at the start of each game; you may not share models or borrow from a friend during the game.

Summoned units are NEVER scoring units. (Please note : no part of the model may take more wounds than it currently has remaining.)

Wood Elves armies may duplicate their enchanted across more than one unit. If you chose to mount the sisters of Twilight on Gwindalor, then treat them as a ridden monster for the purposes of attacking them or allocating/ randomising hits on them. For any other purpose treat them as monstrous cavalry as per their army book entry.

Soul Feeder may NOT be used to gain wounds back from both Stomps and Breath weapon attacks.

A second Rune of Spellbreaking may be used on bound spells cast by models which are not wizards, however the spell is not lost on the roll of a 4+.

Units may always be attacked through a champion.

One character per unit may take a Look Out Sir! roll from the following spells: The Dwellers Below, Final Transmutation, Curse of the Horned Rat.

The unit which includes the Virtue of the Impetuous Knight may declare a charge on a unit as long as it is possible to make the charge with the additional D6" granted by the Virtue.

Any model positioned on the flank of a unit in the Lance formation may only direct attacks at models which would be eligible targets of the knight in the front rank directly in front of them.

Models with the Loremaster special rule do not randomly generate their spells before the start of the game.

If a model loses the Loremaster rule during the game they randomly generate their spells at that point, following all the rules for spell generation (e.g. no two wizards may know the same spell unless it is a signature spell).

Any items possessed by a hidden model have no effect until the model carrying them is revealed.

A character may not leave and join the same unit in a turn.

Kairos Fateweaver may reroll one dice per game turn.

The general's Inspiring Presence can be used against Spirit Leech, even if he is not in the unit being targeted.

Morghast Harbingers and Morghast Archai lose Undead and gain Nehekharan Undead when taken in a Tomb Kings army.



f.a.q

Disrupted kan inte vara steadfast

Crown of command ger reroll, inte stubborn

Standard of discipline kan inte användas samtidigt som inspiring presence ( du kan inte sätta din general i en enhet med SoD och öka din generals LD med 1)

Miscast kan stoppas med irresistible force

Miscastar du med 3+ eller fler tärningar får motståndaren ändra resultatet +/- 1 på resultatet

Miscastar du med 5+ tärningar får motståndaren ändra med +/- 2 på resultatet

# Dalaslager Scoring Units

- Infantry units with at least 10 models & a Unit Standard Bearer.
- Cavalry units with at least 5 models & a Unit Standard Bearer.
- Monstrous Infantry units with at least 3 models & a Unit Standard Bearer.
- Monstrous Cavalry units with at least 3 models & a Unit Standard Bearer.
- Chariot units with at least 3 models & a Unit Standard Bearer.
- Up to one unit with the Fast Cavalry rule may count as scoring, so long as it contains at least 10 models and a unit standard bearer. If your army contains more than one such unit then you must declare which unit is scoring at the start of the game.

As long as these Scoring Units meet the above requirements before a game. They remain Scoring

until the Unit Standard Bearer is destroyed!

- Finally, the Battle Standard bearer can join a unit and this unit will count as scoring provided that: a) he joins the unit at the start of the game and remains with the unit, b) the unit

begins the game with the minimum number of models (Infantry, Fast Cavalry and War Beasts 10, Cavalry 5, Monstrous Infantry/Beasts/Cavalry and Chariots 3) and c) the unit has at least one model remaining. A unit with a standard bearer and a BSB only counts once for the purpose of scoring.

Units that are NEVER considered scoring:

- Characters on their own
- Monsters (including Ridden ones).
- Units that are Fleeing.
- Units with Fly/Hover Special Rule (including the BSB)
  - Summoned units



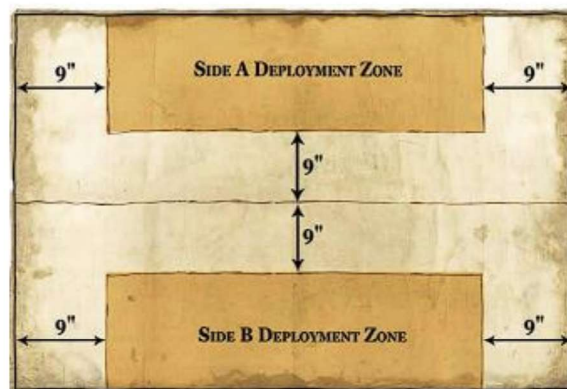
# Match 1

## Capture the flags

### Deployment

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment as described earlier in this chapter. Units may be placed anywhere in their half of the table that is more than 9" from the center line and more than 9" from either narrow table edge.



### First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his roll.

### Game Length

The battle will last for six game turns

### Scenario Special Rules:

After Spell Selection, each player reveals how many scoring units they have in their list. The opposing player then picks 3 scoring units to Destroy. If a player only has 2 Scoring units the opposing player then gets to pick an one unit (in this case) on the opposing players list, this unit then becomes Scoring. The same logic applies if the player brings 0 or 1 Scoring unit. The player who destroys the most Scoring units win the Secondary objective. If both players score the same amount, neither players achieves the secondary objective.

# Match 2

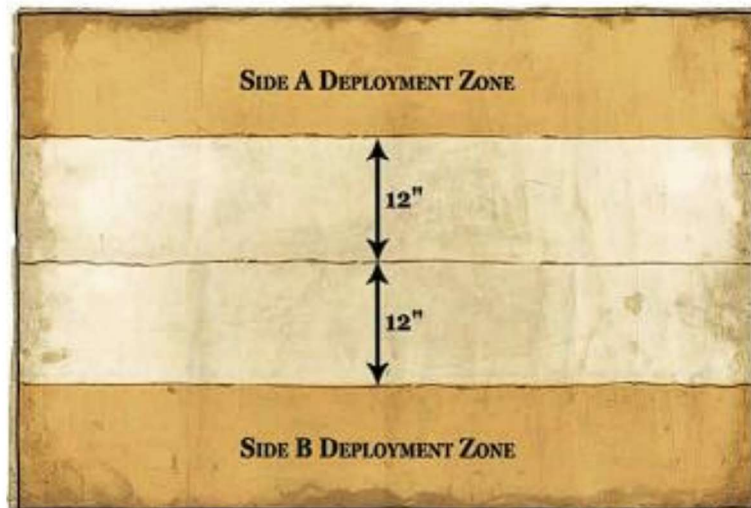
## Seize the centre

### Deployment

Place a marker in the centre of the table before the game begins.

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment as described earlier in this chapter. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.



### First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his roll.

### Game Length

The battle will last for six game turns, or until a player is wiped out.

### Scenario Special Rules:

At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the centre of the board gains a counter. At the end of the game, the player with the most such counters win this Secondary Objective. If both players have the same amount of counters, neither player wins this secondary objective.



# Match 3

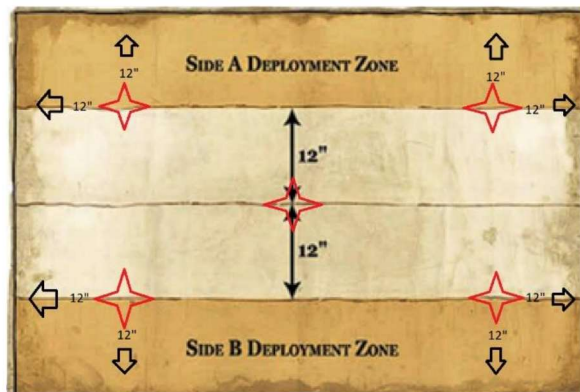
## Hold the ground

### Deployment

Before the beginning of the game, place 5 markers as depicted bellow. Any Scoring unit can hold the objective if it is within 3" of the centre of the marker. One unit can only hold one objective at a time.

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment as described earlier in this chapter. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.



### First Turn

Roll off after deployment to see which player takes the first turn. The player that finished deploying his or her army first adds +1 to his roll.

### Game Length

The battle will last for six game turns

### Scenario Special Rules

At the end of the game the player whom controls the most objectives wins the secondary objective.

To control an objective a player must have at least one Scoring unit within 3" of that objective.. Any part of the unit counts for this. If both players control the same amount of objectives, then neither player scores the secondary objective.

## Mission Objectives

Scoring will follow a modified version of the 20-0 system.

Difference in Victory Points	Winner's Tournament Points	Loser's Tournament Points
0-200	10	10
201-500	11	9
500-800	12	8
801-1100	13	7
1101-1400	14	6
1401-1700	15	5
1701-2000	16	4
2000+	17	3

The winner of the secondary objective gains 3 Tournament points whereas the loser will lose 3 tournament points. If there is no winner, or if both players achieve the secondary objective, then no additional tournament points are gained or lost.

Tournament points for winning the secondary objective are added/subtracted immediately after each round.