



# **Warhammer Fantasy Battle**

## **Rollcall 2013**

*Welcome to the rules pack for the Warhammer Fantasy Battle event at Rollcall 2013!*

The Rollcall event is held on the weekend of the 22<sup>nd</sup> & 23<sup>rd</sup> June 2013 in Cranfield, near Milton Keynes, and the full address of the venue is;

**Holywell Middle School**  
**Red Lion Close**  
**Cranfield**  
**Milton Keynes**  
**MK43 0JA**

Your tournament organiser is Ben Harris, aka the Panzer, and he can be reached via email ([dieselharris84@gmail.com](mailto:dieselharris84@gmail.com)), on Twitter (@PanzerHarris) or via the thread for the event on the Warhammer forum (<http://warhammer.org.uk/phpBB/viewtopic.php?f=13&t=113639>).

Results will be submitted to Rankings HQ.

### **Timetable**

#### Saturday

0830 – 0915 Registration & initial briefing  
0915 – 1145 Game 1  
1145 – 1230 Lunch  
1230 – 1500 Game 2  
1515 – 1745 Game 3

#### Sunday

0915 – 1145 Game 4  
1145 – 1230 Lunch  
1230 – 1500 Game 5  
1530 – Awards

All games will use the Pitched Battle / Battleline scenario.

## What You Need to Bring

- Your fully painted army
- Movement trays for any unit of 3 or more models
- Warhammer 8<sup>th</sup> edition rulebook
- The latest edition of your army book
- **2 printed** copies of your army list
- Any FAQs you will be relying on – if you don't have it and a copy can't be found, expect to be ruled against!

All models need to be painted. This means that they must have at least 3 colours and be based (painted and flocked as a minimum), with no undercoat showing. All units with 3 or more models in must have a movement tray.

Any players failing to conform to the above painting standards **will be docked 10 tournament points**. You have been warned!

## Sportsmanship

At the end of round 5, players will be asked to nominate their most sporting opponent. The player who collects most votes will be awarded a suitable prize. In the case of a tie the TO reserves the right to devise a suitably evil Az-style tiebreaker.

Frequent countdowns will be given during each round, and when dice down is called the game is finished. Note that if you fail to complete 2 or more games, you may be subject to a penalty for slow play at the TO's discretion. Warren Stevens, this includes you! 😊

Club dice are acceptable, as long as any symbols are all on the same number – it is not acceptable to have some dice where the symbol is the 1 and some are on the 6.

Ultimately, we're all here to have fun, so as long as you bear this in mind and come to enjoy yourself then there shouldn't be any problems at all. 😊

## House Rules

- A maximum of 12 power/dispel dice can be used in the magic phase. Any excess dice are lost.
- The mysterious terrain rules from the Warhammer rule book will **not** be in use at this event.
- Open ground **does** count as terrain for the purposes of the Curse of Anraheir spell.
- Characters inside a unit, who are eligible to do so, may take a "Look Out Sir!" test against the following spells;
  - The Dweller Below
  - Purple Sun of Xereus
  - Pit of Shades
  - Final Transmutation
  - The Dreaded 13<sup>th</sup> / Curse of the Horned Rat

Note however that only 2 characters per unit are eligible to take such a test.

- The magic item Charmed Shield will protect a ridden monster, as well as its rider, from the first hit suffered if that hit would hit both of them (e.g. a cannon shot).
- Unmodified Leadership is the highest Leadership characteristic in the unit, not including any modifiers (i.e. Inspiring Presence, Ice Shard Blizzard spell, etc.).

- Units cannot swift reform and garrison a building in the same turn.
- Buildings can contain a maximum of 20 infantry or 6 monstrous infantry.
- Cannon balls cannot bounce through impassable terrain or buildings. The cannon ball will however inflict hits on the unit garrisoning the building as normal.
- The magic item Chalice of Blood and Darkness cannot be used between casting and dispelling a spell.
- Epidemius' Tally special rule will not work if he is inside the Portalglyph – he has to be on the table at the time of the kills for them to count.

The referee will be Ben Harris, a hard-bitten and much-travelled tournament player, so if you need a ruling during a game please call him over. If the question surrounds the movement of models, please don't move anything before calling the ref as this will help massively.

## Selecting Your Army

Armies may be up to **2500 points** – they may be under this, but may not be over.

For the avoidance of doubt, this event will be using the latest High Elves army book which was released by Games Workshop on 4 May 2013. Any army books released after this date will **not** be used.

Chaos Dwarf armies using the Legion of Azgorh rules from the Forge World Tamurkhan book will be allowed. Summaries will be available for anyone playing against Chaos Dwarfs so that they are aware how the different units function.

Army lists need to be submitted to [dieselharris84@gmail.com](mailto:dieselharris84@gmail.com) no later than 2359 on 15 June 2013. They should be set out in the body of the email and clearly laid out with points values, and the army composition score clearly indicated.

Late lists may be subject to a penalty at the tournament organiser's discretion.

## Composition

Beastmen and Wood Elves start at +5 composition points, and every other army starts at 0. Certain unit choices will either add or subtract from this starting figure.

Once you've written your army list, start at zero and then add or subtract as appropriate from the Generic Magic Item list and your army specific list to give you your final composition score. Note it is possible to end up with a negative score.

At the end of the tournament, your final composition score will be added or subtracted as appropriate from your battle points to give your final score.

You can bring pretty much anything you like, subject to the below restrictions, but if you bring a truly filthy ninja tournament list you'll likely take a hefty comp deduction at the end of the event!

## General Restrictions

- No unit may consist of more than 40 models. Note that it may expand beyond this during games, for example characters joining units or Vampire Counts raising additional models.

- No non-character unit may cost more than 450 points. This includes command options, magic items and equipment. Skaven weapons teams, assassins in Skaven and Dark Elves armies, and Empire detachments do not count towards this limit.
- The Battle Standard Bearer may take mundane items available to normal heroes of their type, e.g. Bretonnian BSBs may take a lance and the Wood Elves BSB will get his bow (the Tom Richards Rule).

### **Generic Magic Item Composition**

The following generic magic items will attract composition points if taken in your army;

- 1 for the Crown of Command
- 1 for the Standard of Discipline
- 3 for Fozzrik's Folding Fortress
- +2 for the Arabyan Carpet

Fozzrik's Folding Fortress can be no larger than 6"x6" wide and no more than 3 levels high.

### **Army Specific Composition**

#### **Beastmen**

- 1 Shard of the Herd Stone (to be no larger than 40mm x 40mm)
- 1 per unit of Ungor Raiders
- 1 per unit of Harpies
- 1 per Tuskgor Chariot after the first 3
- +1 per unit of 20+ Ungor Herds
- +1 per unit of Centigors
- +1 per Giant
- +1 per Jabberslythe
- +1 per Cygor
- +1 per Ghorgon

#### **Brettonnia**

- 1 per Virtue of Heroism
- 1 if you have Silver Mirror and Dispel Scroll
- 1 Crown of Command, -2 if on a Damsel or Prophetess
- 1 for every Lord/Paladin you have more of than units of 9+ Knights (i.e. Knights of the Realm, Knights Errant, Questing Knights and Grail Knights)
- +2 per Hippogriff
- +1 per Lord/Paladin on foot, +2 if the General is on foot
- +1 per unit of 30+ Men-at-Arms
- +1 per unit of skirmishing Bowmen
- +1 per unit of Mounted Yeomen
- +1 per unit of Questing Knights
- +1 Grail Reliquae
- +2 if you only have 1 unit of Knights in the army

## **Chaos Dwarfs / Legion of Azgorh**

- 2 per K'daai Destroyer
- 1 Chalice of Blood and Darkness
- 1 Daemonflask of Ashak
- 1 per Sorcerer Lord with Lore of Hashut
- 1 per Death Shrieker Rocket
- 1 per Magma Cannon
- 1 per Hellcannon
- 1 per war machine after the 4th (note that the Hellcannon counts for this, and this is on top of the individual scores per war machine)

- +1 per unit of Hobgoblin Wolf Riders
- +1 per unit of K'daai Fireborn
- +1 per Dreadquake Mortar
- +1 per Skull Cracker
- +1 per Lammasu

## **Daemons of Chaos**

- 1 Epidemius
- 1 per unit of Furies
- 1 per unit of Beasts of Nurgle
- 1 if you have 1 Skull Cannon, -3 if you have 2 Skull Cannons

- +1 if your army consists solely of units/characters of 1 Chaos God (note that this means you may not have any unmarked units)
- +1 per Blood Throne of Khorne
- +1 per Burning Chariot
- +1 per unit of 15+ Daemonettes
- +1 per Seeker Chariot of Slaanesh

## **Dark Elves**

- 1 Crown of Command (additional penalty on top of the Generic Magic Items -1)
- 1 Pendant of Khaeleth
- 1 if Pendant of Khaeleth and Crown of Command are on the same model (cumulative with above penalties)
- 1 Sacrificial Dagger
- 1 per Sorceress/Supreme Sorceress with Lore of Shadow or Lore of Death
- 1 Cauldron of Blood
- 1 per Hydra
- 1 if you have more than 45 shots per turn
- 1 if you have more than 3 units/characters with the Flying special rule

- +1 per Black Dragon
- +1 per Manticore
- +1 per unit of Executioners
- +1 per Cold One Chariot

## **Dwarfs**

- 1 per Rune of Spellbreaking after the first
  - 1 per Spell Eater Rune
  - 1 if you have Master Rune of Challenge and Rune of Brotherhood on the same model
  - 3 Thorek Ironbrow
  - 1 per Dwarf Lord on Shieldbearers
  - 1 per Cannon, -2 per Cannon with Rune of Forging
  - 1 Grudge Thrower, -2 per Grudge Thrower with Rune of Accuracy
  - 1 per unit of Hammerers
  - 1 per Organ Gun
  - 1 per war machine after the 4th (note that this is on top of the individual scores per war machine)
- 
- +1 per Daemon Slayer
  - +1 per Dragon Slayer
  - +1 per unit of Thunderers
  - +1 per unit of 15+ Dwarf Warriors
  - +1 per unit of 25+ Miners if you do not have the Anvil of Doom
  - +1 per unit of Slayers
  - +1 per Bolt Thrower
  - +1 per Gyrocopter
  - +1 per Flame Cannon (does not count when working out how many war machines you have)

## **Empire**

- 1 Crown of Command (additional penalty on top of the Generic Magic Items -1)
  - 1 per Wizard/Wizard Lord with Lore of Light after the first
  - 1 per Master Engineer
  - 1 per Great Cannon
  - 1 per unit of Demigryph Knights
  - 1 per Helblaster Volley Gun
  - 2 per Steam Tank
  - 1 per war machines after the 4th (note that the Steam Tank counts for this, and it is on top of the individual scores per war machine)
- 
- +1 per Griffon, +2 if it's ridden by a Wizard Lord
  - +1 per Wizard Lord on a Luminark of Hysh
  - +1 per Wizard Lord on a Celestial Hurricanum
  - +1 Markus Wulfhart
  - +1 per Mechanical Steed
  - +1 per Witch Hunter after the first
  - +1 per unit of 30+ Swordsmen (not detachments)
  - +1 per unit of 30+ Free Company (not detachments)
  - +1 per unit of Flagellants
  - +1 per Mortar

## **High Elves**

Composition will be confirmed following the release of the new High Elves army book.

## **Lizardmen**

- 1 Bane Head
- 1 Cupped Hands of the Old Ones
- 1 Banner of Discipline on a Slann (additional penalty on top of the Generic Magic Items -1)
- 1 if you have both the Cube of Darkness and a Dispel Scroll in the army
- 1 if you have one Slann, -3 if you have 2 Slann
- 1 Focused Ruminantion
- 1 Becalming Cogitation
- 1 Higher State of Consciousness
- 1 per Scar Veteran on a Cold One
- 1 Tetto'Eko
- 1 per unit of Skink Skirmishers
- 1 per unit of Skink Cohorts (unless they contain Kroxigor)
- 1 per unit of Chameleon Skinks
- 1 per unit of Terradons
- 1 per Salamander after the first
  
- +1 per Old Blood
- +1 per Carnosaur
- +1 per Jungle Swarm
- +1 per unit of Kroxigor (not in Skink Cohorts)
- +1 per Stegadon (all varieties)
- +1 per unit of Saurus Cavalry
- +1 per Razordon

## **Ogre Kingdoms**

- 1 Crown of Command (additional penalty on top of the Generic Magic Items -1)
- 1 Banner of Discipline (additional penalty on top of the Generic Magic Items -1)
- 1 Hellheart
- 1 Grut's Sickle
- 0.5 for every Ogre character (except Hunter) you have more of than units of 8+ Ogres or Ironguts (i.e. if you have 6 characters and only 2 units of 8+ Ogres or Ironguts, you'll score -2)
- 1 per unit of 1 Sabretusk
- 1 per unit of Mournfang
- 1 if you have 1 Ironblaster, -3 if you have 2 Ironblasters
  
- +1 per Hunter, +2 per Hunter on a Stonehorn
- +1 per unit of 20+ Gnoblar
- +1 per unit of 5+ Sabretusks
- +1 per unit of Yhetees
- +1 per Scraplauncher
- +1 per Slave Giant

## **Orcs & Goblins**

- 1 for every Black Orc character you have more of than units of Black Orcs
- 1 if you have more than 6 Fanatics
- 1 per unit of Savage Orc Big'Uns
- 1 per Doom Diver Catapult

-1 per Mangler Squig

+1 per Wyvern

+1 per unit of Orc Arrer Boyz

+1 per unit of 20+ Orc Boyz

+1 per unit of Forest Goblin Spider Riders

+1 if you have 1 or more Nasty Skulkers

+1 per unit of Snotlings

+1 per unit of Orc Boar Boyz

+1 per unit of Savage Orc Boar Boyz

+1 per Spear Chukka

+1 per Arachnarok, +2 per Arachnarok with Catchweb Shrine

+1 per Giant

+5 if your army contains only Orcs or only Goblins (note that Trolls and Giants count as both. War Machines and Snotlings count as Goblins)

### **Skaven**

-1 if you take 3 of the following items, -2 if you take 4 of the following items, -3 if you take all 5:

- Brass Orb
- Power Scroll,
- Banner of Discipline (additional penalty)
- Storm Banner
- Doom Rocket

-1 per Grey Seer

-1 per Screaming Bell

-1 per Assassin

-1 per unit of Giant Rats with less than 10 models

-1 per unit of Rat Swarms with less than 3 swarms

-1 if the number of Slave units in your army is higher than the number of Clanrat, Stormvermin or Plague Monk units in your army

-1 per unit of Gutter Runners

-1 per Doomwheel

-1 per Warp Lightning Cannon

-2 per Hell Pit Abomination

+1 per unit of Night Runners

+1 per unit of 20+ Giant Rats

+1 per Warp Grinder

+1 per Doom Flayer

+1 per unit of Rat Ogres

+1 per unit of Plague Censer Bearers

### **Tomb Kings**

-2 High Queen Khalida

-1 per Liche High Priest/Priest with Lore of Light after the first

-1 per unit of Necropolis Knights

-1 per Casket of Souls

-1 if you have 1 or more Hierotitans

- +1 per unit of 30+ Skeleton Warriors (not Archers)
- +1 per unit of Tomb Swarms
- +1 per unit of Skeleton Heavy Horsemen
- +1 per unit of Ushabti
- +1 per unit of Sepulchral Stalkers
- +1 per Necrolith Colossus

### **Vampire Counts**

- 1 per Red Fury
- 1 per Quickblood
- 1 Ogre Blade
- 1 per Banshee character
- 1 per unit of Dire Wolves after the first 3 units
- 1 per unit of Crypt Horrors
- 1 per unit of 9+ Black Knights
- 1 per unit of Hexwraiths
- 1 per Terrorgheist
- 1 per Corpse Cart if your name is Dave Fairweather

- +1 per Zombie Dragon
- +1 per Coven Throne
- +1 per Bat Swarm
- +1 per Corpse Cart
- +1 per unit of 15+ Grave Guard
- +1 per Varghulf
- +1 per Black Coach

### **Warriors of Chaos**

- 1 Festus the Leechlord
- 1 per Daemon Prince
- 1 per character with a 3+ ward save
- 1 per Gorebeast/Chaos Chariot after the first 3
- 1 per unit of Chaos Knights with the Mark of Nurgle
- 1 per Chimera with Regeneration special rule
- 1 per unit of Skullcrushers of Khorne

- +1 per unit of 20+ Marauders
- +1 per unit of Marauder Horsemen
- +1 per unit of Dragon Ogres
- +1 per unit of Chaos Ogres
- +1 per unit of Chaos Trolls
- +1 per Giant
- +1 per Shaggoth
- +1 per Slaughterbrute
- +1 per Mutalith Vortex Beast
- +1 if all your army consists of units/characters with the same Mark (not including Undivided)

## Wood Elves

- 1 if you have 51+ Glade Guard shots per turn
- 1 if you have 3+ characters on Eagles
- 1 per Treeman after the first (including Treeman Ancient)

- +2 Orion, King in the Woods
- +2 Spellweaver with Lore of Athel Loren
- +1 if you have 1 or more Branchwraiths
- +1 per Forest Dragon
- +1 per Waywatcher Kindred
- +1 per Unicorn
- +1 per unit of Glade Guard Scouts
- +1 per unit of Wardancers
- +1 per unit of Warhawk Riders
- +2 if your army contains only Elves or only Forest Spirits (Eagles count as both)

## Scoring Your Games

Following your game, add up the victory points scored and then use the difference to calculate both players' tournament points using the following table;

Difference in Victory Points	Winner's Tournament Points	Loser's Tournament Points
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	4
1051 - 1200	17	3
1201 - 1350	18	2
1351 - 1500	19	1
1501+	20	0

## Winning the Tournament

At the end of the event, your tournament points for each of your games will be added together and your final composition score added/deducted.

Players will then be ranked by tournament points. In the case of a tie, victory points scored will be used as a first tiebreaker, followed by victory point differential.

Prizes will be awarded for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places along with Most Sporting Opponent and Best Painted Army.

The tournament organiser will select the armies put forward for Best Painted Army. These should be set up during lunch on the Sunday for players to vote, and the army with the most votes will win the prize. In the event of a tie the tournament organiser will hold the casting vote.