

Cardiff Crusade October 2024



Introduction

LiesFromTheTabletop would like to welcome you all to **Cardiff Crusade** & this new Tournament Pack! We have chopped & changed the pack at each of our events, following feedback & we've always tried to change things around – sometimes with hits, sometimes with misses & sometimes with outrageous controversy. We love this game, & hope that even with *The Old World* around, that there'll still be room for some "legacy" Warhammer on our Tabletops, which we believe is the best edition of the game.

We've changed the scenarios & made quite a few changes from the last pack, please read through it all in case you miss anything! We look forward to you seeing you at Cardiff Crusade, & if we don't – you miss out!

If you have any queries, please email: liesfromthetabletop@gmail.com

You can purchase event tickets [here](#).

Useful Links

Before we start, we have links to army books, expansions, as well as printable spell & item cards, even the Reign of Chaos/Eye of the Gods table - always handy to have!

- [Books, Expansions, & FAQs](#)
- [Printable Cards - Spells / Items, etc.](#)
- [Monsters Compendium](#)

Dates

The 12th & 13th of October 2024

The Venue

The event will be held at Firestorm Games. There is a bar, cafe & gaming shop.

Food is included in the ticket price - please pick up your food token when you arrive!

Firestorm Games

Sloper Rd,

Leckwith,

Cardiff

CF11 8AB

Schedule

- **Saturday:**

8:30am-9:00am - **Registration**
09:00am-12:00pm - Game 1
12:00pm-12:15pm - **Best Painted Setup (Army)**
12:15pm-13:00pm - **Lunch**
13:00pm-16:00pm - Game 2
16:15pm-19:15pm - Game 3

- **Sunday:**

09:00am-12:00pm - Game 4
12:00pm-12:15pm - **Best Painted Setup (Single Model)**
12:15pm-1:00pm - **Lunch**
1:00pm-4:00pm - Game 5
4:15pm - **End Presentation**

What should I bring?

- Your Army, Dice, tape measure, & any gaming aids needed by your army (templates etc).
- Objective Markers (you'll need about 7)
- Movement trays for any unit of 3 or more models.
- The Warhammer 8th edition rulebook.
- The latest edition of your army book & any supplement books you require.
- A printed copy of your army list.
- Any FAQs you will be relying on – if you don't have it & a copy can't be found, expect to be ruled against!

What can I NOT use?

End Times Special Characters!

The Great Host of Chaos list from the *Tamurkhan* book is NOT allowed; & the units from it may also not be taken.

The following End Times lists cannot be used:

Undead Legions, *Legions of Chaos*, *The Host of the Phoenix King*, *The Host of the Eternity King*, *The Host of Aestyron* & *The Grand Legion of the Everchosen*.

The Warhammer Formations presented in *End Times: Thanquol* & *End Times: Archaon* are also not allowed.

What armies can I use?

The following army factions, lists & rules will be allowed at this event:

All the final Warhammer 8th edition Armies books:

Beastmen, Bretonnia, Daemons of Chaos, Dark Elves, Dwarfs, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, The Empire, Tomb Kings, Vampire Counts, Warriors of Chaos, & Wood Elves.

The Legion of Azgorh (Chaos Dwarfs) from the Tamurkhan book will also be welcome.

All Special Characters will be allowed (this does not include any *End Times* characters).

Any additional units that are available to you will be outlined in their specific army section below.

Third party models, proxy models and/or conversions are allowed if it is clear to your opponents what the model is now representing. In short, if you have tried to do something cool it will probably be fine.

If you are unsure, please email liesfromthetabletop@gmail.com, we are very flexible with models.

Painting Points:

You may attend with a completely unpainted and/or un-based army.

We know this can be seen as a barrier to play, & wish to welcome all players.

There is a requirement that your army is assembled.

There are a possible 10 Tournament Points to gain for having a painted & based army, though!

The items we will look for include the following:

- Is it fully painted & based?
- Is the army 3-colour minimum?
- Does the army have a consistent theme? (*i.e. painted the same livery, based the same... "Cohesion"*)

If you only meet one requirement, you will score 4 Tournament Points.

If you meet two of these requirements, you will score 7 Tournament Points.

If you meet the full painting requirement, you will score 10 Tournament points.

Building your Army

This is a 2400pts event, & will use 25% Lords allowance, & 25% Heroes allowance, deviating from the official FAQ.

Please be aware that all army lists for this event will need to have the following:

- Your Name at the top
- The name of the faction you are intending to use
- Your Comp Score
- Your Unit (points)
- A note as to who the *General* is, Magic Lores taken, Equipment/Upgrades, etc
- Your Army's total points cost

A separate document called the **Monsters Compendium** will also allow you to take monsters from *Storm of Magic* & *Monstrous Arcana*. Link to this document is [here](#).

This will be an **Open** List event.

Your list will need to be submitted to liesfromthetabletop@gmail.com by end of the day on **27th September 2024**.

Late submission will result in a 5 TP deduction from your final event score.

Format

Please Submit in the following format, deviating from it will also result in a 5TP deduction:

Beef Bassett – Wood Elves

Lords

Spellweaver - General, Talisman of Preservation, Lvl4 - Lore of Beasts, Elven Steed, (285pts)

Heroes

Glade Captain, BSB, Armour of Silvered Steel, Swiftshiver Shafts, Great Weapon, Elven Steed, (163pts)

Core

12x Glade Guard, Trueflight Arrows, (190 pts)

12x Glade Guard, Trueflight Arrows, (190 pts)

17x Glade Guard, Musician, Banner, (224 pts)

Special

10x Wild Riders, Full command, Shields, (310 pts)

10x Wild Riders, Full command, Shields, (310 pts)

8x Sisters of the Thorn, Standard, Musician, (228 pts)

Rare

Great Eagle, (50 pts)

Great Eagle, (50 pts)

Treeman, (225 pts)

Preyton, Filth Encrusted Scales, (175 pts)

Total Army Cost: 2400pts

Comp Score: -3

-1 per unit of Wild Riders after the 1st

-1 per unit of Sisters of the Thorn

-1 Level 3+ on Lore of Life

-1 per Preyton

+1 No Dispel Scroll

The Comp:

You start with a 0 Comp Score.

For every choice in your army, consult the comp guidelines below. (+1 per 20+ 'X unit', means per unit of 20 or more)

Add or subtract as instructed to get your final score with the following conditions:

- You can finish with a minus score.
- Your score has a max upper limit of +15 but no lower limit!
- You can never gain the plus bonus for duplicates of the same units more than twice; e.g. if you have 3 Mounted Yeomen, you will only gain +2 to your comp score, not +3.

Some of the comp scores depend on the size of the game – e.g. 2 K'daai Destroyers can't fit in to a game <2600pts – But we've included the additional comp for such things in the name of scalability, either for you or for us!

Your total comp score will be used in 3 ways:

1. Your first game opponent will not be random but will be matched on your initial comp score.
e.g. If you have a -5 list, you will be playing someone in Game 1 with as close a comp score as possible.
Swiss pairing will match opponents after Game 1.
2. At the end of the tournament, your overall comp score will be added or subtracted as appropriate;
Unless you have Comp Score => 10, which will be added after Game 1.
3. **The player with the higher Comp Score, gets +1 to the roll for deciding Deployment (sides/zones etc).**

Generic Comp (For all armies)

The following Common Magic Items are composition points at this event:

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

The following criteria are composition points if they are met:

- +1 if your army does not include a Dispel Scroll. *This does not apply to Daemons of Chaos or Dwarfs*
- +1 if your army does not contain a Battle Standard bearer. *This does not apply to Tomb Kings or Vampire Counts.*
- +1 for a non-spellcaster Character mounted on a Monster.
(Special Characters are exempt from this).
- +1 per Character mounted on a Chariot.
(Special Characters are exempt from this).
- +1 if your army does not contain a level 3+ Wizard; but **does** contain other spell casters, spells or bound items.
This is boosted to +3 if your army includes no magic users, spells or bound items at all.
This does not apply to Dwarfs.
- + 1 per Wizard Level 3 or higher with any of the following Lores of Magic: **Fire, Heavens, Beasts**
(Special Characters are exempt from this).
- -1 per model who knows 3 or more spells from the Lore of **Life**
(Special Characters are exempt from this).
- -1 per model who knows spells from the Lore of **Death**.
This is increased to -2 if the model is not Troop-Type: *Infantry or Monstrous Infantry*
(Special Characters are exempt from this).
- -1 per spellcaster who knows spells from the Lore of **Light** after the second.

Units that are not characters or single models, & cost over a certain points value will attract penalties as per the below list:

- -1 per unit that costs between 450 & 599 points inclusive
- -3 per unit that costs between 600 & 749 points inclusive
- -5 per unit that costs 750+ points

Individual Army Composition

Beastmen:

- Ignore the Common Magic Items section in the Army Book. Use the Common Magic Items points & rules from the Warhammer Rulebook instead.
- Beastmen armies may select *Marks of Chaos* for their units. *Marks of Chaos* are free! They follow the normal limitations for mixing Characters/Units with *Marks of Chaos* as per Warriors of Chaos. The following units cannot be given *Marks of Chaos*: Special Characters & Harpies
- Replace the special rule *Beastmen Ambush* with the rules for *Ambushers*, as per the Warhammer Rulebook on page 79 - however, this rule remains optional, you can deploy these units as normal, or you may choose to Ambush.

- -1 per Wizard after the second if the *Shard of the Herdstone* is included in your list
- -1 per Tuskgor Chariot after the 3rd
- -1 for Slugtongue
- -1 per Doombull with the Arabyan Carpet; this is increased to -2 if the Doombull also has a 3+ Ward save. (*The Doombull does not receive the +1 for Arabyan Carpet*)

- +1 per unit of 20+ Ungor Herds
- +1 per unit of 5+ Minotaurs
- +1 per unit of Centigors
- +1 for the first Giant, +2 per Giant after the first.
- +2 per Jabberslythe
- +2 per Cygor
- +2 per Ghorgon
- +1 for Khazrak The One Eye
- +2 for Gorthor The Beastlord
- +1 for Moonclaw, Son of Morrslieb
- +2 for Ungrol Four-Horn
- +1 for Ghorros Warhoof

Brettonnia:

- Ignore the Common Magic Items section in the army book. Use the Common Magic Items points & rules from the Warhammer Rulebook instead.
 - Models with *The Knight's / Questing / Grail Vow*, & *The Green Knight*; gain the *Devastating Charge* special rule.
 - Remove the 0-1 selection limit on the following units (as per their 8th Edition FAQ): *Grail Reliquae*, *Pegasus Knights* & *Grail Knights*.
 - *Brettonnian Lords & Paladins* may take one Virtue in addition to their magic items allowance. You still pay points for the Virtue & follow all of the restrictions for duplicating virtues, but it is treated as a separate allowance to your magic items. Virtues for Paladins are capped at max. 50pts, Lords have no points limit.
 - *Prophetesses & Damsels of The Lady*, both have access to the following Lores: Beasts, Life, Heavens & Light.
 - The Battle Standard Bearer may take mundane items available to heroes of their type, & also Magical Shields!
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- -1 if you have both the Silver Mirror & a Dispel Scroll
 - -1 per Trebuchet after the first
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- +1 per Hippogryph
 - +1 per Lord/Paladin on foot
 - +1 if the General is on foot
 - +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 Questing Knights over 5 models
 - +2 per Grail Reliquae with 10+ Pilgrims
 - +3 if you have no units of Knights in the army

Chaos Dwarfs/ Legion of Azgorh:

- *Chalice of Darkness* can only be used after *Channelling*, & “before a spell is cast” – (Step 2 of Magic Phase); or “after a spell has resolved” – (after Step 4 of the Magic Phase).
-
- -1 for the first K'daai Destroyer, increased to -2 for each K'daai Destroyer after the first
 - -1 if 2 Death Shrieker Rockets are included
 - -1 if 2 Magma Cannons are included
 - -1 per Hellcannon
 - -1 per Infernal Castellan after the 1st
-
- +1 for the first unit of Chaos Dwarfs armed with Fireglaives
 - +1 per unit of Chaos Dwarf Ironsworn
 - +1 per unit of K'daai Fireborn
 - +4 if your army includes no war machines (*note that the Hellcannon & Iron Daemon both count for this*)
 - +2 per Lamassu
 - +1 for the first unit of 40+ Hobgoblin Cutthroats
 - +1 for the first unit of Chaos Dwarfs armed with Blunderbusses

Daemons of Chaos:

- 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 & the Chariot's Leadership are ignored.
- Hits from the *Reign of Chaos* are always treated as having hit the front arc of the targeted unit.
- The *Tally of Pestilence* has no effect while *Epidemius* is held in reserve.
- *Be'lakor* does not count towards any "Mono God Army", as such no bonus is applied if the army includes him.
- 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.

Mono God Armies:

If your army consists solely of Daemons of a single Chaos God, you may apply the below bonuses:

- +1 if your army consists solely of *Daemons of Tzeentch* – ignore the penalty for multiple Tzeentch casters.
- +2 if your army consists solely of *Daemons of Slaanesh*
- +2 if your army consists solely of *Daemons of Khorne* - the penalty for having 2 Skullcannons is reduced to -2.

- -4 for Epidemius
- -4 for Kairos Fateweaver
- -2 for Be'lakor (rules for him are [here](#))
- -1 per Herald of Nurgle
- -1 Per unit of 20+ Plaguebearers
- -1 per caster using the Lore of Tzeentch after the 2nd
- -1 per unit of Beasts of Nurgle, a further -1 if the unit of Beast of Nurgle is 4+ models
- -1 if there are 6+ Plague Drones in the army
- -1 if you have 1 Skullcannon of Khorne, -3 if you have 2 Skullcannons

- +1 per Daemon Prince
- +1 per Soul Grinder
- +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 after the 1st
- +1 per Hellflayer of Slaanesh after the 1st
- +1 per Exalted Chariot of Slaanesh
- +1 per Burning Chariot of Tzeentch
- +1 per unit of 4+ Bloodcrushers
- +1 for Skarbrand
- +1 for Ku'Gath Plaguefather
- +1 per unit of 3+ Nurglings

Dark Elves:

- The army list does not need to state any Lore for *Morathi*.
She chooses her Lore(s) at the start of each game as per her special rules.
- The *Cauldron of Blood* does not allow re-rolls on ranged attacks or spells.
- A model with *Hatred (High Elves)* has Hatred against all models taken from the High Elf Army Book.

- -4 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 (*Although it is a Chariot Mount a model mounted on the Cauldron of Blood does not benefit from the +1 for Characters mounted on Chariots*)
- -1 per Repeater Bolt Thrower after the 2nd
- -1 per unit of 26+ Witch Elves
- -1 per unit of 26+ Executioners
- -1 per unit of Doomfire Warlocks.
- -1 if your army includes 10+ Doomfire Warlocks (*This is in addition to above penalty*)
- -1 per unit of Dark Riders after the 3rd
- -1 per Supreme Sorceress on Lore of Shadow

- +2 per Supreme Sorceress on Black Dragon
- +1 per High Beastmaster
- +1 per Fleetmaster
- +1 per Manticore (*Excluding Beastmasters Manticore*)
- +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 Hydra
- +1 for the first Kharibdyss
- +1 per Scourgerunner Chariot (*Excludes Mounts*)
- +1 per Bloodwrack Medusa
- +1 per Bloodwrack Shrine
- +1 per unit of Sisters of Slaughter
- +1 for the first Assassin
- +1 Hellebron if mounted on a Manticore
- +1 for Malus Darkblade
- +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 of these have runes
 - -1 if 2 Organ Guns are included; this is increased to -2 if any of these have runes
 - -1 if 2+ Grudge throwers are included; this is increased to -2 if any of these have runes
 - -1 if 2 flame cannons are included
 - -1 if your army contains more than 4 war machines (*Anvil of Doom does not count for this*)
 - -1 per Rune of Spellbreaking after the 2nd
 - -1 per Gyrocopter after the 3rd
 - -1 for Grim Burlocksson
 - -1 per Rune of Stoicism
-
- +1 per unit of Slayers over 100 points.
 - +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 Thorgrim Grudgebearer
 - +4 if the army includes no war machines (*Anvil of Doom does not count as a War Machine*)
 - +3 if the army has no items that automatically dispel a spell

High Elves:

- The -1S from the *Blizzard Aura* special rule for *Frostheart Phoenixes* does not stack.
 - The army list does not need to state any Lore(s) for *Alaruelle*.
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.
 - 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.
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- -2 for the Banner of the World Dragon if it is on a Battle Standard Bearer
 - -3 for the Banner of the World Dragon if it is on a unit standard bearer
 - -2 for the first Frostheart Phoenix, -1 per Frostheart after the first (*This excludes Frostheart's taken as mounts; however, you CANNOT gain the +1 for a character mounted on a monster when taking a Frostheart 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 Repeater Bolt Thrower after the 2nd
 - -1 per unit of 26+ White Lions of Chrace
 - -4 for Teclis if he uses **High Magic**, -5 if he uses **Battle Magic**
 - -3 for Alaruelle the Radiant, -4 if Banner of the World Dragon is also in the army
 - -1 per unit of 10+ Dragon Princes
 - -1 per Archmage on Lore of Shadow
-
- +2 per Archmage on a Dragon
 - +2 per Dragonmage
 - +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 per unit of Shadow Warriors
 - +1 per unit of 2+ Tiranoc Chariots
 - +1 per Skycutter Chariot (excludes mounts)
 - +1 for the first Flamespyre Phoenix (excludes mounts)
 - +1 per unit of 3+ Great Eagles
 - +1 for Tyrion
 - +1 for Eltharion the Grim
 - +1 for Korhil

Lizardmen:

- *Tiktaq'To* may join units of *Terradons*.
 - *Piranha Blade* only gives Multiple Wounds (D3) Special Rule while being used in close combat.
 - *Burning Alignment & The Deliverance of Itza* target all enemy units within the 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.
 - Models with the *Predatory Fighter* rule may benefit from it when fighting from the second or subsequent ranks.
-
- -1 for a Slann with both Harmonic Convergence & the Channelling Staff
 - -1 per Saurus character on Cold One after the 1st.
 - -1 for the Cube of Darkness
 - -1 per unit of Skink Skirmishers after the 3rd
 - -1 per Chameleon Skinks unit after the 2nd
 - -1 per unit of Skink Cohorts costing under 100 points, after the 2nd
 - -1 for Tetto'Eko
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- +1 for a Saurus Scar-Veteran upgraded to a 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 per Ripperdactyl Riders
 - +1 per Bastilodon with Ark of Sotek
 - +1 per unit of 4+ Kroxigor
 - +1 per unit of Jungle Swarms
 - +1 per Stegadon (*Note – does not include Ancient Stegadons*)
 - +2 per Troglodon
 - +1 per unit of 2+ Razordon
 - +1 for Lord Kroak
 - +1 for Chakax
 - +1 for Gor'rok
 - +1 for
Tiktaq'To
 - +1 for Oxyotl
 - +2 for Tehenhauin.
- If Tehenhauin is your General & your army does not include any Saurus characters, the penalties for Skink units don't apply.*

Ogre Kingdoms:

- Big Names may be taken in addition to the Magic Item allowance. All other rules apply.

- -1 for the Dragonhide Banner
- -1 for the Hellheart
- -1 for the Runemaw
- -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 per unit of Rhinox Riders (*Rhinox must be in units of at least 3*)

- +2 If no Monstrous Infantry unit in your army is bigger than 6 models
- +1 per Big Name
- +1 if the army includes a Tyrant
- +1 per Hunter
- +1 for the first unit of 20+ Gnoblar
- +1 for the first unit of 6+ Ogres
- +1 per unit of 5+ Sabretusks
- +1 per unit of Yhetees
- +1 per 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 if 4+ units of Gorgers are included in the army
- +2 for Bragg the Gutsman
- +2 for Greasus Goldtooth

Orcs & Goblins:

- A shot from a *Doom Diver* war machine may never hit more than one 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).
 - Night Goblin Squig Gobbas may be taken as a Rare choice.
 - Trolls, Giants, Snotlings, Snotling Pump Wagons & Rogue Idols can count as either Orcs or Goblins as you want. War machines without Orc Bullies count as Goblins. War machines with Orc Bullies count as Orcs. Arachnarok Spiders, Squig Herds, Squig Hoppers, Squig Gobbas & Mangler Squigs count as Goblins.
 - You may have as many "Big'Uns" upgrades as you wish.
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- -1 if you have more than 6 Fanatics
 - -2 for the Lucky Shrunken Head; this is increased to -4 if a unit of 30+ Savage Orc Big'Uns with bows.
 - -1 if 2 Doom Diver Catapults are included
 - -1 if 2 Rock Lobbers are included
 - -1 if 2 Night Goblin Squig Gobbas are included
 - -1 per Mangler Squig
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- +2 if your army contains only Goblins
 - +4 if your army contains only Orcs
 - +2 if your army contains no war machines (*Night Goblin Squig Gobbas count as war machines for this purpose*)
 - +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 if you have 1 or more Nasty Skulkers
 - +1 per unit of Orc Boar Boyz
 - +1 per unit of Savage Orc Boar Boyz
 - +1 per Arachnarok, +2 per Arachnarok with Catchweb Shrine upgrade
 - +1 for the first Giant, +2 per Giant after the first.
 - +1 if your army contains 1 or more characters on Giant Cave Squigs
 - +1 for Azhag the Slaughterer
 - +1 for Grom the Paunch
 - +1 for Gitilla Da Hunter
 - +1 for Snagla Grobspit

Skaven:

- The army list does not need to state any Loes for a *Skaven Grey Seer* or *Verminlord* as they can freely mix Spells of Plague & Ruin as per their special rules.
 - A charging Skaven unit that has moved forward D6" as a result of a *Screaming Bell* allows no charge reactions.
 - The Skaven Spell *Cracks Call* may be cast into combat & 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 *Hellpit Abomination* that has had its strength reduced or increased will use the new strength when working out any of its special attacks.
 - Ignore the Common Magic Items section in the army book. Use the Common Magic Items points & rules from the Warhammer Rulebook instead.
 - Characters riding on a *Screaming Bell* or a *Plague Furnace* do not get +1 comp for being mounted on a Chariot.
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- -1 if you take 2 of the following items, -2 if you take 3 of the following items, -3 if you take all 4:
 - ▼ Brass Orb ▼ Power Scroll ▼ Storm Banner ▼ Doom Rocket
 - -1 for the first Unbreakable unit, -2 per Unbreakable unit after the first
 - -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 swarms after the 1st
 - -1 per unit of 40+ Skaven Slaves
 - -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 Hellpit Abomination
 - -3 per unit of Stormfiends; -4 if the unit includes one or more models with Grinderfists
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- +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 Poison Wind Globadiers
 - +1 per Great Pox Rat
 - +3 per Vermin Lord (*From Skaven army book*)
 - +1 for Thanquol (*From Skaven army book*)
 - +1 for Ikit Claw
 - +1 for Lord Skrolk
 - +1 for Throt the Unclean
 - +1 for Tretch Craventail
 - +1 for Queek Headtaker if you also have Queek's Stormvermin
 - +1 for Deathmaster Snikch
 - +1 if there are no Stormfiends or *War Machine* / *Unique Troop Types* in the army

The Empire:

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

- -1 if you have no Core Infantry in your army
- -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 contains both 1+ Steam Tanks, & a Lore of Life wizard
(In addition to any other comp for Lore of Life & Steam Tanks)
- -1 if your army contains more than 4 war machines *(note that Steam Tanks count as a war machine)*

- +2 per Wizard Lord on a Griffin
- +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:

- If the Khemric Titan is not taken; Tomb Kings have an additional 200 points. This means the total will be 2600 points. However, each unit is worth 10% less at the end of the game.
i.e. add up what has been killed, & deduct 10%.
- Tomb King armies may use Morghast Harbringers & Morghast Archai from *End Times: Nagash*; They gain the *Nehekhara Undead* special rule.
- Friendly Tomb Kings units can *March* if within 12" of the General.
- The Lore Attribute for the Lore of Nehekhara is changed to the following ([here](#) is a version of it, at the bottom):
"Restless Dead-
Each time a wizard successfully casts a spell from the Lore of Nehekhara, the target(s) immediately recovers D3+1 Wounds worth of models, as described on pg.28. One Wounded character may recover one of these wounds. Units with Animated Construct can recover 1 wound per successful spell cast. If the spell is successfully cast at an enemy, choose a friendly Undead unit within 12" of the caster to recover D3+1 as described above."

- -1 High Queen Khalida
- -1 for Arkhan the Black
- -1 per Hierotitan
- -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 a 2nd Screaming Skull Catapult
- -1 Ramhotep the Visionary if the army only contains one unit of animated constructs
- -1 per unit of Morghast Harbringers (*End Times: Nagash*)
- -1 per unit of Morghast Archai (*End Times: Nagash*)

- +1 for a Tomb Herald Battle Standard Bearer
- +1 for the first Tomb King
- +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:

- When making their special movement attack, *Hexwraith* models measure distance moved from the starting point to the enemy unit they are attacking & 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.
- *Deathshriek* & *Ghostly Howl* are not considered shooting attacks.

- -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 2nd unit of Hexwraiths, -2 for the 3rd unit of Hexwraiths
- -1 per unit of 1 Spirit Host after the 2nd
- -2 per Terrorgheist (*Excludes Mounts*)
- -1 if your army includes more than 2 Deathshrieks
- -1 for Count Mannfred

- +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 per 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:

- 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 & the Chariot's Leadership are ignored.
- *Soul Feeder* may NOT be used to gain wounds back from both *Stomps* & *Breath weapon* attacks.

Mono God Armies:

If your army consists solely of units/characters with the same *Mark of Chaos*, you may apply the below bonuses.

N.B. 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 bonus. Archaon counts as only having 1 *Mark of Chaos* towards this bonus (*Chosen of the Gods*).

Be'lakor does not count as having any Mark of Chaos.

- +1 for the *Mark of Slaanesh*
- +1 for the *Mark of Tzeentch*
- +2 for the *Mark of Khorne*

- -2 per character with a 3+ ward save; with an additional -1 if that character has either a 1+/2+ Armour Save, or the *Third Eye of Tzeentch*
- -1 per Daemonic Mount
- -1 per Disc of Tzeentch
- -1 per Core Chariot after the 2nd
- -1 if 2 Chimeras without the *Regenerating flesh* upgrade are taken; -3 if 3 are taken
- -2 if 2 Chimeras with the *Regenerating flesh* upgrade are taken; -4 if 3 are taken
- -1 per unit of Skullcrushers of Khorne after the 1st
- -1 per Hellcannon
- -2 for Throgg the Troll King
- -1 per unit of Chaos Trolls taken as a Core choice
- -1 for Galrauch
- -3 for Be'lakor (rules for him are [here](#))
- -1 per Daemon Prince, with additional penalties for the following options taken:
 - 1 for *Daemonic Flight*, -1 for a 1+/2+ Armour Save, -1 per Common Magic Item, -1 for Wizard Level 3 or -2 for Wizard Level 4

- +1 for the first unit of 20+ Marauders
- +1 per unit of Dragon Ogres
- +1 per unit of 6+ Chaos Ogres
- +1 for the first unit of 12+ Forsaken
- +1 per Warshrine (*Excluding Warshrine with 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 Mutalith Vortex Beast
- +1 per unit of Hellstriders
- +1 for Kholek Suneater
- +1 for Valkia the Bloody
- +1 per unit of 5+ Putrid Blight Knights (*End Times: Glotkin*)
- +1 per unit of Skullreapers (*End Times: Archaon*)
- +1 for Archaon
- +1 for the first unit of Chaos Knights
- +1 for the first unit of "Swords of Chaos"

Wood Elves:

- Units/Characters may duplicate their *Enchanted Arrows* across more than one unit.
- If you chose to mount the *Sisters of Twilight* on *Gwindalor*, then treat them as a single hero with 4 wounds on a Monstrous Beast. Making them a single Monstrous Cavalry model with T4 & 4 Wounds. The wounds are healed back up to 4 in the same way as described in their rules.
- If you chose to mount the *Sisters of Twilight* on *Ceithin-Har*, you do not receive the +1 for non-spellcasters mounted on a Monster

- -1 per 10 (or part of 10) models with *Trueflight* and/or *Hagbane Tip* arrows in the army after 20
- -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 per unit of Waywatchers after the 1st
- -1 per unit of Deepwood Scouts after the 2nd
- -1 per Spellweaver on Lore of Shadow

- +1 per Unicorn
- +1 per Great Stag
- +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 5+ Wardancers
- +1 per Treeman Ancient (*Ignore the comp score deduction for having 3+ Lore of Life spells*)
- +1 per unit of 3+ Great Eagles
- +1 per Branchwraith
- +1 for Araloth
- +1 for Drycha
- +2 for Orion

Beta:

- +1 if your army contains no Elves
For the purpose of this, Orion & Great Eagles are not treated as Elf units

If the army contains no elf units, the following units gain:

- +1 Strength: *Dryads, Treekin, Treemen.*
- 5+ Ward Save: Units with the *Forest Spirit* Special Rule.
- Scoring: *Dryads with a Champion, Tree-kin with a Champion.*
(The unit will no longer be Scoring if the Champion is no longer in the unit)

Tournament Play

Tallying Game Scores

Scoring will follow the 20-0 system with bonus points at the end for painting & sportsmanship.

The winner of the Objective will gain 3 additional Tournament Points, while the player who loses the Objective has 3 Tournament Points deducted.

In case there is no winner, the Objective ends in a draw, & there is no adjustment of Tournament Points.

Difference in Victory Points	Winner's Tournament Points	Loser's Tournament Points
0-200	10	10
201-400	11	9
401-700	12	8
701-1100	13	7
1101-1400	14	6
1401-1700	15	5
1701-2000	16	4
2001+	17	3

Winning/Losing the Objective	Winner: +3	Loser: -3
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Scoring Units:

The following units count as Scoring:

- *Infantry* units that start with at least 10 models & a Unit Standard Bearer.
- *Cavalry* units that start with at least 5 models & a Unit Standard Bearer.
- *Monstrous Infantry* units that start with at least 3 models & a Unit Standard Bearer.
- *Monstrous Cavalry* units that start with at least 3 models & a Unit Standard Bearer.
- *Chariot* units that start with at least 3 models & a Unit Standard Bearer.
- *Monsters* not ridden by a *Character*.

They remain Scoring until the Unit Standard Bearer is destroyed! (*Monsters ignore this, naturally!*)

Units that are never considered Scoring (Monsters are units too!):

- *Characters*.
- *Monsters* that are/were ridden by a *Character*.
- Units that are *Fleeing*.
- Units with *Flyers* or the *Hover* Special Rules.
- Units with the *Skirmishers* Special Rule.
- *Summoned* units
- Units with *Fast Cavalry* in their rules (i.e. they'll never be Scoring, even if a non-*Fast Cavalry* *Character* joins them!).
- *BSB's* do NOT count as a Unit Standard Bearer!

Objective Markers

For Objective Markers you can use 25mm round bases, coins or tokens.

Objective Markers should always be placed:

- At least 12" apart from each other
- At least 3" away from Impassable Terrain
- At least 6" away from the Board Edge

To claim control of an Objective Marker, you must have a Scoring unit within at least 3" of an Objective & there are no enemy units claiming the Objective, within 3" of it.

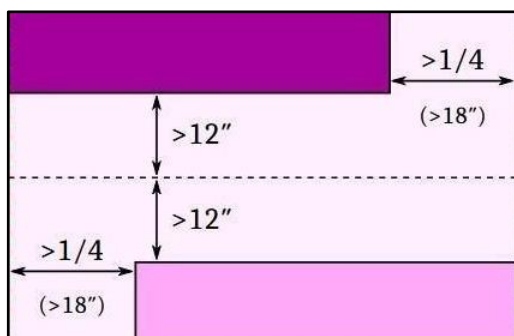
A single unit can only control/contest 1 Objective Marker at a time. Immediately declare which if within range of several. If both players have an equal number of Scoring Units attempting to claim an Objective, then it is contested & is not claimed for either player.

Scenarios

Game 1: Pillage

Deployment:

- Before rolling off to choose Deployment Zones/sides, place a total of D3+4 Objective Markers on the board. The players take it in turns to place one Objective each (Roll off to see who places the first objective). Follow the rules for placing Objective Markers.
- The players then roll off to choose Deployment Zones, the winner also chooses a short Board Edge & the other player gets the opposite short Board Edge.
- Deployment Zones are areas more than 12" away from the Centre Line & more than 1/4 of the board's length from the opponent's short Board Edge (18" on a 72" board).
- When declaring Special Deployment, players may choose to keep up to two of their units as reinforcements. These units follow the rules for *Ambushers*, except that they must be placed touching the owner's short Board Edge when they arrive.



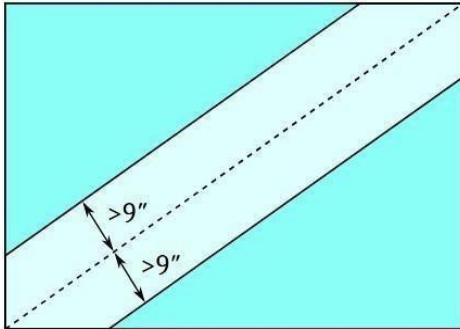
Objective:

- At the end of the game, each player adds up the total number of Objective Markers they control. The player with the highest number wins the scenario. If both players have the same number, they have drawn the scenario (no winner).

Game 2: Salt the Earth

Deployment:

- The board is divided into halves by a diagonal line across the board. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from this line.
- After rolling off to choose sides, place one Objective Marker in the centre of the board. Following the rules for placing Objective Markers, the players then place 3 more Objective Markers each, that can be placed anywhere permitted, rolling off to see who places theirs first. Take it in turns until all the Objective Markers have been placed.



Objective:

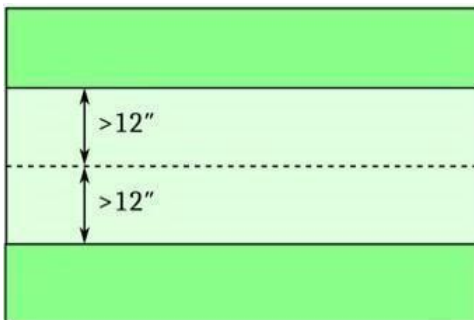
From Turn 3 onwards:

- After a player has completed their Turn 3, they can choose to destroy one Objective Marker which they control (except for the Central Objective).
- **Destroyed Objective Markers are removed from play & have no influence on the rest of the game.**
- At the end of the game, each player adds up the total number of Objective Markers that they control. The player with the highest number wins the scenario. If both players have the same number, they have drawn the scenario (no winner).

Game 3: Invade

Deployment:

- Deployment Zones are areas more than 12" away from the Centre line.



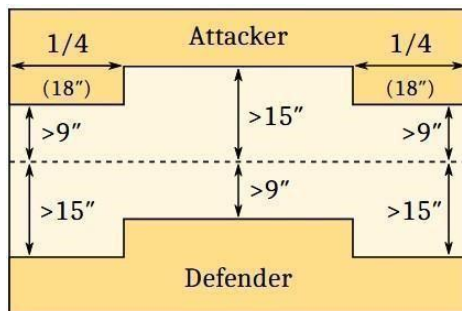
Objective:

- At the end of the game, each player adds up the total number of Scoring Units that have the majority of their footprint in the opposing player's Deployment Zone. The player with the highest number wins the scenario. If both players have the same number, they have drawn the scenario (no winner).

Game 4: Raze

Deployment:

- The player choosing the Deployment Zone decides if they want to be the attacker or the defender. The attacker must deploy more than 9" from the Centre Line if entirely within a quarter of the board's length from either short Board Edge (18" on a 72" board), & more than 15" from the Centre Line elsewhere. The defender does the opposite: more than 15" away from the Centre Line if within a quarter of the board's length from the short Board Edge, & more than 9" away from the Centre Line elsewhere.
- After rolling off to choose sides, place one Objective Marker in the centre of the board. Following the rules for placing Objective Markers, the players then place 3 more Objective Markers each, that can be placed anywhere permitted, but must also be 6" away from the Centre Line, rolling off to see who places theirs first. Take it in turns until all the Objective Markers have been placed.
- You can contest but not control, the Objective Markers on your own side of the table.**



Objective:

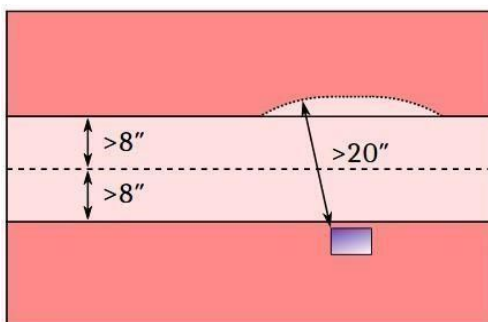
From Turn 3 onwards:

- At the end of Turn 3, gain 1 Strategic Point for one Objective Marker you control on your **opponent's half of the table**.
 - Once claimed, this Objective Marker is removed from play (except for the Central Objective).
 - At the end of the game, gain 1 Strategic Point if you control the Objective Marker in the centre of the board.
- The player with the highest number of Strategic Points, wins the scenario.
If both players have the same number, they have drawn the scenario (no winner).

Game 5: Dominate

Deployment:

- Deployment Zones are areas more than 8" away from the Centre Line. Units must be deployed more than 20" away from enemy units.
- Units using Special Deployment, such as *Scout*, ignore these restrictions & follow their Special Deployment rules.



Objective:

- At the end of the game, each player adds up the total number of Scoring Units that have the majority of their footprint within 12" of the centre of the board. The player with the highest number wins the scenario. If both players have the same number, they have drawn the scenario (no winner).

The Event Awards

Podium Winners

Three Factors will be used to find the winner of Cardiff Crusade:

1. Firstly, we will take all your Tournament Points from your gaming (Max 100). Then we will add or subtract your comp score from this number.
2. Secondly, we will add any Tournament Points that you have gained for Painting/Sportsmanship.

The person who has the highest score once all the numbers have been added will be considered the Winner of Cardiff Crusade!

There will be Prizes for **1st**, **2nd**, & **3rd** place.

If you are powerful enough to take a Podium position, you will not qualify for the Berserker Award (for variety!)

The Berserker Award

The Berserker Award will go to the Player who has the most (or maybe second most!) Kill Points.

Best Painted Army

Players that wish to display their Armies will need to place them on the table designated by the TO on the day, at lunchtime. The Player's Name will be in front of the Displayed Army. The Cardiff Crusade TO's will now be judging the painting. There will be at least two TO's judging, & will be looking for:

- Highlights & Blending
- Colour palette
- Conversions or hand-painted banners
- Fancy basing
- "Wow Factor"

From these votes, we will determine 1st, 2nd, & 3rd place.

Best Painted Single Model

Players that wish to display their Single Models will need to place their Single Models on the table designated by the TO on the day, at lunchtime.

We will use the same criteria as for Best Painted Army.

From these votes, we will determine 1st, 2nd, & 3rd place.

Best Sportsmanship Award

We are going to get players to vote for their favourite game on day 1 & then replicate the vote for day 2.

The player with the most votes will win Best Sportsman

Middle of the Road

There will be an award for the most Middle of the Road Player. If there 60 participants & you come 30th, you are the Middle of the Road Player!

The Last Crusader (Wooden Spoon!)

Like last time, this will go to the player who is coming Last, but certainly not least.

Wooden Spoons are a specialty in Wales! (look-up Welsh Love Spoons...)

FAQ/Errata (House Rules!)

On top of the composition changes to each army (above), the following rules will also be used during the games:

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.

Composition

- The Battle Standard Bearer may take mundane items available to heroes of their type.
- You must show your opponent your 'pool' of summonable models at the start of each game; you may not borrow models from a friend during the game.

Movement

- Buildings will be treated as impassable terrain.
- True Line of Sight (LoS) will be used - Except for hills & Impassable Terrain/Buildings, which are considered infinitely high, therefore blocking LoS.
This means you can shoot at a unit on the hill, it is for LoS/Blocking purposes only.
Units on a hill are not considered to be infinitely high...
i.e. *Is the unit partially on the hill?* It can be seen.
Is the unit behind the hill? It cannot be seen.
- Only 1 character may charge out of a unit per phase.
- 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.

Magic

- A maximum of 12 Power Dice can be used in a single Magic Phase. Night Goblin Magic Mushrooms are not power dice, as per their army book. Warpstone Tokens are treated as Power Dice.
- One model in a unit may benefit from a *Look Out, Sir!* roll against the following spells:
The Dwellers Below, Final Transmutation & The Dreaded 13th.
- If the centre of a Magical Vortex is off the board, it is no longer in Play!
- Khaine Magic & the Lore of Undeath will NOT be used.
- *Open ground* does count as terrain for the purposes of the *Curse of Anraheir* spell, & other similar effects.
- *Birona's Timewarp* cannot increase a unit's movement value above 10, so max. march would be 20".
- The wizard who miscast cannot get a *Look out, Sir!* from damage via a miscast template.
- When resolving *Spirit Leech*, you can use modifiers such as *Inspiring Presence*, & the highest Leadership in the unit.

Shooting

- Cannons are not considered a template for the purposes of shooting at multipart models, i.e. Characters on Chariots or on Monsters.
Therefore, it only affects 1 part of the model, & is randomised as per shooting.
- Cannonballs cannot bounce through impassable terrain or buildings. The cannonball will however inflict hits on any unit within the building as normal, if building rules are being used.
- Cannons mounted on chariots, such as the *Ironblaster, Skullcannon & Steam Tank* may not pivot in the shooting phase & like all other cannons must shoot in a straight line forward from the barrel.
- *Ironcurse Icon* works against all Weapons that fire like a War Machine.

Combat

- A model in a Challenge cannot be affected by any enemy *Breath Weapons* or *Impact Hits* inflicted by models from outside the Challenge.
- A Character model may *Make Way!* at the start of any round of close combat.

Special Rules

- Models with the *Colossal Beast* special rule can be wounded by <S4 attacks.
- Immunity to *Killing Blow* also gives immunity to *Heroic Killing Blow*.
- A model with *Always Strike First* & with equal or higher initiative than an enemy model with *Always Strike First* & *Always Strike Last* will get to re-roll to hit rolls in close combat against that model.
- When a unit with multiple parts is hit by a template that requires a Characteristic Test; each model part is hit (as per the rules for templates), & each model part must test against their own Characteristic (as per the BRB FAQ).
i.e. A Character on a Monster or Chariot is hit by a spell like *Curse of da Bad Moon*.

End Game

- If a unit is at 25% or below or fleeing at the end of the game, the opposing player will get half points for that unit.
If a unit is at 25% or below & fleeing at the end of the game, the opposing player will get full points for that unit.
This also applies to single model units.
e.g. a giant (which has 6 starting wounds), needs to have a single remaining wound to be counted as 25% or below.
- Each model part of a Character riding a Chariot or Monster is worth half the total points of the whole model.
e.g. A High Elf Prince (140pts) on a Moon Dragon (300pts) = 440pts. If one-part dies, it is worth 220 victory points, plus any extra for being the General or the BSB.