

GAMES WORKSHOP®

DOUBLES TOURNAMENT

WARHAMMER®



**Tournament Information
& Rules Pack**

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DOUBLES TOURNAMENT

READ THIS FIRST!

Attached to this Rules Pack you will have received your entry ticket.

Please look after your ticket!

In addition please return the attached registration card as soon as you can. Once we have received this registration, your place in the tournament will be secure.

Due to the nature of this show, no replacements can be offered to any competitor who arrives at the show without a ticket.

Your ticket is your only means of access to the event. Do not lose it!

Doubles Tournament Rules Pack

Thank you for your interest in the Warhammer Doubles Tournament. On the pages that follow you'll find details of how this tournament will work. Read them carefully, even if you've been to any of our other tournaments, as there are a number of differences from previous tournaments.

If you've any questions about the event then either write to:

**Warhammer Doubles Tournament Questions,
Games Workshop HQ,
Willow Road, Lenton,
Nottingham NG7 2WS.**

or e-mail: events@games-workshop.co.uk

About this Rules Pack

This pack contains the full Tournament rules. All of the rules and conventions and White Dwarf references are from UK publications. All competitors should be aware that where any rules interpretation is required, the UK standard will be upheld, and that the Chief Referee will be consulted for any particularly contentious issues. All tournament material will be published or presented in English, and unfortunately no interpreters or translations can be provided due to the variety of nationalities that now attend our events. The Chief Referee's decision will be final and any updates or clarifications will be published on our website:

<http://www.games-workshop.com/gt>

Finally, the rules pack contains a provisional schedule for the two days.

See you there!

Important!

Competitors are advised that from the moment of entry into the event the decisions of all Judges, Referees and members of Games Workshop staff regarding the fair adjudication of the Tournament rules, and all issues of health and safety, are final. No discussions will be entered into once a decision is taken. This applies to rules adjudications, the scores applied for any category of the tournament and any issues that require the cooperation of the competitors. Once the Tournament results are published, we cannot alter them in any way. Any breach of this will be considered a Red Card offence at the tournament.

How the Tournament Works

The Warhammer Doubles Tournament is played over one weekend each Tournament Year. The Tournament Year in the UK runs from July 1st until June 30th. You and your companion in the Warhammer Doubles Tournament will form a two-person team. Your team will participate in a series of games, with each game forming a round. In each round you will play in one of three preset scenarios. After each round you will play against a different opposing team. In the first round, teams will be matched randomly against an opposing team. After that, in each round the two teams in 1st and 2nd place (based on their points for Generalship) will play each other, the teams in 3rd and 4th place will play each other, the teams in 5th and 6th place will play each other, and so on. The only exception is that you can never play the same opposing team twice; should this happen, a Referee will step in and sort things out so that the teams face fresh opponents of a suitable calibre. This usually means moving you either up or down the tables to swap you around – it isn't THAT critical as to exactly which table you're on, as long as you play a relatively well-matched opposing team. Once your opponent has been determined you will be assigned a table. Each game will be played on a 6' by 4' table. Please try to keep the playing area clear of excess 'clutter'. Each table will be a pre-designed battlefield with fixed scenery. The event organisers will provide no other games equipment and the players must provide all other materials. You must bring along a copy of the latest edition of rules, as well as copies of any material you will be using from UK editions of White Dwarf magazine or any other publications, so that your opponent can check any special rules and characteristics that apply to your troops. Set-up, game length and victory conditions are described in the Tournament Scenario rules, while the attached schedule shows how long each gaming session lasts. This time includes a five minute 'warm-up' period. To keep on schedule, we would appreciate it if you could play at quite a brisk pace with no time wasting please! Each player has a special results card. Once you've finished your game, you must fill in the card and then hand it in at the information desk. Your results will then be entered into the tournament database.

Weekend Information

To go with this pack you should also have an entry ticket. This ticket is your pass into the event on the day, so the best advice anyone can give you for this tournament is... PLEASE LOOK AFTER YOUR TICKET! The ticket has several parts, and it is worth explaining how it all works: Games Workshop retains the left hand part when you enter the building. The remaining parts need you to fill in your names as these will form your name badges. To claim your meals you will need to show your name badges to the restaurant staff. They will note your player number and serve you the food. We will give you a plastic badge holder when you register. Please note that the number on the ticket is your entry number. Please use it as a reference number if you have any enquiries.

Things you need to bring with you:

Any gaming material you require to play, include:

- Your entry ticket
- Your painted miniatures
- Two copies of each of your force rosters
- This rules pack
- Rulebooks and supplemental texts
- Pens and paper
- Dice and templates
- Reference sheets
- Tape measures
- Superglue (for emergency repairs)

Things you need to sort out for yourself:

- Somewhere to sleep overnight.
(For help contact Nottingham Information Centre on 0115 915 5330)
- Some spending money for the bar and evening.
- Transport to and from the event.

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Schedule

Saturday: Please note that there is no point queuing up until 8.00am (especially if it's raining). Please enter via Warhammer World ONLY.

TIME	WARHAMMER
8.00am	Registration starts
9.45am	Registration closes
10.00am	GAME ONE
11.00am	Break
11.30am	GAME TWO
12.30pm	LUNCH
2.00pm	GAME THREE
3.00pm	Break
3.30pm	GAME FOUR
4.30pm	Break
5.00pm	GAME FIVE
6.00pm	Day one ends
7.00pm	Evening Meal In Bugman's Bar
8.00pm	Boisterous Mirth begins!
11.00pm	Bugman's Bar closes

Sunday: Again please note that there is no point queuing up until 9.00am (especially if it's raining). Please enter via Warhammer World ONLY.

TIME	WARHAMMER
9.00am	Doors open
10.00am	GAME SIX
11.00am	Break
11.30am	GAME SEVEN
12.30pm	LUNCH
2.00pm	GAME EIGHT
3.00pm	Break
3.30pm	GAME NINE
4.30pm	The Final Reckoning
5.00pm	Awards Ceremony
5.30pm	Event closes
6.00pm	Bugman's Bar Closes

IMPORTANT! Entry to the event on both days will be via the Warhammer World entrance. This is the only access point, so please report there upon arrival.

Doubling Up!

As this is a Doubles Tournament, the rules of engagement are a little more specialised than at a regular tournament. Whilst reading these rules for Warhammer Doubles, please bear in mind that each ticket enters **TWO** players as a team, ready to pit their armies against all-comers. The rules and scenarios are quite different from regular games, so please take the time to try them out before the show and contact us if you have any questions.

It is also worth noting that this tournament is designed with a looser format in mind. That is to say that this tournament is designed to frustrate the more competitive player and to open up a different style of playing to all competitors. Please do not expect anything other than a slightly chaotic weekend of fun games!

WARHAMMER RULES OF ENGAGEMENT

Army Roster

When arriving at the tournament each competitor must bring a copy of their army roster for the referees to refer to. These army rosters should be presented together as a team entry into the event. You will require a second copy of the roster, which you should keep with you when you are playing. The best of your rosters should be the one that you keep with your miniatures – do not hand it in! The roster must include all of the models in your Army, their points value, the points value of any equipment, and must specify which models are carrying any extra equipment or special items. Please put your name and entry number on all copies of the roster.

The organisers will check rosters at random throughout the weekend for errors in selection. If any mistakes are found, the results of all the games in which the player has used the illegal list will immediately be changed to 0-20 Generalship points, in favour of his opponents. This will apply even if the mistake was a totally honest one, so please do double-check your forces' list before the tournament!

Armies

Players will enter the tournament with two armies allied together for the event. (Please see the Team Alliances table on the next page.)

Warhammer Special Notes

- Armies must follow the restrictions on army selection of their own Army book.
- All armies must use an Army book that has been published and released at least one calendar month before the tournament.
- If no such Army book exists, you must use the most recent work-in-progress list, published either in White Dwarf or in a Warhammer Annual, released at least one calendar month before the tournament.
- If no work-in-progress list is available, then armies must use the appropriate list from the Ravening Hordes booklet.
- Dogs of War armies may be used as published in the Annual 2002, including all Regiments of Renown published in the Annual 2002 and in White Dwarf, released at least one calendar month before the tournament.
- Dogs of War may only be used as an army on their own, and other armies may not include Dogs of War or Regiments of Renown as Rare choices.
- Dogs of War units of Pikemen, Heavy Cavalry and Paymaster's Bodyguard can carry a magic banner up to a value of 50 pts.
- Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit. You may use converted Citadel miniatures to represent troop types that are not yet available.
- The use of non-Citadel miniatures is strictly prohibited. If you are in any doubt, please contact the tournament organisers for an official ruling.
- No Special Characters are allowed. Special Character models may be used to represent 'normal' characters.
- Appendix 5 (page 262 of the Warhammer Rulebook) is not used.
- All the rules from Arcane Lore published in the Annuals and White Dwarf released at least one calendar month before the tournament apply, including the Ravening Hordes Errata.
- The Magic options published in White Dwarf 265 (page 50) may be used.

Army Limitations

Each player is paired with their team-mate, and each will bring an army that conforms to the rules below:

- Players must choose an army of not more than 500 points.
- You must have a SINGLE Hero to lead the force, but the Hero may not be an Army Battle Standard Bearer.

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- The army must consist of at least **TWO** units and no more than **FOUR** units.
- You must have at least **ONE** Core choice.
- You may take **ONE** choice of either Special or Rare units, but not both.
- You must include at least **ONE** infantry unit of 10+ models.
- No unit may be larger than 25 models.
- No unit may carry a magical standard.
- No single model may cost more than 125 points.
- An army may have no more than **ONE** Chariot (exception: Tomb Kings) or War machine. This also applies to choices that allow more than one item per pick, like Goblin Wolf Chariots. You may only buy **ONE** per choice.
- All models must be WYSIWYG – “What you see is what you get”.
- All models must be painted Citadel miniatures.

Army specific notes:

- Bretonnians do not have their Army Battle Standard Bearer.
- Tomb Kings must have a Liche Priest as the Hero. He will also act as the General. However, he may be purchased up to the value of 165 points.
- Tomb Kings may have more than one Chariot.
- A Vampire Thrall may lead a Vampire Counts army.

You may only select to play with a team-mate who has an army you are permitted to ally with.

	Empire	Orcs & Goblins	Skaven	Chaos	Tomb Kings	Vampires	Dark Elves	High Elves	Wood Elves	Chaos Dwarfs	Brettonnians	Dwarfs	DoW	Lizardmen
Empire	B	X	X	X	D	X	X	T	D	X	T	T	T	D
Orcs & Goblins	X	B	T	T	X	D	D	X	X	D	X	X	T	X
Skaven	X	T	B	T	D	X	D	X	X	D	X	X	T	X
Chaos	X	T	T	B	D	D	D	X	X	T	X	X	T	X
Tomb Kings	D	X	D	D	B	X	D	D	D	D	X	D	T	X
Vampires	X	D	X	D	X	B	D	X	X	D	X	X	T	X
Dark Elves	X	D	D	D	D	D	B	X	X	D	X	X	T	X
High Elves	T	X	X	X	D	X	X	B	T	X	T	D	T	D
Wood Elves	D	X	X	X	D	X	X	T	B	X	T	D	T	D
Chaos Dwarfs	X	D	D	T	D	D	D	X	X	B	X	X	T	X
Brettonnians	T	X	X	X	X	X	X	T	T	X	B	T	T	D
Dwarfs	T	X	X	X	D	X	X	D	D	X	T	B	T	D
Dogs of War	T	T	T	T	T	T	T	T	T	T	T	T	B	T
Lizardmen	D	X	X	X	X	X	X	D	D	X	D	D	T	B

Team Play

Taken together, the competitors armies should total no more than 1,000 points, including 2 Heroes capable of acting as Generals.

Before each battle the General must be decided using the following rule:

- Each player on the team rolls a dice, with the opponents witnessing the roll – re-roll any ties.
- The highest rolling player will lead the army in this battle. Their Hero acts as the General.
- Both forces will react to the General as per the Warhammer rules.

Team Alliances

Each army may ally with only the armies shown on the following Alliances chart. Simply cross-reference the races you wish to ally with.

The following notations represent:

B = Battle Brothers — same race, so no problems.

X = Disallowed — cannot ally under any circumstance.

T = Trusted allies — no special rules, alliance is permitted.

D = Distrustful allies — permitted, but allied units and characters within 6" of each other suffer a -1 Leadership penalty (after other modifiers).

Scenarios

Each game will use one of the following scenarios. To determine the scenario played, roll a dice and consult the following table:

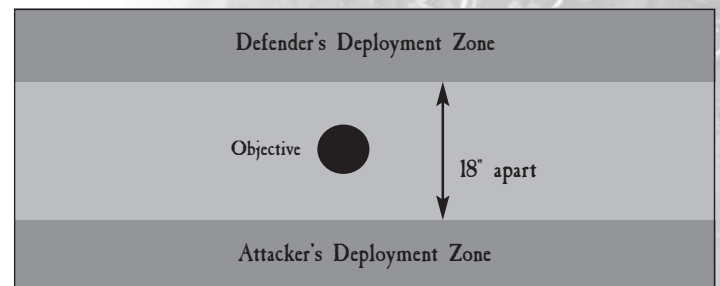
Dice Roll	Result
1-2	Capture
3-4	Meeting Engagement
5-6	Flank Attack

Scenario 1: Capture

(from the Warhammer Rulebook (pages 207-208))

Overview: In this scenario two forces are attempting to seize control of an important point on the battlefield. The generals do not know how soon they must capture the objective or how long they have to hold on to it, and so must commit themselves fully to the attack from the start.

Battlefield: The objective is placed in the middle of the battlefield. This could be a treasure-filled tomb, a keep, village, hill, or anything else you think appropriate to fight over.



Deployment:

1. Both teams roll a dice, the player who scores highest may choose which side of the table to deploy on.
2. The teams roll a dice, the highest scorer may choose whether to start deploying first or second.

- Taking it in turns, each team deploys one unit at a time, at least 18" from the opposing deployment zone.
- All war machines in a teams army are deployed at the same time, though they can be deployed in different parts of the battlefield.
- Champions are deployed with their unit, all other characters in the army are deployed after all other units, all at the same time. Characters may start the battle with units if you wish.
- Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

Who goes first? Both teams roll a dice, the team who finished their deployment first may add +1 to their dice roll. The team who scores highest may choose whether to go first or second (re-roll ties).

Length of game: The game lasts for a random length. At the end of the fourth turn roll a dice. On a 2 or more, play a fifth turn. At the end of the fifth turn roll a dice again, on a 3 or more play a sixth turn, etc.

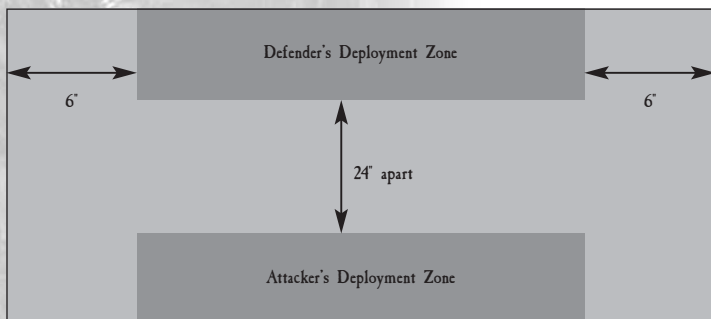
Special rules: There are no additional special rules.

Victory conditions: The army with the unit closest to the objective at the end of the battle wins. Fleeing units, monsters and characters can't capture the objective. If both teams have a unit equidistant from the objective, one team wins if their unit is worth more than double the points value of the closest enemy unit to the objective. Otherwise it is a draw.

Scenario 2: Meeting Engagement

(from the Warhammer Rulebook (pages 207-208))

Overview: In this scenario both armies must deploy from a column of march and engage the enemy.



Deployment:

- Before the battle the teams must write an Order of March, to show where in their column each unit is. All war machines are included as a single unit for these purposes, as are all the characters in the army. Characters are always deployed last.
- The team roll a dice each, highest scorer is allowed to choose a table edge.
- Each team rolls a dice and the highest scoring team may decide whether to begin deploying first or second.
- The teams take it in turns to deploy their units, starting with the one at the top of their Order of March and working down. The second and subsequent units must be deployed closer to the neutral table edges than any unit already in play – in effect the army deploys outwards from the first unit.
- All war machines are written as a single entry on the Order of March, though they can be deployed anywhere on the battlefield within the normal deployment zone.
- Champions are deployed with their unit. All other characters are deployed after all other units in the army, each player deploying their characters all at the same time. Characters may start the battle within units.
- Units must be deployed at least 6" from the neutral table edges and 36" from the enemy table edge.
- Scouting units must be deployed in the same way as other units, except they may be deployed up to 18" from the enemy (they don't have enough time to work their way as far forward as normal).

Who goes first? Both teams roll a dice, the team who finished their deployment first may add +1 to their dice roll. The team who scores highest may choose whether to go first or second (re-roll ties).

Length of game: The game lasts six turns.

Special rules: There are no special rules in this scenario.

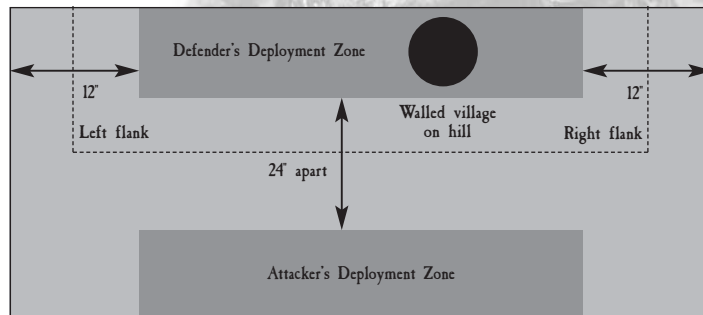
Victory conditions: At the end of the game, teams calculate Victory Points using the Victory Points table on p.198 of the Warhammer Rulebook.

Flank Attack

Overview: In this scenario the attacking force is divided between two armies, each attacking from a different direction. If they coordinate their attack well the defender will be overwhelmed, if they attack piecemeal they will be destroyed one army at a time.

Armies: Both armies are chosen using the Warhammer army lists to an agreed points value. The teams need to decide who is attacking and who is defending.

Battlefield: The defender's deployment zone is centred on an important defensible feature such as a hill or village.



Deployment:

- Before any deployment, the attacker assigns up to one third of their army (in points) to be the flanking force. Units cannot be split between the two forces. The attacker must also write down whether these are flanking to the left or the right.
- The teams roll a dice each, highest scorer is allowed to choose a table edge.
- Each team rolls a dice and the highest scorer may decide whether to begin deploying first or second.
- Taking it in turns, each team deploys one unit at a time, no closer than 24" to the enemy deployment zone. Units can be no closer than 12" to the neutral table edges.
- All war machines in a teams army are deployed at the same time, though they can be deployed in different parts of the battlefield.
- Champions are deployed with their unit, all other characters are deployed after all other units in a player's army, all at the same time.
- Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

Who goes first? Both teams roll a dice, the team who finished their deployment first may add +1 to their dice roll. The team who scores highest may choose whether to go first or second (re-roll ties).

Length of game: The game lasts six turns.

Special rules: At the start of the attacker's third turn, they start to roll to see if the flanking force has arrived. On a roll of a 4+ the flanking force turns up. If it does not turn up, roll again at the start of subsequent turns, adding +1 to the dice roll for each roll after the first (they turn up on a 3+ on the fourth turn, and so on).

The units in the flanking force move on from the table edge nominated before the battle, in the opponent's half of the table. Units may not charge on the same turn that they move onto the table, but do not count as starting their move within 8" of the enemy and so may march. You do not have to move all units on at the same time, units that are left off the table can move on in subsequent Movement phases.

Victory conditions: The standard Victory Points are used to determine the winner.

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The Warm-up Period

Before battle commences there will be a five-minute 'warm-up' period. During this period players must first show their opponent all the models in their forces and their roster. Players must then openly fill the forces selection and painting form for the game. Players are allowed to ask their opponent questions about the forces and the rules that apply to the warriors, heroes and magic items in them. After inspecting the forces and marking them, all players should discuss the terrain for the battle, and how each feels it will affect the models in play. They can also discuss any other rules points that they think may come up in the battle. Finally, all players must shake hands and then battle can commence.

WHO WINS THE TOURNAMENT?

The winner of the Doubles Tournament will be the team who score the most points in the categories described below. The points scored in each category will be added together, and the team with the highest total will be the winner. In the case of a tie, the winner will be the team who scored the most points in the Generalship category. If still tied, the prize will be awarded to the team who has scored the most Sportsmanship points. In addition to the overall winners we will also give out a number of other awards, which will be announced at the end ceremony.

Generalship (0-180 points)

We've decided to use a simple procedure for working out the Tournament points scored for Generalship. What's more, we're expecting you to work out the points for each battle and record them on your results card.

Work out the game result as indicated in the Objectives paragraph of the scenario played – Generalship points are awarded depending on the result:

Degree of Victory	Winner	Loser
Draw	10	10
Marginal Victory	13	7
Decisive Victory	17	3
Massacre	20	0

(Remember that if a team concedes, the game automatically counts as a Massacre.)

Gaming Grade (Special)

We've included this category to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the points that can be earned in this category will discourage players from even thinking of acting in a way that will disrupt the enjoyment of the game.

After each game you must secretly rate how you felt the game played, recording the result on your results card and handing in your card yourself:

- **The Awesome Game box** - this indicates that you felt the game was exciting, enjoyable and ran very smoothly, the game exceeded your expectations for a tournament. Your opponent was a real pleasure to game with and you will both take some memories from this game that may become the basis of an anecdote or two.
- **The Great Game box** – this indicates that you felt the game matched many of the games you have enjoyed in the past. You both played in the right spirit and this ensured that you got just the sort of game you came to the tournament to experience. This should be the default selection if neither of the others apply.
- **The Poor Game box** – this indicates that the game was a disappointment. The game was no fun at all primarily because excessive quibbling or aggressive interpretation of the rules disrupted it. This was a game you wish you hadn't played.

The scoring for the Gaming Grade will work like this:

No. of ticks	Awesome Game ticks	Poor Game ticks
Less than 5	0 points	0 points
5	+3 points	-25 points
6	+6 points	-25 points
7	+12 points	-25 points
8	+24 points	-25 points
9	+30 points	-30 points

(If any scorecard has no Gaming Grade box ticked, the game will be counted as a Great Game.)

Army Painting and Character

Painting standards and overall composition of your forces are rated by your opponents. The system used is described below. In a nutshell, a team that brings along two forces that are painted, based and characterful will pick up a lot of points in this category, while one who brings badly painted and non-themed forces will not!

- Both armies in a team will be judged TOGETHER.
- All miniatures in the tournament must be painted (and no, just being undercoated doesn't count!). Players must call a Referee if their opponent is trying to use unpainted miniatures.
- Armies are given marks for painting and character. Each category has its own set of criteria for determining the mark awarded. The system allows players to mark the armies that they see by following a set of guidelines. This should make their job easier and faster, and also allow players to gauge how well their forces should do in advance.
- Your army selection and painting are rated by each opponent before the game commences. The criteria are listed in the guidelines below.
- We believe that the measure of a person's painting of a force (all subjective opinions aside) is whether they are painted, based, and what degree of detail has been added to the overall effect of those forces.
- When judging a force, all of the models must fulfil the criteria. The presence of a single model that doesn't will compromise the score, even if everything else does conform to the standards requested. For example, a single model with an unpainted base would cancel the "based" points for the entire army.
- Regarding selection, we choose to reward the player who carefully constructs forces that conform to the rules of the tournament but which also retain their own unique flavour and character. We hope the points printed on the back of your scorecard will help you to measure the score your own army can expect.

Army Character Points

Mark your opponents' force at the start of each game. Give a mark for all of the models your opponents have on their roster. Over the course of the tournament you will give a mark for each opposing team you face.

+15	Roster	The player has a full and clearly readable forces roster with both forces, including player name and entry number.
+15	WYSIWYG	Every model conforms to the "What you see is what you get" requirement. This means that all models have the weapons and equipment that they are listed as carrying, and that no model is confusing to you when you look at it. Remember, all models must be Citadel models to begin with.
+15	Themed	The player has themed the force, adding a piece of background text to the roster which is clearly representative of the force itself and the particular theme the player is presenting. The background text is between 200 and 600 words in length.

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Army Painting Points

Mark your opponents' force at the start of each game. Give a mark for all of the models your opponents have on their roster. Over the course of the tournament you will give a mark for each opposing team you face.

+15	Painted	The forces are painted. This means that all the models have at least three colours painted onto them.
+15	Based	All the bases are painted and textured in some manner. The baseline for texture is flock as a minimum. Black edges are acceptable, providing the tops are textured and painted.
+15	Detailed	All of the models have had the details of the models painted in a variety of colours or with noticeable effects. This discriminates between the merely painted forces and the forces that have had attention paid to them.

Best Army Award, the Championship and Using 'Bought' Armies

At every tournament we give out an award for the Best Army. This is awarded to the forces that, in the opinion of a panel of Judges, are the best in terms of painting and character. In many ways, winning this award can be as prestigious as winning the actual tournament itself. In addition, a large portion of the Championship points are based upon forces selection and painting. We do this because our hobby is not just about playing games, but also collecting and painting armies.

It's not uncommon now for players to use armies that include miniatures that they haven't painted themselves. There isn't a problem with this. However, we do want to make sure that the Best Army award goes to the team of players who painted their entire forces themselves – the reward for the extra personal effort required to create and win with gorgeous forces. For this reason you'll be asked to indicate on the form that comes with this pack whether you painted your forces yourself, or if you got someone else to do it for you.

The way in which we have decided to address this is to instruct the Judges that they may not select the team's forces for Best Army voting if a player has declared that they did not personally paint their entire forces. It has no affect on your Tournament scores. This means that we can issue the accolade to the people who actually painted their forces. We ask all of the contestants to remain honest in their declaration.

The way the Best Army award will be given works in two steps:

1. The Judges pick a few forces for the Best Army vote. These forces are chosen for purely aesthetic and subjective reasons.
2. You will all be invited to vote for the Best Army on the second day of the tournament. The most votes will win the player the trophy.

Sportsmanship and Rules Questions

The primary purpose of our tournament is to get together for the weekend, so that we can play our favourite game and meet other players who share our interests. Finding 'champion players' of our games is a by-product of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games. This can be because the huge number of variables involved in the game make it just about impossible for the rulebook to cover every situation that might occur, or because different people interpret the rules in different ways. In order to avoid arguments we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

If you really want a Referee to sort out a rules question, then you are free to call one over, and our Referees may intervene if they see an argument. Be warned, however, that our Referees are under strict instructions to give players one of two solutions to any question they are asked:

1. They will show you the rule in its relevant place in the rulebook.
2. To roll a D6 to sort out any rules problems not solved by the above.

You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences.

Referees will have a simple card system to adjudicate this kind of ruling:

YELLOW: A Yellow Card will be shown to the team(s) and their team number and names are logged. This card is a warning.

RED: A Red Card will be shown to the team(s) and their team number and names are logged. Five points per Red Card will be taken from a Red booked team's Generalship totals.

The decision of the Chief Referee is final, and no discussion will be entered into. Arguing with the Chief Referee following a decision will be a RED CARD offence.

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