



# WARHAMMER<sup>®</sup> INVASION<sup>™</sup> THE CARD GAME

## WARHAMMER: INVASION TOURNAMENT RULES 1.2

The organized play program for Warhammer: Invasion The Card Game (“W:I”), sponsored by Fantasy Flight Games (“FFG”) and its international partners, will follow the organization and rules provided in this document. Changes are noted in **red text**.

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## 1. Player Conduct

### **Card Interpretations and Rules**

Sanctioned tournaments are played using the most recent rules set and most updated version of the official FAQ document, which can be found at ([http://www.fantasyflightgames.com/edge\\_minisite\\_sec.asp?eidm=85&esem=4](http://www.fantasyflightgames.com/edge_minisite_sec.asp?eidm=85&esem=4)) at any time. Cards are interpreted using the appropriate card rulings on the most updated FAQ also found on the website. During sanctioned competition, players must refer to this version of a card to settle disputes concerning the interpretation of a card's wording or powers. Card abilities are based on card text, not artwork or card titles. Also, remember the golden rule when interpreting card effects and interactions: if the rules text of a card contradicts the game rules, the rules on the card take precedence.

The Tournament Organizer ("T.O.") is the final authority for all card interpretations.

### **Unsportsmanlike Conduct**

Players are expected to behave in a mature and considerate manner, and to play within the rules and not abuse them. This prohibits intentionally stalling a game for time, inappropriate behavior, treating an opponent with a lack of courtesy or respect, etc. The T.O., at his or her sole discretion, may remove players from the tournament for unsportsmanlike conduct. If the card an attachment is attached to leaves play, the attachment enters its owner's discard pile.

### **Cheating**

Cheating will not be tolerated. The T.O. reviews all cheating allegations, and if he or she believes that a player has cheated, he or she can immediately remove the offending player from the tournament.

### **Slow Play**

Players must take their turns in a timely fashion regardless of the complexity of the play situation and adhere to time limits specified in the tournament. Players must maintain a pace to allow the match to be finished within the announced time limit. Stalling is not acceptable. Players may request a T.O. to watch their game for slow play.

## 2. Tournament Organizer

### **Participation**

The T.O. may participate in a tournament for which he or she is responsible only if there is a second Tournament Organizer present. This second T.O. must be present and announced at the beginning of the tournament, and is responsible for all rulings for games in which the primary T.O. is playing.

## 3. Information for Players

### **Card Sleeves**

For all officially sanctioned regional, national, invitational, and world championship events, players are required to use protective sleeves for their decks. These sleeves must all be identical and cards must be placed in these sleeves in an identical manner. For all local level events, card sleeves are not required, but players are encouraged to use sleeves to protect their cards.

### **Deck Limitations**

For Warhammer: Invasion The Card Game, decks must contain a minimum of 50 cards. Decks cannot exceed the maximum of 100 cards. Additionally, no more than 3 copies of any card, by title, can be included in a player's deck.

### **Deck Lists**

Players are required to submit a deck list upon in order to enter an officially sanctioned regional, national, invitational, or world championship event. Decklists must detail the name and quantity of each card in the deck. No substitutions of cards are allowed during the entire tournament.

## 4. Pregame Setup

### **Capital Board**

When entering a tournament, each player must declare which capital board he or she will be using. Players cannot switch between different capital boards during the tournament.

### **Determining Player Order**

For the first game of a match, the players must decide who will choose to play first or play second by using a random method (such as a die roll or coin flip). The winner of this random method must state his or her choice before looking at his or her starting hand. The player who plays first will skip his or her Quest Phase and Battlefield Phase.

After each game in a match, the loser of the previous game decides whether he or she will play first or play second in the next game.

### **Card Shuffling**

Decks must be randomized by some form of shuffling prior to the start of every game and whenever instruction requires it. Once a deck is randomized, the opponent must be given an opportunity to shuffle and/or cut the cards as well.

### **Discard Pile Order**

A player may not change the order of the cards in any discard pile unless a card effect instructs him or her to do so.

## 5. Tournament Structure

### **Tournament Formats**

All officially sanctioned tournaments for Warhammer: Invasion The Card Game will use the following format:

Swiss Format

75 minute rounds

Best 2 out of 3 games

### **Match Structure**

Players play best 2 out of 3 games in a round. If time is called and the players have not completed their round, then the player who has won the most completed games wins the round.

*For example: If Matt and Bob play a round, and when time is called, Matt has won the game 1, and both players are in the middle of game 2, then Matt is the winner of the round. This is because he won the most complete games.*

If both players are tied at (0-0) or (1-1) and time is called, then the match is scored as a tie.

If both players are in a single elimination round (e.g. they are playing in the semi-final round), and time is called, the player who has won the most completed games is the winner.

If both players are tied (0-0, or 1-1), then the player who has burned the most his opponent's zones is declared the winner.

If both players are tied in number of zones burned, then the second tiebreaker is player with the most hit points remaining on his capital.

If both players are tied in the number of hit points remaining on his capital, then winner is determined by a die roll.

## **6. Authorized Cards**

### **GenCon 2011**

Cards from the following releases are legal for use during GenCon 2011 Championship events.

*Warhammer: Invasion The Card Game  
Core Set*

*Assault on Ulthuan Deluxe Expansion*

*March of the Damned Deluxe Expansion*

*Legends Deluxe Expansion*

*The Corruption Cycle Battle Packs (The Skavenblight Threat, Path of the Zealot, Tooth and Claw, The Deathmaster's Death, The Warpstone Chronicles, Arcane Fire)*

*The Enemy Cycle Battle Packs (The Burning of Derricksburg, The Fall of Karak Grimaz, The Silent Forge, Redemption of a Mage, The Fourth Waystone, Bleeding Sun)*

*The Morrslieb Cycle Battle Packs (Omens of Ruin, The Chaos Moon, The Twin Tailed Comet, Signs in the Stars)*


## **Restricted Cards**

The following cards are restricted for LCG tournament play. A player may select 1 card from this restricted list for any given deck, and cannot play with any other restricted cards in the same deck. A player may run as many copies of his chosen restricted card in a deck as the regular game rules allow.

 **116 Warpstone Excavation**

 **119 &**  **57 Innovation**

 **2 Mining Tunnels**

 **25 Wilhelm of the Osterknacht**

 **42 Reclaiming the Fallen**

 **117 Soul Stealer**

## **Banned Cards**

The following cards are banned for LCG tournament play. A player cannot use these cards in his deck.

 **8 Visit the Haunted City**

## **7. Above All Else**

Please remember that these tournaments are designed for players who want to celebrate and enjoy the most challenging aspects of Warhammer: Invasion The Card Game. Players should be respectful to others and follow the instructions set forth by the T.O.