

WARHAMMER DISKWARS

Tournament Rules v1.1.1

The Organized Play program for the *Warhammer: Diskwars*[™] tabletop battle game, sponsored by Fantasy Flight Games (“FFG”) and its international partners, follows the organization and rules provided in this document.

The beginning of this document provides general rules that apply to all event types. Following, there is a section on using special scenarios in events. At the end of the document are the card pool and army customization restrictions.

Additions since the last update appear in blue text.

TIERS OF TOURNAMENT PLAY

Fantasy Flight Games’ Organized Play events are broken into three tiers of play. Each tier communicates what expectations the players, judges, and tournament organizers should have when they are involved with a *Warhammer: Diskwars* tournament. In addition, the competitive and premier tiers ensure that no matter where a tournament is held, it will be run with the same standards of play and rules enforcement as other tournaments of the same kind around the world.

Casual

Casual events stress fun and a friendly atmosphere. These events help build local communities and are a great way for new players to experience their favorite game without worrying whether they know every little rule. This tier may include leagues, weekly game nights, and any event using a *Warhammer: Diskwars* variant.

Competitive

Competitive events require players to have general knowledge of a game’s rules. While experienced players will come to these events to compete for prizes, players should not be punished for their lack of understanding in the finer points of *Warhammer: Diskwars* rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and unique, one-off events such as the *X-Wing*[™] Wave 4 Assault at Imdaar Alpha event or the *Android: Netrunner* Chronos Protocol Tour.

Premier

Premier events are the highest level of competition for Fantasy Flight Games tournaments, and all players, judges, and tournament organizers involved are held to the highest levels of conduct. Players are assumed to be familiar with the game’s rules, as well as the latest FAQ and tournament rules, and should expect all rules to be strictly enforced. Regional Championships, National Championships, and World Championships are premier events.

CONDUCT

The following rules apply to the general conduct expected of all tournament participants.

Component Interpretation and Rules

Warhammer: Diskwars tournaments are played using the rules in the *Warhammer: Diskwars* core rulebook, which may be downloaded from the *Warhammer: Diskwars* support website at www.fantasyflightgames.com at any time. Components are interpreted using the appropriate rulings in the most recent FAQ, also found on the website. During a tournament, players must refer to this FAQ to settle disputes concerning printed values and icons or the interpretation of a disk’s or card’s wording. Also, the golden rule applies when interpreting disk and card effects; if a special ability on a card or disk conflicts with the *Warhammer: Diskwars* core rulebook, the special ability always takes precedence.

The Tournament Organizer (“TO”) is the final authority for all disk or 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, abusing an infinite combo, inappropriate behavior, treating an opponent with a lack of courtesy or respect, etc. Collusion among players to manipulate scoring is **expressly forbidden**. The TO, at his or her sole discretion, may remove players from the tournament for unsporting conduct.

Tournament Organizer Participation

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

TOs and judges for premier championship tournaments (Regionals, Nationals, and Worlds) are expected to commit their full attention to organizing and judging the event, and therefore are not permitted to participate as players in a Regional, National, or World Championship event in which they act as TO or judge.

Margin of Error

Disks are sometimes moved accidentally or placed inexactly during the normal course of the game. This may occur if a disk is bumped, or removed and then replaced when resolving an engagement. If a disk falls from a pinning or overlapping position because it is bumped, players should replace the disk as close to its original position as possible. A small margin of error is allowed in the position of disks in these situations so that the pace of the game is not unnecessarily affected. Players should not abuse this margin of error, and they must use the tools included with the game to be as accurate as possible. In the event of a dispute, the TO has the final authority on ruling and can disqualify unsportsmanlike players.

Missed Opportunities

Players are expected to play optimally, remembering to take actions and use card abilities when indicated. If a player forgets to use an ability during the timing specified by that ability, he cannot retroactively use it without the consent of his opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent of forcing a missed opportunity.

Taking Notes

Players are not allowed to take notes to aid memory about opponents' armies or command hands during a tournament match, either physically or digitally. Referencing outside material and information during a match is also prohibited, except for official rule documents.

Slow Play

Tournament rounds are timed (see "Official Battle Lines Tournament Rules" on page 3). Players are expected to play at a speed that will allow them to complete a match in the time allowed. Stalling is not acceptable. Players may request a TO to watch their game for slow play.

ARMY BUILDING

Each player must build a 2-regiment army for use in a *Warhammer: Diskwars* tournament, using the army customisation rules described in the *Warhammer: Diskwars* core rulebook. In tournaments with elimination rounds (see "Elimination Rounds" on page 4), each player must also build a RESERVE REGIMENT. A player only adds his reserve regiment during elimination rounds and cannot use its disks or command cards in regular tournament rounds.

Each player may choose to field an Order or Destruction army, as tournament seeding ignores the player's faction.

Each player must submit his army list, including disks, command cards, scenario cards, deployment cards, and terrain cards to the TO before the start of the tournament. Players must use the same army for the duration of the tournament, including all cards. In tournaments with elimination rounds, each player must list his reserve regiment and its associated command cards separately from his primary regiments.

Each player must bring the following battlefield setup components. A player may choose the specific components that he brings from the *Warhammer: Diskwars* core set or legal expansion products (see "Legal Products" on page 5). A player cannot bring more than one copy of each component*:

- 5 scenario cards
- 12 deployment cards
- 5 terrain cards with matching terrain pieces

v1.1.1- *Exception: A player can bring two copies of the "Detachment," "Ambush," and "Advance" deployment cards.

Each player must also bring any additional tokens his army requires. This includes but is not limited to dice, a range ruler, activation tokens, damage tokens, wound tokens, and battle ability tokens.

The TO is not expected to supply any game components to players. A player who cannot provide the necessary components to act as the last player in a match is disqualified (see "Pre-Game Procedure" on page 3).

Component Modifications

Players may mark the edges of their disks with a marker or pen to make ownership identification easier (see "Mirror Matches," below). Players may also write initials or an identifying mark on their disks, but they must not obscure any disk values or text. These are the only modifications allowed for disks.

All components other than disks must remain unaltered. Cards may be sleeved for protection. Sleeves for a player's command hand must be identical. Players must use clear sleeves for their scenario cards, deployment cards, and terrain cards.

Range Rulers

Minor variations in the printing process and the existence of premium or third-party products may cause slight disparities in the measurements of some rulers. Before a tournament match begins, any player may request that a single range ruler be shared for the duration of the match. Both players must agree on the

ruler to be used, as well as which side of the ruler to use. The TO will have the final say in any decision.

OFFICIAL BATTLE LINES TOURNAMENT RULES

Battle Lines tournaments for *Warhammer: Diskwars* are held in a series of 65-minute tournament rounds. Tournament organizers may adjust this number up to 75 minutes or down to 55 minutes as they see fit. If they do, they must inform the players in advance of the tournament.

Each tournament round, players will score match points based on the result of their game. After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), the top point-scorer is the winner of the tournament if there are no elimination rounds scheduled.

For larger tournaments, the field will cut to elimination rounds. In such a tournament, the top players (usually a top 4 or top 8) will then play off in 90-minute single elimination matches to determine the tournament champion. Players must use their reserve regiments in these matches in addition to the primary regiments they played with in regular tournament rounds. The TO must announce whether there will be elimination rounds before the tournament begins.

Setup Procedure

Before the tournament begins, the TO must set up tables suitable for tournament play. Each table must contain a 3' by 3' square play area with clearly delineated edges. It is strongly recommended that each play area be covered with cloth, felt, or a similar material in order to create friction and prevent disks from sliding out of place when flipped or accidentally bumped.

Two opposite edges of the play area should be labeled as player edges. Players should have enough space on the table to comfortably place all of the components necessary for their armies. The TO will assign each player a number for the purpose of seating.

If a TO cannot comply with the recommended setup, he must inform players of the alternate play area well in advance of the start of the tournament.

SEEDING

Standard Swiss-style pairings are used. Random pairings are recommended for the first round. The TO may choose to switch pairings in order to avoid pairing family members or players who travelled together to the tournament for the first round. For each round after the first, all pairings are based on the number of match points earned by players. Each player is matched with an opponent who has the same number of match points, or as close a number as possible.

Each pairing should be checked to ensure that no two players are matched up against one another more than once before either the end of the tournament or the cut to elimination rounds. If two players are paired against each other a second time, the TO must alter pairings so that each player is paired with an opponent he has not played.

If there is an odd number of players in the tournament, one of the lowest-ranked players receives a bye, counting as a Match Win (see "Scoring" on page 4). A player cannot receive more than one bye during a tournament.

Pre-Game Procedure

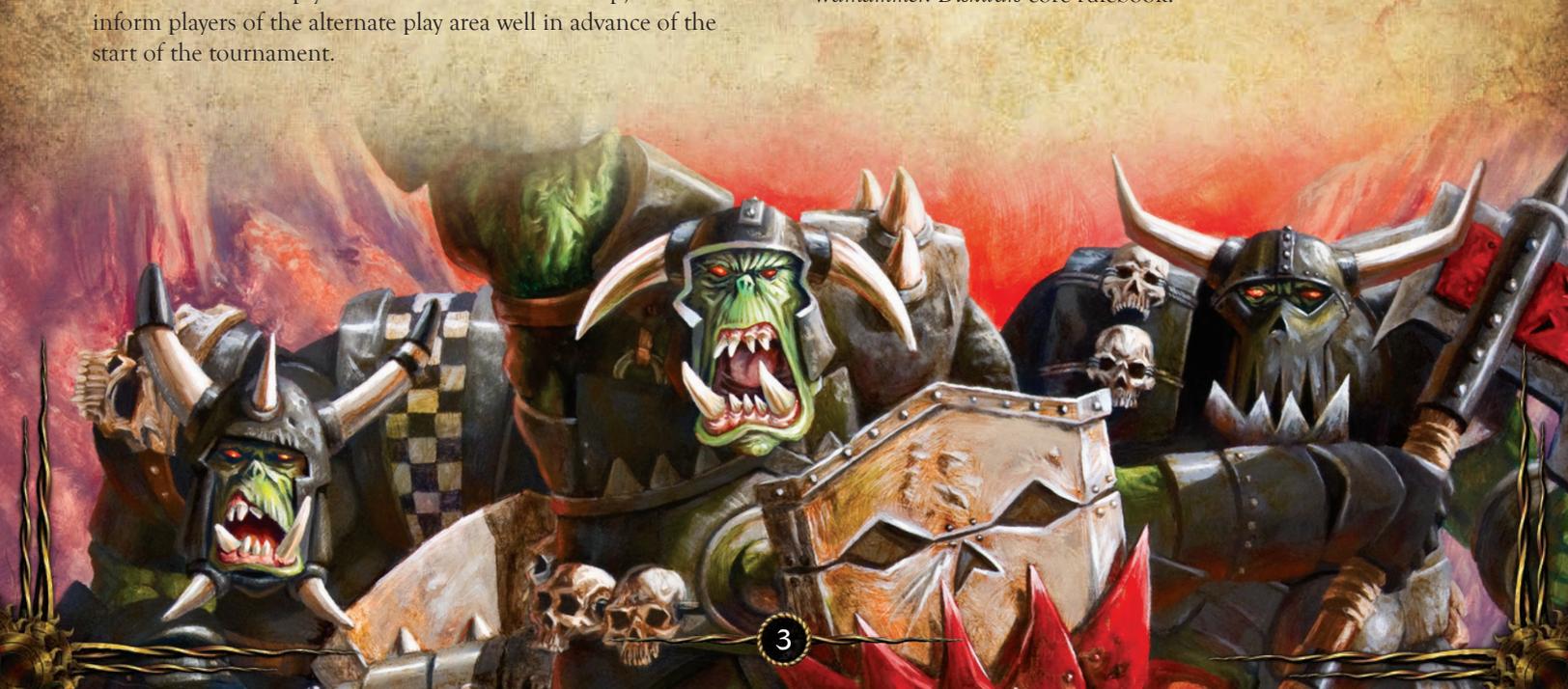
The following steps must be performed before each match begins. These steps may be performed before the start of the tournament round, but players cannot begin play until the TO announces the timed start of the round.

Each player places his army and components outside of the play area next to his assigned deployment edge. Each player places his command hand facedown. Only the command cards on each player's army list are allowed in the play area.

Both players reveal all disks in their armies. Players do not reveal their command cards.

Players determine initiative order following the standard setup rules in the *Warhammer: Diskwars* core rules. The last player provides the scenario, deployment, and terrain cards for the match and shuffles them thoroughly. His opponent may shuffle and cut each pile if desired.

Players proceed through the rest of the standard setup steps in the *Warhammer: Diskwars* core rulebook.



END OF MATCH

Each tournament match ends in one of the following four ways:

- The game reaches its 5-round limit. Following the “Winning the Game” rules in the *Warhammer: Diskwars* core rulebook, each player moves all remaining disks in his reserve to his casualty pile. Each player then scores a number of victory points (VP) based on his objective. The player with the most VP receives a match win, and his opponent receives a match loss. Ties are broken in initiative order.
- A player has no disks remaining on the battlefield and is eliminated. The player with at least one disk remaining immediately earns a match win, and his opponent receives a match loss. If both players are eliminated at the same time, each player receives a match tie.
- When the match time limit has been reached, if players are still in the activation phase they finish resolving their currently selected command cards and then select and resolve one more pairing of command cards, if necessary. Players then proceed to the melee phase and end phase to finish that round. Each player moves all remaining disks in his reserve to his casualty pile and then scores VP based on his objective. The player with the highest VP total receives a modified match win, and his opponent receives a match loss. Ties are broken in initiative order.
- A player voluntarily concedes at any point during the match. By conceding, he receives a match loss and his opponent receives a match win. A player can concede a match at any time. However, the TO may drop a player that concedes from the tournament if the TO believes the player is attempting to manipulate tournament results.

SCORING

Players earn match points at the end of each match as follows:

- Match Win = 5 points
- Modified Match Win = 3 points
- Match Tie = 1 point
- Match Loss = 0 points

These points are used to determine the winner of the tournament, or, in the case of a larger event, they are used to determine who makes the cut to elimination rounds.

Example: *Jeff and Troy are playing against each other in a Battle Lines tournament match. The TO announces that the time limit for the round has been reached. Jeff and Troy finish their current command cards, then proceed to the melee and end phases to finish the game. Jeff reveals that he earns 1 VP for each enemy casualty and scores 8 VP. Troy reveals that he earns 5 VP for each enemy hero casualty and scores 0 VP. Since Jeff has more VP, he earns a modified match win and Troy receives a match loss.*

BREAKING TIES

If players have the same number of match points at the end of the tournament or when cutting to elimination rounds, the tie is broken based on the difficulty of their competition. If a tied player has beaten every other player that he is tied with, he wins the tie. Otherwise, strength of schedule is calculated by combining the total match points of each tied player’s opponents. The player with the highest calculated strength of schedule wins the tie and advances.

ELIMINATION ROUNDS

In larger tournaments the TO may “make a cut” after a predetermined number of rounds based on the number of players. The TO must announce if there is a cut before the start of the tournament.

Using match points and the tie-breaking procedure above, the TO determines the top players and ranks them in order. Only these players will be paired in subsequent rounds. The top-ranked player will then play against the lowest-ranked player. The second-ranked player will play against the player with the second-lowest ranking, and so on.

In the elimination rounds, players are eliminated from the tournament once they have lost a game. Only those players who win their match (including a modified win) continue on to the next round. In the rare case of both players losing at the same time, the higher-ranked player is given a match win. The winner of the elimination rounds is the tournament champion.

ADDITIONAL TOURNAMENT RULES

Mirror Matches

A mirror match is a match between two players who are using disks of the same race. Tournament seeding does not favor Order vs Destruction matches, so mirror matches will occur. If players using disks of the same race are paired for a match, all normal game rules apply. Each player may field unique disks even if his opponent is using a copy of the same disk.

To facilitate a mirror match, players are allowed to mark the edges of their disks for owner identification. Players should pay careful attention to the position of their disks and other duplicate components, especially during a mirror match.

Measuring

Players should not abuse the pre-measurement rule to slow the pace of play or interrupt an opponent’s action.

Engagement and scrum piles can raise the height of a disk significantly above the play surface. When this occurs, players should measure distances using a “birds-eye” view, rather than physically touching the ruler to the surfaces of the disks or terrain pieces involved.

If the end of a measured distance falls on the border line between two ranges, count the distance as the closer range. If there is a dispute over a measured range, players may request that the TO rule on the final range.

Movement

Players must follow all movement rules in the *Warhammer: Diskwars* core rulebook. In addition, a player must take his hand off the disk after each flip in order to allow his opponent to witness the position of the disk. A player cannot take a flip back during a tournament match. If both players agree that extraordinary circumstances caused the disk to roll or bounce farther than would have normally resulted from that flip, the player may replace the disk in a mutually agreed position. If a player believes his opponent is using his flipping technique to unfairly manipulate the disk's final position, he may request that the TO observe the match.

Discard and Casualty Piles

Each player's command card discard pile and casualty piles are open information.

Tracking Game Rounds During a Match

Players are responsible for tracking the number of completed rounds in their matches. The last player may place an activation token on the active scenario card during the end phase in order to track rounds. A player may use another method if his opponent agrees.

Dice Rolls

Players must roll their dice so that results are unambiguous. A player must reroll any dice that land "cocked" at an angle against another game component or that fall off the table.

TOURNAMENT COMPONENTS POOL

Legal Products

All components from the *Warhammer: Diskwars* core set and the following expansions may be used in official tournaments:

- Hammer and Hold
- Legions of Darkness

Special Scenario Format

A TO may decide to organize a casual-level event using special scenario cards from the *Warhammer: Diskwars* core set or released expansions. If he chooses to do so, he must inform players that this will be the format prior to the event.

Players must follow the additional rules on the special scenario card in addition to standard tournament setup rules in each round where the special scenario card is used.



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