Warhammer: Invasion Tournament Rules 1.4

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) 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.

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

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 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.

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.

4. Pregame Setup

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 and Match Structure

Tournament Formats

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

Swiss Format

65 minute rounds

Best 2 out of 3 games

Each tournament round, players will score points based on the result of their games. 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 is no championship round scheduled. For larger tournaments, the field will cut to a final elimination bracket. In such a tournament, the top point scorers (usually a top 4 or top 8) will then play

off in single elimination championship brackets to determine the tournament champion.

If a tournament champion is to be determined by championship brackets, the number of players who will make the cut into the championship bracket must be determined and announced before the start of the tournament. Each player's order of finish in the preliminary rounds will determine his or her seeding in the championship brackets; the player with the best record in the preliminary rounds will play against the player with the worst record in the preliminary rounds, the player with the second best record will play against the player with the second worst record, and so on. A player moves on in the brackets with a win, a player is eliminated from contention with a loss.

When the final 2 participants compete in the championship round, there is no time limit and all games are played to their conclusion. The winner of the final round is the tournament champion.

Scoring

At the end of each round, players are awarded points based on their results:
Win - 3 points
Draw - 1 points
Loss - 0 points

Going to Time

If time is called and neither player has achieved victory, the player whose turn it was when time was called finishes his turn. If time was called on the first player's turn and he fails to achieve victory at the end of his turn, the second player gets one more turn before the game ends. If at that time neither player has achieved victory, players must use the tie-break format outlined in the Match Structure.

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.

If two players have not completed their match when 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 the player who has the most damage on a single zone is declared the loser of the match. His opponent is declared the winner.

If the players are still tied at this point, then the match ends in a draw.

Elimination Play

If both players are in a single elimination round (e.g. they are playing in the semi-final round) and time is called, follow the tie-break format outlined in the Match Structure. If the game would end in a draw, then the winner of the match is the player with the higher seed on the championship bracket.

6. Authorized Cards

Regionals 2012

Cards from the following releases are legal for use during 2012 Regional 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, Fiery Dawn, The Eclipse of Hope)*

The Capital Cycle Battle Packs *(The Inevitable City, Realm of the Phoenix King, The Iron Rock, Karaz-a-Karak, City of Winter, The Imperial Throne)*

The Bloodquest Cycle Battle Packs *(Battle Packs are tournament legal 30 days after their release date.)*

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.

- **44 Will of the Electors**
- **116 Warpstone Excavation**
- **119 & 57 Innovation**
- **2 Mining Tunnels**
- **5 Derricksburg Forge**
- **25 Wilhelm of the Osterknacht**
- **42 Reclaiming the Fallen**
- **117 Soul Stealer**
- **7 Rodrik's Raiders**

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.