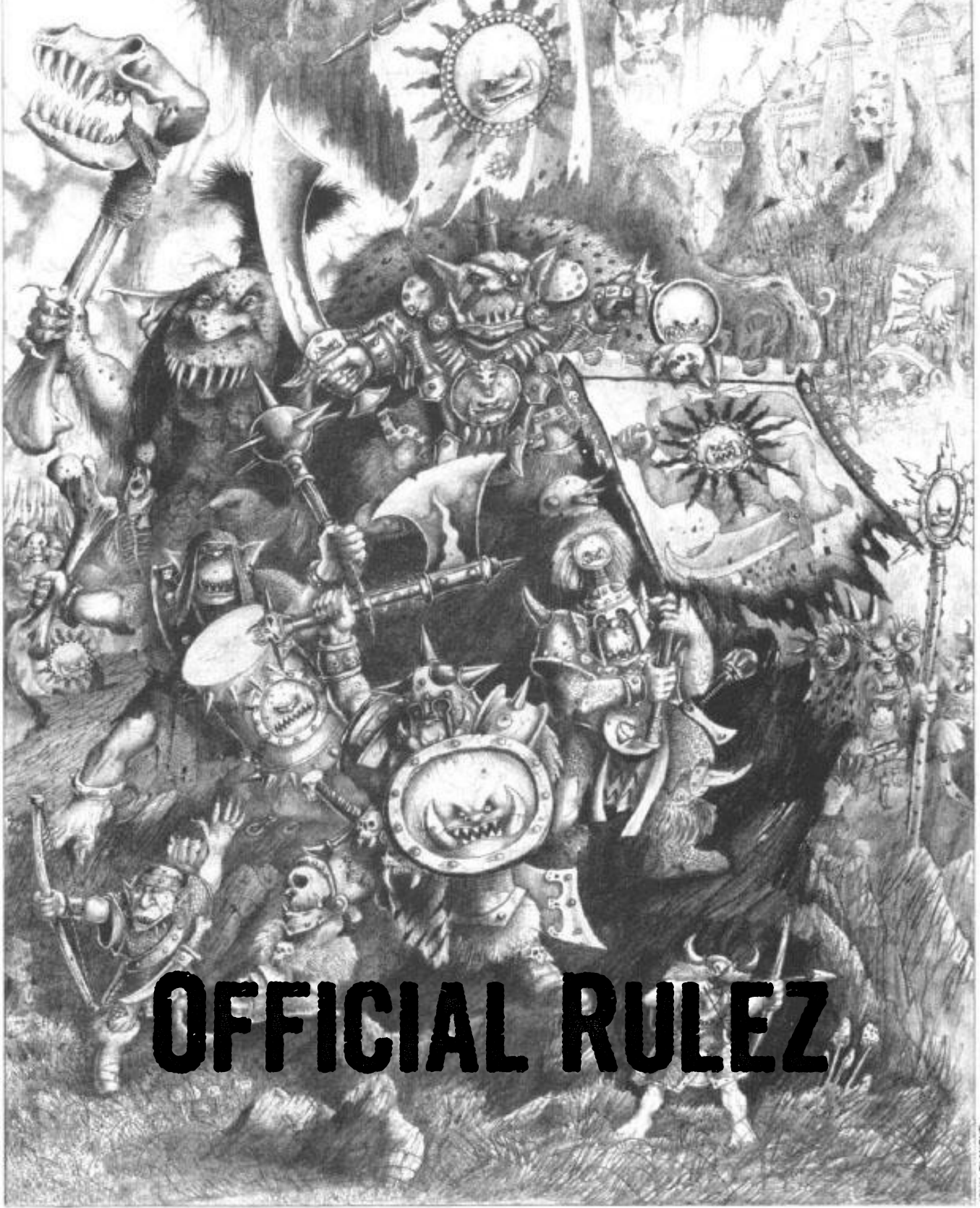


WAAAGH! PACA 2015



OFFICIAL RULEZ

ARMY CONSTRUCTION RULES

- 2,000 point closed lists due December 31st, 2014, CST.
 - The End Times army-wide rules are in effect, summed up below:
 - Lore of Undeath is available to all wizards
 - See the painting rules for Summoned models below.
 - 50% lord and 50% hero limits for all armies
 - Legions of Chaos and Undead Legions armies may be taken
 - Special Characters are allowed.
 - Chaos Dwarfs from the Tamurkhan book are allowed.
 - Special Character and New Unit Battle-Scrolls are allowed.
 - Formation Battle Scrolls are not.
 - Scrolls of Binding (from Monstrous Arcana) are not.

MODEL RULES

- All models must be painted to a 3 color minimum standard.
- All models must be WYSIWYG. (what you see is what you get)
- Non-GW models are perfectly acceptable, as long as they are WYSIWYG.
- You must bring a “Man of Intrigue” model for scenario purposes.
 - The “Man of Intrigue” is a classy hero type figure you will use in each scenario. It should be something special and epitomize a “Man of Intrigue” (whatever that might mean to you!)
 - The model may be no larger than 50mm square.
- All Summoned models must be displayed for Player’s Choice voting and Paint Judging.
 - This includes summoned models from any Lore or army special rules.
 - Basically, any extra models that can be added during the game must be fully painted and will be incorporated into your overall paint score.

Players lacking a 3 color minimum army will be booted from the event and banned from future events.

REQUIRED ITEMS

- Warhammer Rulebook.
- Your Army book.
- FAQ for your army.
- 5+ printed lists (one for each opponent at the end of the game).
- Tape measure, dice, templates, pen, paper and anything else you might need to play the game.

Players lacking any of the above items will lose etiquette points.



***NEW* FUN WITH FORTITUDE™ RULES ADDENDUM #1**

The following rules replace the Fortitude paragraph on page 148 of the Warhammer rulebook.

Only units with a starting cost of at least 100 points may generate positive fortitude.

- This includes Generals, Battle Standard Bearers, normal units of models containing a Standard or Champion and all the following nonsense. Units with a starting cost of 99 points or less can never generate fortitude.

The following unit generates two positive Fortitude points:

- Giants (any kind)
 - Only when standing. A Fallen Giant temporarily generates 0 Fortitude

The following units generate one positive Fortitude point:

- Army General
- Battle Standard Bearer
- Standard Bearers
- Champions in any core unit, but only if that unit does not have access to a Standard
- Monsters that do not have a ward save or regeneration (including Ridden Monsters)
 - Monsters gaining a ward save or regeneration during the battle cease to generate Fortitude while either of those rules are in effect.

The following units generate one negative Fortitude point:

- Cannons (Dwarfs) and Great Cannons (Empire)
- Special Characters, except where noted below.

The following units generate two negative Fortitude points:

- Ironblasters, Skull Cannons, Steam Tanks
- Epidimius, Throgg, Tetto'eko, Morathi and any Special Character 500 points or more

Negative Fortitude Points

These rules are pretty much what they sound like. Subtract negative Fortitude points from your total whenever counting up your Fortitude score. In scenarios where the tabletop position of the Fortitude score matters, such as capturing table quarters, the penalty only counts in the area the unit is in.

Much like the scent of a turd freshly flushed, this penalty does not go away when the model is destroyed or has fled the table. If it matters for the scenario, place a suitable marker where the unit was killed. They will forever haunt that spot of the battlefield subtracting precious Fortitude points and generally being a bummer to nearby troops. If they fled the table, mark the position where they left the table.



***NEW* DOGS OF WAR GIANT RULES ADDENDUM #2**

Let's get stupid! Any army can take a couple of these literal bad boys in their Rare slots. See the Giant Rules pdf on the WAAAGH! Paca site for points cost and rules.

***NEW* THE MAN OF INTRIGUE RULES**

The Man of Intrigue, hereafter referred to as MOI, is a special marker. In scenarios where the MOI is used, you will place it in the center of the table locked in suitably epic mortal kombat with the opponent's MOI.

Unless the scenario indicates otherwise, place the models in base contact, as close to center to center as possible, with your MOI on your half of the table and your opponent's MOI on their side. If there is a piece of impassable terrain in the center of the table, place them on the centerline to the left or the right (dice off to decide which side).

The two MOI will remain locked together the entire game. The locked MOIs will hereafter be referred to as The Duel.



The Duel

The Duel counts as a piece of dangerous terrain but does not otherwise effect movement. Unlike a normal piece of terrain, however, it may move in two situations.

The Duel will never be “under” a unit. If a unit ends its move on the Duel, the opposing player moves the Duel in a straight line “out from under” the unit until it has cleared a 1” space. The Duel’s facing is unaltered. Any models the Duel moves through must take a dangerous terrain test. Note: the opposing player does not have to choose the closest path “out from under” the unit. They could pop it out on the other side as long as it’s a straight line.

In addition, at the start of each player turn after the first, both players will count their fortitude within 12” of the Duel. This is called a Fortitude Challenge. The player with the highest Fortitude score within 12” wins the Challenge. To count as being within 12”, at least a portion of the model’s base must be within 12”. The winner of the Challenge may pivot the Duel in any direction and move it 1”.

The Duel may not move or be placed within 1” of any unit or a piece of impassable terrain.

