



WARHAMMER[®] INVASION[™] THE CARD GAME

WARHAMMER: INVASION TOURNAMENT RULES 2.0

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.

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The first page of this document provides general rules that apply to all event types. Following, there is a section on Head to Head events and a section on Cataclysm (multiplayer) events. At the end of the document are the banned and restricted card list.

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.

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.

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.

Tournament Organizers 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 in their own Regional, National, or World Championship events as players.

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. If a player's deck contains alternate art cards, the sleeves must be art sleeves or opaque. For all local level events, card sleeves are not required, but players are encouraged to use sleeves both to protect their cards and to protect themselves against

accusations of marking or manipulating decks by the size of 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.

Pregame Setup

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.

AUTHORIZED CARDS

In North America, all cards are Tournament legal upon release. Regionals competitors outside North America should check with their TO to determine which cards are tournament legal.

HEAD TO HEAD TOURNAMENT RULES

When playing in a head to head tournament, players should follow all of the normal game rules found in the Core Set rulebook.

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

Swiss Pairings

65 minute rounds

Match play (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.

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.

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.

Scoring

At the end of each round, players are awarded points based on the results of their match:

Win - 3 points

Draw - 1 point

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.

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.

Head to Head Restricted List


The following cards are restricted for head to head 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.

 **10 Dwarf Ranger**


 **49 Judgement of Verena**

 **119 &  57 Innovation**

 **116 Warpstone Excavation**

 **2 Mining Tunnels**

 **5 Derricksburg Forge**










 **42 Reclaiming the Fallen**

 **63 Friedrich Hemmler**

 **7 Rodrik's Raiders**

 **37 Sacrifice to Khaine**

 **53 Sorcerer of Tzeentch**

-  **26 Judgement of Loec**
-  **6 The Unending Horde**
-  **12 Mounted Marauders**
-  **60 Beastman Incursion**
-  **75 Temple of Spite**
-  **79 Pleasure Cults**
-  **20 Muster for War**
-  **41 Wurrzag**
-  **120 End Times**

Head to Head Banned List

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

-  **8 Visit the Haunted City**

CATACLYSM TOURNAMENT RULES

When playing in a Cataclysm tournament, players should follow all of the normal game rules found in the *Cataclysm* rulebook.

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

Random Pairings

65 minute rounds

Winner Take All Game

Each tournament round, players are randomly assigned seats at tables made up of three players. Players will score points based on the result of their game.

If the number of players in the tournament do not evenly break down into groups of three, leftover players are randomly added to different three player tables until all players are seated.

This may result in one or two tables with four players.

After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), the top three point scorers advance to a final table. The winner of the final table is the tournament champion. There is no time limit for the final table.

Match Structure

Players play a winner take all game each round. If time is called, then players finish the current round and the player with the most dominance wins, following the tiebreakers established in the *Cataclysm* rulebook. If a tie cannot be resolved, then each tied player receives a point for a draw.

Scoring

At the end of each round, players are awarded points based on the results of their game:

Win - 3 points

Draw - 1 point

Loss - 0 points, plus 1 penalty point for each player who had more dominance than him at the table when the game ended

Advancing to the Final Table









After the predetermined number of tournament rounds are completed, the three players with the highest score advance to the final table.

If more than one player is tied for a spot at the final table, then any tied player who finished ahead of each other tied player when they played at the same table advances. Otherwise, players add up the number of penalty points they accumulated during each round, and the player with the least amount of penalty points advances. If tied players have the same number of penalty points, then a random player advances.

Cataclysm Restricted List

The following cards are restricted for Cataclysm 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.

-  **10 Dwarf Ranger**
-  **25 Master Rune of Valaya**
-  **49 Judgement of Verena**
-  **80 Troll Vomit**
-  **119 &  57 Innovation**
-  **3 Sword Masters of Hoeth**
-  **25 Wilhelm of the Osterknacht**
-  **63 Friedrich Hemmler**
-  **100 Mountain Brigands**
-  **8 Visit the Haunted City**
-  **37 Sacrifice to Khaine**
-  **82 Van Klumpf's Buccaneers**

Cataclysm Banned List

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

-  **110 Hate**
-  **16 Dark Elf Infiltrator**
-  **101 Shield of the Aeons**
-  **1 Crone Hellebron**
-  **6 Doors of Karak Hirn**
-  **21 Alith Anar**
-  **34 Summons of Chaos**
-  **41 Wurrzag**
-  **61 Thorek Ironbrow**
-  **81 Sigvald The Magnificent**
-  **101 Balthasar Gelt**