

MOAB Warhammer 8th Edition Player Pack 2026

FORMAT: Warhammer Fantasy 8th Edition

POINTS: 2500 Point Armies

FORMAT: 5 games

COST: Early Bird \$60 (\$55 tournament cost plus \$5 prize)
otherwise \$70 (\$65 tournament cost plus \$5 prize)

CAP: No Cap

Venue: 288 Box Road, Sylvania Heights, NSW 2224

Date: 3rd & 4th October

T.O: Patrick Morgan and Tim Jarman
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Schedule

Saturday 3rd October

8:30 am - 9:00 am	Pairings and set up
9:00 am - 11:30 am	Round 1
11:30 am - 12:15 pm	Break
12:15 pm - 2:45 pm	Round 2
2:45 pm - 3:15 pm	Break
3:15 pm - 5:45 pm	Round 3

Sunday 4th October

8:30 am - 9:00 am	Pairings and set up
9:00 am - 11:30 am	Round 4
11:30 am - 12:15 pm	Break
12:15 pm - 2:45 pm	Round 5

Game Types

- Game 1 - Battleline
- Game 2 - Dawn Attack
- Game 3 - Battle for the Pass
- Game 4 - Blood and Glory
- Game 5 - Battleline

What to Bring

Army Lists

At least two (2) copies of your army roster that are identical to the one submitted before the event. Battlescribe print offs may be easier, but handwritten/typed up is fine as long as they can be read by you, the T.O and your opponent.

Reference Material

- ALL relevant reference Materials (e.g. Army Books, FAQs ect).
- Rulebook

Other Supplies

- Sufficient dice
- Tape or measuring device
- Pen or pencil
- MOVEMENT TRAYS PLEASE

Organisation

- Players will have **2.5 hours** to complete their match.
- Round 1 matches will be based on Comp score, followed by Swiss Pairings. You will NOT play the same opponent twice.
- Byes - player will receive a 15-5 victory.
- Before each match, you should exchange lists with your opponent. Make sure you and your opponent each understand these lists and any special rules they have, with any FAQs/erratas that may apply and to avoid any 'gotcha' moments.
- Please play your match in good spirit and DO NOT slowly play your opponent/stall for time. Any person deemed guilty of this may be penalized.
- Games must be finished within the allotted time limit. Warnings will be given for 30 minutes, 15 minutes and 5 minutes remaining. If necessary and in the interest of fairness, you may have to calculate victory conditions/victory points from the end of an earlier turn, but you CAN NOT run over time for any reason.
- Please play a decent pace and politely remind your opponent if they are taking too long. This is crucial so that results can be entered and the day does not fall behind in schedule. If your opponent is taking too long and you've asked them to play faster, call your T.O.
- After your match, calculate your points and confirm your results with your opponent. Then fill out your scores.
- Finally, track down the T.O and get your results ASAP for calculation.
- Remember, if you finish your match with time remaining, feel free to go and get food or drink, just make sure you are back in time for the next round.

Army Lists

- Please submit lists no later than 1 week before the tournament.
- Players MUST use the same list throughout the day.
- Allies may NOT be used.

VALID LISTS: Beastman, Bretonnia, Chaos Dwarfs (The Legion of Azgorh/Tamurkhan), Daemons of Chaos, Dark Elves, Dogs of War, Dwarfs, Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs and Goblins, Skaven, Tomb Kings, Vampire Counts, Warriors of Chaos and Wood Elves.

Warhammer End Times rules and armies may NOT be used!

Your list will include:

- Your name
- The name of your faction
- Your Comp score and how it's calculated
- Your units/characters along with their points, any upgrades they have and the points for those, which lore of magic any wizards are using.
- Who is your army general
- Your armies total points cost

Lists are OPEN. You must have 2 copies of your list on the day. One for the T.O. and one for each player you have a match with.

Special Rules

- No more than 6 levels of magic eg level 4 & 2 or 3 & 3.
- No level 6 spells.
- Beastmen get marks of chaos for free.

Rule Dispute

All rules disputes should be resolved in one of three ways:

- Look in the appropriate rule books
- Roll a D6
- Ask the T.O.

The T.O. will do their best to find the relevant passage in the appropriate rulebook OR if one can not be found, may confer with other players. If an answer still can not be obtained, they will ask you to roll a D6 for it.

Points and Scoring

Points will be scored based on the VICTORY POINTS (VP) DIFFERENCE between the two players.

All normal bonuses from The Warhammer Fantasy Rulebook still apply if applicable.

E.g. (Seized Standards, The King is Dead)

VP DIFFERENCE	POINTS EARNED
0-100	10-10
101-300	11-9
301-500	12-8
501-700	13-7
701-900	14-6
901-1100	15-5
1101-1300	16-4
1301-1600	17-3
1601-1900	18-2
1901-2200	19-1
2201-2400+	20-0

Winner/Points

- First we take your battle points
- Then we add or subtract your comp score
- The winner will be the player with the overall highest score

GENERAL COMP

If your army includes no duplicate choices of any kind, you receive a bonus to your comp score.

The bonus is different for each faction and is known as the **Highlander comp**.

Comp has no lower limit and a top limit of +10

Please note that the same unit entry with different equipment **DOES** count as a duplicate choice for the purposes of Highlander.

The following Common Magic Items incur the following comp points **for all armies except Bretonians, Beastman and Tomb Kings:**

- -1 for the Crown of Command
- -1 for the Standard of Discipline

The following Common Magic Items incur the following comp points **for all armies**

- +1 for the Arabyan Carpet
- +2 for the Wizarding Hat

The following criteria incur the following comp points if they are met:

- +2 if your army does not include an item which automatically dispels a spell (such as the Dispel Scroll, Rune of Spellbreaking or the Cube of Darkness. This does not apply to Daemons of Chaos)
- +1 if your army does not contain a level 3+ wizard, but DOES contain other spell casters, spells or bound items (this does not apply to Dwarfs)
- +3 if your army includes no magic users, spells or bound items (this does not apply to Dwarfs)
- +2 if your army does not contain a Battle Standard Bearer (this does not apply to TK and VC)

Units (not characters or single models) that cost over a certain points value will incur comp points as per the list below.

- -1 per unit between 450 and 599 points inclusive
- -3 per unit between 600 and 749 points inclusive
- -5 per unit that costs 750 points or more

In addition, certain choices available to many armies incur the following comp points.

- +1 per non-spellcaster mounted on a Monster
- +1 per character mounted on a Chariot

- -1 per model who knows 3 or more spells from the Lore of Death or the Lore of Life (*Note* Special Characters are exempt from this comp as this would have been included in their comp score).

- -2 per spellcaster who knows spells from the Lore of Light after the second

On the following pages you will find the individual army comp.

Each page will cover a different army and will have all the army-specific comp which applies in addition to the comp above.

Good luck!

BEASTMAN

Beastman armies start with an initial comp score of +1, instead of the usual 0.

THERE ARE NO NEGATIVE POINTS FOR THIS ARMY

- +4 if your army is Highlander
- +1 per unit of 20+ Unger Herds
- +1 per unit of 5+ Minotaurs
- +1 per unit of Centigors
- +1 for the first Giant, +2 per Giant after the first
- +1 per Jabberslythe
- +1 per Cygor
- +1 per Ghorgon
- +1 for Khazrak The One Eye
- +2 for Gorthor, The Beastlord
- +2 for Moonclaw, Son of Morrslieb
- +2 for Ungrol Four-horn
- +1 for Ghorros Warhoofin

BRETONNIA

Brettonnia armies start with an initial comp score of +1, instead of the usual 0.

All models with the **KNIGHTS VOW**, **QUESTING VOW** or **GRAIL VOW** gain the **Devastating Charge** special rule while mounted

THERE ARE NO NEGATIVE POINTS FOR THIS ARMY

- +4 if your army is Highlander
- +1 per Hippogryph
- +1 per Lord/Paladin on foot, an additional +1 if they are also your general
- +1 for the first unit of 30+ Men-at-Arms
- +1 for the first unit of Peasant Bowmen
- +1 per unit of Mounted Yeomen
- +1 per unit of 6+ Questing Knights
- +2 per Grail Reliquae
- +3 if you have only one of the following Knight units in your army (Realm, Errant, Questing, Grail).
This is reduced to +1 if you also have Pegasus Knights

CHAOS DWARFS

- -1 for the first K'daai Destroyer, -2 for each K'daai Destroyer after the first
- -1 for the Chalice of Blood and Darkness
- -2 if 2 Death Shrieker Rockets are included
- -1 per Magma Cannon
- -1 per Hellcannon
- -1 per Infernal Castellan after the 1st
- -1 if your army contains more than 4 War Machines (both the Hellcannon and Iron Daemon count as War Machines for this purpose)

- +3 if your army is Highlander
- +1 for the first unit of Chaos Dwarf Infernal Guard armed with Fireglaives
- +1 per unit of Chaos Dwarf Infernal Ironsworn
- +1 per unit of K'daai Fireborn
- +4 if your army includes no War Machines (both the Hellcannon and Iron Daemon count as War Machines for this purpose)
- +1 for the first unit of 40+ Hobgoblin Cutthroats

DAEMONS OF CHAOS

Mono God Armies - If your army consists solely of Daemons of a single Chaos God you incur the following comp points:

- +1 if your army consists solely of Daemons of Tzeentch – in addition you may ignore the comp for multiple Lore of Tzeentch casters
- +1 if your army consists solely of Daemons of Slaanesh
- +2 if your army consists solely of Daemons of Khorne – in addition the comp for having 2 Skull Cannon is reduced to -2

- -4 for Epidemius
- -4 for Kairos Fateweaver
- -1 per Herald of Nurgle in the army more than units of 20+ Plaguebearers
- -1 per caster using the Lore of Tzeentch after the 2nd
- -1 per unit of Beasts of Nurgle
- -1 per unit of Beasts of Nurgle with 6+ models, this is in addition to the above comp
- -1 per Plague Drone unit after the 1st
- -1 for the first Skull Cannon, -2 for the second Skull Cannon

- +2 if your army is Highlander
- +1 per Keeper of Secrets
- +1 per Great Unclean One
- +1 per Blood Throne of Khorne
- +1 for the first unit of 15+ Daemonettes
- +1 for the first unit of 15+ Bloodletters
- +1 per Seeker Chariot of Slaanesh or Hellflayer of Slaanesh after the 1st
- +1 per Burning Chariot of Tzeentch
- +1 per unit of 3+ Nurglings
- +1 per Exalted Seeker Chariot of Slaanesh
- +1 for Skarbrand
- +1 for Ku'Gath Plaguefather

DARK ELVES

- -3 for Morathi
 - -1 per character mounted on a Dark Steed or Pegasus who also has a Sea Dragon Cloak after the 2nd
 - -1 for the Cloak of Twilight
 - -1 per Cauldron of Blood (*Note* Despite this being a chariot mount, a model mounted on the Cauldron does not get the +1 for a character mounted on a chariot)
 - -1 per Reaper Bolt Thrower after the 2nd
 - -1 per unit of Witch Elves, additional -1 if unit is larger than 26 models
 - -1 per unit of 26+ Har Ganeth Executioners
 - -1 per unit of Doomfire Warlocks
 - -1 if your army includes more than 10 Doomfire Warlocks, this is in addition to the above comp
 - -1 per unit of Dark Riders after the 3rd
-
- +2 if your army is Highlander
 - +2 per Supreme Sorceress on Black Dragon
 - +1 per High Beastmaster
 - +1 per Fleetmaster
 - +1 per Manticore mount (excluding High Beastmaster mounts)
 - +1 for the first unit of 20+ Dreadspears
 - +1 for the first unit of 20+ Bleakswords
 - +1 for the first unit of Cold One Knights
 - +1 for the first War Hydra
 - +1 for the first Kharibdyss
 - +1 per Scourgerunner Chariot (excluding mounts)
 - +1 per Bloodwrack Medusa
 - +1 per Bloodwrack Shrine
 - +1 per unit of Sisters of Slaughter
 - +1 for the first Khainite Assassin
 - +1 for Lokhir Fellheart
 - +1 for Kouran Darkhand
 - +1 for Tullaris Dreadbringer

DWARFS

- -1 if 2+ Cannons are included; this is increased to -2 if any have runes
 - -1 if 2+ Organ Guns are included; this is increased to -2 if any have runes
 - -1 if 2+ Grudge Throwers are included; this is increased to -2 if any have runes
 - -1 if 2+ Flame Cannons are included
 - -1 if your army contains more than 4 War Machines (the Anvil of Doom does not count for this)
 - -1 per Rune of Spellbreaking after the 2nd
 - -1 per Gyrocopter after the 2nd
 - -1 for Grimm Burlocksson
 - -1 per Rune of Stoicism
 - -1 per Master Rune of Groth One-Eye when taken on a unit of Hammerers
-
- +3 if your army is Highlander
 - +1 per unit of Slayers over 100 points, this does not apply if there are more than 1 Giant Slayer per 5 Slayers
 - +1 if your army DOES NOT include the Master Rune of Valaya
 - +1 per unit of Miners
 - +1 for the first unit of 20+ Dwarf Warriors
 - +1 per Runelord, this is increased to +2 if mounted on an Anvil of Doom
 - +1 per Daemon Slayer
 - +1 per Dragon Slayer
 - +1 for Ungrim Ironfist
 - +1 for Belegar Ironhammer
 - +2 for Thorek Ironbrow
 - +3 if the army DOES NOT include any items which automatically dispel a spell (this replaces the generic comp point for auto-dispel items)
 - +4 if the army includes no War Machines (the Anvil of Doom does not count for this)

HIGH ELVES

- -1 for the Banner of the World Dragon if it is on the Battle Standard Bearer
- -3 for the Banner of the World Dragon if it is on a unit Standard Bearer
- -1 for the first Frostheart Phoenix, -2 for the second Frostheart Phoenix and -3 for each Frostheart Phoenix after that (this EXCLUDES Frostheart Phoenixes taken as mounts, however you can never gain the +1 for a character mounted on a Monster when taking a Frostheart Phoenix as a mount) (get rid of -3)
- -1 for Caradryan if mounted on Ashtari
- -1 per character mounted on an Elven Steed who also has Dragon Armour after the 2nd
- -1 for the Book of Hoeth
- -1 per unit of Ellyrian Reavers after the 2nd (3rd)
- -1 per Eagle Claw Bolt Thrower after the 2nd
- -1 per unit of 26+ White Lions of Chrace
- -1 per Dragon after the first
- -3 for Teclis
- -3 for Alarielle the Radiant

- +2 if your army is Highlander
- +2 per Archmage on Dragon
- +2 per Dragon Mage
- +1 per Lothorn Sea Helm
- +1 for the first unit of 20+ Spearmen
- +1 for the first unit of 20+ Archers
- +1 per Lion Chariot (excludes mounts)
- +1 for the first unit of Shadow Warriors
- +1 per unit of Tiranoc Chariots
- +1 per Skycutter Chariot (excludes mounts)
- +1 for the first Flamespyre Phoenix
- +1 per unit of 3+ Great Eagles
- +1 for Tyrion
- +1 for Korhil

LIZARDMEN

- -1 for a Slann Mage-Priest with both Harmonic Convergence and the Channelling Staff
 - -1 per Saurus character on Cold One after the 1st
 - -1 if you have both the Cube of Darkness and a Dispel Scroll
 - -2 per unit of Skink Skirmishers after the 3rd
 - -1 per unit of Chameleon Skinks after the 1st
 - -1 per unit of Skink Cohorts costing under 100 points, after the 2nd
 - -2 for Tetto'eko
-
- +4 if your army is Highlander
 - +1 for a Saurus Scar-Veteran Battle Standard Bearer
 - +1 per Slann Mage-Priest with Higher State of Consciousness
 - +1 for the first Skink Cohort containing at least 2 Kroxigor
 - +1 for the first unit of Ripperdactyl Riders
 - +1 per Bastiladon with the Ark of Sotek
 - +1 per unit of 4+ Kroxigor
 - +1 per unit of Jungle Swarms
 - +1 per Stegadon (*Note* this does NOT include Ancient Stegadons)
 - +2 per Trogladon
 - +1 per unit of 2+ Razordon
 - +1 for Lord Kroak
 - +1 for Chakax
 - +1 for Gor-Rok
 - +1 for Tiktaq'to
 - +1 for Oxyotl
 - +2 for Tehenhauin. If Tehenhauin is your army General and your army does not include any Saurus characters, the negative comp for Skink units do not apply)

OGRE KINGDOMS

- -1 for the Hellheart
 - -1 for each unit of Ogres/Ironguts that contains more than 9 models
 - -1 for the Runemaw
 - -1 for the Dragonhide Banner
 - -1 per unit of Mournfang Cavalry after the 1st
 - -2 if 2 Ironblasters are included in your army
 - -1 per unit of 1 Sabretusk after the 2nd
-
- +3 if your army is Highlander
 - +2 if no Monstrous Infantry unit is larger than 6 models
 - +1 per Big Name
 - +1 per Hunter
 - +1 for the first unit of 20+ Gnoblar
 - +1 per unit of 5+ Sabretusks
 - +1 per unit of Yhetees
 - +1 per Gnoblar Scraplauncher
 - +1 for the first Giant, +2 per Giant after the first
 - +1 per Thundertusk
 - +1 if your army does not include any Ironblasters
 - +1 for Skrag the Slaughterer
 - +1 for Golgfag Maneater
 - +2 for Bragg the Gutsman
 - +2 for Greasus Goldtooth

ORCS & GOBLINS

Night Goblin Squig Gobbas may be taken as a Rare choice in an Orcs & Goblins army.

- +3 if your army contains only Goblins
- +5 if your army contains only Orcs

For the purposes of the above comp points Trolls, Giants and Rogue Idols can count as either Orcs or Goblins as you want.

War Machines without Orc Bully's count as Goblins, War Machines with Orc Bully's count as Orcs. Arachnarok Spiders, Squig Herds, Squig Hoppers and Mangler Squigs count as Goblins.

- -1 if you have more than 6 Fanatics
- -1 for the Lucky Shrunken Head, this is increased to -2 if a unit of 30+ Savage Orc Big'uns are also included
- -2 if 2 Doom Diver Catapults are included
- -2 if 2 Rock Lobbers are included
- -1 if 2 Night Goblin Squig Gobbas are included
- -1 per Mangler Squig

- +3 if your army is Highlander
- +3 if your army contains no War Machines (Night Goblin Squig Gobbas count as War Machines for the purposes of this)
- +1 for the first unit of 20+ Orc Arrer Boyz
- +1 for the first unit of 20+ Orc Boyz
- +1 for the first unit of Forest Goblin Spider Riders
- +1 for the first Nasty Skulker
- +1 per unit of Snotlings
- +1 per unit of Orc Boar Boyz
- +1 per unit of Savage Orc Boar Boyz
- +1 per Arachnarok, this is increased to +2 if it also has the Catchweb Spidershrine upgrade
- +1 for the first Giant, +2 per Giant after the first
- +1 for the first character mounted on Giant Cave Squig
- +1 for Azhag the Slaughterer
- +1 for Grom the Paunch
- +1 for Gitilla da Hunter
- +1 for Snagla Grobspit
- +1 for the first unit of 40+ goblins (not night goblins)

SKAVEN

You do **NOT** receive the +1 for a character mounted on a chariot for models mounted on a Screaming Bell or Plague Furnace

- -1 if you take 2 of the following, -2 if you take 3 of the following, and -3 if you take all 4:
 - o Brass Orb
 - o Power Scroll
 - o Storm Banner
 - o Doom Rocket
- -1 for the first Unbreakable unit, -2 per Unbreakable unit after the first (excluding Rat Swarms)
- -1 per Warlock Engineer after the 3rd
- -1 per unit of Giant Rats with less than 10 models after the 2nd
- -1 per unit of Rat Swarms with less than 3 models after the 1st
- -1 per unit of Skavenslaves after the first
- -1 per unit of Gutter Runners after the 2nd
- -2 if 2 Warp Lightning Cannons are included
- -1 for the first Hell Pit Abomination, -2 for each after

- +3 if your army is Highlander
- +1 for the first unit of 20+ Night Runners
- +1 for the first unit of 20+ Giant Rats
- +1 per Warp Grinder
- +1 per Doom Flayer
- +1 per unit of Rat Ogres
- +1 per unit of 5+ Warplock Jezzails
- +1 per unit of Plague Censer Bearers
- +1 per unit of Poisoned Wind Globadiers
- +1 per Great Pox Rat
- +2 per Vermin Lord (*Note* this only applies to the Vermin Lord from Warhammer Armies: Skaven)
- +1 for Thanquol (*Note* this only applies to Thanquol from Warhammer Armies: Skaven)
- +1 for Ikit Claw
- +1 for Throt the Unclean
- +1 for Tretch Craventail
- +1 for Lord Skrolk

THE EMPIRE

You do NOT receive the +1 for a character mounted on a chariot for models mounted on a War Altar of Sigmar.

- -1 if you have no Core Infantry
 - -2 for each Lore of Light Wizard after the 2nd
 - -2 if 2 Great Cannons are included
 - -2 if 2 Helblaster Volley Guns are included
 - -1 per unit of Demigryph Knights after the 1st
 - -1 per 'Marienburg' Class Land Battle Ship
 - -1 for the first Steam Tank, -2 per Steam Tank after the first
 - -1 if your army includes both 1+ Steam Tanks/'Marienburg' Class Land Battle Ships and a Lore of Life wizard, this is in addition to any other comp on Steam Tanks/'Marienburg' Class Land Battle Ships and the Lore of Life
 - -1 if your army contains more than 4 War Machines (Steam Tanks count as War Machines for the purpose of this)
-
- +2 if your army is Highlander (*Note* for the purposes of Highlander detachments are treated as different to a parent unit of the same type; e.g. you can include one unit of Halberdiers and one detachment of Halberdiers and still claim the Highlander comp point)
 - +2 per Wizard Lord on Griffon
 - +1 per Wizard Lord on a Luminark of Hysh
 - +1 per Wizard Lord on a Celestial Hurricanum
 - +1 for Markus Wulfhart
 - +1 for Marius Leitdorf
 - +1 per Mechanical Steed
 - +1 per Witch Hunter
 - +1 for the first unit of 20+ Handgunners
 - +1 for the first unit of 20+ Crossbowmen
 - +1 for the first unit of 20+ Free Company
 - +1 for the first unit of 20+ Spearmen
 - +1 per unit of 20+ Greatswords
 - +1 per unit of Outriders
 - +1 per unit of Pistoliers
 - +1 per unit of Flagellants
 - +1 per Mortar
 - +1 per Helstorm Rocket Battery

TOMB KINGS

Tomb King armies start with an initial comp score of +1, instead of the usual 0.

THERE ARE NO NEGATIVE POINTS FOR THIS ARMY

- +4 if your army is Highlander
- +1 for the first Tomb King
- +1 for a Tomb Herald Battle Standard Bearer
- +1 for the first unit of 20+ Skeleton Warriors (not Archers)
- +1 for the first unit of Skeleton Horsemen (not Horse Archers)
- +1 per unit of Tomb Swarms
- +1 per unit of Ushabti
- +1 per unit of Sepulchral Stalkers
- +1 per Necrosphinx
- +1 per unit of 20+ Tomb Guard
- +1 per Necrolith Colossus
- +1 for Settra the Imperishable
- +1 for Prince Apophas
- +1 for The Herald Nekaph

VAMPIRE COUNTS

- -1 for Vampire Lord with Red Fury, -2 for each after the first
- -1 for Vampire Lord with Ogre Blade
- -1 per Quickblood
- -2 per Ethereal character after the 1st
- -1 per unit of Zombies after the 2nd
- -1 per unit of Dire Wolves after the 3rd
- -1 per unit of 6+ Crypt Horrors
- -1 per character mounted on a Nightmare, Barded Nightmare or Hellsteed after the 2nd
- -1 for the second unit of Hexwraiths, -2 for the third unit of Hexwraiths
- -1 per unit of 1 Spirit Host after the 1st
- -1 for the first Terrorgheist, -2 for each Terrorgheist after the first (excluding mounts)
- -2 if your army includes 2 or more Deathshrieks
- -1 for Count Manfred

- +2 if your army is Highlander
- +2 per Zombie Dragon
- +2 per Abyssal Terror
- +1 per Coven Throne
- +1 for the first unit of 40+ Skeleton Warriors
- +1 for the first unit of Bat Swarms
- +1 per Corpse Cart
- +1 per unit of 20+ Grave Guard
- +1 per unit of 5+ Vargheists
- +2 per Black Coach
- +1 per unit of Blood Knights
- +1 for Vlad von Carstein
- +1 for Isabella von Carstein
- +1 for Krell, Lord of Undeath, this is increased to +2 if the army also includes Heinrich Kemmler

WARRIORS OF CHAOS

Mono God Armies - If your army consists solely of units/characters with the same Mark of Chaos you may apply the below comp. Note that anything that does not have a Mark of Chaos, or an option for one, can all be included in such an army without costing it this comp.

- +1 for the Mark of Slaanesh
 - +1 for the Mark of Tzeentch
 - +2 for the Mark of Khorne
-
- -1 per character with a 3+ ward save, an additional -1 should that character also have the Third Eye of Tzeentch or a 2+ armour save or better (this excludes special characters)
 - -1 per Daemonic Mount
 - -2 per Disc of Tzeentch
 - -1 per Core Chaos Chariot after the 2nd
 - -1 if 2 Chimera's are included, - 3 if 3 Chimera's are included. There is an additional -1 if any have the Regenerating Flesh upgrade (after the first)
 - -2 per unit of Skullcrushers of Khorne after the 1st
 - -1 per Hellcannon
 - -2 for Throgg the Troll King
 - -1 per unit of Chaos Trolls taken as a Core choice
 - -1 for Galrauch
 - -1 per Daemon Prince, an additional -1 if he has Daemonic Flight and -2 if he has a 2+ armour save or better
-
- +2 if your army is Highlander
 - +1 for the first unit of 20+ Chaos Marauders
 - +1 per unit of Dragon Ogres
 - +1 per unit of 6+ Chaos Ogres
 - +1 for the first unit of Forsaken
 - +1 per Warshrine (excluding Warshrines with the Mark of Tzeentch)
 - +1 per unit of 15+ Chosen
 - +1 for the first Giant, +2 per Giant after the first
 - +1 per Shaggoth
 - +2 per Slaughterbrute
 - +2 per Mutilath Vortex Beast
 - +1 per unit of Hellstriders of Slaanesh
 - +1 for Kholek Suneater
 - +1 for Valkia the Bloody

WOOD ELVES

- -1 per 10 (or part of 10) models with Trueflight and/or Hagbane Tip arrows in the army after 40
 - -1 per Spellweaver on the Lore of Shadow
 - -1 per character mounted on an Elven Steed after the 2nd
 - -1 per unit of Sisters of the Thorn
 - -1 per unit of Wild Riders after the 1st
 - -1 per unit of Waywatchers after the 1st
 - -1 per unit of Deepwood Scouts after the 2nd
-
- +4 if your army is Highlander
 - +1 per Unicorn (taken as mounts)
 - +1 per Great Stag (taken as mounts)
 - +1 for the first unit of 20+ Eternal Guard
 - +1 for the first unit of 15+ Dryads
 - +1 per unit of Warhawk Riders
 - +1 per unit of 20+ Wildwood Rangers
 - +1 per unit of Wardancers
 - +1 per Treeman Ancient
 - +1 per unit of 3+ Great Eagles
 - +1 for the first Shadowdancer
 - +1 for the first Branchwraith
 - +1 for Araloth
 - +1 for Drycha
 - +2 for Orion
 - +1 for the Sisters of Twilight if mounted on Gwindalor
 - +3 if your army contains no Elves (Orion is NOT treated as an Elf for the purposes of this)

FAQs

- True line of sight will be used
- Teclis **MUST** declare his spells (either **ALL** spells from High Magic or **1** spell from each of the 8 Lore) before the tournament and it must remain the same throughout it.
 - Open ground does count as terrain for the purposes of the Curse of Anraheir spell
- Birona's Timewarp cannot increase a unit's movement value above 10, so max march would be 20 inches
- The wizard who miscast cannot take a Look Out Sir! against damage from a miscast template
 - Cannon balls **MUST** be able to see the spot where they are being placed when firing
- Cannons cannot be fired at a target that cannot be seen (if you can't see it, then you don't know its hiding there!)
 - Cannon balls cannot bounce through impassable terrain or buildings.
- Cannons mounted on chariots, such as the Ironblaster, Skullcannon and steam tank may not pivot in the shooting phase and like all other cannons must shoot in a straight line forward from the barrel
- A model in a challenge cannot be affected by any enemy breath weapons or impact hits done by models from outside the challenge
 - A Character model may make way at the start of any round of close combat
 - Ironcurse Icon works against all Weapons that fire like a War Machine
 - Immunity to Killing Blow also gives immunity to Heroic Killing Blow
- A model with Always Strike First and with equal or higher initiative than an enemy model with Always Strike First and Always Strike Last will get to re-roll to hit rolls in close combat against that model
- If the general character model is killed but his mount survives you still receive the +100vp for killing the general, and the fortitude points for slaying the general, although you do not receive the victory points for the cost of that model
- If 2 characters have incompatible base sizes to the unit they are joining then they are placed on either side of the unit. A 3rd character with an incompatible base size may not join the unit

- If an attack that inflicts multiple wounds hits a unit with multiple wounds, you roll to determine the number of multiple wounds inflicted one dice at a time. Wounds do not spill over. If a model in the unit has already lost wounds; wounds caused must be allocated on to that model first.
- The item The Chalice of Blood and Darkness cannot be used between casting and dispelling a spell
- All mounts, except ridden monsters, are ignored for leadership purposes for the Spell Treason of Tzeentch. In the case of chariots the creatures pulling the chariot and the chariot's leadership are ignored
 - The Tally of Pestilence has no effect while Epidemius is held in reserve
- Hits from the Reign of Chaos are always treated as having hit the front arc of the targeted unit
 - Only 1 character may charge out of a unit per phase
 - Virtual Pivoting is NOT allowed
- The Battle Standard Bearer may take mundane items available to normal heroes of their type
- Hits from magic missiles are treated as a shooting attack for the purposes of calculating if a lone character may make a 'Look Out Sir!' roll
- When casting a Magical Vortex the caster must nominate a direction in which the template moves. When doing this the direction in which the template travels must remain inside the casters' front arc
- The Spell Penumbra Pendulum (Lore of Shadow) may target units that are engaged in close combat
 - The spell Drain Magic (Lore of High Magic) ends the cumulative effects of the following spells:
 Wither (Skaven Spells of Plague) and Plague of Rust (Lore of Metal)
 - The -1S from the Blizzard Aura special rule for Frostheart Phoenixes does not stack
- The High Magic Lore Attribute increases all Ward Saves as well as all conditional Ward Saves a model may have. If a model only has conditional Ward Saves then it also receives a 6+ Ward Save
- The Banner of the World Dragons 2+ ward save may not be taken against Arnzipal's Black Horror as this spell does not cause wounds, it removes the model from play
- The army list does not need to state any Lore(s) for Alarielle. She chooses her Lore(s) at the start of each game as per her special rules
 - Models with the Predatory Fighter rule may benefit from it when fighting from the second or subsequent ranks
 - Piranha Blade only gives Multiple Wounds (D3) Special Rule while being used in close combat

- Burning Alignment and Deliverance of Itza may target units engaged in combat and outside of the casters front arc, despite being Direct Damage spells
 - Tiktaq'to may join units of Terradon Riders
- Daemonic characters with more than 1 magic weapon can only benefit from the effects of 1 weapon at a time. They must declare at the start of the player turn which weapon the character is using; any other magic weapons have no effect whatsoever for the duration of that turn
 - The Cauldron of Blood does not allow re-rolls on ranged attacks or spells
- Ward saves from Magic Resistance may not be taken against Arnzipal's Black Horror as this spell does not cause wounds, it removes the model from play
- The army list does not need to state any Lores for Morathi. She chooses her Lore(s) at the start of each game as per her special rules
 - A model with Hatred (High Elves) has Hatred against all models taken from the High Elf Army book
- A shot from a doom diver war machine may never hit more than a single unit; if two units are struck by a doom diver marker the controlling player decides which one they hit. (This is to avoid issues with the size of the marker etc)
 - If a War Machine is hit as a result of a unit of Squigs 'exploding', hits are distributed against the toughness of the War Machine not the crew
- The Skaven Spell Cracks Call may be cast into combat and through friendly units as it does not have a target
- Other Skaven Spells may not be cast into combat unless they specifically say so or mention it in their description
 - A charging Skaven unit that has moved forward d6 inches as a result of a Screaming Bell allows no charge reactions
- The army list does not need to state any Lores for a Skaven Grey Seer or Vermin Lord as they can freely mix Spells of Plague and Ruin as per their special rules
- A Hell Pit Abomination that has had its strength reduced or increased will use the new strength when working out any of its special attacks
 - Doom Rockets are treated as a shooting weapon for the purposes of firing them
- Ignore Boneripper when determining who your army General is, Boneripper can NEVER be your army General

- When making their special movement attack, Hexwraith models measure distance moved from starting point, to enemy unit they are attacking and back to a legal position. The distance moved cannot exceed their movement value or double this if they marched. They may reform inside an enemy unit
 - Death Shriek and Ghostly Howl are not considered shooting attacks
- Characters Summoned using the spell Kandorak the Harbinger from the Lore of Undeath may not select magic items OR vampiric powers; other upgrades can be selected normally
- Units Summoned using the Lore of Undeath may not select magic items, i.e. a magic sword on a champion or a magic flag; other upgrades can be selected normally
- You must show your opponent your 'pool' of summonable models at the start of each game; you may not share models or borrow from a friend during the game
 - Summoned units are **NEVER** scoring units
- Wood Elves armies may duplicate their enchanted arrows across more than one unit
- If you chose to mount the Sisters of Twilight on Gwindalor, then treat them as a ridden monster for the purposes of attacking them or allocating/ randomizing hits on them. For any other purpose treat them as monstrous cavalry as per their army book entry
- Soul Feeder may NOT be used to gain wounds back from both Stomps and Breath weapon attacks
- The Toad Dragons 'Tongue lash attack' must roll to hit (and if applicable) wound as normal and the enemy model must be successfully hit by the attack for it to suffer the -1 to hit rolls penalty
 - In combat the Khemric Titan must roll for and resolve its special attacks before resolving its Thunderstomp
 - Units may always be attacked through a champion
- One character per unit may take a Look Out Sir! roll from the following spells:
 - The Dwellers Below, Final Transmutation, Curse of the Horned Rat**
- Bretonnian models with the KNIGHTS VOW, QUESTING VOW or GRAIL VOW gain the **Devastating Charge** rule