

## Tournament Details For Nashcon 2012 Fantasy

Points 2000

### Rules

1-The Warhammer Fantasy 8th Edition Rules will be used.

2-You must use the same army list for each game ,Also bring 3 extra copies of your army list to share with your opponents.

3-You may use Special Characters as long as they meet any specified requirements.

4-VERY IMPORTANT!: What You See Is What You Get (WYSIWYG). If you wish to use an item, it must be represented on the figure. Please review your opponents' models before the game begins and ask questions about any conversions/models that you are unsure of.

5-You must bring all materials needed to play including dice, measuring devices, templates, models, and any rules that you will be using.

6-New Army books - When a new Army book is published, you must use it, if it comes out 1 month or more prior to NashconTournament.

7-A total of 3 Games will be played. There will be a time limit per round/game. Time limit 2 hours per round. In order to keep the event on schedule, all players must drop the dice and stop playing when time is called for a round. Because of this, please be aware of the time left in the round and do not start a game turn you cannot finish.

8-There are NO Sportsmanship, Theme or Painting Scores. But, this is NO EXCUSE for poor Sportsmanship! Anyone acting in an inappropriate manner will be removed from the tournament with no refunds!

9- All army list must be turned into the organizers the day of the event (5/25/2012). If your army list does not match what you are playing anytime during the tournament, you will automatically be disqualified and have all your games reported as Major Loss' and you may be asked to leave the event without a refund.

10- Fantasy times

Start Time - 1:00

Game 1 -1:00-3:00

Game 2- 3:30-5:30

Break

Game 3- 6:30-8:30

Any questions about the tournament e-mail me [tcsperkins@tds.net](mailto:tcsperkins@tds.net)

Todd Perkins