

The Warmaster's Challenge is just four shorts days away. Hopefully everyone is making solid progress on their preparations for the tournament.

A few reminders:

On the day(s) of the event, please park at the Post office located just north of the Legion. This helps us stay on good terms with the Legion members. Thanks for your cooperation on this matter.

Finally, clarifications: through March 16, 2009

1. **IMPORTANT** – upon reviewing the new Lizardman army book, we have decided that monstrous flying characters and characters on monstrous flying mounts are scoring units, *but* they still cannot capture or carry flags in scenario 3.
2. All Warhammer Fantasy models must be modeled with square bases (except fanatics, some flyers, and objective markers)
3. Only Dogs of War armies may contain Regiments of Reknown
4. No named Champions are allowed.
5. A team consisting of two Wood Elves armies is only allowed one wood.
6. In scenario #1, *Control the Board*, the Pendant of Katheth will have its effect reduced on a roll of "Acid Rain" to under the strength of the attack (instead of equal to or under)
7. In *Control the Board*, objective markers that are placed in woods cannot be moved along with the woods via treesinging. Furthermore the Wood Elf free wood cannot be placed on top of an objective marker, although it may be moved on top of it via treesinging.
8. Magic movement – if either spell has language that restricts the number of times a unit can move magically, a unit is restricted to that number of magic moves as its maximum.
9. For *Field of Glory*, Bretonnian peasant standards will count for the secondary objective.
10. Character in a chariot or on a monster with unit strength 5 are scoring units
11. A character may join a unit to bring them up to US5 in order to count as scoring. This including adding characters to war machine crew.

12. The Skaven rule “Life is Cheap” allows them to target any friendly unit, but does not allow another friendly army to shoot into a Skaven unit.
13. Allied units cause panic to their ally's units as well as their own. There are a number of units where the need to take a panic test is waived. We have decided to go with a RAW approach to these situations.
 - a. Empire Detachments do not cause panic in any friendly unit
 - b. For the Orcs & Goblins rule Size Matters, follow the exact wording for exceptions
 - c. Gnoblar's don't cause panic for anyone
 - d. Only Skaven ignore panic caused by Skaven Slaves
 - e. Long Beards only provide their bonus to any Dwarfs (including Chaos Dwarfs)
 - f. Bretonnian Peasants cause panic as normal in non-Bretonnian units.

Scenario Adjustments/Clarifications

Control the Board

- Adj: Units may move over markers, but may not end their movement on top of them;
- Clar: Reign of Chaos – the roll is once per Game Turn, not each team turn
- Adj: Protection of the Gods is a 6+ special wave, taken in addition to all other saves.

Tactical Bonuses have been added.