

Great Lakes Warhammer League (GLWL)
Summary of 2012 Army Composition Rules & Magic Amendments
Version 1.0

The following army composition rules and magic amendments have been put in place to encourage players to build 2500 point armies which are balanced in nature. It is the opinion of the League Office that when all players participating in a competitive event build balanced lists, the likelihood of getting a bad match-up based on the army list build (i.e. the “Rock / Paper / Scissors” affect) is reduced and the enjoyment factor for the vast majority of players participating in the event is increased.

GLWL Composition Rules

- 1) You may NOT include any Special Characters (*e.g. Karl Franz, Teclis, Malekith, etc.*), or named unit champions (*e.g. The Changeling, Kouran of the Black Guard, etc.*), in an army list without prior approval of the League Office.
- 2) You may NOT include units in an army list which cost more than 500 points (*for example, you may not field a “Death Star” unit consisting of twenty Blood Knights*). Note that characters are exempt from this rule (*so fielding a Lord mounted on a Dragon, or a Greater Daemon is allowed*).
- 3) You may NOT include units in an army list which consist of more than 50 models.
- 4) You may NOT include multiples of Rare units in an army list, unless all of the units taken in multiple are 100 points or less. *For example, an Empire army may only include one Steam Tank as it is 300 pts; however, a Wood Elf army may field two Great Eagles, as they are 50 points each.*
- 5) You may include a **maximum** of 5 War Machines in an army list and no more than **two** of the same War Machines may be included in an army list.
- 6) You may include a **maximum** of 3 units with the Fly special rule in an army list. *Characters that have the Fly special rule or are riding mounts with the Fly special rule **do** count against this limit!*
- 7) You may include a **maximum** of 3 units with the Thunderstomp! special rule in an army list (units with the Thunderstomp! Special rule that resolve the Thunderstomp! at Strength 4 or lower do not count against this limit). *Characters that have the Thunderstomp! special rule or are riding mounts with the Thunderstomp! special rule **do** count against this limit!*

GLWL Magic Amendments

Power Dice Limit: You can use a **maximum** of 12 power dice in each magic phase, regardless of the source.

Casting Dice Limit: The maximum amount of power dice that may be used to attempt to cast a spell is 6, regardless of the source or army special rules.

Casting Cost Modifications: The costs to successfully cast the following spells have been modified (increased by 3) for GLWL play as follows:

Lore of Life: Dwellers Below: 21+ / 24+

Lore of Metal: Final Transmutation: 18+ / 21+

Lore of Shadow: Mindrazor: 21+ / 24+

Lore of Death: Purple Sun: 18+ / 28+

Skaven: 13th Spell: 28+

Lore of Tzeentch: Infernal Gateway: 18+

Lore of the Vampires: Vanhels Danse Macabre: 10+

Questions ?

If you have any questions related to this document, please e-mail Brian @ BF@glwl.org