



WPS Warhammer 40K Club Challenge 2012

Date: 26th and 27th May 2012

WPS Warhammer 40,000 Tournament Rules

VENUE: Maelstrom Games, Mansfield, NG18 5BU
CLOSING DATE FOR ENTRIES: 01/05/2012

WARHAMMER 40,000 CLUB CHALLENGE RULES

The WPS 40,000 rules promote a different style of play to that which you may be familiar with through playing at GW events and tournaments. The overriding objective when putting together this rules pack was that **all** players attending a WPS event should enjoy **every** game they play over the course of the event. To this end there are several mechanisms in place to restrict some of the more extreme armies that players may be tempted to bring. In addition many of the score reporting procedures have developed over the years to the point where we are pleased to say a WPS 40,000 tournament more or less runs itself.

Venue Details

Maelstrom Games Ltd, Matlock Mill,
Hamilton Way, Mansfield,
Nottingham, England
NG18 5BU

For directions to the venue, enter the postcode into www.multimap.com or a similar service.

Event Timetable

(Subject to alteration)

SATURDAY 26th May 2012

0830 - 0930 - Arrive and Registration
0930 - 0945 - Introduction and Announcements
0945 - 1215 - Game 1
1215 - 1315 - Lunch
1315 - 1545 - Game 2
1600 - 1830 - Game 3

SUNDAY 27th May 2012

0900 - 0915 - Arrive
0915 - 0930 - Announcements
0930 - 1200 - Game 4
1200 - 1300 - Lunch
1300 - 1530 - Game 5
1530 - 1630 - Compilation of Results
1630 - Awards Ceremony

Game Play

Players will compete in 5 games over two days, as shown in the Timetable of Events (above). The first two rounds will be pre-drawn. After this, the remaining rounds will be based on the Swiss System.

The mission and deployment scenario to be played for each game will be detailed on a sheet given to you when you register. There will be an even spread of missions/levels so bringing a balanced army is in your best interests.

Grudge Games

There are no grudge games allowed at the Club Challenge.

Trophies and Prizes

The following trophies and prizes will be awarded at the end of the event:

- 1st Place Overall
- 2nd Place Overall
- 3rd Place Overall
- Best Sportsman
- Best Painted

General restrictions

1. The Warhammer 40,000 Fifth Edition rules will be used.
2. The tournament will be played using all of the relevant current rules and supplements that are available to the general public as of the date of the tournament. This includes all clarifications and the official FAQ documents available from the GW website.
3. There is a four week grace period before a WPS event. If GW formally releases a new army list or rules modification within four weeks of a WPS event, then this list or rules modification will not be used. This includes all material published via GW whether via printed media or via the internet.

Preparation

1. Read your rulebooks and other relevant material to refresh your memory before attending the event. Remember you may play against players who do not interpret the rules in the same way as you do, so be prepared to compromise and accept the fact that you could be playing the rule incorrectly.
2. Don't forget that you need to bring all the relevant materials to play. Specifically dice, tape measures, templates, rulebooks, codices, and any other materials you require to play a game of Warhammer 40,000.
3. It is **strongly** recommended that players be familiar with the most up to date FAQs for each army, to be found on GW's website, enter the "Shrine of Knowledge" into your search engine to find these. At the very least you should print out and bring the FAQ for your army. These rules **will** be used, so you will be at a disadvantage if you are not familiar with them.
4. You should ensure you have at least two legible copies of any required documents as specified in the event specific rule set (e.g. army roster). One copy is for judging and the others are for your use during the event. If you do not bring these you will incur a penalty score.

Registering

1. When you arrive at the event you must register at the designated registration point. Please register as soon as possible as the event cannot begin until all players are registered.
2. You will be asked to confirm your name, army/race, and club.
3. You must provide the organizers with one legible copy of any required documents as specified in the event specific rule set (e.g. army roster). Ensure your name is clearly marked on these documents. If it is not or the umpires cannot decipher your writing then this will result in a penalty score.
4. Following any general announcements you should check the draw to determine which table your first game will take place at.

Odd numbers of players

When running an event, it is difficult to guarantee an even number of players on the day. We will always endeavour to even up the numbers. Sometimes however, this is not possible and if there are an uneven number of players then the following will apply:

- We will ask for someone to drop out and help with the judging or what ever. That person (s) will receive a refund and get fed for free!

OR

- The bottom ranked player in each round (game play scores only), or a random player for the first round, will be asked to sit out and will receive an averaged score for game play and sportsmanship for that round. No player will ever be requested to sit out more than once.

We will however try to ensure we have a spare member of the admin team to fill in if necessary so every entrant gets their full 5 games.

Dice rolling

1. All “cocked” dice must be re-rolled. Agree with your opponent before the game what definition of “cocked” you will use.
2. Any special dice rolls must be declared before they are made and witnessed by either your opponent or an acceptable independent (e.g. an umpire).
3. Dice must be rolled where both players can see the results.

Rules debates

1. Please check the rulebooks; most answers are there
2. In the event of a rules debate which seems unanswerable, roll a D6 each time the situation occurs and get on with the game.
3. Please do try to remember that it is only a game of toy soldiers!
4. If an umpire is asked to make a ruling, that decision is binding.
5. Players arguing with an umpire may incur a penalty score.
6. Umpires are free to interrupt any game to clarify or point out mistakes to players.
7. The Umpires decision is final, even if they are subsequently found to have made an incorrect judgement.

ARMY SELECTION AND ROSTER

General

1. Armies must be a maximum of 1,750pts not a single point over
2. Where at all possible all models in the army should be WYSIWYG - what you see is what you get. This means that if you have paid for an upgrade on a model, then the model should display that upgrade, and vice versa. At the umpires discretion non-WYSIWYG models may be removed from a players army – the player will be required to continue with his army “as is” for the remainder of the tournament.
3. Armies must be fully painted and based.
4. Ensure you are using the correct miniatures to represent your units as far as you can.
5. Using non-Citadel miniatures is fine providing they fit into the WH40K Universe and you can tell what they are supposed to be.
6. If the miniature does not look appropriate, then it may not be used. Basically if it doesn't look like what it is meant to be, then don't bring it!
7. The use of undersized or oversized models to gain an unfair advantage is frowned upon and may result in the model being removed from play by the player judges.

Army list submission

Army lists must be submitted prior to the event via email to the address 40K@the-wps.com by midnight on Friday 4th May. Army lists submitted after this date will be penalised as follows:

List not submitted by 04/05/12 -10pts

List not submitted prior to event -30pts

List must be submitted in either **.doc**, **.txt**, **.xls** or **html/htm** formats only. If you send an **Army Builder** text file, please take the time to format it legibly, or else you will receive a penalty for an illegible list.

Some guidance on list writing

As you will have read above, the WPS take in lists prior to their events to ensure their legality. Each army needs to be checked by the members of our sub-committees and we strive to mark each list correctly. This process is made much easier if the lists are nice and clear. To aid this we have produced a few pointers on list presentation.

1. Individual Values - Forum moderators tend not to like this but we do.
2. Avoid abbreviations - Is TH a thunder hammer or terminator honours?
3. Separate force organisation sections - One for HQ, one for elites etc.

Most of these will be second nature but these small things make a big difference by allowing us to give more accurate feedback on your list. And who knows, it may help us find some extra points for you to spend.

Army Selection

1. Players must provide a copy of the rules for their army i.e. Codex or Army List.
2. You must use the same list for all your games.
3. The list of permissible armies is listed at the end of this rules pack
4. Chapter Approved armies may not be used
5. Special or Named Characters that require your opponent's permission cannot be used.
6. Forgeworld rules are not allowed. You may still bring along Forge World models, but they will count as the "standard" model of their type. For example, you may bring a Leman Russ Forge World Variant, but it must count as an ordinary Leman Russ Variant from Codex Imperial Guard. Or a Space Marine Contemptor Pattern Dreadnought must count as a Space Marine Dreadnought variant from the relevant Codex.

Army list

At the WPS we try and promote balanced armies as well as fair play. We would ask when designing your list to consider the environment and people your going to be playing against.

There will be no banding this year. In its place we have opted for a transparent set of criteria which all players have to work within.

HQ

- Where there is more than one choice of HQ for your army, you may not take the same choice more than once.
- If you take a named character your HQ allocation is reduced by 1.

Duplicates

- You can take no more than 2 units that duplicate each other. For the purposes of duplication all variants counts as duplicates, for example, all Land Raiders regardless of variants, or which part of the force organisation chart they are listed in, are duplicates, as are all Predator variants and all Leman Russ variants which ever version of Russ they are derived from.
- Troop choices do not count as duplicates.
- Dedicated transports which can only be selected as a dedicated transport e.g. Space Marine Rhinos and Dark Eldar Raiders do not count as duplicates, Land Raiders do whether listed as dedicated transports or not.
- The duplication rule applies to vehicles squadrons with the following additional restriction; The total number of vehicles of the same type distributed amongst your squadrons can never exceed 4. For example you can only ever have a maximum of 4 leman Russ tanks split amongst no more than 2 squadrons. The same rule applies to any Force Organisation choice which allows you to take multiple units as one choice e.g. Tyranid Lictors.
- Where a unit can be taken in more than one of Heavy Support, Fast Attack or Elites, duplication only occurs for units taken under the same category. However, if a unit can be taken as either a Heavy Support or Elites or Fast Attack then you could have a maximum of three in total.
- Units that can be taken from either the Elites, Fast Attack or Heavy Support sections and also as a dedicated transport **DO** count towards duplication.

Players are asked to submit their army lists at least **3 weeks** in advance so that the army lists can be checked for legality. If the list is found to be illegal it will be refused and the owning player asked to resubmit. We shall of course explain why the list was illegal so the player can make the relevant changes.

Allowable Armies

Armies must be selected from the latest version codex from the following list

- Codex Dark Angels
- Codex Space Marines
- Codex Blood Angels
- Codex Black Templars
- Codex Space Wolves
- Codex Sisters of Battle (Witch Hunters) *
- Codex Grey Knights
- Codex Dark Eldar
- Codex Eldar**
- Codex Orks
- Codex Chaos Space Marines
- Codex Chaos Daemons
- Codex Necrons
- Codex Tyranids
- Codex Tau Empire
- Codex Imperial Guard

* Please see <http://www.games-workshop.com> for the latest PDF version of Codex: Sisters of Battle (Witch Hunters, (or White Dwarf Issues 380-381.)

** The Eldar Nightspinner rules published in White Dwarf can be used.

THE BATTLEFIELD

General

1. All boards will be 6x4' and all terrain will be set before players arrive.
2. Should players wish the scenery on their table to be rearranged then they should either agree a re-arrangement between themselves or ask one of the judges to rearrange it for them.

Missions and Deployment

The missions played will be from the following list:

1. Total Annihilation
2. Capture and Control (See Pg 8 for Objective placement allowances.)
3. Seize Ground (5 Objectives)
4. Take the Centre (3 Objectives)
5. Cleanse (5 Objectives)

The deployment scenarios will be either

1. Dawn of War
2. Pitched Battle
3. Spearhead
4. Spearhead 2

The missions and the deployment scenarios are to be played as detailed in the 5th edition rule book, or as detailed below for Missions 4 & 5 and Deployment 4

The mission and deployment scenario will be announced prior to each game. All players will play the same mission and deployment scenario. In the Seize Ground Mission 5 Objectives will be used and placed as described in the rulebook..

Take the centre

Three objectives to be placed across the centreline of the board. One to be on the exact centre point of the board and one placed 9" in from each short board edge.

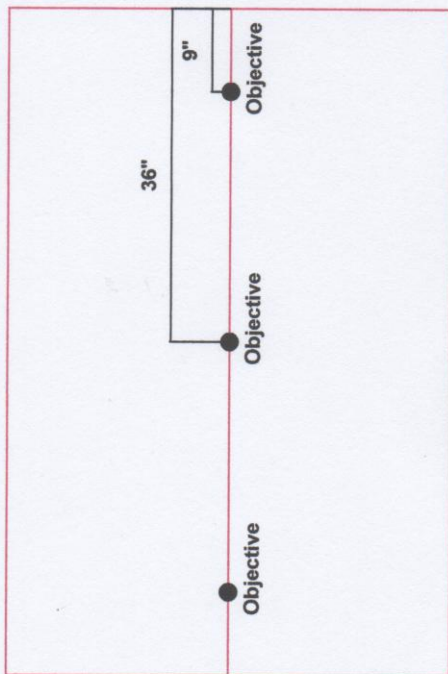
Cleanse

Five objectives to be placed on the board, one in the exact centre of the board and one on the centre point of each table quarter. To capture an objective on the centre point of a table quarter you must have a scoring unit within 3" of the objective and no enemy unit within 9" of that objective. To control the central objective you must have a scoring unit within 3" of the objective and no enemy units within 3" of the objective.

Spearhead 2

The set-up for this deployment will be as in normal spearhead except that the area set aside for placing units will be restricted to a 12" wide strip along your long and short board edges (L shaped).

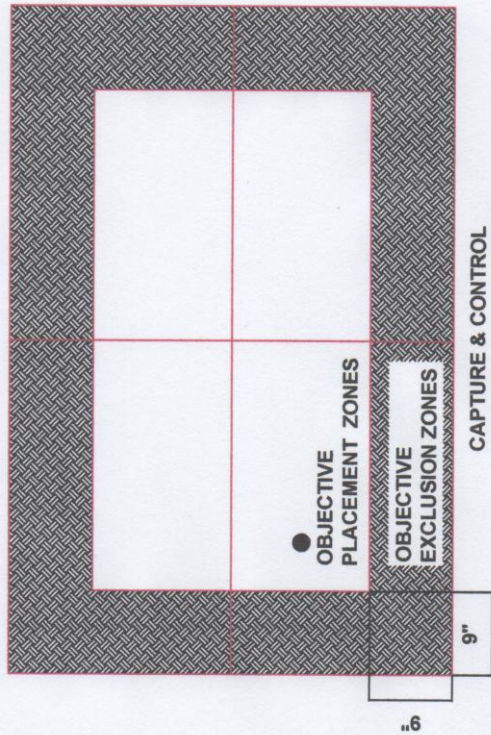
See Diagrams on Pg 8



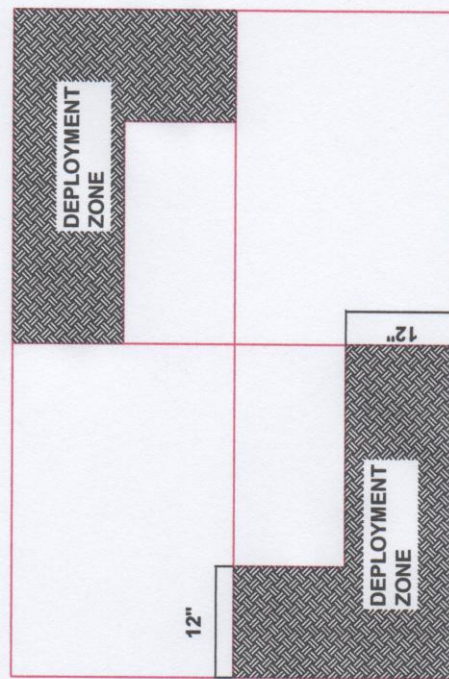
TAKE THE CENTRE
OBJECTIVE PLACEMENT



CLEANSE OBJECTIVE
PLACEMENT



CAPTURE & CONTROL
OBJECTIVE PLACEMENT



SPEARHEAD 2 SETUP

VICTORY CONDITIONS

Primary Objective

The winner is the player who controls the highest number of objectives or who has scored the highest number of kill points.

The result is always 20 points to the winner and 5 points to the loser. If, based on the number of objectives held or kill points scored, the game is drawn then both players will score 10 points.

Secondary Objective

Calculate the victory points score by each player and work out the (VP) victory points difference. The player that has the victory points difference in their favour will receive a bonus score and the other player receives a deduction score, as shown below. Victory points are used as they appear on page 300 of the main rulebook or page 108 of the mini rulebook.

1750pts Victory Points Modifier Table

Difference in Victory Points---Game Points, Bonus – Penalty

1450-1750	+5	-5
1150-1449	+4	-4
850 -1149	+3	-3
550 – 850	+2	-2
250 – 549	+1	-1
0 - 249	No bonus or penalty points scored.	

To sum up, the results for each player consist of points awarded for objectives (win=20, draw=10, loss=5), plus a bonus or penalty modifier due to VP difference. This leads to a maximum score of 25 points and a minimum score of 0 points.

Tertiary Objectives

Prior to each game, each player will receive a secret objective from the list below. This will be decided by drawing a card from a set of playing cards. Each suit corresponds to a secret objective below. Your Secret Objective should obviously be kept secret from your opponent during the game, and should not be revealed until either the objective is completed or the game has finished. You must hand your card back to the relevant tournament organiser after your game, so that the card is available to be used again in future rounds (so don't mangle it).

There are a total of **5 bonus** points per game available for achieving your secret objective. These will be added to your tournament points for the game and is the only way you can achieve the 30 TP limit per game.

If both players achieve their Secret Objective, each player receives 5 bonus Tp's. In the event of a wipe out result or one player concedes, bonus points will only be award if the winner achieved their Secret Objective before the game ended.

Hearts = Break Their Will

You must destroy half your opponents Troop choices (rounding up) i.e. if your opponent has 3 troop choices then you must destroy 2 of them, excluding dedicated transports. Units that have fled or are fleeing at the end of the game count as destroyed.

Clubs = Assassinate

You must successfully kill/destroy your opponents **most** expensive HQ choice, including any bodyguards but excluding dedicated transports. If your opponent has 2 HQ choices of the same value, killing either will count as achieving the mission. Units that have fled or are fleeing at the end of the game count as destroyed.

Spades = Make Them Pay

You must successfully kill/destroy your opponents **most** expensive unit or vehicle, **excluding** their HQ choices. If your opponent has 2 units or vehicles of the same value, killing/destroying either will count as achieving the mission.

Diamonds = Domination

You must have more friendly units wholly within 12" of your opponents long table edge than enemy units wholly within 12" of your own long table edge.

These are intended to be fun little objectives, not all of which will help you win the game, you can choose not to go for them, it is up to you. Don't forget, this is not the GT, have some fun!

PLAYING THE GAME

General

1. Players will compete in 5 games.
2. Missions, and levels, to be played will be detailed in the tournament specific rules pack or handed out on the day.
3. The first two games will be randomly drawn in advance by an independent person.
4. Thereafter the draw for the remaining rounds will be Swiss based on tournament points scored
5. Players from the same club should not get drawn against each other on the first day of a two day event. If this does happen, please change with a player on the next table to solve the problem. This does not apply to the games on the second day of a two day event. If you are drawn against an opponent that you have played before, change with a player on the next table to solve the problem. Please inform the umpire of any game swaps/changes.

The game

1. Prior to each game commencing, both players are required to display their army to their opponent, show their army list and should spend five minutes discussing any special rules or features of each unit and the army as a whole. You should also identify your most expensive unit, your cheapest unit and any HQ units, as these have a potential impact on the completion of Secret Objectives.
2. All games will last the number of turns noted in the scenario description or two and a half hours. Note that this time includes terrain placement where relevant, discussing each other's army lists and any special rules, discussing the effects of terrain and troop deployment.
3. Players playing particularly slowly or deliberately time wasting may receive a penalty score deduction.
4. Remember there is a sequence of play (and a chart is provided in the rulebook). Should you forget to do something - tough, it is your fault. Do not use the "puppy dog eyes" tactic and try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game.

After the game

1. When you have finished your game, add up your tournament points and bonus objective. Also calculate your victory points
2. At the end of each game, players must report their scores. Fill in your game result/score on the Game Result form provided.
3. Players must mark their opponent for Sportsmanship. Fill in the Sportsmanship results form provided.
4. It is you and your opponent's responsibility to complete these forms correctly. Make sure you hand all the forms in for Game Result (x1) and Sportsmanship (x2)

PAINTING SCORES

Overview

1. A total of 30 points are available for painting.
2. Should you bring an army which is either unpainted or in a very poor condition you may receive 0 tournament points for painting. You may also be unable to win some of the main prizes.

Painting - judges scoring

1. You will be asked to leave your armies set up during lunch on the Saturday and Sunday. Judges will then mark your army to establish a painting score. This is done on a simple checklist which can be seen in Appendix 1.
3. This scoring will be done 'openly' and the judges are prepared to discuss their marks in a mature manner.
4. This will give every player a score from 0-30 which will be added to your total at the end of the tournament

Painting – players choice voting

1. During the lunchtimes on both days, players will be requested to leave their army setup with any associated display items (e.g. terrain, background etc) so that everyone can select their favorite painted army.
2. Please ensure your name is clearly visible when displaying your army, otherwise you will not get any votes.
3. Players will be provided with a slip to vote for their favorite painted army. View all the armies on display and make your choice before handing the slip in to the Umpires.
4. Players Choice voting slips must be handed in by the end of lunchtime on the second day.
5. Please note that if you do not wish to put your army up for display (if you feel no-one will vote for it, for example) then you are not obliged to do so.
6. There will be separate prizes for painting and no bonus points are scored through best painted nominations.

SPORTSMANSHIP SCORES

1. Sportsmanship has always been promoted strongly at all WPS events. Please note that under this Sportsmanship system it is **expected** that everybody should receive a maximum score.
2. A total of 30 points is available for Sportsmanship.
3. After each game you and your opponent will score each other for the Sportsmanship. This is done on a simple checklist which can be seen in Appendix 2. Please refer to the questions and answer them as honestly and as sportsmanlike as you are able by completing the Sportsmanship results form. Circle the result for each question on the form.
4. Each question is worth 2 points to your opponent's score. Each round you can therefore score a maximum of 10 points or a minimum of 0.

5. At the end of the event your highest and lowest scores will be discarded with the remaining scores totaled, then divided by the total number of points available and multiplied by 30. This will give every player a score from 0-30 over the course of the tournament.
6. Discuss the scores with your opponent in a mature manner as required.
7. Note that players should not mark their opponents down just because they had umpire calls against them or they lost their game!
8. Additionally, at the end of the last game you will be asked to nominate one of your opponents as being the Most Sporting. The player with the highest sportsmanship score will win the Best Sportsman award. The Most Sporting votes will be used to determine any tie breaks (as all players should get 30 pts any way so expect a tie break). Note that these votes are worth **no points** to anyone's score – they simply determine who gets the Sportsmanship trophy in the case of a tie on Sportsmanship points.

WINNING THE EVENT

1. Scores of up to 150 for Gaming and of 30 each for Painting and Sportsmanship add up to a grand total of 210 points available.
2. The overall winner will be the player with the highest grand total. In the event of a tie, the player with the highest Tournament points will be the winner. If this is a tie, players will be separate on total victory points scored.
3. All marks for aspects, other than game results, will be added in after the last game has commenced. This will ensure the best generals are always competing against one another.

SEEN ANY GLARING MISTAKES?

If you feel you have discovered a loophole in these rules which gives you an unfair advantage, don't do it i.e. don't use it to your advantage, tell us instead so we can amend the rules accordingly for future events!

Hopefully we have not missed anything too obvious, but should you see any glaring errors, please advise either the author, Geoff Hamilton (wps40k@the-wps.com); editor Matt Smith or one of the following WPS Management Team Members – Andrew Taylor or Steve Davie.

APPENDIX 1

WPS 40K PAINTING SCORING QUESTIONNAIRE

PART A: This section is to be filled out by you, the player.

Your Name (very important):	
Q1: Is every single model in the army painted?	Yes
Q2: Did you paint all of the army yourself?	Yes

If you answer 'No' to Q1, then you will score 0pts for painting. If you answer 'No' to Q2, then you can score a maximum of 20pts for painting.

After filling out Part A (only!), please leave this Painting Check-list out with your army when requested to do so (usually over lunch times) and Judges will mark you army.

PART B: This section is to be filled out by the judges - not you!

Point	Judge 1	Judge 2	Points given for
20			Painted and Based. All models are painted to a minimum of 3 colours. Black undercoat does not count
2			Cohesiveness. Is there a unified scheme across the whole army i.e. does it look like an army. Note for some armies it is perfectly acceptable to have a hodgepodge appearance and yet still look like an army.
2			Markings. The appropriate unit markings have been applied. Where this is not appropriate, effort has been made to distinguish between units of the same troop type.
2			Details. A consistent attempt has been made to detail the models in the army e.g. claws, teeth, eyes painted.
2			High Quality. The army is excellently painted and is an excellent example of its type. Attention to detail is evident in the painting and modelling. Advanced painting techniques like blending, layering or freehand (for example) are evident.
2			WOW! The army has the magical Wow! Factor that makes it stand out from the crowd. Only a handful of armies at the tournament should get this mark.
			Judge's Signature:
			Judge's Signature:
			AVERAGE SCORE:

APPENDIX 2

WPS SPORTSMANSHIP SCORING QUESTIONNAIRE

<i>This is a straightforward questionnaire with yes or no answers only.</i>
1. <i>Would you play your opponent again?</i>
2. <i>Were ALL rules disputes agreed in an amicable way? (If there were no rules disputes, then please answer YES to this question)</i>
3. <i>Was the pace of the game satisfactory to you? (Don't forget that game pace can be too fast or too slow)</i>
4. <i>In your opinion as a player, did your opponent play a fair game adhering to the rules and therefore your opponent abused no rules? (This encompasses anything from fast dice rolling, elastic tape measures to bespoke scenery being made and used by your opponent).</i>
5. <i>Did you enjoy playing your opponent's army?</i>