



MALIFAUX CLUB CHALLENGE RULES

The WPS rules promote a different style of play to that which you may be familiar with through playing at other 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 event more or less runs itself.

Venue Details

Maelstrom Games Ltd
Matlock Mill
Hamilton Way
Mansfield
Nottinghamshire
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 Strategy to be played for each game will be detailed on a sheet given to you when you

register. All games will use Standard deployment.

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



BEFORE THE EVENT

GENERAL RESTRICTIONS

1. Please read and familiarise yourself with the WPS Code of Conduct which should be used in conjunction with this rule set. It is available to download from the WPS web site <http://www.the-wps.com>.
2. There is a four week grace period before a WPS event. If there is a new formal release or rules modification within four weeks of a WPS event, then this release or rules modification will not be used. If released more than four weeks before the event, then this release or rules modification will be used. This includes all material published whether via printed media or via the internet. **NOTE this does not cover rulings given by Wyrd to clarify existing rules, these come into effect immediately.**

PREPARATION

1. Read your rulebooks, supplements and other relevant material to refresh your memory before attending the event. Remember you may play against players who do not interpret the rules the same way as you do, so be prepared to compromise and accept the fact that you could be playing the rule incorrectly.
2. Remember, there is a sequence of play. 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.
3. Don't forget that you need to bring all the relevant materials to play i.e. fate deck, tape measures, counters, tokens, stat cards etc.

CREW SELECTION

1. Players will pick a faction on arrival at the event and are then free to pick their crews following the normal hiring restrictions each game.
2. Players may only include models that are officially released up April 2012. Models with a release date after April 2012 may not be used.
3. Models available at GenCon 2011 count as released for the purposes of the rule above.

ENCOUNTERS

1. All games will be played as 40 soul stone Scraps.
2. At the beginning of each round both players will flip for a strategy from the core strategy chart. Where players flip a strategy they have already played during the event then they must re-flip it until they select one they have not yet played.
3. Where both players end up with the same strategy they will play the shared version of that strategy.
4. Schemes are unique to the event, you may not use the same scheme twice during the event.
5. All games will use standard deployment.
6. No special terrain or events will be used, except where this enters play as a result of a model's ability.



MODEL FIGURES IN YOUR ARMY

1. All models in the army should be WYSIWYG - what you see is what you get. At the umpires discretion non-WYSIWYG models may be sacrificed and removed from play and cannot be used for the remainder of the tournament.
2. All models used in game must be fully painted and based.
3. Ensure you are using the correct miniatures to represent your models as far as you can.
4. Using non-official miniatures is acceptable providing they fit into the relevant Universe and you can tell what they are supposed to be.
5. 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!

ON THE DAY

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, faction, and club.
3. You will be allocated a table number where your first game will take place.

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 some one 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. You will only ever miss one game (dependant on numbers).



THE GAME

Warm Up Period

Before the match commences there will be a five-minute 'warm-up' period. Tabletop miniature wargaming is not an exact science. Due to this you should spend five minutes discussing the terrain on the table and agree what properties it has (Ht, Obscuring/Blocking etc) as well as going through anything else you can think of that needs discussing.

Note we are assuming that players will use some common sense here!

The Game

1. All games will last the normal number of turns or two and a half hours. Note this time includes set up, discussing each other's lists and any special rules.
2. Players playing particularly slowly or deliberately time wasting may receive a penalty score deduction.
3. Try to resolve any rules disputes in amicable manner and try to keep a fair point of view to ensure both players enjoy their game in the spirit it is intended. This means don't use an 'aggressive interpretation' of vague rules to your advantage. If you make a mistake in the game or forget to do something, accept it in good grace and move on without complaining or trying to make your opponent feel guilty.

END OF GAME TASKS

1. At the end of each game, players must report their scores. Fill in your game result/score on the result form. This form will contain the Game Result, Vp's as well as both players Sportsmanship scores.
2. It is you and your opponent's responsibility to complete the results forms correctly.
3. Make sure you hand your results forms in for both game play and sportsmanship.

GAMING SCORES

Tournament Points (TP)

1. Tournament points are used as follows; win 30pts, draw 10pts, loss 0pts.
2. Fill in your game result/score on the result form provided as per the table below

If points are tied, VP's will be used as a tie breaker.



SOFT SCORES

Painting – Overview

1. To be eligible for the painting prize you must have painted the models yourself. Models whose painter is present are eligible, even if someone else is playing them.
2. Please see Appendix 2 for the current WPS Painting Scoring System. This is the actual form you will leave out on display with your army for the judges to use. It should be fairly self-explanatory and will result in a score from 0-30 points being generated for painting.
3. You may only use models which are appropriately painted and based in games. Using a model which is either partly 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.
4. During the lunchtimes on both days, players will be requested to leave a 35ss crew from their chosen faction set-up with any associated display items e.g. terrain and their names clearly shown on a piece of paper etc) so that everyone can select their favourite painted crew and to allow painting judges to view and mark the player's teams.

Please ensure the painting scoring form in Appendix 2 is clearly visible when displaying your army complete with your name on it as well, otherwise you will not get any points and may be unable to win some of the main prizes.

Painting judges always strive to mark each army fairly, but in some instances it is difficult to tell where players have put extra effort into their army (for instance, small or subtle conversions can be missed). If your army contains details that you specifically want the judges to notice, please leave a note containing details next to your army.

Painting – Players Choice Voting

1. During the lunchtimes on both days, players will be requested to leave a 35ss crew from their chosen faction set-up with any associated display items (e.g. terrain) so that everyone can select their favourite.
2. Please ensure your name is clearly visible when displaying your team, otherwise you will not get any votes.
3. Players will be provided with a slip to vote for their best painted choice. View all the teams 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. Voting irregularities (e.g. voting for yourself, clearly poor armies getting a high number of votes, clubs voting for each other to the exclusion of all others, etc) will be investigated and may result in a penalty score.
6. Please note that if you do not wish to put your team up for display (if you feel no-one will vote for it, for example) then you are not obliged to do so.



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. We are settling on a Q&A approach to this aspect of the tournament event. Suffice to say that whoever lifts the Best Sportsperson Trophy can feel very proud of themselves. This category is very important so please take it seriously when awarding your marks. Please see Appendix 3 for the current WPS Sportsmanship Scoring System.
3. A total of 30 points is available for Sportsmanship.
4. 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 3. 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.
5. 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.
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. 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.
9. 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 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,
3. All marks for aspects, other than game results, will be added in after the last game has commenced. This will ensure the best players 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 the Tournament Organiser.



APPENDIX 1: Rules Changes



APPENDIX 2: Painting Scoresheet

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	No
Q2: Did you paint all of the army yourself?	Yes	No

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 Checklist out with your army when requested to do so 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, and all bases are painted and textured and based.
+2			Cohesiveness. Is there a unified scheme across the whole team i.e. does it look like a team. Note for some teams it is perfectly acceptable to have a hodgepodge appearance and yet still look like a team.
+2			Markings. Appropriate team markings have been applied (numbers and/or markings). Where this is not appropriate, effort has been made to distinguish between player types.
+2			Details. A consistent attempt has been made to detail the models in the team e.g. claws, teeth, eyes painted.
+2			High Quality. The team 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 team has the magical Wow! Factor that makes it stand out from the crowd. Only a handful of teams at the tournament should get this mark.
			Judge's Signature:
			Judge's Signature:
			AVERAGE SCORE:



APPENDIX 3 WPS SPORTSMANSHIP SCORING QUESTIONNAIRE

This is a straightforward questionnaire with yes or no answers only.

1. *Would you play your opponent again?*
2. *Were ALL rules disputes agreed in an amicable way? (If there were no rules disputes, then please answer YES to this question)*
3. *Was the pace of the game satisfactory to you? (Don't forget that game pace can be too fast and too slow)*
4. *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).*
5. *Did you enjoy playing your opponent's army?*