



**WPS
FoW
Club Challenge 2012**

Date: 26th and 27th May 2012

WPS Flames of War Tournament Rules

**VENUE: Maelstrom Games Ltd
Matlock Mill
Hamilton Way
Mansfield
Nottinghamshire
NG18 5BU**

FLAMES OF WAR CLUB CHALLENGE RULES

The WPS rules promote a different style of play to that which you may be familiar with through playing at Games Workshop 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

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Check www.the-wps.com for updates, and email wps_scotty@live.co.uk with any questions



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

BEFORE THE EVENT

General restrictions

Please read and familiarize yourself with the WPS Code of Conduct which should be used in conjunction with this rule set. It is available to download from www.the-wps.com

The tournament will be played using the rules from the current Ver. 3.0 Flames of War Rule book.

Preparation

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.

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.

Don't forget that you need to bring all the relevant materials to play i.e. dice, tape measures, templates, rule books, etc.



You should ensure you have at least two legible copies of any required documents as specified in the event specific rule set (e.g. team roster). One copy is for judging and the others are for your use during the event. If you do not bring these you may incur a penalty score.

ON THE DAY

Registering

When you arrive on the Saturday morning you must register at the designated registration point.

Odd number of players

When running a tournament, it is difficult to guarantee an even number of players on the day. We will endeavour to even up the numbers. But if there are uneven numbers the following will apply:

We will ask for someone to drop out and help with the judging or whatever. 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 average score for game play and sportsmanship for that round. You will only ever miss one game (dependent on numbers). If we get lucky, none of the above will apply.

Dice Rolling

- All “cocked” dice must be re-rolled. Agree with your opponent before the game what definition of “cocked” you will use.
- 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.
- All dice must be rolled, not dropped or spun.
- Players should roll dice where both players can see the results and it is easy to distinguish which dice have actually been rolled from any others that may be present on the table.
- Roll Scatter Dice near to the point you are scattering from – it makes it so much easier to work out which direction to scatter in!

Rules Debates

Refer to the WPS Code of Conduct on the WPS web site. There will be player judges available to resolve rule disputes if they cannot be satisfied between players. Please note that when a player judge has been asked to resolve a dispute, their answer is binding.



ARMIES

1. 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 must 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.
2. Armies must be fully painted and based.
3. Ensure you are using the correct miniatures to represent your units as far as you can. 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!
4. Conversions for all figures are allowed and in fact may score you more points, but they must be recognisable. If the miniature does not look appropriate, then it may not be used.

Army Selection and Restrictions

1. The tournament will be played using only the official rules from Flames of War **3rd edition** rulebook, army lists to be chosen from the following list. **Grey Wolf, Red Bear, Earth and Steel, Cassino, Turning Tide, Hell's Highway, Bridge too far and Dogs and Devils**
2. You may use the published Warriors teams at this event, but please ensure you are familiar with their rules and that you have a photocopy of the rules for these teams for your opponent to refer to during the game.
3. Please take some time to read the scenarios and any current erratas
4. Regarding points 1 and 2 above, there is a four-week grace period before a WPS event. If Battlefront 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. If released at least four weeks before the event, then this list or rules modification will be used. This includes ALL material published via the Battlefront web site whether via printed media or via the internet.
5. All Battlefront Official PDF forces must have their list printed and useable for any opponent to use by the player wishing to use that list.
6. All Armies are to be **1750pts** chosen from the correct and current army books.
7. All armies are to be from the **Late War** period

Army List Submission

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Due to a number of instances of inaccurate or illegal army lists being submitted, we require that all army lists are submitted prior to the event in order for them to be checked over thoroughly. In all instances, you will receive emailed confirmation of the legality (or any faults) of your list. In the event that a legal army list is not submitted on time you will be subject to scoring zero points for army composition.

All lists should be submitted to wps_scotty@live.co.uk by midday Saturday 5th May any late lists shall be deducted -10 tournament points, non submitted armies shall receive -30pts

THE GAME

The Battlefield

All tables will be 6' x 4'.

Terrain will remain on the table it begins the tournament on.

PLAYING THE GAME

General

Players will compete in a number of games over two days. Unless specified differently in the event specific rules, the first two rounds will be pre-drawn. The remaining games will be based on the Swiss System in order to find a fitting winner. Check the event specific rules to see if grudge games are allowed.

Please note that the event uses scenarios – see below for further details.

Pre-measuring is allowed in Flames of War.

If you have a rules query, please check in the relevant rule book before consulting the umpire.

What mission are we playing?

Game 1

Dust up

Game 2

Hasty Attack; Airborne players may play Seize and Hold instead



Game 3
Pincer

Game 4
Counter attack

Game 5
Fighting Withdrawal

Before the Game

Take a few minutes to run through your army with your opponent, checking that they are aware of any special rules that apply to your force. Also agree on the effects of any terrain on the table you are about to play on before you start the game. If you have units in Reserve or Ambush declare to your opponent what they are.

Late Arrivals

There have been some recent issues with players arriving late for their games and then subsequently being unable to finish the game in time. The following rules will be in force for the event:

1. If you are up to ten minutes late, apologise to your opponent and get on with the game.
2. If you are between ten and twenty minutes late you start the game as if you had already lost a platoon for all game and scoring purposes – for instance if you are running an army based on four platoons and you subsequently lose two of your fighting platoons it would count as three platoons lost and two available to fight and therefore force a company motivation check. Also when working out the game score this counts as an additional platoon lost, so if you achieved your objective without losing any of the platoons in your force this would not count as a 6:1 but rather a 5:2 as your lateness forfeited you a platoon. When working out the tournament score this counts as a platoon lost too.
3. If you are between 20 and 30 minutes late then you count as starting the game with two platoons already lost as above.
4. If you are more than 30 minutes late your opponent has the choice of taking a 30-0 massacre from you, or allowing the game to be played, but with your force counting as starting with three platoons already destroyed.

During the Game

Prior to each game commencing, both players are required to display their army to their opponent and should spend 5 minutes discussing any special rules or features of each unit and the army as a whole.

All games will last the number of turns as specified in the mission, but may be cut short at the umpire/organisers discretion in order to comply with the event timetable in the event specific rules. Note this time includes discussing each other's army lists and any special rules, discussing the effects of terrain and troop deployment.

Remember, there is a sequence of play (and a chart is provided in the rulebook). Should you or your opponent realise one of you has forgotten something then deal with this out of sequence situation as agreed beforehand – see the Code of Conduct.



After the Game

At the end of each game, swap army lists with your opponent and check the following:

1. The army list and the army you just played against are in fact one and the same and that there are no differences.
2. The army is legal to the best of your knowledge. If required you may look at the appropriate army book to check this.
3. It should not be considered poor sportsmanship for a player to ask to see his opponent's list after the game. Anyone found using the sportsmanship form in this way may have points deducted at the umpire's discretion.
4. If there is any problem with an army list, notify an umpire immediately. Any issues must be resolved straight away between the players and the umpire. Illegal army lists will have points deducted at the umpire's discretion.

At the end of each game, players must report their scores. Fill in your tournament score on the result form provided.

For all games, players must determine the number of tournament points scored. Each game has 30 points allocated between the two players.

Work out who is the winner of the game, this is the player who has fulfilled their mission objectives, or who has broken the enemy force consult the victory points table for the mission.

SCORING OF GAMES

Attacker wins

FoW score Additional condition 30-0 score

- 6-1 enemy force broken 29-1
- 6-1 1/3 enemy platoons destroyed 25-5
- 6-1 otherwise 24-6
- 5-2 enemy force broken 23-7
- 5-2 1/3 enemy platoons destroyed 22-8
- 5-2 otherwise 21-9
- 4-3 enemy force broken 20-10
- 4-3 1/3 enemy platoons destroyed 19-11
- 4-3 otherwise 18-12



Defender wins

FoW score Additional condition 30-0 score

- 6-1 attacking force broken 29-1
- 6-1 no objectives contested at end of game 25-5
- 6-1 otherwise 24-6
- 5-2 attacking force broken 23-7
- 5-2 no objectives contested at end of game 22-8
- 5-2 otherwise 21-9
- 4-3 attacking force broken 20-10
- 4-3 no objectives contested at end of game 19-11
- 4-3 otherwise 18-12

SOFT SCORES

Historical Army (30 points)

A gamer is scored by the umpire out of 30 points for the historical quality of their force.

- a) Background & List 10 points
- b) Painting 15 points
- c) Uniformity 5 points

a) Background (10 points)

The background doesn't need to be long, technical or academic. A one-page story telling how the force came to be the way it is with a photograph is just as good, if not better. Ideally, gamers will use their background to personalise their force and introduce it to other gamers and set the army in a period of history. Please try and keep it to a maximum of a page or two, unfortunately, the umpires don't get a chance to read much more than that.

- a) 0 – List not submitted on time (See the tournament specific rules for the deadline date)
- b) 3 – Correct list submitted on time, but no additional background material to support it or background is blatantly plagiarised.
- c) 8 - Correct list submitted on time with some background information.
- d) 10 – Correct list submitted on time with good unique historical background information with maps or photographs that brings the force to life.

b) Painting (15 points)

A well-painted army is much more enjoyable to field and to face than undercoated or unpainted figures.

- a) 0 - Unpainted army.
- b) 1 – Painted army with min 3 colours and based
- c) 8 – Painted, with some detail
- d) 10 – High quality painted force



- e) 12 - Well-painted force with added details including, but not limited to stowage, unit markings, aerals, accurate colours and scenic basing.
- f) 15 – As above, but with that certain WOW factor also involved

c) Uniformity (5 points)

Even if the paint job is only average, an army always looks better if all of the troops look like they belong together. If you painted your entire force in the same style then there is no reason that you cannot score maximum points in this category. We will use some judgment and leeway for forces comprising entirely of vehicles as there is no requirement to base these.

- a) 0 – Un-based or Unpainted.
- b) 1 - Several different styles in the army, all painted and based, but no coherency.
- c) 3 - Similar style across the whole army maybe a unit or two look out of place and not part of the force.
- d) 5 - Whole army fits well together and looks like a coherent fighting force.

Players Choice

During the lunchtimes on both days, players will be requested to leave their army and any associated display items (e.g. terrain) set up to be marked by the tournament painting judges.

Players will be provided with a slip to choose their favourite painted army. Players should endeavour to complete this form during these lunchtime periods and this form must be handed in by the end of lunchtime on the second day.

These results will be used to generate a player's choice army prize.

Note: To be eligible for the Players Choice Painting Award you must have painted the army yourself.

Sportsmanship:

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 the Appendix. 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

Scores of 150 pts for Gaming, 30 pts for Sportsmanship and 30 points for Historical Army/Painting adds up to a grand total of 210 available points.

The overall winner will be the player with the highest grand total. In the event of a tie, the player with the highest Gaming score will be the winner. If this is a tie, Sportsmanship and Painting scores will also be considered, in that order.

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.

APPENDIX 1 WPS SPORTSMANSHIP SCORING QUESTIONNAIRE

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



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 and 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>

APPENDIX 2: Painting Scoresheet

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

Your Name (very important):	
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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
+1			Painted and Based. All models are painted to a minimum of 3 colours, and all bases are painted and textured and based.
+1-5			Uniformity Is there a unified scheme across the whole force i.e. does it look like a single force. Note for some armies it is perfectly acceptable to have a hodgepodge appearance and yet still look like a force.
+2			Markings. Appropriate markings have been applied (numbers and/or markings). Where this is not appropriate, effort has been made to distinguish between troop types.
+7			Details. A consistent attempt has been made to detail the models in the force 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.
+3			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: