



**WPS  
H/WM  
Club Challenge 2011**

**Date: 9<sup>th</sup> and 10<sup>th</sup> April 2011**

**WPS Hordes and Warmachine  
Tournament Rules**

**VENUE: Nottingham University, Exchange building, Jubilee  
Campus, Wollaton Road, Nottingham, England NG8 1BB  
CLOSING DATE FOR ENTRIES: 18/03/2011**

## **HORDES AND WARMACHINE CLUB CHALLENGE RULES**

The WPS 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 tournament more or less runs itself.

### **Venue Details**

Nottingham University,  
Exchange building, Jubilee Campus,  
Wollaton Road,  
Nottingham, England  
NG8 1BB

For directions to the venue, enter the postcode into [www.multimap.com](http://www.multimap.com) or a similar service.

### **Event Timetable**

(Subject to alteration)

#### SATURDAY 9<sup>th</sup> April 2011

**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 10<sup>th</sup> April 2011

**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:

- 1<sup>st</sup> Place Overall
- 2<sup>nd</sup> Place Overall
- 3<sup>rd</sup> Place Overall
- Best Sportsman
- Best Painted



## **BEFORE THE EVENT**

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.

Please read the WPS Code of Conduct. This provides invaluable advice on how we expect players attending our events to behave and play their games.

## **ON THE DAY**

### **REGISTERING**

When you arrive on the Saturday morning you must register at the designated registration point. You must bring at least one copy of your army lists with you on the day to show your opponent before each game. You are advised to bring additional copies to give your opponent as a record of your battles.

### **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 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 (dependent on numbers).

### **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.

### **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

### GENERAL

Model DO NOT have to be fully-painted.

Proxies ARE NOT allowed.

Conversions are allowed within reason. The model must be armed in the same manner and be easily recognised as the original model. If you have doubts, then please e-mail [privateer@the-wps.com](mailto:privateer@the-wps.com) complete with photographs before the event. Alternatively you can bring the original model as well in case we reject the model on the day. If you follow the Privateer Press guide lines for their official Steamroller Events, then everything should be fine.

### ARMY SELECTION

1-2x 50 point army per player. Players may bring a second army or horde list for use at the event.

Tiered lists are allowed.

A player may not use the same Warcaster/Warlock in both lists.

### ARMY LIST SUBMISSION

Both lists must be submitted prior to the event via email to the address [privateer@the-wps.com](mailto:privateer@the-wps.com) by midday (12pm) on Saturday 2nd April. Lists submitted after this date may be penalised.

Lists 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.

## THE GAME

### THE BATTLEFIELD

All tables will be 4' x 4'.

Terrain will already be set up on the tables. Players are asked not to move the terrain on the table. If you think the terrain has been moved on the table then please ask an organiser to rearrange the terrain.

All Water is Shallow.

Both players at the start of the game should agree what any odd bits of terrain count as (i.e., Obstacle, Linear Obstacle, Elevated, Obstruction, Difficult Ground, etc.).

### GAME SCENARIOS

Players will play scenarios from the Steamroller 2011 rules pack (players will not be told specific scenarios in advance). The 4th Tiebreaker will NOT be used.



## **DURING THE GAME**

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

Please make sure you read the WPS Code of Conduct document. Warmachine and Hordes are complex games, and if you adhere to the philosophy of the “Code of Conduct”, most disputes will hopefully be about rules (which Umpires can deal with), rather than fairness/abuse.

For example, if you know a charge is going to be tight, before moving your model, ask your opponent if its ok to measure the whole movement and its threat range of your model to its target in one go; thus determining if the charge will be successful before you move the model. This generally stops any debates about moves that either player thought was over its legal distance.

Another example is to watch “loose” tape measuring. This may not be on purpose, but if you measure 12” from a model with SPD 6” then you have technically declared that they will run the full 12”, and moving it only, say 10”, is in fact illegal. The same goes with hovering your tape over the models head, measuring a 12” arc to see where about you want to move it to within that zone – again this is illegal.

One final note is about Puppy Dog Eyes - if you forget to do something with a model, and have moved, performed an action/skill/etc..., or rolled dice, for another model, then you should not be asking your opponent if it's okay to go back and do the forgotten action now.

## **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 source books 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.

Determine the winner using the scenario-specific rules, and work out your and your opponent's tournament points.

A player can score from 0pts to 30pts per game for the main game.

0 Points for a LOSS

10 Points each for a DRAW

25 points for a WIN by 1st, 2nd or 3rd Tiebreaker

+5 points for a WIN by primary objectives (aka, Scenario Victory or Assassination Victory)



## SOFT SCORES

### PAINTING AND PLAYERS CHOICE VOTING

Please see Appendix 1 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 being generated for painting.

1. 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.
2. Please ensure the painting scoring form in Appendix 1 is clearly visible when displaying your army complete with your name on it as well, otherwise you will not get any points.
3. Painting judges will 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 may be missed). If your army contains details that you specifically want the judges to notice, please leave a note with details next to your army.
4. Players will be provided with a slip to choose their favourite painted army. Players should endeavour to complete this form during these lunch time 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 favourite army prize.

Please note, you will only be eligible for this prize if you painted the entire army yourself. If you do bring an army painted by someone else, you are entitled to painting points, but you can only score a maximum of 25 points.

Should you bring an army which is either unpainted or in a very poor condition you may receive 0 tournament points for painting.



## **SPORTSMANSHIP SCORES**

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.

1. 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.
2. Circle the result for each question on the form. Each question is worth a varying amount of points to your opponent's score. Each round you can score a maximum of 10 points or a minimum of 0.
3. At the end of the event the highest and lowest scores will be dropped and the remaining scores will be totalled. This will give every player a score from 0–30 over the course of the tournament.

Note that players should not mark their opponents down just because they had umpire calls against them or they lost their game!

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 tiebreaks. Note that these votes are worth no points to anyone's score – they simply determine who gets the Sportsmanship trophy in the event of a tiebreak.

## **Winning the Event**

Scores of 150 pts for Gaming, 30 pts each for Painting and Sportsmanship add 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 will be considered.

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.

## **ANY PROBLEMS?**

If you have found any problems within this or the main core rule set, then please contact the tournament organiser and provide him with the details so the he can update the rules accordingly.



## APPENDIX 1: Painting Checklist

| PART A - to be filled out by YOU  |                              |  |
|---|------------------------------|--|
| Q1. What is your name (VERY IMPORTANT)?   |                              |  |
| Q2. Is every single model in the army painted?  | YES                          | NO<br><small>(If you answer NO then you will score 0 for painting.)</small>        |
| Q3. Did you paint all of the army yourself?   | YES                          | NO<br><small>(If you answer NO you can score a maximum of 25 for painting)</small> |
| PART B - to be filled out by the the JUDGE  |                              |  |
| Points given for  |                              |  |
| <b>Painted and Based.</b> All models are painted to a minimum of 3 colours, and all bases are painted and textured and based.   | +20 <input type="checkbox"/> | +20 <input type="checkbox"/>   |
| <b>Cohesiveness.</b> 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.                                   | +5 <input type="checkbox"/>  | +5 <input type="checkbox"/>  |
| <b>Details.</b> A consistent attempt has been made to detail the models in the army e.g. claws, teeth, eyes painted.  | +2 <input type="checkbox"/>  | +2 <input type="checkbox"/>  |
| <b>High Quality.</b> 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. | +1 <input type="checkbox"/>  | +1 <input type="checkbox"/>  |
| <b>WOW!</b> 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.   | +1 <input type="checkbox"/>  | +1 <input type="checkbox"/>  |
| <b>Judge's Signature:</b>   |                              |  |
| <b>Judge's Total:</b>   |                              |  |
| <b>GRAND TOTAL:</b>   |                              |  |



## APPENDIX 2 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?*