

**THE WPS CLUB CHALLENGE 2011 - 9<sup>th</sup> & 10<sup>th</sup> April 2011**

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



# WPS CODE OF CONDUCT

## Rationale

The purpose of any WPS rules pack is to provide a framework within which table top wargames can be played in a competitive manner against a wide variety of opponents and still retain that elusive "spirit" of the game. Please read this document, the relevant rules set and any clarifications before the event.

The WPS Code of Conduct is a set of guide lines that we would like all players who attend our tournaments to follow. By adhering to the WPS Code of Conduct players should hopefully have an enjoyable gaming experience at a WPS event. Some of the stuff presented here may be obvious whilst other parts may open your eyes to the fact that the game is not only about what you as an individual get out of a game, but is indeed about what you give to your opponents over the course of the tournament.

## The Most Important Rule

(Based on original words written by Jervis Johnson for Fanatic)

The most important rule about playing any wargame, whether at home or in a tournament is to have fun. While having fun may often be gained by mercilessly crushing your opponent's forces, never forget wargaming is a social hobby and like all things that are social, you get out of it as much as you are willing to put in. When you play the game, you and your opponent are entering into a sort of contract to make the game an enjoyable experience for each other. This doesn't mean you have to try and lose the game, just that there is a right way and a wrong way to go about winning it. Trying to exploit the rules to make them do things that they clearly were not intended to do breaks the contract and is the wrong way to go about winning a game, and you should try to avoid crossing this line under any circumstances. As a rule of thumb, if you find yourself saying something like 'well there is nothing in the rules that says I can't', then you have crossed that line and really should feel rather ashamed of yourself. After all there is nothing in the rules that says I can't flatten your whole army with a ten-pound sledgehammer!!

We all know that sometimes using the wrong methods may help you pull off a victory, and at the time that seems the most important thing – after all, they are called games, and games are meant to be won? This is wrong and the game you play will be less enjoyable for it for both you and your opponent. Learning the right way to play a game is not easy and is not something that can be put in a rulebook but none the less it under-pins the whole reason for playing the game at all. Winning a game is not everything - it's as much about both you and your opponent taking part together in the whole game experience and enjoying yourselves. After all if your opponent was not there, you would not be playing!

Whenever you play a game, you and your opponent are basically agreeing to duel according to a set of fairly abstract rules written in a conversational style, with a theoretical ground scale, using representative forces and a thousand other subtle agreements that go together to make it work. The battle itself is a shared experience and can be great entertainment for both sides if you are both willing to make it so. No one enjoys playing against an opponent who is overbearing, argumentative or only seems to be interested in winning at all costs.

So the most important rule is to be nice and treat your opponent with the respect you would wish to get back from them so you both have an enjoyable and exciting game.

## BEFORE THE GAME Closed Lists and Avoiding Surprises

Check your system rules pack to see whether you need to swap army list with your opponent before the game, or whether lists will be 'closed'.

Games are often designed to be played with "Closed" lists so that an opponent doesn't know what magic items and other secrets are present in your army until they are revealed during the game. However while most players will be familiar with the majority of armies in their system, few are likely to be able to remember all of the possible secrets, magic items or other special rules etc.

With these points in mind please make readily available to your opponent, (ideally by passing them over at the start of the game,) the source books/articles your army list is drawn from so that they can refer to them at any time during the game e.g. to review what magic items you might have etc. This way the games can be played with "Closed" lists as intended but "surprises" due simply to a lack of knowledge are minimised as much as possible.

Note: - None of the above makes going through each other's army and discussing special rules prior to the game any less important.

## Pre-Game Checklist

There's nothing worse than finding out halfway through a game that you and an opponent have a different viewpoint on a crucial aspect of the game. Before the game begins if you go through the following checklist you will prevent problems occurring later:-

1. Decide what constitutes a "cocked dice"
2. Agree the type of scenery present and its effect on LoS, movement etc.

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3. Decide whether measuring is to be done to the edge of movement trays or the actual base of models.
4. Agree how strict to be on measured distances and what to do in the event of a "close call".
5. Agree how strict to be on doing things "out of sequence".
6. Display your armies to each other and spend 5 minutes discussing any special rules or features of each unit and the army as a whole. (Remember you do not have to reveal magic items or other "secrets", e.g. assassins, fanatics, at this stage.)

## DURING THE GAME

### Confirming Actions with Your Opponent

Always explain to your opponent what you are doing before moving models and rolling dice. Give your opponent the chance to check what you are doing and query anything they are not sure of. This is particularly important when the situation is tight e.g. charges at extreme range, or confused e.g. multiple units in combat taking break and panic tests. Hopefully this should help prevent that most unsatisfactory of situations in games when, often for no other reason than a simple misunderstanding, you have to "go back" and try to re-position models or re-roll tests.

### Game Flow

Games such as Warhammer tend to work best and be most enjoyable when players take joint responsibility for the flow of the game and assist each other follow the sequence of play. Reminding your opponent to attempt to rally the unit hidden behind your own casualty pile or to remember their shooting phase before starting to fight close combats is just as important as reminding them to take the panic test on their General's unit. If, despite both players best efforts, things still get missed then you need to decide beforehand in what circumstances, if any, things can be done "out of sequence". Possible solutions include:-

- No out of sequence actions allowed.
- Allow out of sequence actions that are detrimental to the player (e.g. a panic test) but not those that are beneficial (e.g. a rally test).
- Allow out of sequence actions as long as there isn't an advantage to the player doing them now

as opposed to when they were supposed to be done.

Another important part of game flow is playing quickly enough to ensure all turns can be played in the time allowed while not playing too quickly that you rush your opponent. The expectation is that everyone will take personal responsibility for ensuring their games are completed in time at a pace that suits both players.

### Rules and Rule Debates

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. In the event of a rules debate:-

1. Check the rulebooks and supplements first; most answers are there.
2. Read any WPS rules Clarifications,
3. In the event of a rules debate which seems unanswerable, roll a D6 each time the situation occurs and get on with the game.
4. If an umpire is asked to make a ruling, that decision is binding.
5. NOTE: Umpires are free to interrupt any game to clarify or point out mistakes to players.

## AFTER THE GAME

### Sportsmanship

Please make sure that you read and think about your answers to any Sportsmanship system that is being used during the event. Don't just go ahead and answer 'yes' to every question - think about the question and your answer. Never mark your opponent down just because you had a bad game or you lost. If you need to, take a 5 or 10 minute break away from the gaming table and then complete the Sportsmanship form. You'll probably find that you will have calmed down a great deal.

### Results Forms in General

Please help the organisers of the event by completing results forms correctly and handing them in promptly. The organisers spend a lot of time chasing up badly completed results forms when they should be checking data.

## AND FINALLY ....

Enjoy yourself !!