

THE **WPS**.COM

# CLUB CHALLENGE

16<sup>th</sup>–17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

## WARHAMMER 40,000 CORE RULES

### INTRODUCTION

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.

#### General restrictions

The Warhammer 40,000 Fifth Edition rules will be used.

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.

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. If released at least two weeks before the event, then this list or rules modification will be used. This includes all material published via GW whether via printed media or via the internet.

#### Preparation

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.

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.

It is strongly recommended that players be familiar with the FAQs for each army to be found on GW's website – [www.games-workshop.com](http://www.games-workshop.com). 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.

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.

### ON THE DAY Registering

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.

You will be asked to confirm your name, army/race, and club.

You must provide the organisers with one legible copy of any required documents as specified in the event specific

# THE WPS.COM CLUB CHALLENGE

16<sup>th</sup>–17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

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.

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 endeavor 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.

## 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).

Dice must be rolled where both players can see the results.

## Rules debates

Please check the rulebooks; most answers are there

In the event of a rules debate which seems unanswerable, roll a D6 each time the situation occurs and get on with the game.

Please do try to remember that it is only a game of toy soldiers!

If an umpire is asked to make a ruling, that decision is binding.

Players arguing with an umpire may incur a penalty score.

Umpires are free to interrupt any game to clarify or point out mistakes to players.

The Umpire's decision is final, even if they are subsequently found to have made an incorrect judgment.

## ARMY SELECTION AND ROSTER General

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.

Armies must be fully painted and based.

# THE WPS.COM CLUB CHALLENGE

16<sup>th</sup>-17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

Ensure you are using the correct miniatures to represent your units as far as you can.

Using non-Citadel miniatures is fine providing they fit into the WH40K Universe and you can tell what they are supposed to be.

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!

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 given in the tournament specific rules pack (see Army List Submission Section). Late lists will be penalized according to the schedule below. Please note that this is a strict deadline because of admin purposes. There is no earliest time you may submit so if you know you are attending the event 2 months before and know which list you will be using then please feel free to go ahead and submit the list.

**List not submitted four weeks before the event -10**

**List not submitted a week before the event -30**

Late lists will also lose the right to alter their list to avoid Band 1.

Lists must be submitted in either .doc, .txt, or .xls formats only. Other files will not be accepted and you will be asked to resubmit. If you send an army builder text file, please take the time to format it legibly, or else you will receive the 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:

Individual Values - Forum moderators tend not to like this but we do.

Avoid abbreviations - Is TH a thunder hammer or terminator honours?

Separate force organisation sections - One for HQ, one for elites etc. If you include percentages as well then it will make our day.

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

Players must provide a copy of the rules for their army i.e. Codex or Army List.

You must use the same list for all your games.

The list of permissible armies is listed at the end of this rules pack

Chapter Approved armies may not be used.

Space Marine, Imperial Guard, and Inquisitorial Ordo armies may include (other) Inquisitorial Ordo units as allies,

# THE WPS.COM CLUB CHALLENGE

16<sup>th</sup>–17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

as per those Codices. Inquisitorial Ordo armies may obviously include Inducted Guard and Allied Space Marines as per the Codex. No other army may include allies.

Special or Named Characters that require your opponent's permission cannot be used.

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 Executioner, but it will count as an ordinary Leman Russ.

The army list variants presented in the Index Astartes series of books have been superseded – they may not be used.

## Army Lists

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.

In order to try and ensure people bring interesting and balanced armies we have the following system in place.

Players are asked to submit their army lists at least 4 weeks in advance so that the review process can take place before the event. Each list is then checked for its legality and reviewed by a panel of 5 judges. 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.

In addition if the list is deemed to not be within the WPS spirit it will be refused and the player asked to resubmit. Again we shall of course explain why the list was refused

and suggest any changes that could be made to make it more acceptable although most players know when they have gone over the top. As a very broad example a Tau army consisting of 3 hammer heads and 9 crisis suits would in all likelihood be rejected.

## Army Banding

A panel of judges will review each legal army list accepted and vote on a Band in which to place it.

Bands range from 1 where armies are either boring to play against, multiples of the same combo, only taking the very effective choices of an army list or are just plain too powerful, to 4 which are armies which are either built around a theme which leads to an inefficient army selection or is just a very weak list.

As you will see for this year we have introduced an additional band. Previously the gap between the top and bottom of Band 2 was considered too great.

Should your list end up in Band 1 you will be contacted and asked if you wish to alter your list to try and avoid a Band 1 placing.

## How Banding Affects Your Games

### Band 1

If your army is in Band 1 then you will receive a -2 point penalty for each game you play in against other Band 1 armies. You will receive a -3 point penalty for each game you play against Band 2 armies, a -4 point penalty against band 3 armies and a -6 point penalty against band 4 armies.

# THE WPS.COM CLUB CHALLENGE

16<sup>th</sup>–17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

## Band 2

If your army is in Band 2 then you will receive a bonus of 4 points when playing a Band 1 army. You receive no penalties when playing a Band 3 army but a -2 penalty when playing against a band 4.

## Band 3

If your army is in Band 3 then you receive a bonus of 1 point when playing against a Band 2 army and a bonus of 5 points when playing against a Band 1 army. You receive no penalties when playing against a band 4 army

## Band 4

If your army is band 4 then you will receive a bonus of 6 points when playing against a band 1 army, a bonus of 3 points when playing a band 2 army, a bonus of 2 points when playing a band 3 army.

Any relevant penalties/bonuses from the army banding will be made to the game result by the data entry team. Therefore please do not put in the amended game result or penalties/bonuses may get doubled accidentally.

Please note that scores are capped at 0 and 30 per game. It is not possible to score more than 30 TP's or less than 0 TP

## **Allowable Armies**

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

- Codex Dark Angels
- Codex Space Marines
- Codex Blood Angels (Latest Download from GW Website)
- Codex Black Templars
- Codex Space Wolves

- Codex Witch Hunters
- Codex Daemon Hunters
- Codex Dark Eldar
- Codex Eldar
- Codex Orks
- Codex Chaos Space Marines
- Codex Daemons
- Codex Necrons
- Codex Tyranids

## **THE BATTLEFIELD**

### **General**

Tables will be a mixture of either 5' x 4' or 6' x 4'.

Only the organiser may provide impassable or very difficult terrain features.

Some tables may have pre set terrain features. Pre set terrain cannot scatter (see below).

### **Placing of terrain**

Terrain will be set before players arrive.

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
3. Seize Ground ( 5 Objectives)

# THE WPS.COM CLUB CHALLENGE

16<sup>th</sup>–17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

The deployment scenarios will be either

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

The missions and the deployment scenarios are to be played as detailed in the 5th edition rule book.

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.

## Victory Conditions

### Total Annihilation

Killpoint Difference	Winner's TPs	Loser's TPs
0	15	15
1	18	12
2	22	8
3	26	4
4+	30	0

### Seize Ground

Objective Difference	Winner's TPs	Loser's TPs
0	15	15
1	18	12
2	24	6
3+	30	0

### Capture and Control

The winner is the player who controls the most objectives

1. If both players control their own objective, no objectives are controlled or both objectives are contested, each player gets 15 tournament points
2. If the winner controls one objective and the other is un-contested the score is 20 – 10 to the winner
3. If the winner controls one objective and contest the other the score is 24 – 6 to the winner
4. If the winner controls both objectives the score is 30 – 0 to the winner

### Bonus Objectives

In addition there will be the following secondary objectives, each of which will be worth 2 bonus tournament points up to a maximum of 30 tournament points per game per player per game before banding adjustments

1. More victory points scored than your opponent
2. Most expensive enemy HQ killed. If there are 2 HQs with the same points value, either will count
3. Most expensive enemy unit, below half strength for squads or vehicle squadrons or destroyed in the case of single vehicles.
4. 1 Undamaged vehicle or squad above half strength fully within 12" of your opponent's board edge.

# THE WPS.COM CLUB CHALLENGE

16<sup>th</sup>–17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

## PLAYING THE GAME

### General

Players will compete in a number of games. These will vary from event to event. Please refer to the tournament specific schedule of events.

Missions, and levels, to be played will be detailed in the tournament specific rules pack or handed out on the day.

The first game will be determined grouping players by their army banding and then drawn randomly in advance unless there are any grudge games.

For the second round players will be grouped first by army banding and then paired off based on tournament points.

Thereafter the draw for the remaining rounds will be Swiss based on tournament points scored

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

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.

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.

Players playing particularly slowly or deliberately time wasting may receive a penalty score deduction.

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

When you have finished your game, add up your tournament points and bonus objective points (Do not add in Banding points)

Also calculate your victory points

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

Players must mark their opponent for Sportsmanship. Fill in the Sportsmanship results form provided.

It is you and your opponent's responsibility to complete these forms correctly. Remember not to alter your scores with respect to the banding bonuses/penalties.

Make sure you hand all the forms in for Game Result (x1), Sportsmanship (x2) and Painting (x2).

# THE WPS.COM CLUB CHALLENGE

16<sup>th</sup>–17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

## PAINTING SCORES

### Overview

A total of 30 points is available for Painting.

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

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 2.

This scoring will be done 'openly' and the judges are prepared to discuss their marks in a mature manner.

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

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

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.

Please ensure your name is clearly visible when displaying your army, otherwise you will not get any votes.

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.

Players Choice voting slips must be handed in by the end of lunchtime on the second day.

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.

There will be separate prizes for painting and no bonus points are scored through best painted nominations.

## 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.

A total of 30 points is available for Sportsmanship.

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 1. 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.

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.

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.

Discuss the scores with your opponent in a mature manner as required.

Note that players should not mark their opponents down

# THE WPS.COM CLUB CHALLENGE

16<sup>th</sup>–17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

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 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 for Gaming and of 30 each for Painting and Sportsmanship add up to a grand total of 210 points available.

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. In the event of a tie, Sportsmanship and Painting scores will be used 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.

## 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 us at [40k@the-wps.com](mailto:40k@the-wps.com).

THE **WPS**.COM

# CLUB CHALLENGE

16<sup>th</sup>-17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

## APPENDIX 1 – SPORTSMANSHIP

A set of sportsmanship forms (like the one below) will be handed out at the beginning of the tournament. These will be used to mark your opponent at the end of each game.

In general sportsmanship has nothing to do with your opponent's Army Selection, instead relating to things like how friendly and helpful your opponent is, whether it was a good game and whether you would wish to play your opponent again, and we ask that questions 1-4 are marked with this in mind.

Each YES earns your opponent 2 points, making for a score of between 0 and 10 points in each round.

The best sportsman will receive a prize at the end of the tournament.

<b>WPS SPORTSMANSHIP QUESTIONNAIRE</b>		
Discuss the scores with your opponent as required.		
<b>This is a straightforward questionnaire with YES or NO answers only. Please circle the appropriate answer.</b>		
1.	Would you be happy to play this opponent again if drawn together at a future tournament?	YES      NO
2.	Did your opponent work with you to settle any rule disputes in a reasonable and amicable way?	YES      NO
3.	Did your opponent play the game at a satisfactory pace for you? e.g. wasn't playing too fast or too slow.	YES      NO
4.	In your opinion as a player did your opponent play a fair game adhering to the rules and therefore no rules were abused by your opponent? (This includes the like of fast dice rolling, elastic tape measures and only remembering advantageous rules while conveniently forgetting disadvantageous ones)	YES      NO
5.	Did you enjoy playing against the army selected by your opponent?	YES      NO

THE **WPS**.COM

# CLUB CHALLENGE

16<sup>th</sup>-17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

## APPENDIX 2 – 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 your army.

### 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

(If you answer NO then you will score 0 for painting.)

**Q3.** Did you paint all of the army yourself?

YES

NO

(If you answer NO you can score a maximum of 200 for paint-

### PART B - to be filled out by the the JUDGES

Points given for	Judge 1	Judge 2
<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.	+2 <input type="checkbox"/>	+2 <input type="checkbox"/>
<b>Markings.</b> The appropriate unit markings have been applied. Where this is not appropriate (e.g. Tyranids) effort has been made to distinguish between units of the same troop type.	+2 <input type="checkbox"/>	+2 <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.	+2 <input type="checkbox"/>	+2 <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.	+2 <input type="checkbox"/>	+2 <input type="checkbox"/>
<b>Judge's Signature:</b>		
<b>Sub-totals:</b>		
<b>GRAND TOTAL:</b>		