

THE WPS.COM

CLUB CHALLENGE

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

WARHAMMER ANCIENTS 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

Adelphi Hotel
Ranelagh Place
Liverpool
L3 5UL

For directions to the venue, enter the postcode into www.multimap.com or a similar service.

- Shieldwall
- Fall of the West
- Armies of Chivalry
- Spartacus
- Byzantium Beyond the Golden Gate
- Hannibal and the Punic Wars
- Vlad the Impaler
- Art of War
- Age of Arthur

Event Timetable

(Subject to alteration)

SATURDAY 16th May 2009

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 17th May 2009

0930 - 1000 - Arrive
1000 - 1230 - Game 4
1230 - 1330 - Lunch
1330 - 1600 - Game 5
1600 - 1700 - Awards Presentation

Army Selection and Restrictions

Armies are to be selected from:

- The Ancients Rulebook (latest version)
- Chariot Wars
- Alexander the Great
- El Cid

This year entrants are asked to enter **TWO** lists to the list checker one of 2000 points and one with an extra 250 "reinforcements" totalling 2250 points. The second list must comply with the following rules:

1. The first 2000 points of this second list must be **identical** to the first
2. The extra 250 points must be spent on new units, not to bolster current units
3. The list must comply with all army selection percentages at 2250 points

The "reinforcements" may be used in **one** of the five games over the weekend.

Before each game both players must secretly write down if they are going to use their reinforcements, then simultaneously declare their decisions. The Umpire will check after the beginning of each game whether or not you have used your extra troops.

In the errata it states that armies fielding elephants all count as "used to elephants". This rule is **not** being used at this year's Club Challenge.

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Special Characters and Ruses from the Art of War supplement may not be used

Army List Submission

A copy of your army list needs to be submitted by **Saturday 18th April** by email to:

ancients@the-wps.com

Or by post to:

WPS Club Challenge Army List (Ancients),
The WPS,
PO Box 1191,
Frampton Cotterell,
Bristol,
BS36 9AD

Lists submitted will receive extra tournament points as follows:

List received on time: 8 points
List legible and correct: 16 points
List includes army break point: 8 points

The list marker will endeavour to contact you prior to the event should there be any problems with your list. The list marker also has the right to reject a list as "unhistorical" or "not in the spirit of the game". Again you will be contacted should there be a problem.

Game Play

Players will compete in five games over two days, as shown in the Timetable of Events (above). The first two rounds players will be matched against historical opponents where possible.

After this, the remaining rounds will be based on the Swiss System.

Grudge Games

There are no grudge games allowed at the Club Challenge.

The Battlefield - Scenery

Players are asked to bring scenery with them. Please see the Ancients Core Rules document for full details.

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