

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 ANCIENTS 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.

### PREPERATION

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.

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

### 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 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).

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.

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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 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 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.

Armies must be fully painted and based.

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!

Please take note of the clarification on base sizes in the rulebook on page 9.

## Army Selection

Please refer to the event specific rules for army size and any event specific restrictions that exist.

All errata published in the latest supplements apply.

## Army List Submission

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 a points deduction. Please refer to the event specific rules for details on when and where to submit your army list.

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.

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## THE GAME

### The Battlefield

All tables will be 6' x 4'.

Each player must supply 1–3 terrain pieces no larger than 8" x 8".

Terrain features may be of any type that a player wishes (all the same, or all different. Difficult or very difficult, not impassable), however the player must use the same terrain features in all of their games. The features must generally match the descriptions within the rulebook.

Terrain is placed before players roll off to determine choice of table sides for deployment.

1. Players should make available all of their terrain features to their opponents in order that a pool of terrain is available for each game (2 – 6 pieces).
2. Players alternate in placing terrain features until all of them are on the table. Please note that some scenarios restrict the areas where terrain can be placed. Please read the scenario before placing the terrain.
3. Terrain features can be placed alongside or on top of existing features where suitable, e.g. a wood on a hill. However, a hill cannot be placed on a hill.
4. Once all terrain is placed, scatter it 3D6 inches in the direction of a scatter dice, measuring from the centre of the terrain piece. Terrain features should be scattered in the order that they were laid. Features may end up on top of each other where appropriate, and where inappropriate the feature should bounce 180' the remainder of its distance.
5. If a feature leaves the table it will bounce 180° in order to use up its allotment of inches (3D6").

6. Once terrain has been laid, dice for table edge, with the higher choosing the edge to come from.

If you are not happy with the fact that other players will be using your terrain, please ensure that you bring terrain that you ARE happy with other players using.

## 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, with players facing off against historical opponents WHERE POSSIBLE. 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 may use scenarios or additional special rules. Refer to the event specific rules to determine if these are in place.

If you are drawn against an opponent that you have played before, please advise a player judge who will organise a switch of opponents.

### 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.

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.

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## Game Length

All games will be 2 ½ hours (on that action, not equal or even complete turns), or will finish at the end of the turn or phase when one or both sides reach their Break Point.

When an Army reaches its Break Point play finishes at the end of the turn.

An army is counted as reaching its Army Break Point (ABP) when it has a quarter or less of its starting number of models left alive at the end of any players turn. Models with more than 1 wound, chariots, or elephants and their crew, etc all count as 1 model for the purposes of ABP. Models that are fleeing are counted as being 'alive' until they have left the table. When one or both armies reach ABP, then the victory points for the scenario are calculated as per normal.

## After the Game

Tournament points for games will use the tried and tested 0-32 system.

Please note the 2 important points:

1. Units reduced to half or less than half their original size will relinquish half their points value to the opponent when calculating the final score. For example a unit of 24 spearmen costs 237 points. At the end of the battle only 12 figures remain so the opponent scores 118 points for the unit (note decimals are rounded down).
2. Should one army be forced to break (to reach army break point) the winning army "wins the field" and gets all 4 table quarters.

Simply work out both players victory points as per pitched battle in the WAB rulebook, then determine the difference in scores and refer to the table below:

Difference in Victory Points	Winner's Tournament Points	Loser's Tournament Points
0 -150	16	16
151 - 300	17	15
301 - 450	18	14
451 - 600	19	13
601 - 750	20	12
751 - 900	21	11
901 -1050	22	10
1051 - 1200	23	9
1201 - 1350	24	8
1351 - 1500	25	7
1501 - 1650	26	6
1651 - 1800	27	5
1801 - 1950	28	4
1951 - 2100	29	3
2101 - 2250	30	2
2251 -2400	31	1
2401+	32	0

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## SOFT SCORES

### Painting

All fully painted army's will receive a base score of 32 points, this will only be given to armies that are completely painted and based. If an army has any unpainted figures in it, it will receive 0 points. An army that is not at least 90% WYSIWIG will also receive 0 points. In both cases players will also be unable to win any prizes.

### Players Choice Voting

During the event 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 Players Choice army prize.

### Sportsmanship Scores

Sportsmanship has always been promoted strongly at all WPS events.

This score is based on your opponent's behaviour during the game, not his/her army.

Every round every player receives 5 tournament points.

This score can be adjusted by +2 or -2

Simply go along to the Umpire after your game and ask for the score to be adjusted accordingly. Giving a +/- will adjust the score by 2 tournament points.

A maximum score of 35 points can be scored for sportsmanship.

Should a player receive 15 points for sportsmanship (the minimum score) they will have a further 15 points deducted and score 0 for sportsmanship.

## Winning the Event

1. Scores of 160 for Gaming, 32 for Painting, 35 for Sportsmanship and 32 for Army Selection which adds up to a grand total of 259 points available.
2. 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.
3. 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 rule set, then please contact the tournament organiser and provide him with the details so the he can update the rules accordingly.

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