

THE WPS.COM

CLUB CHALLENGE

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

FANTASY CLUB CHALLENGE RULES

Overview

The WPS Warhammer Fantasy Battle 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 Warhammer Fantasy Battle 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.

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

Army size is 2150pts (and not a single point more).

Please check the Fantasy Core Rules document for a complete list of which army lists are allowed.

Army List Submission

Prompt army list submission is vital this year as we are utilising a large panel of markers to provide a comp score for the event. Therefore penalties for late entry will be heavy and strictly adhered to. Army lists must be submitted prior to the event via email to the address fantasy@the-wps.com by midday (12pm) on Saturday 11th April. This is 5 weeks prior to the competition.

Army lists submitted after this date will be penalised by 1000TPs (this includes illegal lists that have to be corrected after this date – so make sure you submit a legal list!). Please note that Army lists that are submitted two weeks after this deadline will be penalised by 2000TPs; three weeks after this deadline will be penalised by 3000TPs; lists that are submitted on the day of the event will be penalised by 45000TPs.

Players who submit their lists by the deadline will receive notification of their comp score two weeks later. If a player decides that they would like to make changes to their list to get a higher comp score, to make his army list in effect “softer”, then they will have a week to do so. Please note that if a player is unhappy with their comp score, whilst we may be able to supply some pointers, we will not be in a position to debate the result. The score gained from the panel of markers is final. The deadline for the resubmission of Army lists is the 2nd May.

THE WPS.COM

CLUB CHALLENGE

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

Please note that lists that fail the "Timmy Comp" criteria will be automatically asked to change their lists. Players who wish to take up this option can only improve their comp score using the type of army/race that they initially submitted; there can be no jumping around of army books. There is only one resubmission allowed and failure to resubmit by the deadline of 2nd May will automatically result in the first list being used as the official entry. Players will then be notified of their comp score a week later.

List 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. If you prefer to submit your list by post make sure you allow plenty of time, and send it to:

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

Grudge Games

There are no grudge games allowed at the Club Challenge.

Game Play

The Club Challenge will consist of 5 games. The first two rounds will be pre-drawn, After this, the remaining rounds will be based on the Swiss System.

The Battlefield - Scenery

Please note, contrary to the WFB Core Rules, players are not required to bring scenery to the CC as this is kindly being provided by various clubs (thank you!). Scenery will be fixed in place on each table by the WPS for the duration of the tournament, therefore players will not place and scatter terrain themselves.

Army Banding

With the power creep (or surge in some cases) of recent army books, it has become clear that some army books cannot hope to compete on a level playing field with various others. Rather than forcing everyone to take the same few lists if they wish to be competitive, the WPS is committed to encouraging players to take fairer lists in an effort to encourage more diverse armies, and a more interesting gaming experience.

Following good work by a variety of other clubs and event organisers, the WPS is implementing the following system:

1. Armies will receive a standard comp score based on the army book (known as the '**book comp**').
2. A panel of 7 judges will then rate each army list submitted, with the average score giving the '**list comp**'. Lists are marked anonymously, and an average score will be taken after the highest and lowest marks have been excluded.
3. The book comp and list comp are then combined to give each player an '**overall player comp**' rating. Overall scores will vary from 0 to +900.

Book Comp

Each army scores the following:

- +200: Daemons of Chaos, Dark Elves
- +300: Vampire Counts
- +400: Empire, High Elves, Lizardmen, Wood Elves
- +500: Bretonnians, Dwarfs, Skaven, Tomb Kings, Warriors of Chaos
- +600: Dogs of War, Orcs & Goblins
- +700: Beasts of Chaos, Ogre Kingdoms

THE WPS.COM CLUB CHALLENGE

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

List Comp

Judges will rate each list as follows: (all of these are examples, we know that it is perfectly feasible to create armies that do not meet any of the set guideline – our judges are experienced gamers capable of spotting what makes a broken or a fluffy list!)

- **-300:** Horrid - fully kitted out list, with maxed out combos, broken, gamey and no fun for opponent.
- **-200:** Nasty - very tough, optimised to win, may be especially overloaded in one specific phase (e.g. magic/shooting).
- **-100:** Hard - a hard tournament list without any of the weaker elements while not including all the bells and whistles.
- **0:** Standard - normal, solid, balanced list with some hard stuff, some soft stuff.
- **+100:** Fluffy - has few of the stronger unit choices and magic items, includes some weaker or seldom seen units, has no single game-breaking aspect (e.g. Black Guard mega-bunker)
- **+200:** Weak - deliberately and specifically weaker than the norm, uses units not normally seen while neglecting most stronger choices, may neglect entirely a key aspect of the game (e.g. magic/shooting).

Timmy Comp

Any player submitting a list that receives a List Comp score of lower than -200pts will be politely asked to change their list.

Overall Player Comp

The 'Overall Player Comp' is then multiplied by 5 (for the number of games) and added to the players total score (gaming, painting and sportsmanship) at the end of the event, giving each player a score of 0 to +4500.

Scenarios

Each game in this tournament will be played using a Scenario as detailed below, therefore any rules that are only in effect for pitched battles do not apply. The following rules apply to all scenarios unless specified differently in the Scenario description:

- Points are available for destroyed units and units at half strength as per page 102 of the Warhammer Rulebook.
- No points are awarded for table quarters.
- The player who captures the most banners gains +100VPs in total (not +100VPs per banner). This includes the Army Standard Bearer. If a player has no standards in their army they may not gain this bonus from their opponent.
- The enemy general is worth an additional 100VPs if he is dead, fleeing or has already fled the table at the end of the game.
- For the purposes of claiming or contesting objectives, scoring units must have Unit Strength 5 or greater and carry a banner. Single models can never claim or contest objectives.

Game 1 – Take and Hold

A simple game to start off with. Your objective is to take and hold the battlefield. Each table quarter is an objective worth 150 VPs.

Game 2 – Fog of War

The fog of war has descended upon the battlefield, and both armies stumble into one another rather than advancing in prepared formation. Armies are set up hidden from your opponent – one player draws their deployment on the map provided (if you cannot decide between you, the army which has fewest units is drawn on the map), then their opponent sets up their army on the battlefield. After this is set up, the first player reveals his map of deployment and sets up his army. Scouts are placed after both sides have set up, roll off for first deployment if both armies contain scouts. Neither side receives +1 for determining who gets the first turn.

THE **WPS**.COM

CLUB CHALLENGE

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

Game 3 – Conquest

A building will be deployed in the centre of the battlefield, in addition to any scenery currently on the table. If one army has a scoring unit within the building at the end of the game they receive a bonus of +400 VPs.

Game 4 – Strength in Numbers

The common soldiery are gripped by a steely determination before the battle, grimly preparing to sell their lives. Any core infantry unit with a rank bonus of +2 or more may re-roll any failed panic, fear or terror tests. If a character joins the unit than this bonus is lost (the unit will use the characters leadership not the special scenario rules), but will revert back to the special rules should the character leave the unit at any time.

Game 5 - Capture

Each player will need two objective markers, making four objectives in total, which are deployed alternately after table sides have been chosen but before the first unit has been placed. The player who chose table sides places an objective marker first. Objectives cannot be deployed within 12" of another objective or within 12" of either player's table edge.

Objectives are captured at the end of the game if one side has a scoring unit within 6" of an objective and the other side does not. Any one unit can only capture a single objective. Each objective is worth 150 VPs.

Player-judges and Umpires

The Fantasy Umpire is **John Dale**.

Player-judges for this event (at the time of publishing) are **Chris Legg**, **Joe Sturge** and **Marcus Pitt**. If you require the assistance of a referee during your games, please seek one of them out.

Please note that player-judges should not be asked to make judgements on games in which one of their club-mates is playing in.

Please note, where player-judges have been asked for a ruling their decision is considered binding.

If you have a problem that is more serious, and wish to speak to someone in private, please contact the event umpire or an organiser.

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

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.

- fantasy@the-wps.com