

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 FANTASY 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.

### PREPATION

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!

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

Conversions for all figures are allowed and in fact may score you more points, but they must be recognisable. If the miniature does not look appropriate, then it may not be used.

## Army Selection

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

1. The tournament will be played using only the official rules from the *Warhammer 7th Edition rulebook* and any army books released prior to the date of the tournament. Campaign books, including the *Storm of Chaos* and the *Lustria Campaign*, and White Dwarf army lists will not be allowed. The 6th Edition Chaos Dwarf *Ravens Hordes* list cannot be used.
2. All rules corrections and updates published in White Dwarf or on the Games Workshop Website (<http://snipurl.com/fantasy-errata>) will be used.
3. Regarding points 1 and 2 above, there is a six-week grace period before a WPS event. If GW formally releases a new army list or rules modification within six weeks of a WPS event, then this list or rules modification will NOT be used. If released at least six 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.
4. Appendix armies at the back of the army books may not be used.
5. No Special Characters can be used from the back of the army books or any other source, including Named Characters as used in the new format army books.

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6. Armies are allowed to take Dogs of War and Regiments of Renown as allowed by their army book, including any new Dogs of War or Regiments of Renown listed in White Dwarf articles. However, Dogs of War Cannons may only be taken in a Dogs of War army, and no army is allowed to take the Dark Emissary or Truthsayer. Allied contingents are not allowed.
3. The remainder can be no more than 6"x8" and no terrain piece can be smaller than 6"x3".

## 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 GAME

### The Battlefield

All tables will be 6' x 4'.

All players MUST bring three pieces of terrain each – please note "open ground" does not count as a terrain choice.

Terrain will remain on the table it begins the tournament on. Terrain will be placed and scattered at the start of each game as explained below.

### Player Terrain

1. Unless specified differently in the Event Rules, each player must bring three pieces of terrain.
2. Only one piece of terrain may be up to 12"x12".

4. Linear obstacles such as walls and hedges can be no longer than 8" long, and once placed will have a random angle as determined by a scatter die.
5. Terrain pieces must be of different types, e.g. a wood, a hill and a ruined building. Duplicates are not allowed. Note that all linear obstacles count as being one type, so a wall and a hedge would not both be allowed.
6. Players can not bring very difficult or impassable terrain.
7. Terrain can only count as being one type, so a wooden hill will either count as a wood, or a hill, not both.
8. Open ground is not a permissible terrain type.
9. Players who bring unreasonable terrain may not be allowed to use it and this will be at the umpire's discretion. Unused terrain removed from the table prior to the game commencing.

### Terrain Placement

We all know how important terrain can be to a game of Warhammer. An army that can fight on favourable terrain can have a distinct advantage. Securing a wood or river to anchor a flank or choosing a clear field for glorious cavalry charges is one of the challenges of generalship. The rules for the placing of terrain can be found below. Please read these carefully.

Remember when placing your terrain, you don't know what deployment zone you will be using, so be careful when giving too much of an advantage to one side or the other. You might just end up handing victory to your opponent!

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1. Terrain is placed before players roll-off to determine choice of deployment zones.
2. Both players combine their terrain to create a single pool of six scenic pieces.
3. Players should mark an area one-foot square in the centre of each table before set up and deployment. No terrain may be placed in this area for any of the games during set up and deployment. Terrain may scatter into this area. (See scatter of terrain further on in these rules.) Use some suitable markers to indicate this area (or bring a piece of card or tiling). Do not use a permanent marker as distances can be estimated much easier! The marked area should be removed before play begins.
4. Both players roll a D6; the highest roll may choose a single piece from the pool to place.
5. The piece is placed anywhere on the table, as long as it is not within 6" of any other piece of terrain already placed.
6. The second player then chooses a single piece of terrain from the remaining pool, and places it as in step 5.
7. Placement continues until both players' terrain pieces are used.
8. Each piece is then scattered 3D6" in a random direction determined by the roll of a scatter dice. If a 'Hit' is rolled, the piece stays where it was initially placed. Roll a scatter dice again to determine the facing of the terrain piece if applicable.
9. If the roll of the scatter dice is sufficiently high to take the piece off the table, then the piece will bounce back as soon as it makes contact with the table edge the remaining distance at 180° to the direction it initially scattered.
10. Terrain may not be scattered such that it ends up on top of any other pieces. Should this happen then 'bounce' the piece as soon as it comes into contact with an existing piece as per 9 above.
11. Hills should have a line of sight over units of troops but not over buildings, woods and other unusual features. All hills count as the same height as each other, and only one tier is allowed.
12. We would suggest that you take a 'what you see is what you get' approach but suggest that both players agree prior to placing any terrain or commencing their game what any restrictions are for the terrain on the table.

## The Battlefield Terrain after Game 1

1. From Game 2 onwards, we will be using a form of set terrain.
2. After Game 1 has finished, do not remove your terrain from the table you just played on. The table and terrain will be used by other players in the subsequent round.
3. At the start of Game 2 and all subsequent games, replace and scatter the existing terrain on the table as per the scatter rules in the WFB Core tournament rules "Terrain Placement" section, points 4–10 above.
4. Before the first game on the Sunday (Game 4), terrain on the table you are playing on should be freshly placed and scattered in accordance with the Terrain Placement Rules.
5. 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.

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## 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. 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.

The game is played as normal, with victory points awarded as shown on p198 of the Warhammer rulebook, with any modifications to these shown on the scenario table.

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. Note you do not have to reveal magic items or other “secrets” (e.g. assassins, fanatics) at this stage.

All games will last 6 turns unless noted differently in the scenario description, but may be cut short at the umpire/organisers discretion in order to comply with the event timetable in the event specific rules. Note this time includes terrain placement/scatter, discussing each other's army lists and any special rules, discussing the effects of terrain and troop deployment.

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.

### After the Game

At the end of each game, swap army lists with your opponent and check the following:

1. The army list and the army you just played against are in fact one and the same and that there are no differences.
2. The army is legal to the best of your knowledge. If required you may look at the appropriate army book to check this.
3. It should not be considered poor sportsmanship for a player to ask to see his opponent's list after the game. Anyone found using the sportsmanship form in this way may have points deducted at the umpire's discretion.
4. If there is any problem with an army list, notify an umpire immediately. Any issues must be resolved straight away between the players and the umpire. Illegal army lists will have points deducted at the umpire's discretion.

For all games, players must determine the number of victory points scored. Victory points are won for enemy units that are destroyed, fleeing or have fled the table. Use the VP 100 system given in the Warhammer rulebook (p198) to determine the winner of the game. Note that VPs scored may also be adjusted by the scenario being played. VPs are converted to Tournament Points (TPs) using the table listed further below. There is no need for you to convert to TPs because the tournament scoring software takes care of all this.

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1. If the scenario rewards captured table quarters with bonus VPs then a unit may claim a table quarter under the following conditions; if a unit straddles two or more table quarters, they can only contest the quarter that the majority of the unit occupies. If this is fairly equal than they must pick which table quarter they are claiming as such units cannot claim both table quarters.
2. At the end of each game, players must report their scores. Fill in your tournament score on the result form provided – please only complete the Victory Points score. There is no need to calculate the Tournament Points.
3. Players must mark their opponent for Sportsmanship. Fill in the Sportsmanship results form marking your opponent's sportsmanship.
4. Note that it is you and your opponent's responsibility to complete the results forms correctly.
5. Make sure you hand your results forms in for both game play and sportsmanship.
6. In the last round you will be presented a Best Opponent Results form. Each player should vote for their best opponent including their last round opponent. This should be the player that you found most sporting and enjoyed playing against the most.

Your Result	Condition	Tournament Points (TPs)
<b>Total Victory</b>	Win by 1000 VPs or more	2000 TPs + half VPs scored (max of 3000)
<b>Victory</b>	Win by 600-999 VPs	1750 TPs + half VPs scored (max of 2700)
<b>Marginal Victory</b>	Win by 200-599 VPs	1500 TPs + half VPs scored (max of 2400)
<b>Draw</b>	Within 200 VPs	1125 TPs + half VPs scored (max of 2000)
<b>Marginal Defeat</b>	Lose by 200-599 VPs	750 TPs + half VPs scored (max of 1600)
<b>Defeat</b>	Lose by 600-999 VPs	500 TPs + half VPs scored (max of 1300)
<b>Utter Defeat</b>	Lose by 1000 VPs or more	250 TPs + half VPs scored (max of 1000)

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## SOFT SCORES

### Painting and Players Choice Voting

Please see Appendix 1 for the current WPS Fantasy Painting Scoring System. This is the actual form you will leave out on display with your army for the judges to use. It should be fairly self-explanatory and will result in a score from 0-3000 being generated for painting.

During the lunchtimes on both days, players will be requested to leave their army and any associated display items (e.g. terrain) set up to be marked by the tournament painting judges.

Please ensure the painting scoring form in Appendix 1 is clearly visible when displaying your army complete with your name on it as well, otherwise you will not get any points and may be unable to win some of the main prizes. Painting judges will always strive to mark each army fairly, but in some instances it is difficult to tell where players have put extra effort into their army (for instance, small or subtle conversions may be missed). If your army contains details that you specifically want the judges to notice, please leave a note with details next to your army.

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 player's favourite army prize.

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

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.

### 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 3000 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 2. 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 120 points to your opponent's score. Each round you can therefore score a maximum of 600 points or a minimum of 0.

At the end of the event these scores will totaled. This will give every player a score from 0–3000 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 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 tiebreaks. Note that these votes are worth no points to anyone's score – they simply determine who gets the Sportsmanship trophy in the event of a tiebreak.

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## Winning the Event

Scores of 15000 pts for Gaming, 3000pts each for Painting and Sportsmanship add up to a grand total of 21000 available points. Add any comp score to this as per any event specific rules.

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.

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 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](mailto:fantasy@the-wps.com)

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## 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 120 points, making for a score of between 0 and 600 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

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## 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 2000 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.	+2,000 <input type="checkbox"/>	+2,000 <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.	+200 <input type="checkbox"/>	+200 <input type="checkbox"/>
<b>Markings.</b> The appropriate unit markings have been applied. Where this is not appropriate (e.g. Lizardmen) effort has been made to distinguish between units of the same troop type.	+200 <input type="checkbox"/>	+200 <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.	+200 <input type="checkbox"/>	+200 <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.	+200 <input type="checkbox"/>	+200 <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.	+200 <input type="checkbox"/>	+200 <input type="checkbox"/>
<b>Judge's Signature:</b>		
<b>Sub-totals:</b>		
<b>GRAND TOTAL:</b>		