

THE **WPS**.COM

CLUB CHALLENGE

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

WPS FLAMES OF WAR CORE RULES

INTRODUCTION

The WPS rules promote a different style of play to that which you may be familiar with through playing at other 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.

BEFORE THE EVENT

General restrictions

Please read and familiarise yourself with the WPS Code of Conduct which should be used in conjunction with this rule set. It is available to download from www.the-wps.com

The tournament will be played using the rules from the current Ver 2.0 Flames of War Rule book.

Preparation

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.

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.

Don't forget that you need to bring all the relevant materials to play i.e. dice, tape measures, templates, army lists etc. You should ensure you have at least two legible copies of

any required documents as specified in the event specific rule set. One copy is for judging and the others are for your use during the event. If you do not bring these you may incur a penalty score.

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 a score of 26 tournament points and an averaged sportsmanship for that round

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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. Typically any dice that does not land on an open area of table is considered cocked, so any dice that falls on any terrain item or figure base is counts as cocked.

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!

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 details of Army Selection and the point size of the armies.

1. The tournament will be played using only the official rules from Flames of War 2nd edition rulebook and any army books released prior to the date of the tournament.
2. You may use the published Warriors teams at this event, but please ensure you are familiar with their rules and that you have a photocopy of the rules for these teams for your opponent to refer to during the game.

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3. Please take some time to read “Lessons from the Front.” This is downloadable from the Battlefront website. The current one is at: http://www.flamesofwar.com/Default.aspx?tabid=109&art_id=306&kb_cat_id=23. This may be superceded, so please check.
4. Regarding points 1 and 2 above, there is a four-week grace period before a WPS event. If Battlefront 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 four weeks before the event, then this list or rules modification will be used. This includes ALL material published via the Battlefront web site whether via printed media or via the internet.

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 scoring zero points for army composition. 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'.

Terrain will remain on the table it begins the tournament on.

Flames of War is best played with plenty of terrain on the table. If you or your club can provide some terrain please let us know in advance fow@the-wps.com

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 uses scenarios – see below for further details.

Pre-measuring is allowed in Flames of War.

If you have a rules query, please check in the relevant rule book before consulting the umpire.

Missions

There are six standard missions in the rule book:

1. Free-For-All
2. Encounter
3. Hold the Line
4. Fighting Withdrawal
5. Breakthrough
6. The Cauldron

At the start of each round a random mission will be selected for all the competitors to play that round. If any mission card is drawn out twice over the weekend then it will be subsequently discarded from the draw. Also, if a mission is drawn out twice in a row, it will be discarded and re-drawn.

NOTE: We cannot include the Roadblock mission as we cannot guarantee that there will be a road available for each table.

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Before the Game

Take a few minutes to run through your army with your opponent, checking that they are aware of any special rules that apply to your force. Also agree on the effects of any terrain on the table you are about to play on before you start the game. If you have units in Reserve or Ambush declare to your opponent what they are.

Late Arrivals

There have been some recent issues with players arriving late for their games and then subsequently being unable to finish the game in time. The following rules will be in force for the event:

1. If you are up to ten minutes late, apologise to your opponent and get on with the game.
2. If you are between ten and twenty minutes late you start the game as if you had already lost a platoon for all game and scoring purposes – for instance if you are running an army based on four platoons and you subsequently lose two of your fighting platoons it would count as three platoons lost and two available to fight and therefore force a company motivation check. Also when working out the game score this counts as an additional platoon lost, so if you achieved your objective without losing any of the platoons in your force this would not count as a 6:1 but rather a 5:2 as your lateness forfeited you a platoon. When working out the tournament score this counts as a platoon lost too.
3. If you are between 20 and 30 minutes late then you count as starting the game with two platoons already lost as above.
4. If you are more than 30 minutes late your opponent has the choice of taking a 32-0 massacre from you, or allowing the game to be played, but with your force counting as starting with three platoons already destroyed.

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.

All games will last the number of turns as specified in the mission, 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 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.

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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.

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

For all games, players must determine the number of tournament points scored. Each game has 32 points allocated between the two players.
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.

Work out who is the winner of the game, this is the player who has fulfilled their mission objectives, or who has broken the enemy force consult the victory points table for the mission.

Objectives	Winner's Tournament Points	Loser's Tournament Points
7-0	32 Tournament Points (This is only included for completeness, it's a very rare situation, you would have to be fighting against a "German Afrika" force using Rommel, kill Rommel, and not lose anything yourself!)	0 Tournament Points
6-1	28 Tournament Points +/- 1 per the difference in the number of platoons destroyed to a maximum of 32 points or a minimum of 25 points	32 - winner's Tournament Points
5-2	24 Tournament Points +/- 1pt per the difference in the number of platoons destroyed to a maximum of 28 Tournament Points or a minimum of 21 Tournament Points	32 - winner's Tournament Points
4-3	20 Tournament Points +/- 1 per the difference in the number of platoons destroyed to a maximum of 24 Tournament Points or a minimum of 17 Tournament Points	32 - winner's Tournament Points
Draw	If the game ends in a draw, then the winner is the player who has destroyed the most enemy platoons, he scores 16 Tournament Points plus 1pt per the difference in platoons destroyed to a maximum of 18 Tournament Points or a minimum of 14 Tournament Points	32 - winner's Tournament Points

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Both player's score must add up to 32.

Examples:

Uncle Sam plays Tommy Atkins at the end of the game Tommy has won the mission having lost one platoon of his own and having destroyed three platoons from Sams' force. Because Tommy has won and only lost one platoon it is a 5-2 victory so Tommy gets a basic 24 tournament points plus an extra two bonus points for having killed two more platoons for a total of 26 tournament points. Uncle Sam gets 6 tournament points (32-26=6).

Ivan plays Heinrich and at the end of a hard fought game Ivan has broken Heinrichs' force, killing two platoons but has lost four of his own platoons. This is worked out as a 4-3 victory for Ivan has he won the game but lost a lot of platoons, Ivan gets a basic 20 tournament points, but loses two points for the difference in platoon losses for a total of 18 points. Heinrich scores 14 tournament points (32-18=14).

In the event of a player getting a bye, they will get 26 tournament points or their average score so far if this is higher.

In all missions without the "Fair Fight" special rule, a defender can possibly waste time and play out for a draw. If a game in one of these missions ends before seven complete turns have been played then the defenders winning margin is worked out on the 4-3 basis (that is they will score between 17 and 24 tournament points only). If eight or more turns have been played then work out the victory conditions as normal with the defender counting as the winner.

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SOFT SCORES

Historical Army

A gamer is scored by the umpire out of 48 points for the historical quality of their force. This includes

- | | |
|----------------------------|-----------|
| a) Background & Army List: | 12 points |
| b) Painting: | 24 points |
| c) Uniformity of Painting: | 12 points |

Background & Army List

The background doesn't need to be long, technical or academic. A one-page story telling how the force came to be the way it is with a photograph is just as good, if not better. Ideally, gamers will use their background to personalise their force and introduce it to other gamers and set the army in a period of history. Please try and keep it to a maximum of a page or two, unfortunately, the umpires don't get a chance to read much more than that.

Painting, Uniformity of Painting and Players Choice Voting

Please see Appendix 1 for the current WPS Flames of War 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 0-24 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.

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.

Players Choice

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.

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.

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.

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.

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Each round is worth 0-8 points to your opponent's score.
Each question is worth 2 points.

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. 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. One vote is worth 2 points, two votes are worth 4 points, three votes are worth 6 points, four or more give 8 points. The player with the highest sportsmanship score will win the Best Sportsman award.

At the end of the event these scores will totaled. This will give every player a score from 0–48 points over the course of the tournament.

Note that it is you and your opponent's responsibility to complete all results forms correctly.

Make sure you hand your results forms in for both game play and sportsmanship.

Winning the Event

Scores of 160 pts for Gaming, 48pts each for Sportsmanship and Historical Army adds up to a grand total of 256 available points.

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.

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APPENDIX 1 – PAINTING

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 18 for painting)

PART B - to be filled out by THE JUDGE

Painting: A well-painted army is much more enjoyable to field and to face than undercoated or unpainted figures.

Uniformity: Even if the paint job is only average, an army always looks better if all of the troops look like they belong together. If you painted your entire force in the same style then there is no reason that you cannot score maximum points in this category. We will use some judgment and leeway for forces comprising entirely of vehicles as there is no requirement to base these.

Unpainted army	[] 2
Poorly painted with many models unfinished	[] 3
Painted, but lacks detail	[] 15
Good basic painting, including faces, hands, boots and guns	[] 18
Well-painted force with added details (stowage, unit markings, aerials, accurate colours, scenic basing ...)	[] 21
As above, but with that certain WOW factor also involved	[] 24
Un-based or unpainted	[] 0
Several different styles in the army, all painted and based, but no coherency	[] 4
Similar style across the whole army maybe a unit or two look out of place and not part of the force	[] 8
Whole army fits well together and looks like a coherent fighting force	[] 12

TOTAL:

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APPENDIX 2 – 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.

Discuss the scores with your opponent as required.		
1. Did you feel that your opponent fielded a fair and balanced historical force or one designed to take advantage of the rules?	Very fair and balanced force giving a flavour of a force of that time	[] 2 points
	A fair force	[] 1 point
	Units seems to be a mix of troops picked for their gaming potential rather than any specific historical reasons	[] 0 points
2. Did your opponent play the game at a pace that was suitable for both of you?	I was happy with how the game ran, this is the pace I like to play at	[] 2 points
	The game ran at a good speed	[] 1 point
	I feel that my opponent was trying to run out time for a draw, or alternatively they rushed through things and I was not really sure of what was happening	[] 0 points
3. Did you enjoy the game?	Yes it was one of those game that I'll remember for a long time	[] 2 points
	Yes	[] 1 point
	No	[] 0 points
4. Would you wish to play this opponent again?	Yes	[] 2 points
	No	[] 1 point
	After that I don't think I ever even want to enter a tournament again	[] 0 points