

THE WPS.COM

CLUB CHALLENGE

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

WARMACHINE/HORDES 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.

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 750 points.

Players may bring a second army or horde list for use at the event. Mercenary players may use different contracts for their primary and alternate

lists. Faction players may likewise use any or no Special Forces for their lists. This alternate list is subject to the same point constraints as the primary list and must be from the same faction.

Any model(s) officially released before the 15th May 2009 will be allowed.

You must either own the Card that comes with the model, or have the official NQ/Rules book with the model(s) rules detailed within. If you have neither of these then you may not use the model(s).

Army List Submission

Both lists must be submitted prior to the event via email to the address warmachine@the-wps.com by midday (12pm) on Saturday 8th May. Lists submitted after this date may be penalised.

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 Lists (Warmachine),
The WPS,
PO Box 1191,
Frampton Cotterell,
Bristol,
BS36 9AD

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Game Play

Players will compete in five games over two days, as shown in the Timetable of Events (above).

The first two games will be determined randomly in advance. The final three rounds will be based on the Swiss System, in order to find a fitting winner.

The mission, and deployment scenario, to be played for each game are detailed in the **WPS Warmachine/Hordes Scenarios** document.

Grudge Games

There are no grudge games allowed at the Club Challenge.

The Battlefield - Scenery

Scenery will be supplied.

Scenery will be set up on each table before the event. If players wish the scenery to be rearranged then they should ask an umpire to do it for them.

Player-judges and Umpires

If you require the assistance of a referee during your games, please seek out one of the player-judges. Who these individuals are will be announced on the day of the event.

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