

THE **WPS**.COM

CLUB CHALLENGE

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

WARMACHINE/HORDES 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, cards, pens, counters etc..

ON THE DAY

Registering

When you arrive on the Saturday morning you must register at the designated registration point.

You must bring at least one copy of your army lists with you on the day to show your opponent before each game. You are advised to bring additional copies to give your opponent as a record of your battles.

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.

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

Model DO NOT have to be fully-painted.

Proxies ARE NOT allowed.

Conversions are allowed within reason. The model must be armed in the same manner and be easily recognised as the original model. If you have doubts, then please e-mail privateer@the-wps.com complete with photographs before the event. Alternatively you can bring the original model as well in case we reject the model on the day. If you follow the Privateer Press guide lines for their official Steamroller Events, then everything should be fine.

Army Selection

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

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 4' x 4'.

Terrain will already be set up on the tables. Players are asked not to move the terrain on the table. If you think the terrain has been moved on the table then please ask an organiser to rearrange the terrain.

All Water is Shallow.

Both players at the start of the game should agree what any odd bits of terrain count as (i.e., Obstacle, Liner Obstacle, Elevated, Obstruction, Difficult Ground, etc.).

PLAYING THE GAME

General

Players will compete in a number of games over two days. 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 WPS.COM CLUB CHALLENGE

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During the Game

Prior to each game commencing, both players are required to display their army to their opponent and should spend five minutes discussing any special rules or features of each unit and the army as a whole.

Please make sure you read the WPS Code of Conduct document. Warmachine and Hordes are complex games, and if you adhere to the philosophy of the “Code of Conduct”, most disputes will hopefully be about rules (which Umpires can deal with), rather than fairness/abuse.

For example, if you know a charge is going to be tight, before moving your model, ask your opponent if its ok to measure the whole movement and its threat range of your model to its target in one go; thus determining if the charge will be successful before you move the model. This generally stops any debates about moves that either player thought was over its legal distance.

Another example is to watch “loose” tape measuring. This may not be on purpose, but if you measure 12” from a model with SPD 6” then you have technically declared that they will run the full 12”, and moving it only, say 10”, is in fact illegal. The same goes with hovering your tape over the models head, measuring a 12” arc to see where about you want to move it to within that zone – again this is illegal.

One final note is about Puppy Dog Eyes - if you forget to do something with a model, and have moved, performed an action/skill/etc..., or rolled dice, for another model, then you should not be asking your opponent if it's okay to go back and do the forgotten action now.

Players will compete in a number of games. These will vary from event to event. Please refer to the tournament specific Schedule of events. The first two games will be determined randomly in advance unless grudge games are allowed. See the event specific rules for whether or not Grudge Games are allowed The final three rounds will be based on the Swiss system, in order to find a fitting winner.

Players from the same club should not get drawn against each other on the first day of a two-day event. If this does happen, please change with a player on the next table to solve the problem. This does not apply to the games on the second day of a two-day event. If you are drawn against an opponent that you have played before, change with a player on the next table to solve the problem. Please inform the umpire of any game swaps/changes.

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 source books 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.

Determine the winner using the scenario-specific rules, and work out your and your opponent's tournament points,

THE WPS.COM CLUB CHALLENGE

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

A player can score from 0pts to 30pts per game for the main game.

0 points for a **Loss**
10 points each for a **Draw**
25 points for a **Win**

+5 points for killing your opponent's main caster

SOFT SCORES Painting and Players Choice Voting

Please see Appendix 2 for the current WPS 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 0-30 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.

Please note, you will only be eligible for this prize if you painted the entire army yourself.

If you do bring an army painted by someone else, you are entitled to painting points, but you can only score a maximum of 25 points.

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.

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.

Each question is worth a varying amount of points to your opponent's score. Each round you can score a maximum of 6 points or a minimum of 0.

At the end of the event these scores will totaled. This will give every player a score from 0–30 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!

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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.

Winning the Event

Scores of 150 pts for Gaming, 30 pts each for Painting and Sportsmanship add up to a grand total of 210 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.

warmachine@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 the questions are marked with this in mind.

The best sportsman will receive a prize at the end of the tournament.

WPS SPORTSMANSHIP QUESTIONNAIRE		
Discuss the scores with your opponent as required.		
This is a straightforward questionnaire with YES or NO answers only. Please circle the appropriate answer.		
1.	Would you be happy to play this opponent again if drawn together at a future tournament? (+3 points)	YES NO
2.	Did your opponent work with you to settle any rule disputes in a reasonable and amicable way? (+1 point)	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. (+1 point)	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.) (+1 point)	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 25 for painting)

PART B - to be filled out by the the JUDGE

Points given for

Painted and Based. All models are painted to a minimum of 3 colours, and all bases are painted and textured and based.

+20

+20

Cohesiveness. 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.

+5

+5

Details. A consistent attempt has been made to detail the models in the army e.g. claws, teeth, eyes painted.

+2

+2

High Quality. 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.

+1

+1

WOW! 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.

+1

+1

Judge's Signature:

Judge's Total:

GRAND TOTAL: