

WARMACHINE & HORDES

INTRODUCTION

We are running a four-round single-player tournament for Warmachine & Hordes during the day.

The rules which apply to them are on this page, with reference to *the Steamroller 2011: Official WARMACHINE & HORDES Tournament Format*.

This can be found at:

Privateer Press > Organized Play

SCORING

There are 5 points available throughout the day. These are split across Game Results and Army Painting.

Game Results (0-4 points, 80%)

A total of 4 points are available, 1 from each game, as detailed below.

Game Results are the main bulk of your scores over the day and are calculated based upon the outcome of each battle. You will need to work out your **Control Points** and your opponent's **Army Points** that you have destroyed after each battle and record them on your Results Card. Simply work out the game result as indicated by the scenario played.

Army Painting (0-1 points, 20%)

The painting score will be an all or nothing score in the sense that a fully painted army will score **1 point** and an army with any unpainted models will receive zero.

The criteria for qualifying as a fully painted army are 3 colours and based. Please be aware that by painted we mean that it should at some point have involved the use of a paintbrush; armies painted solely with spray paint or undercoated and dunked will not receive the 1 point for a painted army.

Being based means that the base should either be flocked, or have painted basing materials, such as sand. Unpainted sand, or paint-only bases don't count! We have decided not to ban unpainted models, but if you want the 1 point for painting please ensure the whole army is painted and based. 'The whole army' includes models which may not appear in your army as deployed.



"Warmachine Khador" © trolkin (deviantart.com)

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Modelling and Painting & Conversions

All models used in Privateer Press organized play events must be Privateer Press miniatures from the WARMACHINE or HORDES ranges. Every miniature must be fully assembled on the appropriately-sized base for which the model was designed. Any non-Privateer Press models, unassembled miniatures, or inappropriately based models are not permitted.

Playing with a uniquely individualized and painted force is one of the most rewarding aspects of the hobby. Just as with information disclosure and sportsmanship, players are expected to be unambiguous about model representation, and all conversions must be clearly pointed out to your opponent before the game to avoid confusion.

NOTE: *There are further details on pages 3 & 4 of the Steamroller 2011 tournament pack.*

Awards

1st, 2nd and 3rd Best Generals: the players who performed the best overall in terms of gaming.

Sportsmanship

We won't be asking players to award each other any sportsmanship points as we are presuming that we can all play our games fairly and in the spirit of enjoyment for without the need for additional motivation. If any situation should arise that can't be resolved by the players themselves by referencing the books, then the tournament organisers will be 'rolling a dice for it'.

In the unlikely event that a player is being obstructive or unreasonable and is affecting the enjoyment of other players taking part in the tournament, then judges will deduct points from that players score using their own judgement.

We certainly don't anticipate any situation needing such serious action as we hope that all participants will be taking part in a friendly yet competitive manner.

ARMY ROSTER

These should wherever possible be printed or neatly hand written for ease of reading and should clearly show all unit and option costs. As previously mentioned, a copy of your list must be handed to the judges upon registration on Saturday. A random selection of lists will be checked through by the tournament organisers during the course of the day.

WARMACHINE & HORDES (Single Player) TOURNAMENT

ARMY SELECTION

This is a 35-point tournament using the *Steamroller 2011: Official WARMACHINE & HORDES Tournament Format* pack. Please refer to that pack.

1. Army List Variants (Baseline)

Second list optional. The same warcaster or warlock cannot be included in both lists. Both lists are subject to the same point constraints and must be from the same faction.

Mercenary players can use different contracts or theme forces for their two lists. Minion players can use different pacts or theme forces for their two lists.

2. Painting Variants (Baseline)

Painted armies are not required. However, see **Army Painting**, above.

3. Number of Rounds Variants (4-Round Event)

This tournament will have 4 rounds regardless of the number of players.

4. Match Timing Variants (Baseline)

Basic round times are increased by a d6 times 2 minute variable that is not revealed to players. During each game, one turn extension is allowed for each player. Dice down when round time is complete.

Base Match Length (minutes)	Turn Length (minutes)	Turn Extension Length (minutes)
80	10	5

Please note that, at the end of the time limit, "dice down" will be called; so don't begin a turn that you cannot finish.

5. Scenario Variants (Baseline)

During each round, the Tournament Organiser will select a scenario. All players play the selected scenario that round. The Tournament Organiser keeps scenarios secret until the start of each round of games.

6. Victory Variants (Baseline)

Assassination Victory, Scenario Victory, Control Points Tiebreaker, Army Points Remaining Tiebreaker.

7. Final Standings Variants (Baseline)

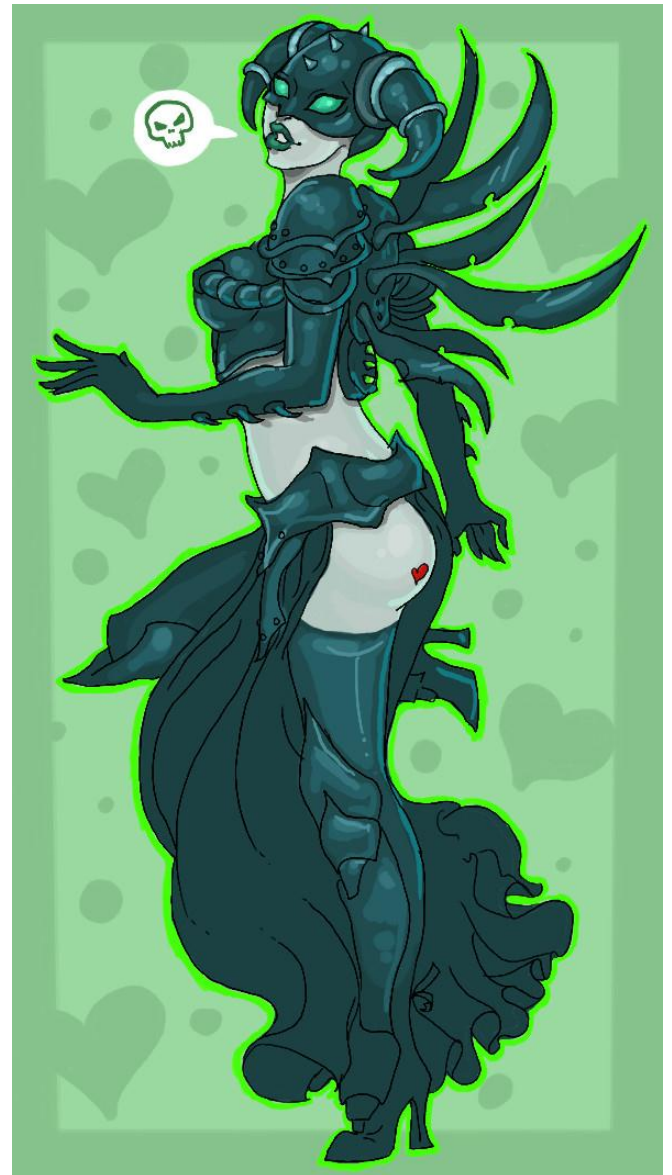
If there is no clear winner at the end of the tournament, use the **Strength of Schedule** tiebreaker followed by **Control Points** tiebreaker.

SCHEDULE

Warmachine & Hordes (Single Player)

0830-0945	Registration
0945-1115	GAME 1
1115-1145	Break
1145-1315	GAME 2
1315-1430	Lunch
1430-1600	GAME 3
1600-1630	Break
1630-1800	GAME 4
1800-1830	Break

This is subject to change on the day



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