



WPS WAB

Core Tournament Rules

Tournament Rules:

The WPS amendments and errata (version WPSWABCC2006.01) that are current on the date of the event will all be in use, unless indicated below in these tournament rules. The errata in Armies of Chivalry will also be used.

Armies are to be selected from the WAB rulebook (latest version), Chariot Wars, Alexander the Great, El Cid, Shieldwall, Fall of the West, Armies of Chivalry, Spartacus, Byzantium Beyond The Golden Gate or Hannibal and The Punic Wars, or Vlad the Impaler.

Armies are to be to a maximum value of 2,000 points. Army lists **must** be submitted to the tournament organiser, Trevor Allen (email address evil_trev@players-society.com) in a Microsoft Word document or text attachment, no later than 12.00 noon on Saturday 13th May 2006. Late lists will be penalised (see army selection).

Registering:

- 1 When you arrive on the Saturday morning you must register at the designated registration point, between 9.00 and 9.30 am. The first round will start at 9.45am. Please ensure that you have brought all relevant equipment such as dice templates and a copy of your list with you. You do not need to bring a list for the organisers as it will already have been checked.
- 2 You must use the same (checked) list for all your games.

Preparation:

- 1 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.
- 2 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.

Game Play:

- 1 Players will compete in five games. The first 2 rounds will be against historical opponents “where possible”.
- 2 The final three rounds will be based on the swiss system, in order to find a fitting winner.
- 3 If you are drawn against an opponent that you have played before, change with a player on the next table to solve the problem.
- 4 Players playing particularly slowly or deliberately time wasting may receive a point score deduction.
- 5 At the end of each game players must calculate the number of tournament points as per the system detailed later within these rules.
- 6 In the first 4 rounds players will mark their opponents on sportsmanship.
- 7 It is you and your opponent’s responsibility to check that results and sportsmanship are done correctly.
- 8 Make sure that you hand in all results slips promptly.
- 9 All “cocked” dice must be re-rolled.
- 10 All dice must be rolled, not dropped or spun.
11. Players should roll dice where both players can see the results.



Terrain:

- 1 Each player must supply 1 – 3 terrain pieces no larger than 8" x 8".
- 2 Terrain features may be of any type that a player wishes (all the same, or all different. Difficult or very difficult, not impassable), however the player must use the same terrain features in all of their games. The features must generally match the descriptions within the WAB rulebook.
- 3 Terrain is placed **before** players roll off to determine choice of table sides for deployment.
- 4 Players should make available all of their terrain features to their opponents in order that a pool of terrain is available for each game (2 – 6 pieces).
- 5 Players alternate in placing terrain features until all of them are on the table. Please note that some scenarios restrict the areas where terrain can be placed. Please read the scenario before placing the terrain.
- 6 Terrain features can be placed alongside or on top of existing features where suitable, e.g. a wood on a hill. However, a hill cannot be placed on a hill.
- 7 Once all terrain is placed, scatter it 3D6 inches in the direction of a scatter dice, measuring from the centre of the terrain piece. Terrain features should be scattered in the order that they were laid. Features may end up on top of each other where appropriate, and where inappropriate the feature should bounce 180' the remainder of its distance.
- 8 If a feature leaves the table it will bounce 180' in order to use up its allotment of inches (3D6).
- 9 Once terrain has been laid, dice for table edge, with the higher choosing the edge to come from.

Rules Debates:

- 1 In the event of a rules debate, which seems unanswerable, roll a D6 each time the situation occurs and get on with the game.
- 2 Please check the rulebooks; most answers are there.
- 3 If an umpire is asked to make a ruling, that decision is binding.
- 4 Please remember "IT IS ONLY A GAME OF TOY SOLDIERS".
- 5 Umpires are free to interrupt any game to clarify or point out mistakes to players.

Your Army:

- 1 Armies must be fully painted and based.
- 2 Ensure your army presents a "what you see is what you get look".
- 3 Please take note of the clarification on base sizes P9.

Points Scoring:

Army Selection:

- 1 There are 20 tournament points available to each player for army selection.
 - 2 5 points will be awarded for the submission of their list on time (no later than 12.00 noon Saturday 13th May 2006)
- SEE ABOVE.**
- 3 5 points will be awarded for an easily readable and understandable list. If you are using allies from a separate list, ensure that you highlight where they are from.
 - 4 10 points will be awarded for a correct list.
 - 5 If an army list is legally correct, but deemed to be unsporting/unhistorical players may be requested to modify the list, prior to the competition. Points may also be deducted.
 - 6 Lists submitted on the day will be penalised by a –40 point score.
 - 7 If an army that is in use does not match the list then the player's scores for army selection and sportsmanship will be reduced to zero, and the organisers reserve the right to add a further penalty.
 - 8 Anybody using an incorrect army will be ineligible for any prizes.
 - 9 Army Lists submitted must show the armies break point on it. There will be a deduction if this is omitted.

Sportsmanship:

- 1 There will be 10 points per game for sportsmanship.
- 2 There will be 2 questions.

They are:

- On a scale of 1-5, how historical was your opponent's army (in your opinion)?



AND

- On a scale of 1-5, how did you rate your opponent's sportsmanship or behaviour during the game? (Any player receiving 3 scores of 1 in this category throughout the competition will be disqualified). This is to ensure that all players have an enjoyable weekend.

1 Players will automatically be considered as giving their opponent 3 points for each question. If you wish to give your opponent a different score see the umpire at the end of the game concerned, and give the revised figures to him. This means that players will give average scores instead of falsely high sportsmanship scores.

2 Sportsmanship will be taken over all 5 rounds.

3 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 tie breaks (as all players should get 4500 pts any way so expect a tie break). Note that these votes are worth **no points** to anyone's score – they simply determine who gets the Sportsmanship trophy in the case of a tie on Sportsmanship points.

Painting:

1 Any player fielding any unpainted figures or models will receive 0 points for painting.

2 All players will be asked to vote for the best painted army at the GT. Each player has one vote. The player/army receiving the highest number of votes will receive 30 points. The player/army in second place for this will receive 25 points. All other players will receive 20 points, unless an army is badly painted or has unpainted figures (see above).

Game Scores:

1 Calculate the final scores using the victory point schedule in the WAB rulebook, adding or modifying it to suit the scenario being played.

2 Convert the final scores to tournament points as indicated below:

The winners score is based on the points difference after tallying up the Victory points:

VP difference in winners favour:	Tournament Points:
1600+	32
1500 – 1599	31
1400 – 1499	30
1300 – 1399	29
1200 – 1299	28
1100 – 1199	27
1000 – 1099	26
900 – 999	25
800 – 899	24
700 – 799	23
600 – 699	22
500 – 599	21
400 – 499	20
300 – 399	19
200 – 299	18
100 – 199	17
0 – 99	16

The loser gets 32 Tournament Points minus the winners TP score.

WINNING THE EVENT

- Scores of 160 for Gaming, 30 for Painting, 50 for Sportsmanship and 20 for Army Selection which adds up to a grand total of 260 points available.



Scenario's:

Game 1:

Terrain features can only be laid within 12" of either side edge of the table. Please note they may scatter into the centre 4'. The game will be played as a meeting engagement and all normal victory points will apply.

Game 2:

Terrain can be placed anywhere on the table, other than in a central 12" square. The game will be played generally using the rules for pitched battle (bonuses for some armies will apply at deployment).

The central 2 foot of each player's base edge represents their camp. Troops may voluntarily exit the table in this area to loot the camp. Alternatively troops may pursue off in this area as well. For any looters (troops who have pursued or moved off table voluntarily) to return they need to pass a Leadership test at the beginning of their turn to be placed on the table edge (based on their own Ld value). Normal rules apply for troops returning from off table. If they fail their test they may try again next turn, etc. Troops looting do not count as lost for victory points, however should an army loot its opponents camp then a bonus of 300 victory points will be scored, in addition to the standard victory points schedule.

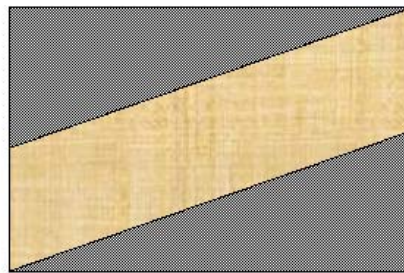
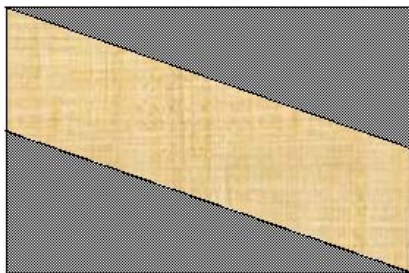
Game 3:

All terrain must be placed within 12" of any table edge, before scattering. You are fighting a hated enemy, and all victory points for units, and characters will be doubled. However, there are no victory points for standards or table quarters. Please note that although you are fighting a hated enemy, rules for "Hatred" only apply where stated in the army lists.

For deployment use the rule for Surprise Attack.

Game 4:

- 1 Set up the terrain as per normal, with a clear central area of 12" square, before scattering the terrain.
- 2 Roll off for table side.
- 3 Place an objective marker, along the centreline of the table, 2' from each player's back base line. This is then moved by rolling a D6: 1 = 12" in from left edge, 2 = 24" in from left edge, 3 and 6 = 36" in from left edge (i.e. centre), 4 = 24" in from the right edge, and 5 = 12" in from the right edge.
- 4 Deployment areas will be sloping, from the centre of one side edge to the opposite corner in a triangular shape. This will give a deeper deployment area, and will mean that the armies are slightly closer together than normal. Roll a D6, 1 – 3 = use deployment zones as per diagram on left, 4 – 6 = use deployment zones as per diagram on right.



- 1 Play the game as a pitched battle; however no special deployment rules will apply.
- 2 At the end of the game total the number of figures within 12" of the objective, for each side. If only one side has figures within 12" then they receive a bonus of 400 victory points. If one player outnumbers his opponent by more than 2:1 then a bonus of 250 points is scored. If one player just has more figures than their opponent the bonus is 100 victory points. This is a bonus to the standard victory point schedule. Bonus victory points for quarters do not apply in this scenario.

Game 5:

- 1 Set up the terrain keeping the central 12" square clear before scattering.
- 2 Use a screen along the middle of the table for a hidden deployment. Please bring your own screen with you.
- 3 The deployment area is 12" from the centreline and 12" from each table edge. Please note this game is not a pitched battle so there are no deployment bonuses.

Game Length:

- 1 All games will be 2 ½ hours (on that action, not equal or even complete turns), or will finish at the end of the turn when one or both sides reach their Break Point.
- 2 An army is counted as reaching its Army Break Point (ABP) when it has a quarter or less of its starting number of models left alive at the end of any players turn. Models with more than 1 wound, chariots, or elephants and their crew, etc all count as 1 model for the purposes of ABP. Models that are fleeing are counted as being 'alive' until they have left the table. When one or both armies reach ABP, then the victory points for the scenario are calculated as per normal.