

WARMACHINE/HORDES

LYON SUMMER MASTERS 2012

AUGUST 25/26TH, 2012

LYON, FRANCE

Last update: July 3rd

- **Address:** Centre social du Grand Taillis
20, rue Villard
69800 Bron
France
- **Format:** 50 points + 10 point reinforcements
- **Entry fee:** 25 €/player
- **Website:** <http://www.battle-group.com/forum/index.php?board=74.0>
- **E-mail:** write to Igor at: zoroastre92-warmachine(at)yahoo.fr, tag [LSM]

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OVERVIEW

The Lyon Summer Masters 2012 is a Warmachine and Hordes tournament held in Bron, near Lyon, France, on the 25th and 26th of August. The tournament is organized by the “RTS” gaming club and the Battle-Group.com website, with the support of the “Au Hasard du Dé” gaming club. It follows the Steamroller 2012 rules with variants, notably the demand for fully painted armies. Unlike our other international event, the French Open, there are no added hobby grade or quiz score.

The tournament consists of five 50 point games, 3 on Saturday and 2 on Sunday. It follows the SR2012

Appendix Rules 3 *Lists Required, Divide and Conquer, Hardcore Painting* (see also below) and *Chess Clocks*. Note that assassination is a victory condition as per the normal SR2012 rules.

Maximum attendance is 48 players.

In case of significant international attendance, the tournament official language will be English.

We at the organization team are extremely excited to hold this new event and we hope to welcome as much French and European players as possible!

EVENT TIMELINE

June/July: Pre-registration, rules updates and general FAQ

July 3rd: Opening of registrations

July 31st: Closing of registrations and army lists

August 6th: Publication of army lists and scenarios

Saturday, August 25th: • 9:30 Breakfast & Welcome

- 10:00-12:20 First 50-point game
- 12:20-14:00: Lunch break and army display
- 14:00-16:40 Second 50-point game
- 17:10-19:30 Third 50-point game
- Evening: Free, or meal at the restaurant

Sunday, August 26th : • 9:30 Breakfast & Welcome

- 10:00-12:20 Fourth 50-point game
- 12:20-13:30: Lunch break
- 13:30-15:50 Fifth 50-point game
- 16:30-17:00 Award ceremony

RULE SET

The tournament follows the Steamroller 2012 rules, available from the Privateer Press website at: <http://privateerpress.com/organized-play/steamroller-tournaments#attachments>

The following exceptions, clarifications and additional rules apply:

LANGUAGE

In case of significant international attendance, the official language of the event will be English. This means that players will communicate in English and that all game material (rulebooks, cards etc.) used during play must be in English.

It is acceptable to have a second set of cards in the player's language for his own reference, as long as he records damage and references to rules on the official English cards.

If both players speak a common language, they can of course choose to communicate in that language instead of English.

We generally disapprove of bystanders commenting on games, but we do not strictly ban them. However, should any bystander comment on the game, he must do so in a language both players understand.

ARMIES

The army list registration procedure is detailed on [page 11](#) of the present document.

ARMY POINT VALUE

The tournament is played at 50 points. Players must add up to 10 points of reinforcements to each of their lists. See also SR2012, p. 10.

SR2011 APPENDIX: BASELINE, 3 LISTS REQUIRED, DIVIDE AND CONQUER

Baseline: All lists must be led by warcasters/warlocks from the same faction. Players cannot include the same version of a model or unit with FA: C in more than one list. Remember also that you can include a normal version and an epic version of the same character.

3 Lists Required: Each player must bring three (3) 50-point lists with different warcasters/warlocks for the tournament. Do not forget to add reinforcements to each of those lists.

Divide and Conquer: Each list must be played once during the tournament. This implies that you can play at most one of your list three times.

See also SR2012, pp. 32-33.

THE MERCENARY/MINION CULTURAL EXCEPTION

If a Mercenary or Minion player chooses to play only one contract or pact (the corresponding Theme Forces of the warcasters/warlocks of the contract/pact included), he must bring a number of lists equalling either the maximum number of warcasters/warlocks available for his contract/pact or 3, whichever is lower. Note that playing a single contract or pact is by no means compulsory.

Example 1: a Searforge Commission player must bring 2 lists (number of warcasters available), each with a different warcaster. These lists can be built according to the Searforge Commission contract or any Theme Force for Gorten Grundback and Durgen Madhammer.

Example 2: a Mercenary player can choose to play only the Highborn Covenant contract, but he'll still have to bring 3 lists, as there are 6 warcasters available for this contract.

Additionally, Mercenary and Minion players do not follow the FA: C model limitation on lists on the same basis as Faction players.

If a Mercenary or Minion player chooses to play only one (1) contract or pact during the tournament (the corresponding Theme Forces of the warcasters/warlocks of the contract/pact included), he ignores FA: C models limitations.

If a Mercenary or Minion player chooses to play only two (2) contracts or pacts during the tournament (the corresponding Theme Forces of the warcasters/warlocks of the contracts/pacts included), he can include the same version of a model or unit with FA: C in a maximum of two lists.

If a Mercenary or Minion player plays three (3) different contracts/pacts during the tournament, he must follow the normal faction rules and cannot include the same version of a model or unit with FA: C in more than one list.

Example 1: a Mercenary player playing Bartolo and Fiona in Talion lists, plus Shae as a Theme Force, can take Bosun Grogsparr in his 3 lists.

Example 2: a Minion player playing Barnabas and Calaban in Blindwater Congregation lists and Lord Carver in a Thornfall Alliance list can take Viktor Pendrake in 2 of his lists.

FULLY PAINTED

The players' armies must be fully painted and based. As a guide, follow the Hardcore Painting Variant (SR2012, p. 33).

CONVERSION POLICY

We generally approve of bold conversions and a reasonable use of miniatures from other game companies. The only rule we apply is: if there's any doubt as to the identity of the miniature in-game, the miniature cannot be played. We recommend the players send pictures of their converted miniatures and proxies to the TO and post them on the forums to get approval beforehand. Writing the name of the miniature on the base is also good practice for proxies.

MODELS CREATED DURING PLAY

Every model created by a game effect, such as Death Toll or Dark Industries, must be owned by the player and fully painted to match his army. If the player fails to produce such a model, he cannot use the game effect.

GAME

MEASURING DISTANCES

Distances must be measured in straight segments, as per the rulebook, even when turning around obstacles, etc. In no case shall players bend their measuring tape or otherwise use curved measuring devices.

As distance disputes are nigh impossible to judge fairly, players are asked to be as accurate as possible in their measurements, but also to give their opponent the benefit of doubt. If your opponent wishes to control key movements or distances, please let him do. On the other hand, remeasuring each of your opponent's movements may be considered abusive – **if you perceive any cheating or lack of accuracy on measuring, intentional or unintentional, call the referee and have him check distances for both players for a few minutes to set things straight.** Never dispense your own justice.

CONCEDING

This is a reminder of SR2012 rules, page 3. When a player concedes, he automatically loses the game. *The winning player is awarded a win, half the control points (rounding up) for a scenario win and army points destroyed based on an assassination using current board conditions. The player who conceded will receive a loss and no points in any category.*

Remember: in Warmachine/Hordes, no game is lost until the last die roll and conceding sucks the fun out of the game. In no way shall Conceding be used as a means to bring a player down by denying him control points or destroyed army points. Any abuse of this rule or unfair agreement between players (for example to gain a ranking advantage) will prompt the immediate exclusion of the player(s) involved.

TOURNAMENT ROUND TIME

The Tournament Round length includes:

1. Players' list choice
2. Side and terrain determination
3. Deployment, and
4. Game.

The general clock starts when all the players have reached their table and ends when the TO calls Dice Down. Players are advised to bring an easy way to move their army around, such as a lunch-tray.

Tournament Round Length: 2 hours and 20 minutes

CHESS CLOCKS

Each player's time will be chessclocked as per the SR2012 Appendix rule, p. 34. Reminder: *if a player's clock runs out of time, that player loses the game.*

Chess Clock Time per player: 60 minutes

TERRAIN

Each table will be furnished with 7 to 8 terrain pieces, typically 3-4 large (houses, forests, hills) and 4 small (walls, crates, small hills). The terrain will be placed by the TOs before each round; however, should both players agree, they can move the terrain pieces, or play with less terrain pieces than the base 8. Determine the terrain, if needed, after choosing your list but before the starting roll.

This is a reminder of terrain rules in SR2012:

- *Do not place terrain within deployment zone areas. This does not apply to Advance Deployment areas.*
- *All terrain pieces must be placed at least 3" away from other terrain pieces. This includes terrain pieces granted by Theme Force bonuses.*
- *Do not place impassable terrain within zones when playing scenarios that use them. Note that all other terrain types can be placed within the zones.*

ENDGAMES

At the end of the game, players are immediately required to calculate the results for the game, fill their Tournament Sheets and report them back to the TO. We also kindly ask the players to set their armies aside, whenever possible, to help the TOs set the terrain for the next round.

RANKINGS

Rankings will be determined using the SR2012 system. At each round, players will be ranked according to Tournament Points, Strength of Schedule points (SR2012 p. 10), Control Points, and Destroyed Army Points (SR2012 p. 36) in that order.

We will try to avoid in-Faction and in-Country games on the first game and in-Country games on Saturday. No special selection will be made on Sunday, except to avoid that two players play against each other twice.

The final standings will also be determined by:

- Tournament Points
- Strength of Schedule
- Control Points
- Destroyed Army Points

in that order.

BEST PAINTED ARMY

On Saturday's lunch break, players will be asked to display their armies for everyone's enjoyment, and so that each player elects his 3 preferred armies. Votes will close on Saturday evening, and awards will be given to the 3 best painted armies.

LOGISTICS

ENTRY FEE

The entry fee is 25 €

The pricing includes:

- Lunches on Saturday and Sunday, most likely hotdogs and hot cheese-and-ham sandwiches (if you have special food restrictions, please warn us beforehand!)
- Sweet and salted snacks (waffles, cookies, potato chips, fruits etc.) all day long
- Coffee, tea and non-alcoholic beverages
- Photocopies and general game material (scenarios etc.)
- A small fee for prizes (we'll try to award as much prizes as possible!)
- A little something for the gaming club that generously hosts us

For details about the registration, please refer to the Registration section on [page 11](#).

VENUE

The full address of the venue is as follows: **Centre social du Grand Taillis, 20, rue Villard, 69800 Bron, France**. The venue is just outside Lyon on the other side of the inner highway ring.

It is 45 minutes from the Lyon Part-Dieu (main station) train and tramway station by public transport, and 30 minutes from the Perrache train and tramway station. The tramway stop is "Bron Hôtel de Ville" on the T2 tramway line. From the Part-Dieu station the easiest path is to take the Metro B underground to the Jean Macé station, then switch to the T2 tramway.

Our friends at the "Au Hasard du Dé" gaming club lends us the venue for a symbolic fee. To guarantee we will still be able to borrow it in the future, we ask all our attendees to follow a simple set of rules: no smoking and alcohol on the premises, keep the toilets and the general area clean, no hanging around outside of the gaming areas and no excessive shouting, especially after dark. Thank you!

CAR

The venue is easily reachable by car. From the inner eastern Lyon ring, leave at the Bron exit. There generally is enough parking room around the venue.

AIRPLANE

If you're flying to Lyon, the airport is easily and quickly reachable from the Lyon Part-Dieu station by the tramway shuttle "Rhône Express" (<http://www.rhonexpress.fr/>), but at a price (23 € for a return ticket). If you're a group of 3 or more, you might consider taking a taxi instead, but the travel time is not guaranteed! A sound strategy would be to use a taxi from the airport to town, and take the shuttle for the trip back to the airport on Sunday. Remember that the venue is relatively far from the train station; we advise an arrival on Friday evening.

Generally speaking, you shouldn't have any problem to travel with your miniatures by plane if you bring them in a handbag. Simply avoid metallic boxes. Several brands sell excellent value miniature carrying cases that match the dimensions of a hand bag.

ACCOMMODATION

We will do our best to accommodate as much international players as possible **for free among our local players and friends**. However, due to the very nature of this accommodation, we will distribute the available beds among our international players on a first-registered, first-served basis. There will always be room to crash on the floor somewhere, however, so as long as you bring an inflatable mattress and bedroll you'll sleep with a roof over your head! You can also book a hotel room without paying anything in advance, then cancel it if we can welcome you in a real bed for free. For details please contact Nicolas "Spiff" Abbondanza by PM on our forums (copy or click the full link below):

<http://www.battle-group.com/forum/index.php?action=pm;sa=send;u=926>

We also have secured a **hotel deal** with the nearby Kyriad Bron Le Cottage***, 12 Rue Maryse Bastié, 69500 Bron. Hotel tel: +33 4 72 37 01 14. To benefit from the deal or for any details please contact directly Jérémie (in French or English) by e-mail (kyoj(at)hotmail.com) or cell phone (+33 6 31 09 04 07).

MAPS



FREQUENTLY ASKED QUESTIONS

I've never played with a time limit before. What if I'm a really slow player?

The time limits are devised to guarantee 4 meaningful turns per player. If you still feel you won't manage to play inside these limits, bring lists with a low model count, for example beast- or 'jack-centric.

I'm not an excellent English speaker. Will that be a problem?

From last year's experience, we can honestly say that a little English is enough, the Warmachine/Hordes rules playing the part of a *lingua franca* between players. Frenchmen are famous for their inability to speak foreign languages, so you shouldn't worry or be ashamed. If you feel you need to improve your game-related language skills, may we suggest listening to English-speaking Warmachine/Hordes podcasts such as *Chain Attack* or *Guts'n Gears*?

The minimal language skills required are: being able to form simple sentences to explain what you're doing or ask what your opponent does, and know the numbers from 0 to 30.

I intend to spend a longer holiday/bring my girlfriend along/etc. Is there anything to see in Lyon?

Lyon is a wonderful city with enough sightseeing for a few days, with a Venetian-architecture Old City and Haussmannian City Center, among many other things. It is also a historical hub of trade routes that lead into the famed French country, with its celebrated wineries and other food wonders. The Alps are just a two-hour drive, and a lot of picturesque cities can be quickly reached by car. So yes, if you plan to stay any longer, Lyon is the perfect place!

REGISTRATION PROCEDURE

ENTRY FEE

To register for the tournament, please send your payment, **25€per player, before July 31st**:

Eurozone players: please send your payment to the banking coordinates below. Please state your username, real name and country so that we can track registrations easily.

Bank Details:

CE RHÔNE ALPES

IBAN: FR76 1382 5002 0008 0032 9489 102

BIC: CEPAFRPP382

Reference: username, real name, country

Account Holder: ASS RESPECT TON SIX

French players: French players can also pay by check if they send it before July 31st. *Libellez votre chèque de 25€/joueur à l'ordre de l'Association Respecte Ton Six, en n'oubliant pas de préciser au dos vos pseudo et nom complet, et envoyez-les avant le 31 juillet à : KULA Frédéric (Lyon Summer Masters), 131, av. Berthelot, 69007 LYON.*

Non-Eurozone players: contact us ASAP at zoroastre92-warmachine(at)yahoo.fr, tag [LSM]

E-mail us for any problem or question, or simply to inform us of your payment.

ARMY LISTS

Once you registered, please send your army lists by e-mail to zoroastre92-warmachine(at)yahoo.fr, (subject line: [LSM Army List] Username, Country) **before July 31st**. Please also state your real name and your e-mail, if different from the one you used, in your message. You **MUST** use the template available in Word or Open Office format at this address:

<http://www.igorzoroastre.com/docs/LSM2012/LSM2012.username.country.doc>

<http://www.igorzoroastre.com/docs/LSM2012/LSM2012.username.country.odt>

Remember everything must fit on one page – resize your text as necessary.

Note: If you can send in your army list any earlier, please do so. Checking 150 lists in a few days is a daunting and ungrateful task. It is advised to copy/paste from army building pages or software such as Forward Kommander or iBodger.

TIMERS

Players are advised bring their own chess clocks or dual clocks, but single clocks should be avoided. We own a set of inexpensive double-kitchen timers by Mastrad that are perfect for our gaming needs.

These timers cost around 12 € so it's a sound investment if you plan on training for the event or playing WM/H competitively, and you don't already own a chess clock.



ABOUT THE FRENCH OPEN 2012

This year's French Open welcomed 34 players from all over France along with a few guests from Spain, Poland and Denmark, all with lavishly painted armies! Following on this success we now offer players from all over Europe another chance to come to Lyon to play games of Warmachine/Hordes!

A few links:

<http://privateerpressforums.com/showthread.php?108803>

<https://picasaweb.google.com/101688952058839529759/FrenchOpen2012>

And some pics for good measure:





