

WARMACHINE/HORDES

FRENCH OPEN 2011

JULY 9/10, 2011

LYON, FRANCE

Last update: June 9th

- **Address:** Maison des Associations Château Sans-Souci
36 avenue Lacassagne
69003 Lyon
France
- **Format:** 50 points on Sat./35 points on Sun.
- **Entry fee:** 20 €/player
- **Website:** <http://www.battle-group.com/forum/index.php?board=62.0>
- **E-mail:** write to Igor at: zoroastre92-warmachine_at_yahoo.fr, tag [French Open]

TABLE OF CONTENTS

| | |
|--|----|
| Warmachine/Hordes | 1 |
| French Open 2011 | 1 |
| Overview | 2 |
| Event Calendar | 3 |
| Rule Set | 4 |
| Language | 4 |
| Armies..... | 4 |
| Two Army Point Values..... | 4 |
| SR2011 Appendix: 3 Lists Required and Divide and Conquer | 4 |
| Fully Painted..... | 4 |
| Game | 5 |
| No Assassination..... | 5 |
| Conceding | 5 |
| Tournament Round Time..... | 5 |
| Chess Clocks..... | 5 |
| Terrain | 5 |
| Endgames..... | 6 |
| Rankings | 6 |
| Painting Score | 6 |
| Quiz Score | 6 |
| Logistics | 7 |
| Entry Fee..... | 7 |
| Venue | 7 |
| Car | 7 |
| Airplane | 7 |
| Accommodation | 7 |
| Maps..... | 8 |
| Frequently Asked Questions..... | 10 |
| Registration procedure | 11 |
| Entry fee..... | 11 |
| Army lists | 11 |
| Timers | 12 |
| About the organizing team..... | 13 |
| Painting grid..... | 15 |

OVERVIEW

The French Open is a Warmachine and Hordes tournament held in Lyon, France, on the 9th and 10th of July. The tournament is organized by the RTS gaming club and the Battle-Group.com website. It follows the Steamroller 2011 rules with a few exceptions, notably the demand for fully painted armies and the absence of assassination as a winning condition or tiebreaker. The event will reward the full hobbyist with painting and Iron Kingdoms trivia scores added to the tournament total.

The tournament consists of two parts, one **50 point 3-game** day on Saturday, and one **35-point 3-game** day on Sunday. Both days are part of the same tournament and follow the SR2011 Appendix Rules 3 *Lists*

Required and *Divide and Conquer*. The time will be chess-clocked. Maximum attendance is 42 players.

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

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

EVENT CALENDAR

April-May: Pre-registration, rules updates and general FAQ

April 15th: Opening of registrations

June 1st: List of available free accommodation among players & friends

June 6th: Closing of registrations and army lists

June 10th: Publication of army lists and scenarios

Saturday, July 9th:

- 9:30 Breakfast & Welcome
- 10:00-12:20 First 50-point game
- 12:20-13:20: Lunch break
- 13:20-15:40 Second 50-point game
- 16:10-18:30 Third 50-point game
- Evening: Free, or meal at the restaurant

Sunday, July 10th:

- 8:30 Breakfast & Welcome
- 9:00-10:45 First 35-point game
- 11:10-12:55 Second 35-point game
- 12:55-13:50 Lunch break and Quiz
- 13:50-15:35 Third 35-point game
- 16:15-17:00 Award ceremony

RULE SET

The tournament follows the Steamroller 2011 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 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

TWO ARMY POINT VALUES

The Saturday games are played at 50 points. The Sunday games are played at 35 points. However, these are not separate tournaments as far as Tournaments points, Control Points, Strength of Schedule and Attrition Points are concerned, but rather two parts of the same tournament. In other words, the rankings of the first day carry on the second day.

Players cannot switch Factions between the two days.

SR2011 APPENDIX: 3 LISTS REQUIRED AND DIVIDE AND CONQUER

Each player must bring three (3) 50-point lists with different warcasters/warlocks for the Saturday games, and three (3) 35-point lists with different warcasters/warlocks for the Sunday games. All lists must belong to the same faction. See also SR2011, p. 29.

MERCENARY/MINION PLAYERS

If a Mercenary or Minion player chooses to play only one contract or pact throughout the weekend (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) on each day, 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.

FULLY PAINTED

The players' armies must be fully painted and based. As a guide, follow the Hardcore Painting Variant (SR2011, p. 29).

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/or post them on the forums to get approval beforehand.

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

NO ASSASSINATION

The Assassination Victory Condition and 1st Tiebreaker (most warcaster/warlocks remaining) do not apply. This means that games stop only when one of the players fulfills the Scenario Victory Conditions or until Dice Down. If the game goes to Dice Down, check the 2nd (control points), 3rd (army points within the scoring areas), and 4th (army points destroyed) Tiebreakers in this order to tally the winner. See also SR2011, p. 13.

CONCEDING

When a player concedes, **he automatically loses the game.** His opponent gains the minimum number of control points necessary to win the scenario, when relevant, and all of the conceding player's army is considered destroyed. The conceding player gets his points as usual. The only exception to this rule is conceding after an assassination, see below.

CONCEDING AFTER AN ASSASSINATION

In case a player gets his warcaster/warlock assassinated and doesn't want to keep on playing, he has the option to stop the game at that moment. If you concede after an assassination, **you still automatically lose the game.** However, do not apply the rules for conceding above. Tally control points and army points destroyed as you would for a normal game.

Note: the player whose warcaster/warlock has just been assassinated must immediately **state** he concedes if he wants to take advantage of that rule.

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 for 50-point games:

2 hours and 20 minutes

Tournament Round Length for 35-point games:

1 hour and 45 minutes

Note: These lengths are adapted to our local gaming scene. They may be subject to a slight modification if the TO finds them to be either too long or too short for the attendees.

CHESS CLOCKS

Each player's time will be chessclocked as per the SR2011 Appendix rule.

However, once the player's clock reaches 0, the player does not immediately lose. He completes the turn as outlined in "Turn Timing" (SR2011, p. 5), then resets the clock for 3 minutes. He then plays 3-minute turns until Dice Down.

Chess Clock Time per player for 50-point games:

60 minutes

Chess Clock Time per player for 35-point games:

45 minutes

Note: if you reach 3-minute turns, it may be handy to ask your opponent to track your time for you.

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.

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 SR2011 system. At each round, players will be ranked according to Tournament Points, Control Points, Strength of Schedule points and Destroyed Army Points (SR2011 p. 8) in that order. We will try to avoid in-Faction and in-Country games on Saturday, and in-Faction games on Sunday (except on the last round).

The final standings will be determined by adding the Painting Score and Quiz Score to the Tournament Points. Each player's tournament points will thus consist of a game score (out of 6), a painting score (out of 1) and a quiz score (out of 1), for a final score out of 8.

PAINTING SCORE

The Painting Score is a means to reward players for the time they spent preparing their army for the event. Each army will be graded by two judges during the week-end according to a scoring grid. The grid awards points for each aspect of the army, **that is Painting, Modeling and Basing**, plus a set of bonus points to reward really outstanding armies. The Painting Score is then brought down to a grade out of 1 Tournament

Point. The painting grid is available on page 15, so everyone can come prepared!

While we do not disapprove of commissioned painting *per se*, the aim of the painting score is to reward the player for what he actually accomplished himself. If the commissioned pieces are scarce and limited to a couple miniatures, the judges will ignore them while grading the army. If the majority of an army is comprised of commissioned pieces, the judges will award a grade of 0 for each aspect that the player commissioned (that is Painting, Modeling, etc.). We, of course, require complete honesty on the players' part for the Painting Score to actually mean something!

Each judge will ask a series of quick questions to the player before examining his army:

- “Did you paint and model the army yourself? If not, can you tell me which are the aspects you did yourself?”
- “Is it OK to grade the army from what you are currently playing with?”
- “Have you got any conversions or pieces you're especially proud of and want us to notice?”

Judges are asked not to touch any miniature unless given specific authorization by the player.

QUIZ SCORE

On the lunch break on Sunday, players will take a 20-question quiz on the rules of WM/H and the background of the Iron Kingdoms (10 questions each). 4 choices will be available for each question. Each right answer will be awarded 1 point, each wrong answer -1 point, each unanswered question 0 point (minimum grade 0). The grade will then be brought down to a score out of 1 Tournament Point.

LOGISTICS

ENTRY FEE

The entry fee is 20 €

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 (cakes, cookies, potato chips, apples etc.) all day long
- Coffee, tea and non-alcoholic beverages
- A small fee for prizes (we'll try to award as much prizes as possible, but don't expect miracles!)

For details about the registration, please refer to the Registration section on page .

VENUE

The full address of the venue is as follows: Maison des Associations Château Sans-Souci, 36 avenue Lacassagne, 69003 Lyon, France.

It is 15 minutes from the Lyon Part-Dieu train and tramway station on foot, and about 15/30 minutes from the town center by bus or underground.

The town services lend us the venue *for free*. 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

If you come by car, check with the place you're staying in if they have a car park. That can be a real pain around the venue, as it is so near the main train station. There are several (rather expensive) car parks near the Lyon Part-Dieu Station.

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.

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 won't be able to announce the number of available beds before June 1st. At this date, we will distribute the available beds among our international players on a first-registered, first-served basis. If you plan on coming to the French Open we suggest booking a hotel room ASAP without paying anything in advance, then cancel it if we can welcome you for free.

These are a few addresses of *somewhat* affordable hotels around the venue. This is the summer and the town center, however.

- Appart'City Lyon III Hôtel, 40 Rue de l'Abondance, 69003 Lyon.
<http://www.appartcity.com/residence-lyon-3/accueil-residence.htm?res=17>. Tel: +33 4 72 60 83 83. Rooms from 49 €
- Appart'city Lyon La Part Dieu Hôtel, 6 Avenue Lacassagne, 69003 Lyon.
<http://www.appartcity.com/residence-lyon->

part-dieu/accueil-residence.htm?res=18. Tel:

+33 4 37 91 99 21. Rooms from 55 €

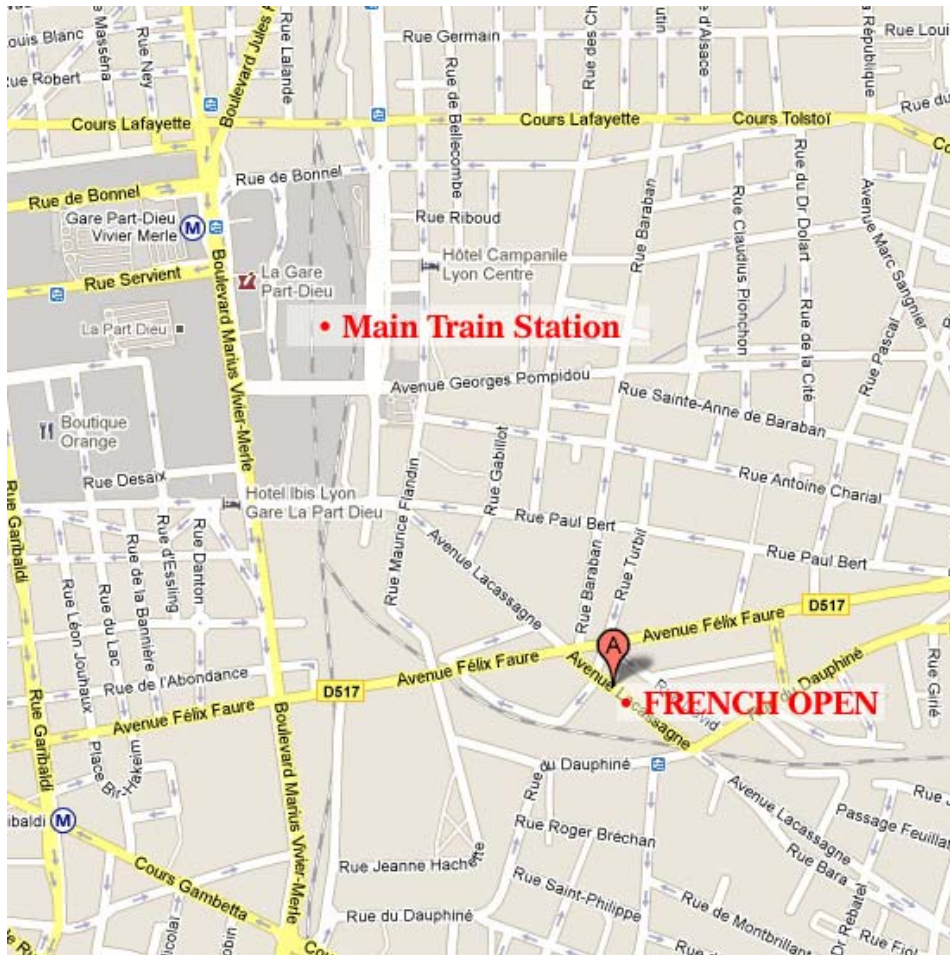
- Résid'Hôtel Lyon Part Dieu, 79 Boulevard Marius Vivier-Merle, 69003 Lyon.
<http://www.residhotel.com>. Tel: +33 4 72 91 42 52. Rooms from 62 €
- Hôtel Première Classe Lyon Centre, 75 Boulevard Marius Vivier-Merle, 69003 Lyon.
<http://www.premiere-classe-lyon-centre-gare-part-dieu.fr/fr/index.aspx>. Tel: +33 4 72 36 86 62. Rooms from 63 €

There's also a Youth Hostel located in the Old Town center, but you'll have to take the underground "Métro D" and walk about 15 minutes to get to the venue.

- AJ du Vieux Lyon, 41-45, montée du Chemin Neuf, 69005 Lyon. <http://www.fuaj.org/Lyon>. Tel: +33 4 78 15 05 50

MAPS





FREQUENTLY ASKED QUESTIONS

No Assassination? Really? Don't you fear messing with the game balance?

Not really. What we're trying to achieve is an interesting set of games for everyone attending, and no one likes to stop playing on turn 2 because of an unexpected assassination – although it is true that losing your commander means you'll be playing an uphill battle. We also noticed that whenever assassination is a victory condition, people tend to go for assassination first and scenario second, if at all – and there's no reason to play scenarios anymore.

So, in this tournament, assassination is not an end, but remains a very potent means to achieve victory. It has worked fine in our gaming community for many years, and we find it to be the best compromise between casual and heavily competitive play.

But... no assassination? Really?

You shouldn't unduly worry about factors such as infantry hordes or autowin casters/locks. Time limits, Divide and Conquer, terrain and the scenario victory conditions of SR2011 all favor balanced forces.

So... is this final?

Yes. Bring the lists you want to bring. Do not worry, you'll still win if you're the best player.

Can I bring the same set of warcasters/warlocks on the two days ?

Yes, it is perfectly acceptable. You can for example bring Kaya the Wildborne, Kaya the Moonhunter and Baldur Stonecleaver on Saturday, and the exact same warlocks on Sunday.

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.

What exactly happens when my time runs out?

Without Assassination victories, losing by the clock doesn't work well in our experience. So the rule is you reset the clock (or let it run) for 3-minute turns until Dice Down. In this way, you're still heavily penalized for having used up your time, but if you set up your army for winning, you're still able to do it. It can be easier to let your opponent check the clock for you.

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

From our international experience in Salzburg, 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.

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 **20€ per player before June 6th** 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

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

French players can also pay by check if they send it before June 1st.

Libellez votre chèque de 20€/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 1^{er} juin à :

KULA Frédéric (French Open), 131, av. Berthelot, 69007 LYON.

ARMY LISTS

Once you registered, please send your army lists by e-mail to zoroastre92-warmachine_at_yahoo.fr, (subject line: [FO Army List] Username, Country) **before June 6th**. You **MUST** use the template available in Word or Open Office format at this address:

<http://www.igorzoroastre.com/docs/frenchopen2011/FOArmyLists.username.country.doc>

<http://www.igorzoroastre.com/docs/frenchopen2011/FOArmyLists.username.country.odt>

It is acceptable to copy/paste from army building pages or software such as Forward Kommander or iBodger. Remember everything must fit on one page – resize your text as necessary.

TIMERS

Players can 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. We will issue a short set of instructions to explain the very simple way these timers work.

ABOUT THE ORGANIZING TEAM

The RTS gaming club and Battle-Group.com have been co-hosting fully painted tournaments for 3 years in Lyon. Among our most successful events are a 20-player 750 points Mki tournament in 2008, a 24-player campaign in 2009 and a 36-player team tournament in 2010, among many smaller events. We look forward to adding a new feather to our cap with the first international WM/H tournament held in France!

A few links:

<http://privateerpressforums.com/showthread.php?38277>

<http://privateerpressforums.com/showthread.php?44089>

<http://www.igorzoroastre.com/images/tournois/>

And some pics for good measure:





PAINTING GRID

Painting Grade (30 max) : _____

Each criterium below is cumulative. Each aspect not accomplished by the player himself is awarded a grade of 0.

Modeling (/5): _____

- Models correctly assembled (no gap between the elements): +1
- Models correctly cleaned (no mold lines): +1
- Conversion, 1st level – models slightly reposed/small elements added: +1
- Conversion, 2nd level – models with major repose or elements added/minor sculpting: +1
- Conversion, 3rd level – major sculpting: +1

| |
|--|
| |
| |
| |
| |
| |

Basing (/4): _____

- Front arc marked: +1
- Textured and painted base: +1
- At least three different elements per base (ex: sand, static grass, snow): +1
- Scenic bases/sculpted bases/strong theme throughout the army: +1

| |
|--|
| |
| |
| |
| |

Painting – Colours (/4): _____

- Models painted with 2 base colours: +1
- Models painted with 3 base colours: +1
- Models painted with 4+ base colours: +1
- Harmonious or clever colour scheme: +1

| |
|--|
| |
| |
| |
| |

Painting – Accuracy (/4) : _____

- 1st level – fast painting (base colours only/patchy paint): +1
- 2nd level – advanced painting (highlights/shades/minimum details): +1
- 3rd level – expert painting (several levels of highlights/shades, details/freehands): +1
- 4th level – pro painting (painting contest quality): +1

| |
|--|
| |
| |
| |
| |

Painting – Global Look (/5) : _____

- Army homogeneous/cohesive at first glance: +1
- Units are easily distinguished from one another: +1
- Army with a unique feel (e.g. because of colour scheme): +1
- Army with an original theme, without equal while still being relevant to the game (e.g. Cult of Cyriss): +1

| |
|--|
| |
| |
| |
| |

Bonus Points (/7) : _____

- Basic display base: +1
- Advanced display base: +1
- This army rocks! (originality, unprecedented technique, smart or resourceful solutions...): +1
- Solos and unit leaders easily distinguishable by the opponent (by painting, conversion etc.): +1
- Clear and explicit management of focus/fury: +1
- Clear and explicit management of effect/spells: +1
- Templates, wreck markers, theme list terrain, etc. : +1

| |
|--|
| |
| |
| |
| |
| |
| |
| |

Penalties (/10) : _____

- Uncomplete warcasters/warlocks (missing bits/colours): -1 per warcaster/warlock
- Several uncomplete bases: -1
- Several uncomplete minis: -1
- Several uncomplete units: -2

| |
|--|
| |
| |
| |
| |

At least one miniature is completely unpainted (breaking the rules of the event): painting grade = 0/25