

# WARMACHINE/HORDES

## FRENCH OPEN 2012

MAY 26/27, 2012

LYON, FRANCE

Last update: May 25th

- **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=73.0>
- **E-mail:** write to Igor at: [zoroastre92-warmachine\\_at\\_yahoo.fr](mailto:zoroastre92-warmachine_at_yahoo.fr), tag [French Open]

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# OVERVIEW

The French Open 2012 is the second edition of a Warmachine and Hordes tournament held in Lyon, France. This year the dates are the 26<sup>th</sup> and 27<sup>th</sup> of May. The tournament is organized by the RTS gaming club and the Battle-Group.com website. It follows the Steamroller 2012 rules with a few exceptions, notably the demand for fully painted armies. 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 count towards the same tournament ranking, but each day separately follows

the SR2012 Appendix Rules *Baseline*, *3 Lists Required* and *Divide and Conquer*. The time will be chess-clocked. In contrast to last year, assassination is a victory condition as per the normal SR2012 rules.

Maximum attendance is 50 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 for the second time and we hope to welcome as much French and European players as possible!

**The French Open 2012 is dedicated to the memory of our dear friend Ferdinand “Lobster” Laforêt.**

# EVENT CALENDAR

**March/April:** Pre-registration, rules updates and general FAQ

**April 2<sup>nd</sup>:** Opening of registrations

**May 6<sup>th</sup>:** Closing of registrations and army lists

**May 10<sup>th</sup>:** Publication of army lists and scenarios

**Saturday, May 26<sup>th</sup>:**

- 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, May 27<sup>th</sup>:**

- 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 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 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 Destroyed Army 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: BASELINE, 3 LISTS REQUIRED AND 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. This limitation is day-based. In other words, you can repeat the same version of a model or unit with FA: C from one day to the next, but not on the same day. Remember also that you can include a normal version and an epic version of the same character on a given day.

*3 Lists Required:* 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.

*Divide and Conquer:* Each list must be played once during the tournament. This implies that no list can be played twice.

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 on a given day (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 a given 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 on a given day, 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 list on the same basis as Faction players.

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

If a Mercenary or Minion player chooses to play only two (2) contracts or pacts on a given day (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 for that day.

If a Mercenary or Minion player plays three (3) different contracts/pacts on a given day, 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, on a given day, 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, on a given day, 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.

## 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 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: THE LOVECLOCK

Each player's time will be chessclocked as per the SR2012 Appendix rule, p. 34.

However, the player does not immediately lose once his clock reaches 0. **Instead, whenever a player starts a round with less than 3 minutes remaining on his clock, he plays 3-minute turns until Dice Down.** This means that once the clock reaches 57 minutes in 50-point games or 42 minutes in 35-point games, your turns cannot last less than 3 minutes.

Each of these 3-minute turns must be completed as outlined in "Turn Timing" (SR2012, p. 5): *A player's timer begins after the resolution of continuous effects. If a player is executing a model/unit's normal movement when his turn time expires, he finishes moving that model/unit, then his turn ends. If the*

*player is in the process of making a roll of any kind after movement is complete, he completes that single roll, then his turn ends. If the roll is an attack roll that directly hits its target, resolve the direct hit damage roll as well.* Then the clock is reset for 3 minutes.

### **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 SR2012 system. At each round, players will be ranked according to Tournament Points, Control Points, Strength of Schedule points (SR2012 p. 10), 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 be determined by adding :

- Tournament Points, an integer between 0 and 6
- Normalized Strength of Schedule (SoS divided by 30), a number between 0 and 1
- Normalized Hobby Score (Hobby Score divided by 15), a number between 0 and 1
- Normalized Quiz Score (Quiz Score divided by 20), a number between 0 and 1

for a final score out of 9.

## HOBBY SCORE

The Hobby 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 Modeling, Basing, Painting and Gaming, plus a set of bonus points to reward really outstanding armies... and penalties for botched work! The Hobby Score is then brought down to a grade out of 1 Tournament Point. The hobby grid is available on page 17, 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 Hobby 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.

Hobby Score will not give rise to any Painting Ranking. It is totally distinct from the Best Painted Army award.

## 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.

Rules questions will be related to fine points of the game rules. Players are advised to read the latest errata and visit the Rules section of the Privateer Press forums.

8 background questions will be related to the background of *Warmachine: Wrath* and *Hordes: Domination*, so be sure to read these two books beforehand! 2 background questions will be related to general knowledge of the Iron Kingdoms.

## 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. More info in a future update!

# 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, 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!)

For details about the registration, please refer to the Registration section on page 12.

## 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 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.

These are a few addresses of *somewhat* affordable hotels around the venue (with last year's pricing). This is a busy weekend 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](http://part-dieu/accueil-residence.htm?res=18). Tel:  
+33 4 37 91 99 21. Rooms from 55 €

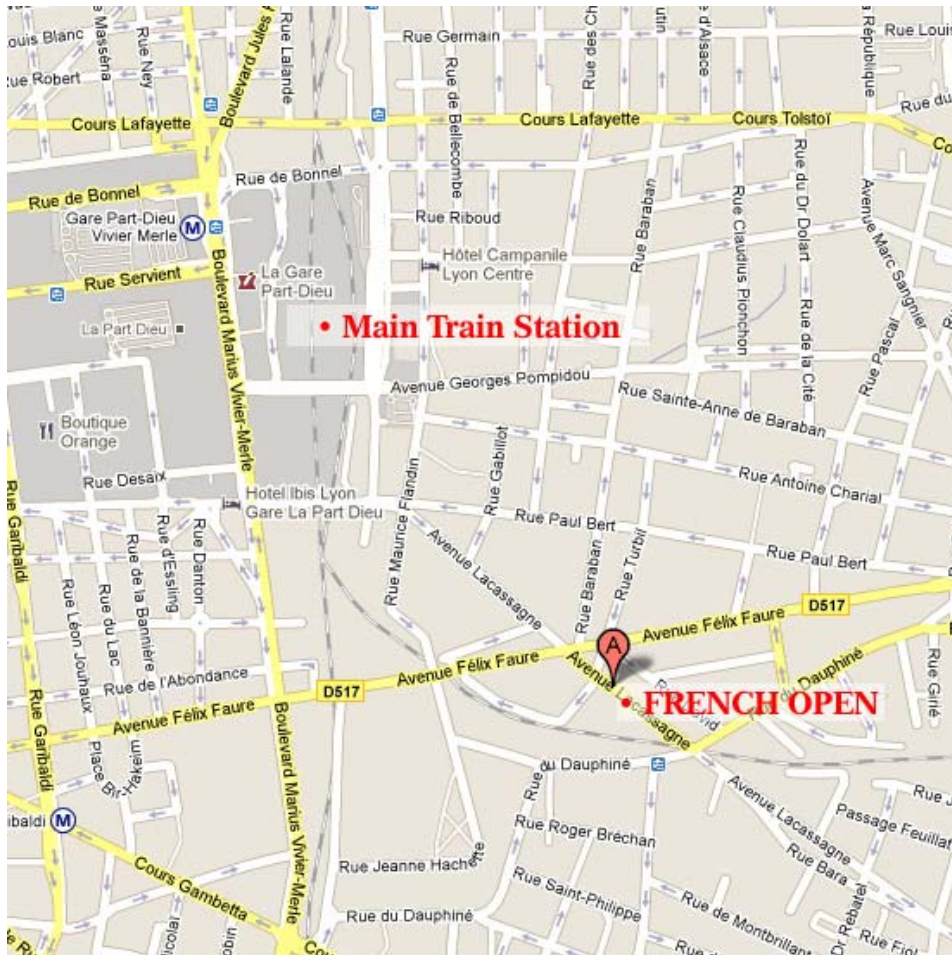
- Résid'Hôtel Lyon Part Dieu, 79 Boulevard Marius Vivier-Merle, 69003 Lyon.  
<http://www.residhotel.com>. Tel: +33 4 72 91 42 52. Rooms from 62 €
- Hôtel Première Classe Lyon Centre, 75 Boulevard Marius Vivier-Merle, 69003 Lyon.  
<http://www.premiere-classe-lyon-centre-gare-part-dieu.fr/fr/index.aspx>.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

*So, how does the Loveclock works exactly?*

The only rule you have to remember with the Loveclock is that the minimum duration of a turn is 3 minutes. If we consider a 60-minute chess clock, and that you start playing at 55 minutes of elapsed time, you can for example:

- play a 5 minute turn until the clock stops, then play 3-minute turns until dice down;
- play a 4 minute turn, then play 3-minute turns until dice down (just ignore the clock stopping in this case).

*Can I bring the same set of warcasters/warlocks or repeat the same version of FA:C models/units from one day to the next?*

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. Likewise, you can bring Gorman di Wulfe in one list on Saturday, and in one list 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.

*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*?

*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, **20€per player, before May 6<sup>th</sup>** :

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 May 1<sup>st</sup>. *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<sup>er</sup> mai à : KULA Frédéric (French Open), 131, av. Berthelot, 69007 LYON.*

Non-Eurozone players: contact us ASAP at zoroastre92-warmachine\_at\_yahoo.fr, tag [French Open]

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: [French Open Army List] Username, Country) **before May 6<sup>th</sup>**. 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/frenchopen2012/FrenchOpen2012.username.country.doc>

<http://www.igorzoroastre.com/docs/frenchopen2012/FrenchOpen2012.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 300 lists in a few days is a daunting and ungrateful task. It is acceptable 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 LAST YEAR'S EVENT

Last year's French Open welcomed 32 players from all over France along with a few guests from Italy, Spain, and as far away as Poland and Ukraine, all with lavishly painted armies! This year we hope to top that attendance to reach the maximum capacity of the venue!

A few links:

<http://privateerpressforums.com/showthread.php?70692>

<http://www.battle-group.com/forum/index.php?board=62.0>

<http://picasaweb.google.com/101688952058839529759/FrenchOpen2011#>

And some pics for good measure:













# HOBBY GRID

#: 99 Username : username Country/Town : Lyon

**Hobby Grade (15 max):** \_\_\_\_\_

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

- "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?"

**Modeling (/3):** \_\_\_\_\_

Models correctly assembled (no gap between the elements): +1

Models correctly cleaned (no mold lines): +1

Minor conversions and customization of the models: +1

Total:

Player (nfg) Judge1 Judge2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Basing (/3):** \_\_\_\_\_

Textured and painted base: +2

Complex or scenic base, while remaining non-invasive: +1

Total:

Player (nfg) Judge1 Judge2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Painting – Colours (/3):** \_\_\_\_\_

Models painted with 2 base colours: +1

Models painted with 3 base colours: +1

Harmonious or clever colour scheme, homogeneous/cohesive army: +1

Total:

Player (nfg) Judge1 Judge2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Painting – Accuracy (/3):** \_\_\_\_\_

Fast painting (base colours only/patchy paint): +1

Tabletop painting (highlights/shades/minimum details): +1

Advanced painting (several levels of highlights/shades, details/freehands): +1

Total:

Player (nfg) Judge1 Judge2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Gaming (/3):** \_\_\_\_\_

Front arcs marked: +1

Clear and explicit management of game effect/spells/focus etc.: +1

Specific models, such as leaders, UAs, solos etc. easily distinguishable

beyond the basic sculpt (by scenic base, banners, writing on base etc.): +1

Total:

Player (nfg) Judge1 Judge2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Bonus points (/3):** \_\_\_\_\_

Game material customized to match the army (templates, display, etc.): +1

Pro painting (painting contest quality): +1

This army rocks! (theme, originality, technique etc.) : +1

Total:

Player (nfg) Judge1 Judge2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Penalties (/10):** \_\_\_\_\_

Uncomplete warcasters/warlocks (missing bits/colours): -1/model

Several uncomplete bases: -1

Several uncomplete minis: -1

Several uncomplete units: -2

Total:

Player (nfg) Judge1 Judge2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

The "player" column is for info only and Not For Grading.

# APPENDIX: THE Q<sup>2</sup> CHALLENGE

**Important notice:** this is a little challenge issued by one of battle-group.com forumites. It is included here for your information and your possible amusement/scorn. It is NOT part of the rules and by no means compulsory.

From Q<sup>2</sup>:

*As Zoro asked me, I post to tell you about the challenge that has been already accepted by some of the fiercest French players. Personally, I'm more than inclined to think that foreigners have enough balls to endure this challenge and even if in France we try really hard, we don't have the monopoly on stupid ideas.*

*This idea came to me as the SR12 set of rules came up introducing the character restriction. It divided the French community, and some players were really reluctant about these restrictions, particularly the mercenary players who are always looking for occasions to complain. (Their lobby won since they have special character restriction this year)*

*Zoro decided that characters restriction would be mandatory for each day, i just wanted to show that it would be possible to follow this restriction for both days which means character restriction on the 6 lists available during the tournament.*

*So here are the rules :*

*6 lists so 6 different casters (true men don't kill coyotes and can choose to play only one version of a caster, so they can choose to play either the prime version or the epic one) and character restrictions applied on each of the 6 lists.*

*Some of us did it last year and it was really fun but there are many other reasons to accept this challenge.*

- *Prove to the others that you're able to bring a mass of painted miniatures, play all of your faction's available styles,*
- *Bring back door casters, not so well known in a tourney,*
- *Have fun, class and see the respect in your opponent's eyes,*
- *Perfect excuse if you lose ^^*

*I know it will have consequences, bad match ups and lots of painting to do, that's why I'm thinking of giving a little something to the player who'll bring the highest number of different miniatures split among the 6 lists.*

Read more at: <http://www.battle-group.com/forum/index.php?topic=9119.0>