

RULE SET

The tournament follows the Steamroller 2013 rules, available from the Privateer Press website at: <http://privateerpress.com/organized-play/steamroller-tournaments>

In addition to the army list rules detailed above, 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.

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 SR2013 rules, page 3. *When a player concedes, he automatically loses the game. The winning player will be 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 disqualification of the player(s) involved.

TOURNAMENT ROUND TIME

The Tournament Round length includes:

1. Players' list selection
2. Specialist selection if applicable
3. Terrain discussion
4. Starting roll
5. Deployment, and
6. 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 25 minutes

Tournament Round Length for 35-point games: 1 hour and 50 minutes

CHESS CLOCK

Each player's time will be chessclocked as per the SR2013 Game Timing Variant "Death Clock", p. 21. Note that this includes pre-deployment, deployment and game. As a reminder, if a player's clock runs out of time, that player loses the game; score the loss as an assassination victory using current table conditions.

Additionally, ignore the 5-minute conditions on p. 22: the tournament round has a time limit (see above) and Dice Down will be called as per SR2013, page 4.

Chess Clock Time per player for 50-point games: 68 minutes

Chess Clock Time per player for 35-point games: 50 minutes

TERRAIN

Each table will be furnished with 7 to 8 terrain pieces, typically 3-4 large (houses, forests, hills) and 4 small (walls, craters, small hills). Each table will have its own sheet giving the layout and the effects of the terrain. In other words, the terrain is **fixed**. If the layout of the terrain differs from what is represented on the table sheet, the terrain should be replaced in accordance with the sheet.

The scenario items will be placed according to the Least Disturbance rule of the rulebook, either by the TO or by the players. As a reminder, Steamroller places restrictions on terrain placement: *Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives taken playing scenarios that use them. Note that all other terrain types can be placed within these areas.*

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 SR2013 system. At each round, players will be sorted according to their Tournament Point total, then randomly paired inside each TP group. See also SR2013, page 3.

We will try to avoid in-Country/in-Town 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 60), a number between 0 and 0.5
- Normalized Control Point Total (CPTs divided by 50), a number between 0 and 0.5
- 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 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 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 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.

PREFILLING THE GRID

If you want to accelerate the grading process, or simply skew the judges' opinion in your favor, you can prefill your grid before the tournament. Simply download the grid following the link below:

<http://www.igorzomaestre.com/docs/frenchopen2013/FOI3.hobbygrid.username.doc>

Double-click on the grey boxes in the "player nfg" column to activate (cross) them. Send the file to zomaestre92-warmachine at yahoo.fr as outlined in Registration, p. 4.

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: Colossals* and *Hordes: Gargantuans*, 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.