



Vapnartak 2010 **Warmachine/Hordes Tournament**

Rules Set

This tournament will be using the current MK2 rules that are available.

Fundamental Rules

All players have the right to enjoy themselves and should conduct themselves in a manner that allows their respective opponents and other players to enjoy themselves.

All players have the right to be treated with respect from both players and judges.

All players are to respect other player's property, specifically their armies and equipment.

Player Responsibilities

Players participating in the tournament must bring all their own models, stat cards, dice, measuring devices, tokens, wreck markers and templates that they require for play.



Tournament Schedule

Please arrive by 09:00am as judges will need to check all army list copies. The first game is to start at 09:30 sharp.

09:00 - Registration
09:30 - 10:30 Round 1
11:00 - 12:00 Round 2
13:00 - 14:00 Round 3
14:30 - 15:00 Round 4
15:30 - Results and Prize Giving

Acceptable Model Policy

Only armies built entirely using Privateer Press and scratch built models will be accepted.

All armies are expected to be presented as WYSIWYG (what you see is what you get).

The decision as to whether an army is acceptable for play rests 100% with the judges.

Any questions about the acceptability of a model or an army can be raised with the judges prior to the tournament.

Judges retain the right to enforce this rule for specific models or an entire army as required.



Armies

Players will be allowed to bring two separate 35 point lists of the same faction to the tournament. Models in both lists must be owned by the player, though duplicate units can be shared between the lists.

Players must supply two legible copies of each army list. One is to be lodged with the tournament organisers before round one begins. The second copy must be shown to the opponent before starting play.

The following armies will be accepted.

- Cygnar
- Khador
- Menoth
- Cryx
- Retribution
- Trollblood
- Legion of Everblight
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- Skorne
- Circle Orboros
- All available Mercenary Contracts



Scenarios

Each round will feature a unique scenario that will be played out by the players. The scenarios are meant to challenge each army and players and to prevent the monotony of always playing the same mission.

Prior to each scenario, users will be paired off against their opponent and given a copy of the scenario. Before the game starts both players must decide which of their lists they intend on bringing to the scenario. Players should only be aware of the scenario, and the two lists the opponent has. No players should select their list after their opponent has declared which list they are using.

Each scenario will have a set victory condition as well as rules for tie-breakers if needed. In cases where the tie-breaker is not applicable, the game will end in a draw.

Awards

There will be a total of three game play awards for the tournament. They consist of First Place General, Second Place General and Third Place General. Each player will receive a number of points based on the outcome of their games. The breakdown of this distribution is as follows:

Win – 5 Points
Draw – 3 Points
Lost 1 Point

First, second and third place general awards are based strictly on the battle points awarded from Win/Draw/Loss, and in the case of a tie calculation of victory points earned will be used.

At the end of each game, players will calculate the victory points they have earned based on the VP that destroyed enemy models are worth. In the case of infantry squads, if they are under half strength they will award half VP (rounding down).



Bye Rounds

In the event of an uneven number of players the judges may opt to have a player play against a "ringer army" as played by a designated individual or to a "Bye-Round"

In the event of a bye-round a player will receive a score of a draw with no bonus points and a number of victory points equal to the calculated average of that round.

In the event that the player plays against the "ringer" army the player will play out the game and count the victory points as normal and receive a victory point score of the calculated average of that round.

Judge Calls

Players are encouraged to attempt to resolve rules disputes between themselves although any player may request a judgement call for a rules dispute.

Judges will make a call to the best of their ability using the available FAQs and the rules as written.

All judges' rulings are final.



Photography

Photography and videos of the event are encouraged but as a courtesy the judges request that the photographer please ask permission before taking any photos.

Cheating

Cheating, as can be expected is highly discouraged.

Players are to use their own discretion in reporting of any cheating to the judges.

Players who are caught cheating will first be given a verbal warning.

Players who are caught cheating repeatedly will be at the mercy of the judges.

The judges reserve the right to deduct points from a players total or to eject them from the tournament and all subsequent events should they decide it is appropriate.

Questions or comments

Any questions or comments about the tournament rules can be directed to the tournament via this email warmachine.competition@yorkwargames.org



YORK WARGAMES SOCIETY PRESENTS:

VAPNARTAK 2010

WARMACHINE/HORDES TOURNAMENT.

PLAYER ENTRY FORM	
NAME:	
ARMY:	
ADDRESS:	
CONTACT NUMBER:	
EMAIL:	
SPECIAL REQUIREMENTS:	

Entry to the Tournament

Tickets are £10 per player; this gains you entry to the tournament as well as the Vapnartak trade show. To purchase tickets players must send a cheque for £10 made out to Graham Allington together with a completed entry form to:

Graham Allington
36 Curzon Terrace
South Bank
YORK
YO23 1HA

Closing date for all entries is **Thursday 28th January 2010**. Any entries received after this date will be rejected and players refused entry to the event.

York Wargames Society
warmachine.competition@yorkwargames.org
www.yorkwargames.org