



WARMACHINE & HORDES
**WORLD
TEAM**
CHAMPIONSHIP

BLANKENBERGE, BELGIUM
22-24 / 9 / 2017
RULESPACK

WELCOME

to the 5th Annual
Warmachine
and Hordes

**WORLD TEAM
CHAMPIONSHIP**



WHAT IS THE WTC?

The WTC Committee is

Teemu Aro (Finland)

Michael Winters (USA)

Klaas Luyckx (Belgium)

Christophe Dirckx (Belgium)

Tim Grubbert (Germany)

The logistics committee is

Norbert Brunhuber (UK)

Tomas Mennes (Belgium)

The World Team Championship (WTC) is an annually run international team tournament for the game of WARMACHINE and HORDES. The WTC is run by an independent, non-profit organisation operated by an elected Committee. It is hosted by a different country each year, conditional on finding a suitable and willing host nation. The host nation for 2017 is Belgium.

The WTC is a tournament open to any country that is home to an active WARMACHINE and HORDES playing community and possesses a willingness to participate within the rules and spirit of the event. We encourage all players and communities to get behind and support the WTC, so together we can work towards helping the global community grow.

Before we go any further, it would be prudent to let you know that the best place to keep up to date with the latest news and updates is our webpage: <https://wmhwtc.wordpress.com/>

Additionally, we have set up social media that will be used by the WTC Committee to broadcast information as it comes to hand and an official WTC forum to allow discussion between teams and with the organisers.

☞ Facebook: facebook.com/worldteamchampionship

☞ Twitter: twitter.com/wmh_wtc

☞ Forum: <http://wmh-wtc.com/forum/index.php>

Data from past events can be found on our results webpage:

☞ <http://wmh-wtc.com>.

So a huge welcome to all WARMACHINE and HORDES players out there that have a passion for their country and tournament play!

If you have any questions/comments/suggestions feel free to contact us via our Facebook page or the email address: committee@wmh-wtc.com.

On a final note whilst the WTC is supported and acknowledged by Privateer Press, it is an independently run event and the WTC Committee is not affiliated with Privateer Press in any way.

WTC 2017

The 5th annual WTC will be held in September 2017 so the countdown has begun to what promises to be the largest event on the calendar of WARMACHINE and HORDES players around the world.

WHEN IS IT ALL HAPPENING?

Friday 22nd – Sunday 24th September, 2017

WHERE?

Floréal Club Blankenberge

Koning Albert I laan 59

8370 Blankenberge

Belgium

WHO?

For a list of countries who have registered to participate, visit:

<http://wmh-wtc.com/>



BASIC TOURNAMENT RULES

TEAM RULES

- ☛ The WTC is a team event with each team comprised of five (5) players. The team may also include a non-playing coach (see Coach Responsibilities below).
- ☛ A maximum of 64 teams will be accepted at the 2017 WTC.
- ☛ A maximum of 3 teams from any country will be allowed to compete at the WTC (see Team Nomination Rules below).
- ☛ All 5 players within each team must have a current residential address for the country they are representing at the WTC.
- ☛ Each country is allowed to have 1 non-country affiliated "mercenary" on their teams if granted permission upon request by the Committee, but only under exceptional circumstances. (See the Mercenaries, UN Team, and Regional teams section below.)
- ☛ Backup players are allowed and encouraged for each team under the following conditions: Back up team members must submit their lists at the same time as the core team does and specify which team members they would potentially replace.

COACH RESPONSIBILITIES

- ☛ If a team decides to bring a coach, he/she is considered an additional part of the team.
- ☛ As all other participants, a coach is not allowed to interfere in a game in progress, with exceptions listed below. The only information to be given to a player during a game is the result of another game played in the match.
- ☛ A coach is free to participate in the team pairing process, and give hints to players before a game starts. The game is considered in progress once the clock is started.
- ☛ After a game's clock has started, the coach must approach a referee if they notice anything in the game(s) being played incorrectly.
- ☛ The coach is expected to help the team with the logistics of a match, e.g. collecting result sheets. Players may also ask a coach to look up a rule, or look for a judge to come over while the game continues. Any requests made and agreed by both players do not count as interfering in a game.

GAME SYSTEM

- ☛ The WTC is run under the official WARMACHINE and HORDES game system as published by Privateer Press.
- ☛ The most recent official Steamroller Rules (SR2017) published by Privateer Press will be enforced for the WTC.
- ☛ The tournament will require each player to bring 2 lists of 75 points each (no specialists), observe baseline character restrictions (so no character restrictions). A player is not required to play both lists during the event.
- ☛ Players should ensure that their lists clearly specify all bonds and clients and describe all theme list benefits.
- ☛ Across a team, no warcaster/warlock may be repeated.
- ☛ Round timings will use the Death Clock system.
- ☛ If an official rules errata is released prior to the event, the errata will be in effect at the event.
- ☛ The WTC will be run over two (2) days consisting of 6 rounds, 3 on the Saturday and 3 on the Sunday.

PAINTING & CONVERSION

- ☛ WTC will be enforcing the Advanced Painting Required as per Steamroller 2017. Minor discrepancies can be considered by the head referee on site.
- ☛ If a team has one player which doesn't adhere to this standard, that team will suffer a penalty of always losing the team roll-off. If they have more than one player not adhering to the painting standard, then they always lose the team roll-off and each unpainted player will have their table edge and matchups decided by the opposing team.
- ☛ Our policy on model conversions is that models must be easily identifiable on the table top i.e. your opponent should be able to easily recognise all the models in your army.
- ☛ We will allow conversions, including using some (ie a minority of) non-PP parts. Your best guide is the Steamroller conversion guidelines. The Committee requests that players submit pictures of any significantly converted models for approval by sending an email to committee@wmh-wtc.com in advance of the event. Non-approved models found unacceptable on site will not be allowed to be used.

BASIC TOURNAMENT RULES

LOGISTICS

- ☞ Homemade damage grids are allowed. However, you must ask your opponent if they are OK for you to use them and also understand how you will use them. (We recommend you have cards or War Room handy as a backup as a result.)
 - | Keep in mind that it is entirely up to the player to do this properly. If any tracking method is found to be faulty (deliberately or not), the repercussion could be as high as expulsion from the event.
- ☞ The organisers take no responsibility for War Room app or mobile phone failures/difficulties on site. As per Steamroller rules, if a player's War Room device fails during a game and the information cannot be recovered in a timely manner, the player concedes that game. As such, we recommend you bring all model cards and theme force information in hard copy.
- ☞ While players are free to use any language or translated player aids, the official language of the WTC is English, and all players are required to have the English versions of their cards on hand. All rule disputes will use the English version of the rules as reference.
- ☞ Chess clocks will be provided by the WTC.
- ☞ Flags and objectives will be provided by the WTC.

ROUND TIMING

- ☞ The round pairing process should take 10 minutes per team, using the Death Clock system. If a team runs out of time a referee will be called over to randomly make the remaining pairings for that team.
- ☞ Each round will last 2.5 hours from the time the pairings are announced
- ☞ Round timings will use the Death Clock system:
 - | Each player will have 60 minutes available to them to use during the game. Deployment does come out of this time.
 - | If the round expires with players having more than 5 minutes left on their clock (between them) it will result in a double loss.
 - | Players are allowed to stop the clock for rules queries, toilet breaks and other legitimate reasons.

ROUND PAIRINGS

The WTC employs an interesting and challenging method for determining the pairings of players within opposing teams for each round.

- ☞ Team will be paired off against each other randomly in the first round and use the "Swiss Chess" system from the 2nd round onwards.
- ☞ A team will never be matched against the same team twice.
- ☞ Two teams from the same nation will not be paired against each other unless there is no alternative.
- ☞ The captains from each team will work together to determine the individual pairings of the players within their teams using the following method:
 - | Dice off until there is a winner. The winner gets to choose whether they are Team A, or Team B in the process.
 - | Team B captain nominates his/her first player and presents both the player's lists to the opposing captain.
 - | Team A captain then nominates two (2) of his players that are potential opponents for the player. He provides all 4 lists for the 2 players.
 - | Team B captain chooses which player from the 2 that will play against the player he first nominated. The one he does not choose remains on the table.
 - | Team B captain will choose which table the match will be played on.
 - | Once the first match up is determined, Team B captain will nominate 2 of his remaining players, Team A captain will then choose one of those to face off against the player left on the table from the 1st round pairings.
 - | Team B captain continues to choose the table for each match-up.
 - | This process continues until all 5 pairings have been done.
 - | All players across the entire tournament will play the same SR2017 scenario for a given round. No scenario will be repeated.
 - | Table terrain will be set up in a slightly skewed fashion and follow the requirements listed in Steamroller 2017.

BASIC TOURNAMENT RULES

TOURNAMENT SCORING

- ☞ The team that gains 3 or more victories from the 5 games in a round is declared the winner and receives one 1 tournament point. The losing team receives 0 points.
- ☞ Each player that wins their game in a round is awarded a "Player Tournament Point".
- ☞ Each team's strength of schedule will be calculated and will be used as the 1st tie-breaker.
- ☞ The total "Player Tournament Points" a team has accumulated will be used as the 2nd tie-breaker.
- ☞ The number of control points each team earns across all 5 games for a round is also recorded and is used as the 3rd tie-breaker.
- ☞ The number of army points each team destroys across all 5 games for a round is also recorded and is used as the 4th tie-breaker.

SPECIAL TEAMS

Players that are not members of a team, but want a chance at participating as a "mercenary", should contact the WTC Committee by email (committee@wmh-wtc.com), stating whether they are interested in playing as mercenary, in Team United Nations, or either.

MERCENARIES

- ☞ Teams may apply to have up to 1 Mercenary player from outside their nation join their national team. The purpose of having a Mercenary on a team is to help that team fill their slots up because they could not find anyone else from their country able to attend the event. It is not meant as a way to gain a competitive advantage by cherry-picking certain players when national players are willing to come. There will be exceptions to this guideline. Teams are encouraged to contact the Committee to discuss their particular situation.
- ☞ A team that is missing a player should contact the Committee. We will provide the Captain with information about the mercenary players currently available. The Captain should also try to find their own Mercenary player and bring those options to the Committee for consideration. The decision which player is selected is made by the Captain of the team in conjunction with the WTC Committee.

TEAM UNITED NATIONS

- ☞ In case of an odd number of teams, the WTC Committee will form Team UN. Players applying for Team UN have to bear in mind that their spot at the WTC is not confirmed, and may be cancelled in case a team unexpectedly withdraws. The Committee's main goal is to have an even number of teams. Ample notice will be given to Team UN of a withdrawal.
- ☞ The membership of the Team UN is decided by WTC Committee. It will not be on first-come-first-serve basis. We will give priority to players from a country that does not have a team, and try to avoid having more than one person from the same country.

REGIONAL TEAMS

To help fulfil its goal to spread the game globally, the Committee may elect occasionally to allow a region of smaller Warmachine/Hordes communities to form one team. These exceptions will be announced via the event's website. Currently there is a call out for a Team Asia and Team Latin America.

AWARDS

- ☞ 1st, 2nd and 3rd place
- ☞ 1st, 2nd and 3rd Best Painted Army
- ☞ Wooden Spoon

PAINTING COMPETITION RULES

The WTC stands as one of the highest examples of competitive team gaming on the Warmachine and Hordes calendar. As such, we feel the painting and hobby aspect of the event also needs to be a leading example of the creative talents of our players.

Judging any painting competition is highly subjective and there can be controversy around results. Therefore we have aimed to present a clear set of rules and guidelines to allow our attendees some understanding of how and why we will judge the way we do.

Our aim is to showcase some of the superb armies we will see at the event, and the skilled artisans behind them.

CORE RULES

- ☞ The 2016 WTC painting competition is open to all armies being used during the 2016 event
- ☞ There will be separate competitions for both the team and the solo events
- ☞ Painters must include all miniatures used across both their lists. This includes dismounted versions of cavalry figures, but does not need to include any potential summoned/created miniatures, unless they begin play on the table (eg: Goreshade the Bastard must be accompanied by his Deathwalker, but Bane Lord Tartarus does not need a selection of thralls and knights he may create during play)
- ☞ If a painter has loaned an army to another player, this army can be included in the judging process and is eligible to win any prizes deemed earned. Players must gain written consent from their painter if the army is to be considered for the painting competition
- ☞ Painters can be awarded prizes for multiple armies, if they have more than one qualifying army being used at the event
- ☞ The WTC will be enforcing the Privateer Press painting and conversion guidelines where relevant; please familiarise yourself with them
- ☞ Prizes will be awarded for first, second and third place army in the team event and first place army in the solo event
- ☞ The judges' decision is final, and no correspondence will be entered into

THE JUDGES

There will be five judges taking part in the process. This is to ensure we have a balanced mix of taste and painting background, from army painters, to players to competition painters. The judging team will include:

- ☞ The WTC Head Judge
- ☞ Two experienced competition painters (technical painters)
- ☞ Two experienced competition gamers (army painters)

JUDGING

- ☞ All armies to be considered for judging must be displayed on the last table played on before lunch on the Saturday of the event
- ☞ Players must display all figures in the army as detailed in the core rules
- ☞ All armies must be accompanied by a competition form filled out completely
- ☞ Judges will short-list all armies they feel deserve closer inspection and mark them with a golden ticket
- ☞ All armies earning a golden ticket should immediately after their last game on Saturday, set up their army for display in the designated area
- ☞ The judging team will then consider all the armies and judge them according to five criteria: Technique, Conversion, Basing, Consistency and Overall Appearance
- ☞ The top three armies will be chosen and ranked from first to third
- ☞ Armies can be collected after judging is completed, but we would appreciate them being left on display where possible to allow attendees to view and admire the talent on show

PAINING COMPETITION RULES

CRITERIA:

Five criteria will be used to assess the short listed armies. As mentioned, painting can be very subjective and there is no simple metric by which judging will happen. However, here are some guidelines to help painters understand what judges will be looking at.

- ☞ Technique: How well does the painter master their art? Is paint applied smoothly and neatly? What blending techniques have been used? Is there freehand and OSL suitable to the theme of the force?
- ☞ Conversion: Do any of the miniatures in the army include conversions? Does the conversion work match the theme of the Iron Kingdoms well? Are the conversions executed well, to the point of not appearing to be conversions? Have all gaps been filled and mould lines removed?
- ☞ Basing: Is there a clear basing theme to the army, with all models matching? Has the painter used resin bases, or customised them in any way? Is there more to the basing than simple "rock and flock"?
- ☞ Consistency: Does the colour scheme and painting match across all models in the army? Are all the models painted to the same standard? Does the army feel like a cohesive whole?
- ☞ Overall: What is the "Wow Factor" of the force? Does it leap off the table and grab your attention? Is the colour scheme a "standard" one, or is it something unique? What makes this army worthy of winning over any others?

We plan on taking photographs of all the winners and qualifying armies and will present them through galleries on the WTC website and Facebook page after the event. We look forward to seeing all the amazing work the painting community brings to the event.

Direct any questions to committee@wmh-wtc.com

WTC 2017 TIMELINE

TEAM NOMINATION ROUND: 15TH JANUARY, 2017

- Each country can register up to two (2) teams of 5 players.
- Countries do not have to nominate the players of their teams at this time; they merely reserve a spot in the tournament for their team.
- A non-refundable EUR 100 deposit is required during the registration.
- Payment information can be found on our webpage: <https://wmhwtc.wordpress.com/wtc-payments/>

3RD TEAM NOMINATION ROUND: 1ST MARCH, 2017

- Teams can apply to have a third team in the WTC.
- Countries do not have to nominate the players of their teams at this time; they merely reserve a spot in the tournament for their team.
- There is a priority system to awarding the third team slots in case there is not enough space at the event for all applicants. The system is described here: <https://wmhwtc.wordpress.com/2015/10/29/priority-system-rules-for-3rd-teams-at-the-wtc/>
- The order in which 3rd teams are assigned can be found here: <https://wmhwtc.wordpress.com/2016/10/03/wtc-2017-venue-info-and-3rd-teams/>

PUBLISHING THE ATTENDING TEAMS: 1ST APRIL, 2017

- This is the deadline for applying for a 3rd team and paying its non-refundable EUR 100 deposit.
- The WTC committee will announce which countries get three teams, based on the priority system at this time.

TEAM CONFIRMATION AND FINAL PAYMENT: 1ST MAY, 2017

- The final payment for all teams is required to be paid at or before this date (minus the EUR 100 deposit).
- The complete ticket cost is EUR 1050 and includes room and board (Friday dinner through Sunday lunch).
- The final payment is non-refundable.
- If nominated teams fail to pay by this date their ticket will be made available to the next team that wants to attend.
- Countries do not have to nominate the players of their teams at this time; they merely confirm a spot in the tournament for their team.

SR2017 AND FINAL RULES PUBLISHED: JUNE 2017

- Privateer Press releases Steamroller 2017 in June 2017.
- The rules described in this document will be followed as closely as reasonable, but in case there are something major in the new Steamroller, the Committee may need to tweak the WTC rules if needed.

TEAM LINE UP SUBMISSIONS: FRIDAY 1ST JULY, 2017

- Team captains are required to confirm their team line ups by this date. This includes their team name, captain's name and the names of other players in the team.
- Any reserve players should be listed at this time as well.

LIST SUBMISSIONS: 27TH AUGUST, 2017

- Army lists for all players (including reserve players) in the team are also due by this date.
- The entire team's lists should be prepared in War Room or Conflict Chamber and collated into one long list either in the body of the email or in an attachment to committee@wmh-wtc.com. Lists should not be submitted as separate files by players. Please note any and all model relations must be listed as well (warbeast/warjack bonds, warbeasts/warjacks controlled by journeymen warcasters, lesser warlocks or 'jack marshals, clients, etc). Also, all theme lists used should be mentioned and benefits should be listed.
- All lists will be checked for legality and then published to the WTC website at the same time, usually within a week's time.

MAIN EVENT: 22ND TO 24TH SEPTEMBER, 2017

The time for practise is over; the WTC begins!

- Additional information gets published on our webpage and Facebook page; it is strongly recommended that you like and follow us there to keep abreast of further announcements and clarifications

EVENT LOGISTICS

LOCATION: WHAT TO EXPECT?

- ☞ The resort is located in the beautiful town of Blankenberge at the Belgian coast, with the touristic centre at walking distance. The beach is just a 5 minute stroll away.
- ☞ We can accommodate up to 600 people. The accommodation is quite diverse, ranging from hotel rooms to whole 1 or 2 bedroom apartments. All rooms are of hotel quality, some even have a sea view.
- ☞ We will cater to every participant's dietary requirements, and will offer a meat, fish and vegetarian option for every meal. Given we need 400+ people to eat, waiting a few minutes on your food will be inevitable, but we aim to make the food being served at the table, so you can wait while sitting down instead of a 20 minute waiting que.
- ☞ On Friday evening, our super popular "frietkot" from 2013 will make a return.
- ☞ We will have free wifi in the public area.
- ☞ At least 1 game room will be available for playing around the clock.
- ☞ We will have several big gaming halls through the event to make sure everybody has more than sufficient space to sit and thoroughly enjoy his game.
- ☞ Streaming will be set up in a separate room (to optimise streaming quality). We will try to project the streams immediately in the hall so you can enjoy the stream at the spot when you finished your own game.
- ☞ We know that more and more people see the WTC as a great opportunity to do some traveling. If you're coming all the way to Belgium, why not take your wife/girlfriend/husband/boyfriend/mistress/kids/... along? Given that we are in such a nice location by the sea, we can offer a few daytrips to keep your non-gaming company happily entertained: there is a sea-life rescue centre right across the road, there is shopping nearby, and of course the beach is just a minute away. The ancient and beautiful city of Bruges is not far either... The weekend will be over before they know it!
- ☞ If you want to combine the WTC with a (family) holiday, there are ample options to enjoy yourself in our country. We can also offer you additional nights stay in the hotel at discount rates (see "costs").

TRAVELING

- ☞ The train station of Blankenberge is less than a 10 minute walk (or a very short cab ride) away from the venue, and if demand is high enough, we can arrange for bus shuttles from the two major airports at acceptable rates.
- ☞ Furthermore, there is ample and free parking space right at the venue. At any rate, many of you know that we follow up everything regarding transport closely, and that we will do everything within our powers to make the trip back and forth run as smoothly as possible.

This said, we strongly suggest that you:

- a) come by car
- b) fly on Brussels airport (arriving in Brussels on Friday before 19.00, stay the optional Sunday night, and depart on Monday after 10.00 in the morning), and come by train. (this will be faster, easier, cheaper and more relaxed than driving through Brussels)
- c) rent a car. Especially if you guys can carpool with 3+ guys this is by far the easiest and cheapest way to reach the venue.

IMPORTANT:

reaching the venue from other airports (Charleroi, Lille) by public transport is not impossible.

PLEASE CONTACT US PRIOR TO BOOKING YOUR FLIGHTS IF YOU ARE UNSURE WHAT YOUR TRAVEL TIME AND COST WILL BE.

- ☞ We are really happy to help figure everything out, so you can make an informed decision on this.

PRICING

THE PACKAGE + OPTIONS

- ☞ The basic package (included 5 Times in the EUR 1050 entrance fee)
- ☞ Entrance for your team at the most prestigious team event of the year: the WTC.
- ☞ Acces to any other side event that we can cook up, definitely including a round-the clock iron irena!

MEALS

- ☞ Friday: Frietkot
- ☞ Saturday: Breakfast, 3 course Lunch and BBQ
- ☞ Sunday: Breakfast and 3 course lunch
- ☞ 2 nights accommodation in an appartment/few hotel rooms (Friday-Saturday)

EXTRAS:

- ☞ Extra ticket for a +1:

Adult: EUR 210 •

Child (3-12) :EUR 150

Infant (0-3): contact the committee

- ☞ These extra tickets include everything from the basic package, except entrance in the WTC, of course.
- ☞ Extra night+breakfast: EUR 50 p.p. for each night.
- ☞ Extra 3 course dinner (on Sunday evening): EUR 15 p.p.

EVENT SCHEDULE

(SUBJECT TO CHANGE)

FRIDAY

- ☞ 12.00-24.00: Bar is open!
- ☞ 16.00 -24.00: Open play tables, Beermachine, Grudge Matches, iron arena
- ☞ 18.00-24.00: registration opens. You need to register to obtain booze and frietkot coins, so make sure to come over!
- ☞ 20.00 - 24.00: Frietkot

SATURDAY

- ☞ 00.00-01.00: bar is open!*
- ☞ 00.00-24.00: Open play tables, Beermachine, Grudge Matches, iron arena
- ☞ 8.00 - 8.45: Breakfast
- ☞ 9.00 - 9.30: Welcome and Introductions
- ☞ 9.30 - 12.00: WTC Round 1
- ☞ 12.15 - 13.15: Lunch
- ☞ 13.30 - 16.00: WTC Round 2
- ☞ 16.15 - 18.45: WTC Round 3
- ☞ 19.00 - 21.30: Dinner

SUNDAY

- ☞ 00.00-24.00: Open play tables, Beermachine, Grudge Matches, iron arena
- ☞ 8.00 - 8.45: Breakfast
- ☞ 9.00 - 11.30: WTC Round 4
- ☞ 11.45 - 12.45: Lunch
- ☞ 13.00 - 15.30: WTC Round 5
- ☞ 15.45 - 18.15: WTC Round 6
- ☞ 19.00 - 19.30: Awards Ceremony
- ☞ 20.00- 21.00: Dinner (not included in the basic package)

MONDAY:

- ☞ 00.00-07.00: Open play tables, Beermachine, Grudge Matches, iron arena
- ☞ 07.30-10.00: Breakfast

WHERE TO FROM HERE?

Keep track of announcements on our Facebook page as things get closer and prepare yourself for what is going to be another edition of the most prestigious and exciting WARMACHINE and HORDES event worldwide!

