WARMACHINE & HORDES
WORLD TEAM CHAMPIONSHIP

Warsaw, Poland

14 – 16 / 9 / 2018

Rulespack

What is the WTC?

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 2018 is Poland.

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.

Our webpage: https://wmhwtc.wordpress.com/

Social Channels:

facebook.com/worldteamchampionship

twitter.com/wmh_wtc

Data from past events can be found on our results webpage: http://wmh-wtc.com.

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.

The WTC is supported and acknowledged by Privateer Press but is an independently run event. The WTC Committee is not affiliated with Privateer Press in any way

This year's WTC is hosted at the Sandgate Hotel, Komitetu Obrony Robotników 32, 02-148 Warszawa

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 are 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 can have non-country affiliated "mercenary" player(s) on their teams if granted permission by the Committee, but only under exceptional circumstances. Mercenaries are not ideal and the number of them will be limited. (See the Mercenaries section below.)
- Alternate players are allowed and encouraged for each team under the following conditions: Alternate team members must submit their lists at the same time as the core team.

COACH RESPONSIBILITIES

- If a team decides to bring a coach, they are 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 (SR2018) 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). A player is not required to play both lists during the event.
- Across a team, no specific version of a 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.
- Lists must be submitted by Aug 20th. Captains will receive a link to submit them via Conflict Chamber in an email a few weeks before this date.

PAINTING & CONVERSION

- WTC will be enforcing the Advanced Painting Required as per Steamroller 2018. Minor discrepancies can be considered by the head judge 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 (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 us a Facebook message (or email to Warmahordes.WTC@gmail.com) in advance of the event. Non-approved models found unacceptable on site will not be allowed to be used

LOGISTICS

- Homemade damage grids are allowed. However, you must ask your opponent if they are OK for you to use them and understand how you will use them. (We recommend you have cards or War Room handy as a backup) 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 can stop the clock for rules questions, toilet breaks, and other legitimate reasons.
- Teams are encouraged to stay for closing ceremonies and awards but are required to stay until the end of the sixth round. If a team decides to leave early, they may forfeit their final round if there is a concern they should have been present to discuss, at the discretion of the Head Judge.

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 their first player and presents both the player's lists to the opposing captain.
  - Team A captain then nominates two (2) of their players that are potential opponents for the player. They provide all 4 lists for the 2 players.
  - Team B captain chooses which player from the 2 that will play against the player they first nominated. The one they do not choose remains presented. 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 their remaining players,
  - Team A captain will then choose one of those to face off against the player left presented 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 SR2018 scenario for a given round. No scenario will be repeated.
- Table terrain will be set up in a slightly skewed fashion and follow the guidelines presented in Steamroller 2018.

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 used as the 3rd tie-breaker.
- The number of army points each team destroys across all 5 games for a round 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.

MERCENARIES

Teams may apply to have Mercenary players 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. Taking competitive advantage by cherry-picking certain players when national players are willing to come is not the goal of the mercenary program. 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.

AWARDS

1st, 2nd and 3rd place

1st, 2nd and 3rd Best Painted Army

The 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 2018 WTC painting competition is open to all armies being used during the 2018 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
- 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

Painting 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 Warmahordes.WTC@gmail.com

EVENT SCHEDULE

Saturday

Saturday	WMH	GB	WMH Solo
7:30			
7:45			
8:00			
8:15	Breakfast	Breakfast	Breakfast
8:30			
8:45			
9:00			
9:15	Opening Ceremony	Opening Ceremony	Opening Ceremony
9:30			
9:45	Round 1	GB Ceremony	Break
10:00		Round 1	Round 1
10:15			
10:30			
10:45			
11:00			
11:15			
11:30			
11:45			
12:00			
12:15		Lunch	Lunch
12:30			
12:45			
13:00	Lunch		
13:15			
13:30			
13:45	Round 2	Round 2	Round 2
14:00			
14:15			
14:30			
14:45			
15:00	Round 2		
15:15			
15:30		Break	Break
15:45			
16:00		Round 3	Round 3
16:15			
16:30			
16:45	Round 3		
17:00			
17:15			
17:30			
17:45			
18:00	Round 3	Break	Break
18:15			
18:30			
18:45		Dinner	Dinner
19:00			
19:15			
19:30			
19:45	Dinner	Free format	Free format
20:00			
20:15			
20:30			
20:45	Free format		
21:00			
21:15			
21:30			
21:45			
22:00			

Sunday

Sunday	WMH	GB	WMH Solo
7:30			
7:45	Breakfast	Breakfast	Breakfast
8:00			
8:15			
8:30			
8:45	Round 4	GB Ceremony	Break
9:00			
9:15		Round 4	Round 4
9:30			
9:45			
10:00			
10:15			
10:30			
10:45			
11:00			
11:15		Lunch	Lunch
11:30	Lunch		
11:45			
12:00			
12:15			
12:30	Round 5	Round 5	Round 5
12:45			
13:00			
13:15			
13:30			
13:45	Round 5		
14:00			
14:15			
14:30		Round 6	Round 6
14:45			
15:00			
15:15			
15:30			
15:45			
16:00			
16:15			
16:30	Round 6		
16:45		GB Ceremony	Break
17:00			
17:15		Break	Break
17:30			
17:45			
18:00	Break		
18:15			
18:30	Closing Ceremony	Closing Ceremony	Closing Ceremony
18:45			
19:00	Dinner (Optional)	Dinner (Optional)	Dinner (Optional)
19:15			
19:30			
19:45			
20:00	Free format	Free format	Free format
20:15			
20:30			
20:45			
21:00			
21:15			
21:30			
21:45			
22:00			