

1. Warmachine/Hordes OETC Rules:

1.1 Introduction:

We (the gaming group Blackjack & Hookers) have the great pleasure to announce the first open European Warmachine/Hordes team tournament taking place in Salzburg, Austria. We would very much like to invite players from all European and non-European countries to participate. Last year we came up with the idea to organise such an event for our two favourite tabletop systems. There is a similar event for “the other tabletop game” – and now it is our aim to reach all players who love Warmachine and Hordes, not just a few. Two things are very important to us for this event: we explicitly want to host an **international event** and a **team tournament** to further strengthen the network of Warmachine and Hordes players in Europe and beyond. When else do you have the chance to compete against players from various countries at a single event? We give our best to ensure a weekend of excitement and fun indulging in our favourite hobby and meeting players from all over the world. Have fun reading the tournament guidelines

your OETC team

1.2 Tournament Details:

Date: September 25th and 26th 2010

Location:

Kolpinghaus Salzburg, Adolf Kolpingstraße, 5020 Salzburg

Tournament location website: <http://www.kolpinghaus-salzburg.at>

Participants: 80 players (16 teams) (it is possible to increase the number of participants up to 100 players (20 teams) if there is sufficient interest in the event)

Entry fee: 25 € (125€ per team) which has to be paid until July 31st 2010

Bank details:

Oberbank GmbH

IBAN: AT37 15090 00101345080

BIC: OBKLAT2L

Reference: team name (for instance: nation, team name)

Account holder: Mader Stefan

Please send your army lists to the email address below until September 1st 2010:

admin@czermak-tabletop.com

Team registration and website:

<http://wmho-oetc.frozensnet.com>

1.3 What to bring?

The official tournament language will be English – players are kindly asked to provide the cards for their armies in English.

- Cards for your army in English
- Miniatures
- Dice
- Measuring tape
- Templates
- Tokens for special game effects (spells, feats, continuous effects...). Self made tokens and tokens from various retailers are acceptable. The token should clearly indicate the game effect.
- Rule book/ faction book
- High spirits

2. Registration:

Please register your team at our website:

<http://wmho-oetc.frozensnet.com>

A team consists of five players, one player being the team captain (with special duties during the tournament ;), find out more below). Every team member chooses one of the following factions:

- Cygnar
- Protectorate of Menoth
- Khador
- Cryx
- Retribution of Scyrah
- Mercenaries (Four Star, Highborn Covenant, Searforge Commission or Talion Charter)
- Trollbloods

- Circle Orbororos
- Legion of Everblight
- Skorne
- (Minions)

Factions are allowed only once per team (for instance: one Cygnar player, one Cryx player, one Skorne player, one Trollbloods player and one Khador player form a team). Every participant creates two 50 point lists of one faction with different warcasters/warlocks. Mercenaries are allowed to choose different contracts/themed armies for their lists. The team captains should submit all army lists of their team players until September 1st 2010 to the following email address: admin@czermak-tabletop.com

Prerequisites for your army lists:

- Name of the team player and team
- Two 50 point lists with 2 different warcasters/warlocks
- Please submit your army lists as Word or Excel files
- It would be fantastic if teams could submit a team photo

Every participant at the tournament will receive a tournament folder containing the submitted army lists with damage grids.

Generally there is no maximum number of teams per nation for this tournament. To ensure that as many nations as possible participate in the event we have implement the following rule: if all 16-20 team slots are taken and a nation with no prior registered team wishes to enter a team for the tournament, we unfortunately have to cancel the registration of the team of the nation with the most participants that submitted its registration last.

Example: a team from the Vatican submits a registration. There are already three registered teams from Austria, which is now leading in regards to the number of teams, and the number of teams would exceed the team maximum for the event. The team from Austria that submitted its registration last unfortunately will have to step back.

One “mercenary” from a different nation is allowed per team. Example: Team Vatican only has four players and accepts a “merc” from Austria into their team to achieve the number of required players.

3. Models, Painting and Proxies:

The Steamroller 2010 rules apply (p.1 ff Steamroller Rules 2010 PDF). There will be an award for the best painted army. Players are required to have both lists fully painted to compete for the painting award.

4. Fairplay and Rule Questions:

We expect all players to treat their opponents with courtesy, fairness and respect. Should any difficult situations arise, please contact the tournament organisers or referees immediately to resolve the situation. In the unlikely case of extremely unsportsmanlike behaviour victory of the match goes to the opponent at maximum victory points.

Should any questions regarding the rules arise players are asked to consult their rulebooks and fetch the referees only if they come to no satisfying conclusion. Referees or tournament organisers have the final word on debates.

5. Terrain:

Terrain will be set up by the tournament organisers. It is not allowed to change the set up of the terrain unless it has too great an impact upon a certain scenario. In this case the terrain will be changed by the tournament organisers. You will find a rule sheet with all relevant terrain rules at the gaming tables.

6. Match Pairings, Scenarios and Tournament Points:

6.1 Pairings and Scenarios:

In round 1 of the tournament team pairings will be decided by lot. Two teams from the same nation will not compete in round 1 of the tournament.

After round 1 pairings occur according to the Swiss tournament system. A team will never compete against the same team twice.

After the opposing teams have been chosen both team captains meet at their allocated gaming table and throw a dice. The captain with the highest roll goes first. In the case of a draw reroll until you have a winner.

Team captains are required to match the members of their teams in the space of 15 minutes according to the guidelines below. Should team captains exceed the time limit pairings and scenarios will be randomly allocated by the TOs. The tournament organisers will clearly announce the time for the choice of the match ups.

Team captain A wins the dice roll. Team captain A chooses his first player and provides both army lists of the respective player. Team captain B then chooses 2 players and provides their respective army lists. Team captain A picks one of these two players to compete against the first player of team A. Once a match up has been decided, the army lists of the second player of team 2 remain on the table. Team captain B then chooses a scenario and a gaming table for the first match up. Every scenario has to be chosen once by the team captains per tournament round, resulting in all 5 team members playing a different scenario per tournament round.

After that, the second player of team B is presented with two players and their respective army lists by team captain A. Team captain B picks one opponent and team captain A chooses gaming table and scenario. Repeat this process until every team member has an opponent. Once team captains have decided on the pairings the tournament organisers will register the match ups.

The Steamroller Rules 2010 – i.e. victory conditions and tie breakers – apply.

Five different scenarios are played:

- Convergence (Steamroller 2010 PDF p.7)
- Overrun (Steamroller 2010 PDF p.8)
- Destruction (Steamroller 2010 PDF p.10)
- The Gauntlet (Steamroller 2010 PDF p.13)
- Killbox (Steamroller 2010 PDF p.16)

Game time for the individual matches is 120 minutes – with 60 minutes being reserved for each player. There is no time limit per turn, but players are kindly asked not to contemplate for 10 minutes before moving the first model. Should you get the impression that your opponent is playing for time, please contact the tournament organisers or referees.

It is strictly forbidden to interfere with games that are not your own to gain advantage for your team (for example by giving hints or indicating moves). It is allowed to inform players of wrongly applied rules.

6.2. Tournament Points:

After a game has finished please fetch a tournament organiser to record your game result (**only game organisers are allowed to do this!**). After a tournament round it is determined which team has more victories (for instance 3:2; 4:1 or 5:0). The team with the most victories gains one tournament point. "Side points" will be attributed for the number of victories and destroyed models.

The point costs for destroyed models provided by the Secondary Tiebreaker Steamroller 2010 PDF page 4 apply:

Warcaster/Warlock:

5 points

Warjacks/Warbeasts:

Points equal to the model's army point costs

Solos:

Points equal to the model's army point costs

Units and Unit Attachments:

Points equal to the unit's army point costs, units below half strength are worth half the unit's point costs. Fleeing units at the end of the game are worth half the unit's point costs.

An example:

Team A beats team B 4:1. Team A gains one tournament point and the following side points:

Team A:

1 tournament point

Primary side points: 4:1

Secondary side points 153:77 (destroyed models of the opposing team/models destroyed by the opposing team)

7. Tournament Programme:

Saturday September 25th 2010

9.00 – 9.45	Registration
9.45 – 10.00	Reception and announcement of tournament round 1
10.00 – 10.15	Pairings by the captains for round 1
10.15 – 12.15	Round 1
12.15 – 13.15	Lunch break
13.15 – 13.30	Pairings by the captains for round 2
13.30 – 15.30	Round 2
16.00 – 16.15	Pairings by the captains for round 3
16.30 – 18.30	Round 3
18.45	Party and/or relax

Sunday September 26th 2010

9.45 – 10.00	Pairings by the captains for round 4
10.00 – 12.00	Round 4
12.00 – 13.00	Lunch break
13.15 – 13.30	Pairings by the captains for round 5
13.30- 15.30	Finals
Ca. 17.00	Award ceremony

8. Prizes:

Prizes for first, second and third places

Best painted team award

Consolation prize