

## Warmaster's Tournament Circuit Player's Guide

### Introduction

This is your guide to the Warmaster's Tournament Circuit (WMC). Contained in this guide are the rules for tournament play on the circuit. Our system allows for a great deal of flexibility in its scoring system for painting and composition rules. This allows organizers to choose the tournament style best suited to their area and provides players looking for an event to go to with information on what to expect when they get there.

Each WMC tournament that a player attends improves his or her odds of attending one of our Invitational Warmaster's Tournament Championships. These events will be held at different times of the year to allow players to participate in multiple Championships, if they qualify.

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### The WMC Tournament Structure

The WMC tournament structure is built around flexibility. At some events you will be expected to bring gloriously painted armies that reflect the background of the game system you are playing. Others will simply require you to have the models and play. The choice is up to the local community that is putting on the event.

Outlined below are the various standard options that most event organizers will be using for their events.

### Generalship

Generalship in the WMC is a three tiered system, which shifts the importance of game results from very strong to relatively light. In a Standard event, generalship amounts to roughly 50% to 60% of scoring. At Warmonger events, generalship may account for as much as 75%, while at Training Exercise events, generalship may account for as little as 40%.

### Standard

The Standard Event features a split of 20 points per battle. The first number listed is the points awarded to the winner, while the second are the points awarded to the loser. *Note that a tie is a split of 18 points – the WMC is not for the timid.*

Massacre	Solid Victory	Minor Victory	Draw
18/2	15/5	12/8	9/9

### Warmonger

Warmonger Events feature a split of 24 points per battle. The first number listed is the points awarded to the winner, while the second are the points awarded to the loser. *Note that a tie is a split of 22 points – the WMC is not for the timid.*

Massacre	Solid Victory	Minor Victory	Draw
22/2	18/6	14/10	11/11

### Training Exercise

Training Exercise Events feature a split of 16 battle points. Training Exercises also have fewer levels of victory than the Standard event. The first number listed is the points awarded to the winner, while the second are the points awarded to the loser.

Victory	Solid Victory	Minor Victory	Draw
11/5	10/6	9/7	8/8

### Sportsmanship & Composition

The WMC sportsmanship system also features three different tiers for tournament organizers to choose from. All of the tiers feature a series of “Yes” and “No” questions that players use to judge their opponents approach to the game and their conduct in game. Unless otherwise noted, each question is worth one point per “Yes” received.

The weighting of sportsmanship and composition varies widely depending on the tier being used. The standard tier generally accounts for 25% to 40% of scoring, while the gladiator tier lowers that percentage considerably, and the Masters of Virtue raises the bar.

#### Standard

The Standard Sportsmanship and Composition tier provide for a balanced experience for players. The questions reflect standard of conduct rules while allowing players to judge their opponent's approach to playing the game. The sportsmanship questions asked in the Standard Tier are the following:

1. Would you play this opponent again?
2. Would you play this army again?
3. Did your opponent arrive on time and ready to play?
4. Were any rules disputes resolved quickly and amicably?
5. Did your opponent resolve his turn in a timely fashion?
6. Did your opponent measure and move his models accurately?

There is one composition question in the standard tier, worth two points if answered with a yes:

1. In your opinion, is the army representative of an appropriate tournament army?

### Gladiator

The Gladiator tier is generally a no holds barred approach to playing, where players can take any army they like without fear of it being declared "cheese." There are no rules for army composition, but code of conduct rules are in place. They are the following:

1. Did your opponent arrive on time and ready to play?
2. Were any rules disputes resolved quickly and amicably?
3. Did your opponent resolve his turn in a timely fashion?
4. Did your opponent measure and move his models accurately?

### Masters of Virtue

The Masters of Virtue tier features everything the standard tier has and adds an additional set of questions, known as Style Points, that reflect the effort players put into designing armies based on the background of the game being played. The questions in the Master's of Virtue Tier are the following:

1. Would you play this opponent again?
2. Would you play this army again?
3. Did your opponent arrive on time and ready to play?
4. Were any rules disputes resolved quickly and amicably?
5. Did your opponent resolve his turn in a timely fashion?
6. Did your opponent measure and move his models accurately?

There is one composition question in the Master's of Virtue tier, worth two points if answered with a yes:

1. In your opinion, is the army representative of a tournament army for this venue?

The Style Points questions are the following:

1. Is there a background for the army that ties the force together?
2. Can your opponent explain the "cool factor that led them to choose their army and its composition? (Written or Oral is fine)
3. Is there an element in the presentation (display/conversions) that convey the background and "cool" factor?

### Painting

The WMC features three tiers for painting. Each tier asks more of the players in order to earn points. All of the tiers feature a series of "Yes" and "No" questions that players use to judge their opponents approach to the game and their conduct in game. Unless otherwise noted, each question is worth one point per "Yes" received.

The weighting of painting is generally around 10% to 20%, although it is considerably lower if the beginner option is chosen. What is required of each tier is described below.

### Beginner

The Beginner tier has no expectations that players have painted their armies or even have it properly assembled. Proxy models are OK, provided you have a way to clearly note who is armed/equipped with what. As such, the Beginner tier awards points to players that have taken the time to assemble their models and ensure that everything is "What you see is what you get" (WYSIWYG). The questions asked are the following:

1. Is your opponent's army fully assembled?
2. Is your opponent's army WYSIWYG?

### Intermediate

The Intermediate tier raises the bar higher, expecting players to have fully assembled their armies and that the Army be WYSIWYG, and are started on the road to having fully painted armies. The Intermediate tier requires all players to meet the criteria listed below in order to enter the event.

Minimum Requirements to participate:

1. The army must be fully assembled.
2. The army must be WYSIWYG.

The questions asked are the following:

1. Does your opponent's army have at least 3 colours?
2. Is your opponent's army based?
3. Does your opponent's army features either a single substantial conversion or a number of smaller conversions?
4. Is there evidence of an attempt by your opponent to use advanced painting techniques (shading, highlighting, blending, etc) on their army?

### Advanced

The Advanced tier requires all players to meet the criteria listed below in order to enter the event.

Minimum Requirements to participate:

1. The army must be fully assembled.
2. The army must be WYSIWYG.
3. The army must have at least 3 colours.
4. The army must be based.

(Although WMC cannot force organizers to remove models from play that do not meet these standards, we consider it to be a courtesy to those who travelled to an advanced painting tier event to have this expectation met, and that organizers should enforce this rule strictly). The questions for the Advanced tier are the following:

1. Is the detail work on your opponent's army complete?
2. Are there impressive conversions present in your opponent's army?
3. Does your opponent's army feature advanced painting techniques (shading, highlighting, blending, etc)?
4. Does the army feature a high quality display board?
5. Does your opponent's army have a cohesive and consistent colour scheme?

## Player Votes: Best Sportsman and Best Painted

The WMC allows players to choose who the best sportsman and painter are among the players at the tournament. The method for determining who these players are is described below.

### Best Sportsman

At the end of the tournament, each player chooses their favourite opponent of the day from the players that they fought against. The final results sheet of the event will include a section for each player to fill out and submit their choice with the results of their last game. Each vote received is worth one additional point to their sportsmanship total in all formats.

### Best Painted

At an appropriate point in the event, the organizer should ask that all players display their armies and allow time for each player to vote for their favourite army (aside from their own). Best painted votes provide no additional points to overall rankings, but is used as a tie breaker.

### Custom Rules

Organizers are also free to choose to customize their rules for Generalship, Sportsmanship or Painting. When this is the case, it will be clearly listed on the WMC website ([www.warmasterschallenge.com](http://www.warmasterschallenge.com)) as such. When custom rules are used, it is recommended that players contact the tournament organizers for more information.

## Winning Categories

The WMC has four winning categories at each event (outlined below). No player can win more than one category per event.

### Best Overall

The player with the highest total of generalship, sportsmanship, composition, and painting is the overall winner of the event.

### Best General

The player with the highest generalship score is the best general of the event.

### Best Painted

The player with the most player votes wins the best painted.

### Best Sportsman

The player with the highest total sportsmanship wins best sportsman.

## Tie Breakers

Each category has tie breakers. They are listed in order of importance:

Category	1 <sup>st</sup> Tiebreaker	2 <sup>nd</sup> Tiebreaker	3 <sup>rd</sup> Tiebreaker
Overall	Sportsmanship	General	Painting Votes
General	Sportsmanship	Overall	Painting Votes
Painted	Sportsmanship	Overall	General
Sportsman	Overall	General	Painting Votes

## The WMC Tournament Circuit

The WMC Tournament Circuit is designed to be flexible enough for players to qualify for Invitational Warmaster's Tournament Championships through a variety of means. Players can qualify by playing well in a few large tournaments or by attending a large number of events with reasonable success. This allows both players with limited schedules and those with flexible schedules to choose their method of accumulating points.

### How to Register

There are two ways to register for the WMC. The first is to fill out the flyer and mail it to the return address on the flyer. The second is to visit [www.warmasterschallenge.com](http://www.warmasterschallenge.com) and register there.

### How it Works

The basics of the WMC Tournament ranking system work in the following way:

- Each Game System supported by WMC has a separate ranking system.
- Players earn Battle Points based on their ranking in their **four** best tournaments results within a system, with the maximum points available and earned scaling with the size of the event.
- Players earn Attendance Points based on number of events attended, the value of which slides with the scale of the event. Players earn these points from the 25 largest events attended (which averages out to roughly 2 events per month).
- The maximum ranking score available in any system is capped at 400.

### Earning Battle Points:

- Available Points are awarded on a scale based on attendance, with the maximum points available being modified by the size of the tournament. The maximum points available is divided into the following tiers:
  - 11 players and under = the maximum points available is 55
  - 12 – 20 players = the maximum points available is 70
  - 21-36 players = the maximum points available is 85
  - 37+ players = the maximum points available is 100
- The first place player will earn the maximum points available. After that the points will be reduced at a rate determined by the number of players (see example below). The formula used is the following
  - R is player rank
  - X is the number of players
  - M is max points available
  - BP is the Battle Points Earned
  - The Formula is  $BP = (M/X) * [X-(R-1)]$
  - *Explanation: M/X determines the points separation between each player. X-(R-1) determines how many times a player's result should be multiplied by the separation value.*
  - Therefore, in a 50 man tournament, the first place player will earn 100 points, the second place player will earn 98 points  $\{(100/50) * [50-(2-1)]\}$ , the third place player would score 96 points  $\{(100/50) * (50-(3-1))\}$ , etc.

### Earning Attendance Points

- Each tournament attended is worth between 1 and 4 additional points, depending on the scale of the event. The points available are the following:
  - 11 players and under = 1 attendance point is earned
  - 12 – 20 players = 2 attendance points are earned
  - 21-36 players = 3 attendance points are earned
  - 37+ players = 4 attendance points are earned
- *Examples: If a player were to attend eight 12-20 player events, three 21-36 events and two 37+ player events would earn 33 ( $8*2 + 3*3 + 2*4$ ) points over the course of the year. If another player attended 30 events over the course year, his 25 top attendance points earning events would be used. If the player attended 12 eleven and under events, and a mix of the other sizes, 5 single point earning events would be dropped from his total.*