

1. Warmachine/Hordes OETC Rules:

1.1 Introduction:

We are very happy to announce the OETC Warmachine/Hordes tournament for the third year. Again we are looking forward to meeting participants from many different countries. Without further ado we present the rules for the OETC 2012. Have a lot of fun until October. We are thrilled by the prospect of meeting our old friends again and making new acquaintances!

1.2 Tournament Details:

Date: 06 and 07 October 2012

Location: TriBühne Lehen, Tulpenstraße 1, 5020 Salzburg, Austria

Participants: 100 players (20 teams)

Entry fee: € 30 € (€ 150 per team) which has to be paid until 31 July 2012

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 31 August 2012:

oetcwmho@gmail.com

Team registration:

oetcwmho@gmail.com

Website where you can have a look at the army lists after 02 September 2012:

<http://www.taurusiuvavi.at>

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. It goes without saying that it is allowed to bring translated cards, but English cards are exclusively used for reference.

- Cards for your army in English / cards in your native language
- 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 (or ,how to join the fray’):

Please register your team by email:

oetcwmho@gmail.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 / tier lists)

- Trollbloods
- Circle Orbororos
- Legion of Everblight
- Skorne
- Minions

Factions are allowed only once per team (for instance: Cygnar, Cryx, Skorne, Trollbloods and Khador).

The following Steamroller 2012 rules apply for list composition:

- 2 Lists Required
- Warcaster/Warlock Characters Restricted
- Model/Unit Characters Restricted

It is acceptable for Mercenary players to choose different contracts for their lists. Army lists need to be submitted until 31 August 2012 by email: oetcwmho@gmail.com

Army lists are required to include the following elements:

- Names of the team player and team / all team members
- Two 50 point lists / all 50 point army lists
- Please submit your army lists as Word or Excel files

It is possible but not necessary to bring your army lists to the tournament, since you will receive a team folder containing these lists.

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 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.

Two “mercenaries” from a different nation are 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 2012 ‘Basic Painting Required’ rule applies (p.33 Steamroller 2012). There will be an award for the best painted army. Conversions will be treated according to the Steamroller 2012 rules. Proxies are not permitted. Models, that have not been released at the time of the tournament, are also not permitted.

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. In the case of an escalation, the TO reserve the right to ban the offender from the tournament.

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.

There are no ‘soft points’ for fairplay.

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 is directly placed on a scenario objective. 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. 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 die. The captain with the highest roll goes first. In the case of a draw reroll until you have a winner. Pairings take place as explained below:

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 two 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. The pairing process lasts until every player has found an opponent.

Nine different scenarios are played:

- Close Quarters (Steamroller 2012 PDF p.11)
- Destruction (Steamroller 2012 PDF p.16)
- Guidons (Steamroller 2012 PDF p.14)
- Incursion (Steamroller 2012 PDF p.17)
- Process of Elimination (Steamroller 2012 PDF p.18)
- Demolition (Steamroller 2012 PDF p.23)
- Command and Control (Steamroller 2012 PDF p.26)
- The Gauntlet (Steamroller 2012 PDF p.12)
- Incoming (Steamroller 2012 PDF p.24)

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.

Scenarios are played according to the Steamroller 2012 rules, using the victory conditions and tie-breakers according to the Steamroller 2012 rule-set.

Game time for the individual matches is 110 minutes – with 55 minutes being reserved for each player. The OETC 2012 follows the Death Clock Format.

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).

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 each 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” are firstly attributed for the number of victories and secondly for control points gained by the players of a team.

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 4 (control points from all five games)

7. Tournament Programme:

Start: Day I Saturday 06 October 2012

9.00 – 9.45	Registration
9.45 – 10.00	Welcome speech 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 – 13.30	Lunch break
13.45 – 14.00	Pairings by the captains for round 2
14.00 – 16.00	Round 2
16.30 – 16.45	Pairings by the captains for round 3
16.45 – 18.45	Round 3
18.45	Party and/or relax

Sunday 07 October 2012

9.30	All teams are required to be present
9.45 – 10.00	Pairings by the captains for round 4
10.00 – 12.15	Round 4
12.30 – 13.30	Lunch break
14.00 – 14.15	Pairings by the captains for round 5
14.15- 16.15	Finals
approx. 17.00	Award ceremony

8. Prizes:

Prizes for first, second and third places

Best painted team award