

# WINTERROLLER 2018

'I hope you enjoy using this as much as I enjoy Warmaster in any form'

*Paul Winter, Warmaster Podcast.*

## Rules Set

WINTERROLLER 2018 (WR18) uses the Warmaster Revolution Rule set. This can be found at the following website.

<http://www.wm-revolution.com/>

## Army Lists

WR18 uses the following Warmaster Revolution Armies Book. This can be found at the following website.

<http://www.wm-revolution.com/>

## Army Builder

You can use this army builder that is free online. It has Revolution Edition in its home page.

<http://wm-selector.appspot.com/>

At the time of writing some army lists are missing. With regards to Beastmen, Norse, and Wood Elves. If you want to use one of these armies contact the tournament organiser before to seek permission. You could use them as part of Playtesting!

The inner circle will look at these list between now and 2019 and may make some changes for next year's WINTERROLLER 2019 pack. This could include adding new lists, taking some lists away, or adjusting existing army lists.

## Modelling and Painting

The inner circle encourages players to have fully painted force on the table. Games with painted armies are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in WR18 tournaments can be from any company's 10mm ranges. They do not (and often cannot be anyway) from Games Workshop. Each model must be fully assembled on the appropriate size base.

Players will need to talk through their army before the game starts about what is in there army and how it is represented. Be fair, your opponent should be at no disadvantage because they cannot tell what a unit should be. A player could use different models to represent others, for example in my chaos army all my Troll/Ogre minis are Chaos Warriors, but this needs to be clearly stated prior and during the game.

## Sportsmanship

A fair and honest in-game environment is required for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The Tournament Organiser (TO) will not be able to observe every game. if a player is made uncomfortable by something his opponent is doing (stalling, cheating etc) he should tell his opponent about it and explain what the

opponent can do to maintain a fair, honest, and fun in-game environment. If the behaviour continues or a dispute arises, the players should call the TO and explain the situation. The TO has the final word on rules questions or debates.

Players must present a mature and polite demeanour to their opponents and the TO. Failure to do so will result in immediate disqualification. A TO can also disqualify a player for any incident that is deemed unsporting.

Disqualified players cannot win any awards and are barred from further events.

## **Clocks**

WR18 recommends that you a death clock system in the rounds. Each player has 1 hour 15 minutes on their clock. The TO will explain how the clock system will work to the players in the opening brief. Each player turn must last at least 1 minute.

## **First-Round Pairings**

This round is a random draw over who plays who. The exception to this is if players issue a grudge to another player to play them, if this is accepted and the TO agrees, they both players will play each other in the first round.

## **Subsequent Pairings**

WR18 tournament are Swiss tournaments. This means that in each round after the first winners will play winners, except in a odd number of players one winner will need to play a loser from the previous round. this process is called "Pairing down." Strength of schedule placements or in other words deciding who is first amongst equals is done by each players running Victory point total.

## **Scenario Selection**

The TO will get every player's attention before each round begins and will announce what scenario is being played next. This can be done randomly or by the TO's decision. No scenario will be played more than once each WR18 tournament.

## **Recording Game Results**

At the end of the game both players should work out the result, agree on it and both hand/speak the result to the TO. Each game is going to have an outright winner, as well as recording who won player's will also need to record the Victory points they scored in the game. Ultimately the tournament winner will be the player who won all their matches, or if due to lack of time there are several players in this position, first place would go to the player who won their games and has the highest strength of schedule. (This is the cumulative total of all your opponents Victory Points). A final decider is the cumulative Victory points total.

# Terrain

Before the first round starts the TO will get the players attention and walk/talk through the tables announcing what the scenery is and how it is to be played. Before each game begins players should talk through the scenery on the table they are about to use and clarify to each other what it means and how it is to be played. If the TO is asked to clarify mid game they will state the same thing they did on the first talk given. The TO decision is final. From experience scenery disputes is the biggest cause of an argument between players, do not let it happen. In WR18 the tournament standard for amount of terrain is 6-8 pieces of scenery well spaced apart. This will include 3 hills and 3 woods where possible. If you feel the scenery has been moved before starting your game as the TO for a re set of the table for you.

# Game Scenarios

## Scenario 1: Pitched Battle

1. Mark two deployment zones 20cm deep on both sides of the table.
2. Both players then make their scouting rolls.
3. The winner of this roll then decides which table side they want to set up on and deploys their scouts.
4. The second player sets up his army, leaving the first player to finally deploy the rest of their army.
5. The game ends when one side is broken or has lost their general, or a player has run out of time. If a player has run out of time their opponent automatically gets a total victory point score of 10.

## Victory Points

- 4 points for breaking the enemy/killing the enemy general.
- 2 point for gaining less than 300 victory points.
- 4 points for gaining between 300 and 600 victory points.
- 6 points for gaining more than 600 victory points.

## Scenario 2: Meeting Engagement

1. Divide the table into 6 equal 2 foot by 2 foot squares, label these squares 1-6.
2. One player rolls three dice to be allocated 3 of these squares. Re roll the result if all 3 results are on the same half of the table as this would make the scenario too close to Pitched Battle.
3. Both players then make their scouting rolls.
4. Each unit or brigade of up to four units and characters cannot be placed within 30cm of the opposing army. A player will choose a unit or brigade to deploy and will roll to see which of the three squares allocated to each player they are set up in.
5. The player who wins the scouting roll deploys their scouts first.
6. The second player sets up his army, leaving the first player to finally deploy the rest of their army.
7. For both players, characters cannot be set up within 30cm of a enemy unit, but can be chosen where to be placed. Note that a Skaven player can only deploy a brigade of four units at a time just like every other army.
8. The game ends when one side is broken or has lost their general, or a player has run out of time. If a player has run out of time their opponent automatically gets a total victory point score of 10.

### Victory Points

- 4 points for breaking the enemy/killing the enemy general.
- 2 point for gaining less than 300 victory points.
- 4 points for gaining between 300 and 600 victory points.
- 6 points for gaining more than 600 victory points.

### Scenario 3: Take and Hold

The aim of this scenario is to fight over certain objectives rather than just breaking your opponent.

After terrain is set, players take turns in placing four game objectives. These can be any kind of markers or preferably some terrain features, such as buildings, lone trees, shrines etc. Two of the objectives should be placed 15cm within the central table line (objective zone B). Place the remaining two objectives outside this zone as well as outside the deployment zones (objective zone A). In each objective zone A there should be one objective.

#### Special Rules

After the objectives are placed, make the scouting role and deploy your armies within the deployment zones. Victory Points are awarded not only for breaking the opponent but for holding the objectives at the end of the game - no matter whether the army was broken or not. An objective is held if a non-confused unit is within 5cm of the objective while there is no enemy unit within 5cm of the same objective. Flyers cannot hold objectives however, they can contest them. The game ends when one side has been broken or has lost their general, or a player has run out of time. If a player has run out of time their opponent automatically gets a total victory point total of 10.

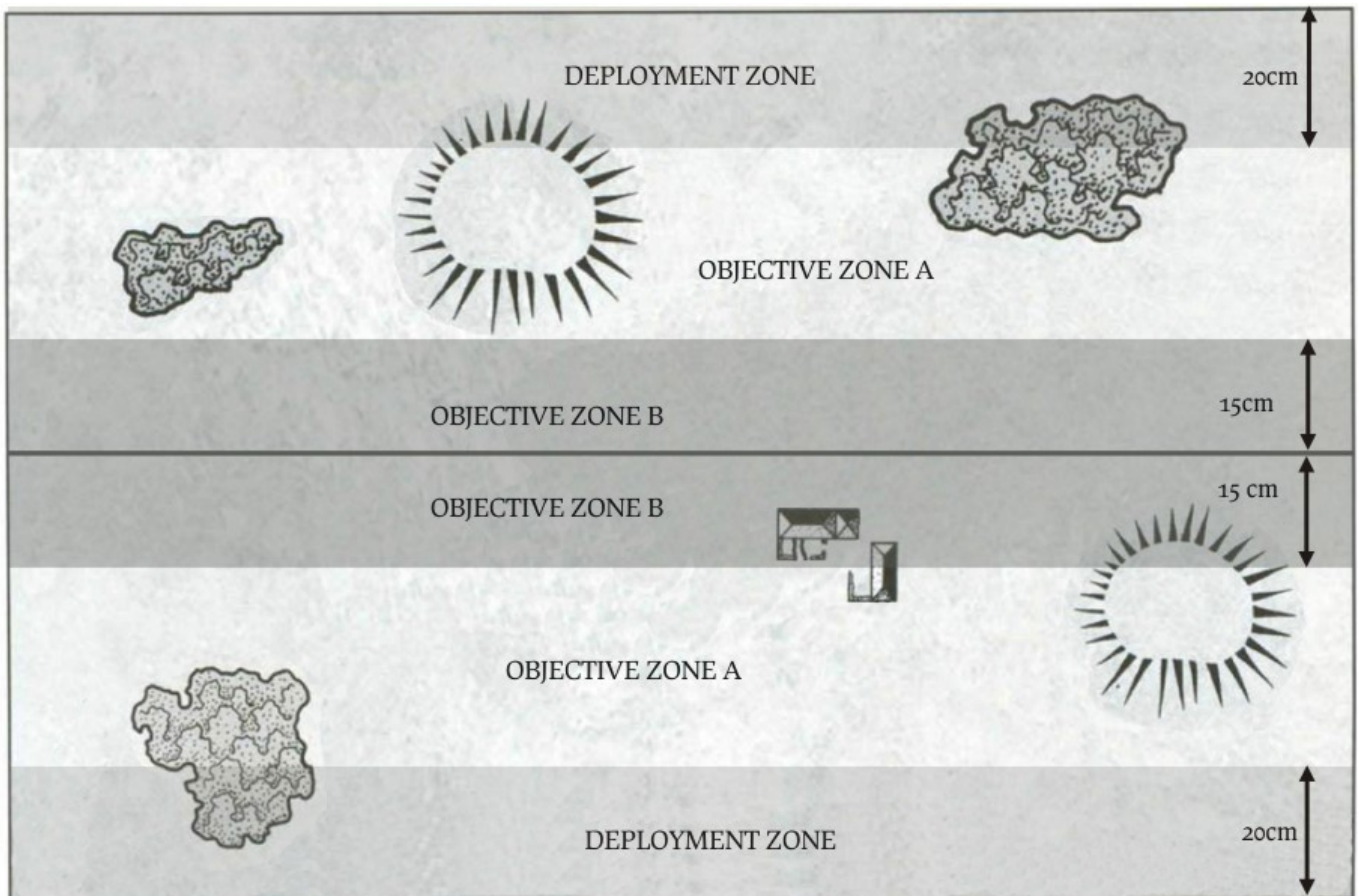
#### Victory Points

2 points for breaking the enemy/killing the enemy general.

1 point for holding the objective in the objective zone next to your deployment zone.

2 points for holding an objective within the central objective zones.

3 points for holding the objective in the objective zone next to the opponent's deployment zone.



#### Scenario 4: Battle for the Tower

The aim of this scenario features a bloody struggle for a tower positioned in the middle of the battlefield.

#### Special Rules

Along with other terrain, place a tower (or any similar significant terrain feature such as farm house, monolith, shrine etc.) right in the middle of the table. This terrain feature counts as impassable terrain.

Deploy your armies as usual with scouting rules.

A player controls the tower if at least two of their non-confused units of infantry, cavalry or chariots (in any combination) are touching the tower and are not in combat, and no enemy unit is touching the tower.

The game ends when one side has been broken or has lost their general, or a player has run out of time. If a player has run out of time their opponent automatically gets a total victory point total of 10.

#### Victory Points

It is important who controls the tower at the end of the game, no matter which side withdrew. Points are awarded according to the situation on the battlefield at the end of the game.

4 points for breaking the enemy/killing the enemy general.

4 points for controlling the tower.

1 point extra if there is no enemy unit within 10cm of the tower.

1 point extra if there is no enemy unit within 20cm of the tower. This bonus stacks with the previous one.

