

WAR MACHINE

AND

HORDES

# Tournament Pack 2009





## Warmachine and Hordes tournament 2009



### General Rules

The tournament will be run using the standard Steamroller rules (available from <http://privateerpress.com/files/steamroller40.pdf> - copies will be available at the con for review); with the following notes, revisions and changes

1. All games will be played using *Warmachine Prime Remix/Hordes Primal* rules. No rules, force lists, stat cards or other game material from the Warmachine Mk. II open playtest will be used or referred to.
2. **Byes and odd numbers of players:** If the tournament has an odd number of players to begin with, the odd player will play against a member of the con staff, who will not score points for any victories. If a player drops out, the bye system will be used.
3. In all appropriate matters, the decision of the tournament organisers is final.

### Army Selection

1. Players must present their army list to the tournament organisers for approval before the con.
2. Players may prepare a second army list, and choose to play it instead of their primary list before any game begins (*Steamroller Rules*, page 3). It must be of the same faction as their primary list.
3. Tournament lists may be sent to [wargames@gaelcon.com](mailto:wargames@gaelcon.com) for approval before the con
4. Any army from a Warmachine or Hordes faction may be selected, with a 750 point limit
5. The Retribution of Scyrah cards printed in *No Quarter* issues 25 and 26 (and available for download from [www.privateerpress.com](http://www.privateerpress.com)) may be used providing the miniature for that unit is out.
6. Any converted miniatures must follow be presented to the tournament organisers before the tournament to determine their tournament legality (*Steamroller Rules*, page 1), Players should have an unmodified version of the miniature to hand in case a conversion is rejected.
7. Proxy miniatures are not allowed under any circumstances, but there is no painting requirement.

### Tables and Tournament rounds

1. All terrain will be set by the tournament organisers. Players will not be allowed to move, remove or otherwise reposition terrain features
2. tournament rounds will play out as described in the *Steamroller rules pack*, pages 2&3

