ARCANE TINMEN™

DE DANSKE MESTERSKABER I WARMACHINE & HORDES
2008

Praktisk information

Medbring selv et print af denne Tournament pack, du skal bruge den hele dagen.

Det er ikke muligt at overnatte, vi hjælper dog gerne med at finde et passende hotel eller lignende.

Der vil være mulighed for at købe sandwich under arrangementet. Men der serveres ikke mad. Der vil ligeledes være en lille kiosk samt butik.

Tidsplan

09.00 opstilling, ingen adgang for publikum eller deltagere
09.30 Check in for DM deltagere.
10.00 Dørene åbnes for publikum og gæster, velkomst.
10.30-12.30 spil1
12.45-14.45 spil 2
15.00-17.00 spil3

Pause

17.30-19.30 spil4
19.30 -21.30 spil5
22.00 præmie overrækkelse
22.30 Farvel og tak

11.00 til 21.00 Tides of War , check in lige før spilstart.
10.30 indlevering til malekonkurrence.

Adresse

Fritidscenter Skovvang, Skovvangsvej 127

Kontakt

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"Liberated Cannon" 2008

"Armed with swords and pistols and barely kept in check by grizzled mates, the Sea Dogs serve any master with sufficient coin".

A Privateer Tournament format for games set in the Iron Kingdoms.

Player Responsibilities

Players participating in a Liberated Cannon event must bring their own armies, stat cards, dice, measuring devices, tokens, wreck markers, and templates required for play. The judge must approve any other printed media used to track damage.

Players must also bring at least two printed or legibly handwritten copies of their army lists, complete with point costs and an army or horde point total. One of each of these lists must be registered with the judge prior to the start of the tournament. The other copies may be viewed by the player's opponent upon request.

Sportsmanship

The objective of tournament play is for everyone to have a good time. We expect players to remain courteous and patient with their opponents and the judge, and to accept all rulings made by the judge whether or not they agree. The judge always has the final word on rules questions or debates.

Painting, Modelling, Proxies, and Conversions

All players must field a fully painted Army. Games with fully painted armies are more interesting to watch and generally enhance the experience of play for all.

All models must be WARMACHINE or HORDES models appropriate to the tournament venue.

Conversions (modifications to Privateer Press models) are acceptable as long as they are clearly based on WARMACHINE or HORDES models. Conversions must represent the model from which they are most obviously drawn. For example, a heavily converted Haley model is not a substitute for Sorscha.

Weapon changes are acceptable provided they represent the same type of weapon replaced. For example, trading a sword for a sword is legal. However, mixing and matching warjack weapons is not allowed.

A judge may make exceptions and approve any reasonable conversion. To avoid confusion and conflict, players must have an unaltered version of the model available in case a judge asks to remove a questionable model from play. The tournament judge makes the final call on any particular model.

Liberated Cannon Rules

Players participate in timed, Swiss-format matches in which all players partake in every round.

The aim of Swiss-format tournaments is to pair off players of equivalent skill levels to maintain a good level of competitive play while at the same time including every player every round.

Match Length & Last Round

The length of a match is 105 minutes with 15 minutes for last round. Players should make sure that they both get the same number of turns. When time is called all players must put down there dice and stop playing.

If you feel that an opponent is stalling please call a judge.

Tournament Points & Standing

Each match, players score Tournament Points based on their performance.

The players with the most wins and therefore the most Tournament Points will be the tournament winner.

A player gains five (5) tournament points for a win, two (2) for a draw, and one (1) for a loss.

Army and Horde Composition

Army and horde point totals cannot exceed the maximum point value listed for the event. Armies must also be no more than 100 points under the maximum point value.

For example, a player could not take just a warcaster and her battlegroup if that left him more than 100 points under the event point requirement.

Alternate Lists

Players are permitted to bring a second army or horde list for use at the event. This alternate list is subject to the same point constraints as the primary list and must be from the same faction. This list must be prepared before the event and registered with the judge at the same time as the primary list. Players may choose one of their two lists before the start of each match, after pairings and scenarios have been announced. Players may ask to see their opponent's two lists anytime before final list selection. Before any models are deployed, players place their selected army lists face down on the table. Players may not change their lists after making this selection.

Both lists are then revealed and set up continues normally.

Scenarios

All Liberated Cannon matches are played on 4' x 4' surfaces with 10" deployment zones.

At the start of the game players roll-off to determine who sets up and moves first. The player who wins the roll has the option of going first or having his opponent begin. The player who sets up first moves first.

1: Guard the Treasure

Description: Guard the Treasure is a struggle between warjacks and warbeasts for a mysterious artefact located at an excavation site on the battlefield.

Set Up: Before the start of the game place a 5" AOE template at the centre of the table representing the excavation site. This is the "Zone".

Special Rules: Players score Control Points by having a Warjack or Warbeast completely within the zone. Point can't be scored during the first round.

A heavy jack or heavy beast scores two (2) Control Points and a light jack or light beast scores one (1) Control Point. Lesser warbeasts must be in the zone in pairs to score one (1) Control Point. Award points during the controlling player's maintenance phase. Wrecked or inert warjacks or wild warbeasts cannot score Control Points.

Victory Conditions: The game lasts for six game rounds, or until time runs out. The player with the most Control Points ble wins the game.

2: Five point domination

Description: Five point domination is a desperate struggle between two armies to seize control of the battlefield.

Set Up: Before start of the game, place five markers, one in the middle of the table, and four more each on a line running from each table corner towards the centre of the table. Each of the four markers must be placed 15" from the corner on the line running towards the centre.

Special Rules: Players score Control Points, by controlling the points marked on the table. A model controls the point if its base is overlapping a point marker. If a model leaves the point, the point remains under that player's control until the opponent player captures the point. Only one model may control the point. Wild warbeasts wrecked or inert warjacks cannot control the point. A player gains one (1) control point for each point marker controlled on his side of the table, two (2) points for controlling the marker at the centre and three (3) points for each marker controlled on the opposing players side if the table.

Victory Conditions: The game lasts for six game rounds or until time runs out. The player with the most Control Points wins the game.

3: No-Man's Land

Description: With battle lines drawn, two great armies converge on the no-man's-land between them.

Special Rules: Mark an 8" wide area, running east to west, centered on the centerline of the table. This is the No-Man's-Land.

Victory Conditions: Starting on the first player's third turn, a player wins when he ends his turn in control of No-Man's-Land.

A player controls the No-Man's-Land if he has one or more models completely within the No-Man's-Land and his opponent has no models completely in the No-Man's-Land. For a unit to control the No-Man's-Land all models in the unit still in play must be completely in the No-Man's-Land. For a Warrior model to control the No-Man's-Land it must have a CMD of greater than 1. Wrecked or inert warjacks, Wild warbeast, and fleeing models are ignored when checking for control.

If time runs out before one player has won, the player with the most VPs completely in No-Man's-Land wins.

4: Invasion

Description: Mark two control markers in the middle of the table, one 15" forward from the south table edge and the other 15" forward of the north table edge. The player that controls both control markers, by the end of the game wins. A model controls the point if its base is overlapping a point marker at any part of its activation. If a model leaves the point, the point remains under that player's control until the opponent player captures the point. Only one model may control the point. Wild warbeasts wrecked or inert warjacks cannot control the point.

Primary victory condition: The first player to control both points, by the end of the game wins.

Secondary victory condition- Caster kill: If no player has fulfilled the primary victory condition by the end of the game a player wins if he still has his caster standing at the end of the game and the opponent does not.

The game lasts for six rounds.

5: Control the Line

Description: Once you have the good ground on the field, the trick is to keep it. Don't let your enemy outflank you. The objective is to take key positions and keep your opponent from pushing you back.

Setup: Before the start of the game, the judge marks three points in the middle of the table, one at the centre and two more 12" from the non-deployment table edges.

Special Rules: Players rush to points marked on the middle of the table, capturing them when a model under their control ends its activation with its base overlapping the marker. If a model leaves the point, the point remains under that player's control until the opponent player captures the point. Only one model at a time may be on top of a point.

Victory Conditions: The game lasts for six rounds or until time runs out, and the player who controls the most points at the end of the game wins. If neither player controls the most points, the game is considered a draw.