

Hardcore Tournament Format

Hardcore is Privateer Press' premiere WARMACHINE/HORDES event. It is a fast-paced, no-holds-barred format that challenges players to seven-minute turns.

Player Responsibilities

Players participating in a Hardcore event must bring their own models, stat cards, dice, measuring devices, tokens, wreck markers, and all the templates they require for play. A Judge must approve any printed media used to track damage.

Players must also bring at least two printed or legibly handwritten copies of their army list complete with point costs, army/horde point totals, and VPs. They must register one copy of these lists with the Judges prior to the start of the event. They will keep the other copy, which the player's opponent may view upon request during the event.

Players should check with the Head Judge before the event begins on any rules questions they think may arise based on their model selection.

Sportsmanship

The objective of competitive play is for everyone to have a good time. Players should strive to be model opponents in every game they play. Players will remain courteous and patient with their opponents and the Judges. Players should endeavor at all times to make the game play experience as smooth and enjoyable as possible.

Disagreements and when to call a Judge

We assume that all players are good sports that understand fair play. If a disagreement arises, call a Judge for assistance. A Judge should be called any time a third party would be helpful in making a call. It can be as simple as a LOS question. In all cases, the Judges would rather you call them over than not.

Players will remain mature, polite, and fair to their opponents and the Judges. Failure to do so will result in immediate disqualification.

A Judge may eject a player for any incident deemed unsporting. This includes, but is not limited to, offensive or abusive conduct, bullying, cheating, constant rule arguments, stalling play, and other immature actions. If any of these things are suspected, a Judge should be informed immediately.

Players must accept all rulings made by a Judge whether they agree or not. A Judge always has the final word on rules questions or debates.

Painting, Modeling, Proxies, and Conversions

Proxies (substitute models) are not allowed under any circumstances, nor can a player enter a tournament with a model that has not been released to the general public.

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.

The Head 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 Head Judge makes the final call on any particular model.

Hardcore rules

Stalling and incorrect play

Hardcore is a high level competition; player should come prepared to face the best of the best. They should have a great deal of knowledge about the models that they are using and a solid grasp of the core rules. Incorrect play will be noted and corrected; continued incorrect play (intentional or otherwise) is grounds for disqualification.

In order for the high level of play expected in Hardcore, players must cooperate with their opponent to resolve effects quickly. Refusing to do so is explicitly unsportsmanlike. Stalling can take many forms, all of which are cheating. Players should take every measure to avoid wasting time during their opponent's turn and should be aware that the Judges are watching and will be pro-actively dealing with any issues that they are aware of. Army lists that appear to be built to waste time will be under a higher degree of scrutiny than other lists.

If a player feels his opponent is stalling, they **must** make the judges aware of the situation before the game is over.

Trying to run down your opponents clock in any way is stalling.

Do not stall.

Painting Requirement

Every model must be fully painted for Hardcore tournaments. Every model must be painted with a reasonable diversity of color. This means that individual elements of the miniature must be distinguishable by color and/or shading. For instance, flesh must be a different color than hair or clothing. Metal should be a different color than leather. Primer is not paint for the purposes of Hardcore. In addition, all bases must be textured, finished, and clean. Judges will be on hand before the event and will disqualify armies that do not meet the requirement.

If a judge decides a model is not fully painted and based, then it is not. Following the guidelines above is a great way to make sure this does not happen. Don't bother looking for loopholes; when in doubt, paint more or risk disqualification.

Matches

Players participate in a timed format in which all players play in every match. The format aims to pair up players of equivalent skill levels to maintain a good level of competitive play while at the same time including every player every match.

The number of players participating in the tournament determines the maximum number of matches played. The chart below breaks down the number of rounds relative to number of players per event. The event will run until there is a clear winner; this usually means that there is only 1 undefeated player at the beginning of a round. Once there is a clear winner the event is over. Additional matches will not be played.

Players	Matches
32	5
33 - 64	6
65 - 128	7

Number of Players & Byes

A Hardcore tournament requires a minimum of 32 players. Each match requires two players. In case of an odd number of players, one player will receive a bye. A player receiving a bye sits out the match and receives 1 Tournament Point (a win) for the Match.

If there is an odd number of players at the start of the tournament, the judge randomly determines which player receives the bye. After the first event round, the judge randomly determines a player to receive the bye from among all players with the lowest number of Tournament Points. A player should not receive a bye more than once per event.

Match Length, Dice Down, and Turn Length

In a Hardcore event, matches and the turns that make up each match have predetermined time limits.

Match Length

Each match has a variable length. Before each match begins a Judge will roll a d6 and multiply the result by 2 to determine the Variable. The Base Match Length in Hardcore is 70 minutes. He will then add the Variable and the Base Match Length together to determine the Match Length. **A Judge will not announce the result of this roll and remaining time in a match will not be revealed to the players.**

Turn Length

Hardcore uses timed turns to ensure a fair and fast paced play environment. Players have 7 minutes to play each turn. When the time for a turn expires, the player whose turn it is finishes any action already in motion (for example moving a model or resolving a single dice roll) then ends his turn.

Stopping the Clock

When a player moves a model or makes an attack during their opponent's turn the player whose turn it is has the option of stopping the turn clock while the move or attack resolves. This does not mean that players should take any more time than they need to resolve the move or attack.

Dice Down

After the time limit for the match has expired, the Judges will call "Dice Down". When Dice Down is called the active player finishes any action already in motion (for example a single dice roll or moving a model) and then the game ends. If a game goes to Dice Down the game is a draw.

Tournament Points & Standing

Each match, players score Tournament Points based on their performance. Tournament Points determine a player's standing. Obviously, the players with the most wins will have the most points, allowing the judge to pair off players of equal standing easily.

A player gains 1 tournament point for a win, 0 for a draw or a loss.

Prize Support

Hardcore provides four different awards:

- 1) The Vanquisher Award – Determined by who has the most Tournament Points, this is the overall winner.
- 2) Master Craftsman Award – As decided by qualified Judges approved by Privateer Press for the best painted army
- 3) Mage Hunter Award – Given to the player who achieved the fastest caster kill in the tournament.
- 4) Executioner Award – Given to the player who accumulates the most Victory points throughout the course of the event.

Determining the Winners

The Vanquisher Award

The top two players are paired during the final round of the tournament to determine who will have the most Tournament Points. The player with the most Tournament Points is the overall winner. In the case of a tie the winner will be determined by Strength of Schedule.

Master Craftsman Award

Qualified Judges approved by Privateer Press will review all participating armies who finish the event and choose which one has the best painted army. The Head Judge has the final tie break.

Mage Hunter Award

When a player ends their game by killing all of the warcasters/warlocks their opponent had in play, and no one else has signaled a caster kill, they will immediately call out to inform a judge. One of the Judges will use a stopwatch to note the time it took for the first caster kill of that round. At the end of the event, the player with the absolute fastest caster kill will win the Mage Hunter award.

Executioner Award

At the end of the event the player who accumulates the most Victory points wins this award. In the case of a tie the player with the most Tournament points wins, and if that is also a tie use the players' Strength of Schedule and revert to a playoff if needed. When counting VPs be sure to include Attrition. (Attrition – At the end of the game, units that are still in play but have been reduced to at least half of their original starting numbers are worth 1 VP.)

Scenarios

All games 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 chooses which player will set up first. The player who sets up first moves first, and their opponent will be the first to set the timer.

Scenario – Assassins

Description

Eliminate all enemy casters and watch your opponent's army degenerate into chaos.

Victory Conditions

A player wins when his opponent no longer has any warcasters/warlocks in play.

If time runs out before one player has won, the game is a tie.