

# Canadian World Team Championship Fundraiser

## 2014 Steamroller Players Pack

### Overview

The WTC Fundraiser steamroller is aimed to provide a tight, competitive steamroller environment while providing much needed fundraising for our two Canadian WTC teams.

We are very lucky to have 4! members of our Alberta meta playing on the WTC (Gerry Hodgson, Gord Wepler, Tyler Webb and Brynn Holdstock) and 6 other from across the country representing us at this prestigious event. However the trip this year to Poland is not cheap and any support that we can raise for them is much welcome.

This tournament will be a one day 32 man, 5 round tournament held on July 26th. The tournament will have a single winner at the end of the 5 rounds who will be crowned our champion. The tournament is meant to support the WTC teams, but it is still a very competitive tournament with the winner being given an auto invite spot into the Alberta Warmachine Invitational and the other 7 in the top 8 earning points towards the years standings.

This years tournament will be held at the Strathearn United Church in Edmonton (8510 95 Ave NW) with a 8am start time. This tournament will have an entry cost of \$40 (steep, but all profit goes to our WTC teams) and will include a pizza lunch and drinks for all players. It will also have an optional 50/50 draw. Tickets will be \$2 each and the final money pool will be split between a lucky winner and our WTC teams. There will be prizes for 1st through 3rd as well as a couple random draw prizes up for grabs.

The tournament will be capped at 32 people and cannot be extended this year sadly. To ensure your spot we ask you please register ahead (message Bryan Lang on Facebook or email at [bryanplang@gmail.com](mailto:bryanplang@gmail.com)). Payment can be made to him in person at various times and locales or on the day of. Please only register if you plan to come and play to ensure we don't have a shortage of players on the day of.

### The Tournament

This years tournament will be a 50 point standard steamroller as provided by Privateer Press.

The format will be 2 lists (that cannot fall below 2 points of the total) and be played Divide and Conquer (1) (each list MUST be played at least once in the 5 rounds, and if you haven't played 1 of the lists on the 5th round you will be locked in and forced to use it)

Deathclock will be used (please bring something capable of tracking deathclock in case enough clocks are not present) for all games with each player getting 1 hour on the clock (including deployment)

50 Points, 2 Lists  
Divide and Conquer (1)  
Deathclock  
5 rounds

#### Tournament Time Line

<b>Registration / Setup</b> -	7:30am - 8:00am
<b>Round 1</b> -	8:00am - 10:00pm
<b>Round 2</b> -	10:15pm - 12:15pm
<b>Lunch</b> -	12:15pm - 12:45pm
<b>Round 3</b> -	1:00pm - 3:00pm
<b>Round 4</b> -	3:15pm - 5:15pm
<b>Round 5</b> -	5:30pm - 7:30pm
<b>Prizes &amp; wrap up</b> -	7:30pm - 8:00pm

\*please note this tournament runs a little late, but we aim to get a full 5 rounds in. We hope that games won't run to the full 2 hours each round (which is actually very unlikely) so that we can get out earlier.\*

As mentioned this is an Invite Tournament for the Alberta Warmachine Invitational. The undefeated player after 5 rounds will be awarded the 3rd invite spot into the AWI tournament and the top 8 will earn points as listed in the AWI Player Package. This is a great way to earn some points and support an amazing cause so come out and play. The more spots we fill the more of the burden we help remove for our WTC teams!

## The Rules

Each player must conduct him or herself in a manner that is polite and non-confrontational throughout the day. Any player being disruptive or caught cheating will be dealt with as seen fit by the tournament judge(s). This decision is final and will be obeyed at all times. The following rules will be in play for all games played.

- 1) Respect** – Do not move or touch another persons property without their permission. Do not speak ill of any player for any reason.
- 2) Terrain** – Terrain will be placed on all tables prior to the event start. Upon being assigned a table you will play on it as set. If for some reason terrain needs to be moved (markers, scoring zones etc) please ensure it is placed in its original spot when you leave the table.
- 3) Painting** – Painting is not required for this event, but as always should be a goal of the hobby. An award for best in show may be included in some of the tournaments.
- 4) Materials** – You must bring with you a Warmachine and/or Hordes MKII Rulebook, Your required cards (or War Room, but if it dies, you lose the game) and any additional written support as required. Each player will also need to bring Dice, Measurement Device(s), Templates and any other normally required materials to play the game.
- 5) Dispute** – Players are encouraged to try and resolve and all rules disputes among themselves before calling a judge. If a judge is called then the ruling by that judge is final and will be considered accurate for the game, no appeals are allowed. Please do not bother other players who are involved in their own games for rulings.
- 6) Sidelines** – If you have finished a game early, you are of course welcome to sit by and watch others finish. Please do not however give them tactical advice or remind them of threats and the like. Each player must play their game solo. Any player found to be doing this will be dealt with as the tournament judge sees fit.

## Thank-You

A special thank you to the Canadian WTC committee for getting this organised and getting our country a place in this great world wide event.

A big thank you to our 2014 Canadian WTC players:  
Marc-André Leblanc

**Gord Wepler**

**Brynn Holdstock**

**Tyler Webb**

Lukasz Kruszewski

**Gerry Hodgson**

Ron Marchant

John McNeil

Nicholas Tannous

Dustin McWhirter

And thanks to Brian Sinn for providing us with the place to play and terrain needed for this tournament.

But most of all a huge thank you to everyone who comes out and plays to support this cause and have a good day of high level play.