

JUDGE POLICY

As a Privateer Press judge it is your task to ensure that any competitive event you judge provides a fun, fair environment where disputes among players are resolved per official policy as consistently as possible. Such consistent resolution ensures players know what to expect when errors are made, disputes arise, or unsportsmanlike conduct takes place at any major tournament.

Players are expected to play by the rules of the game, including all errata, and to conduct themselves appropriately, but human error and mistakes will occur. Whenever you are called to a table or observe an error that must be corrected by policy, inform the players of the policy and the correct resolution.

Typically you will be called over to answer basic rules questions or resolve disputes such as those covered in more detail below. When you do not immediately know the answer, use your best judgment to make a call on the spot to resolve the issue. If you are not 100% confident in your answer, confer with the head judge and/or other official judges. When you do so, inform the

players that you have not yet made a ruling but will have one shortly. The head judge has the final word on all decisions at the event.

Whatever decision you make at an event stands for the entirety of the event and cannot be reversed. Report any particularly difficult decisions to the Organized Play coordinator for internal review so that an official answer can be provided to all judges for future reference.

To inform your decisions, you can choose whether to consider available information such as input from the players involved, the opinions of other official judges, and video replay provided by the event's coverage crew.

Most importantly, remember to maintain a professional and polite manner when you are informing a table of your ruling. Keep the environment as fun and fair as possible. Treat everyone with respect and courtesy at all times, and give your full attention to the task at hand while judging an event.

COMMON QUESTIONS [OFFICIAL POLICY]

I witnessed a player making an error, and neither player has noticed. What should I do?

If a player makes an illegal game play error you should correct it immediately; this includes redacting any illegal model movement you observed. Players should not be reminded of voluntary options or actions they forget. It is impossible for a judge to actively watch all tables, and even while watching a table you might miss an illegal game play error.

In other words, mistakes will happen. When they do, and the error is noticed later, refer to the section regarding correcting mistakes noticed after the fact to determine the best resolution.

Examples:

A player forgets to make a Tough roll: Remind him, as this is not a voluntary roll.

A player makes an attack roll and declares that he's missed when he has actually hit: Correct him.

A player had Vengeance trigger on a unit during the previous turn, and during his Maintenance Phase he forgets Vengeance and doesn't move any of the models in that unit 3" or make

melee attacks with them: Do not correct this and do not allow the player to return to this action once his Maintenance Phase is over, as resolving the effects of Vengeance are voluntary.

A player has demonstrated unsportsmanlike or aggressive behavior. Should he immediately be disqualified?

It is up to you to make a judgment call whether to issue a warning or a disqualification based on the severity of the behavior demonstrated.

Physical violence of any form is instant disqualification. Additionally, intentionally altering the game state before a judge can make a ruling is also grounds for instant disqualification.

Examples:

A player becomes angry during a game and throws dice across the room: Disqualify him immediately due to physical violence.

You are called to a table, and while approaching you see one of the players pick up several of his models and place them on his carrying tray in an attempt to obfuscate the game state: Disqualify that player immediately for intentionally altering the game state before your ruling.

Players notice a game-changing mistake after the fact. What should I do?

If the mistake is noticed before the turn it occurred in ends, a correction might be possible; otherwise, no change can be made to the game.

If the mistake is related to the incorrect marking of damage due to an erroneous perception of the game state by the players or to the mismanagement of focus/fury points that have been allocated or spent, the mistake can be reversed. Correct the game state to the best of your ability.

If the mistake is related to the incorrect placement of a model and the players cannot agree on the model's correct placement, the mistake cannot be reversed.

If the mistake is related to anything else, it cannot be reversed.

In the rare situations the mistake relates to both, correct only the incorrect marking of damage or the mismanagement of focus/fury points but nothing else.

Examples:

A player has suffered more damage to a model than he should have because he forgot about its ARM buff: Correct this during the same turn the error occurred and remove the extra damage boxes suffered.

A model was moved after suffering a slam attack when it was actually immune to being moved or placed: Do not move the model back to its original position. This error cannot be reversed even if the error was discovered the same turn it occurred.

A warjack spent a focus point to charge an enemy model and dealt damage when the warjack's Cortex system was actually out: Remove the damage dealt by the charge and any subsequent attacks made by the warjack and return the focus points used during its activation to the warcaster. The warjack is considered to have failed a charge and does not continue its activation, but the model's position after the charge should not be reversed.

The players cannot come to an agreement about the placement of a model or the vector of a charge/slam/trample. How do I proceed?

If the models in question have not yet been moved, use any tools available to you to determine their correct placement. This includes laser pointers, proxy bases, multiple measuring tools, and so on.

If the models in question have already been moved, make a call based on the information available. Listen to both players' description of what happened and review the game state of the table. If official video coverage is available you may review that as well.

Do not listen to spectator input or review video not provided by the official coverage team.

During a model's activation, its controlling player failed to declare his movement or his orders. Can this be reversed?

If a player does not announce his orders at the beginning of a unit's activation he does not receive that order.

If a player does not announce his movement intent (such as forfeiting to gain the aiming bonus), the model is considered to have performed a full advance.

A player made an attack roll but did not declare which weapon he was using or whether he was making any special attacks. How is this resolved?

If a player does not declare a special attack before the dice are rolled, he cannot make the special attack.

If a player does not declare which weapon he is using, he is considered to have used the first melee weapon listed on the model's card (top to bottom, left to right) that has melee range to the target and is in the appropriate firing arc (if necessary).

If the player rolled an incorrect number of dice for the attack (for example, if the chosen weapon system was crippled), he must reroll the attack roll using the same weapon. A player cannot choose to boost this attack roll if he initially did not boost it.

Examples:

A Kodiak with a crippled left arm charges a target, and the player rolls before declaring which arm he is using for the charge attack. According to the Kodiak's card as read top to bottom, then left to right, the charge attack is made with the crippled left arm. If the player rolled two dice (without boosting) he must reroll for the attack using a single die.

A colossal is in melee with an enemy that is completely within its right firing arc, and the player rolls before declaring which weapon he is using. Choose the first melee weapon in the colossal's right arc (as indicated by reading the card top to bottom, left to right) to determine which weapon it attacked with.

A player was asked by an opponent for information regarding his models. How is he required to respond?

Direct questions about the stats, abilities, weapons, or game status (knockdown, fire, etc.) of a model must be answered with complete honesty, either verbally or by showing the inquiring player the appropriate stat card. Any effects currently altering the model must be included.

Example:

“What’s the speed of that warjack?” “It’s SPD 4, but I have Superiority upkept on it so it’s currently SPD 6.”

Indirect or abstract questions about models or model capabilities should be answered by showing the inquiring player all stat cards of the army. Players are not required to spell out their game plans or detail every possible action in their armies that may answer the question. There are often too many variables that would make this impossible for a player to answer honestly.

Example:

“What’s the threat range on that warjack?” “Here are the stat cards for my army. I have a variety of abilities that could affect your models, and mine, as well as basic power attacks that make this question difficult to answer. I don’t want to tell you 12 inches but then remember that I could power attack push it and get 13.”

A player can, at his own discretion, choose to provide additional information in addition to handing his opponent the cards. If he does this, the given information must be 100% accurate to avoid providing the opponent with misinformation. Failure to do so can result in a disqualification. Players must understand, however, that information beyond army cards that is provided in response to an abstract question is supplemental and accurate but is not necessarily comprehensive.

What are the legal uses of LOS tools?

A player can use LOS tools, such as a laser, to check a model’s LOS at any time. The player does not need a target and is allowed to check the model’s LOS to anywhere on the table, though this must still be done legally (e.g., a player cannot check a model’s LOS behind its front arc unless its rules allow him to do so). If the LOS tool also measures distance, such as a tape measure held on its side does, the player using it must obscure the distance in order to avoid giving either player an unfair advantage.

What are the legal uses of proxy bases?

Proxy bases can be used in one of two ways: either to assist with model movement or to stand in for a model that cannot physically fit in its final position after moving or being moved.

When using a base to assist with model movement, such as when determining if a model can fit between two models while advancing or when assisting with a charge lane, the player places the proxy base to indicate the intended final model placement. He then determines charge lanes or inches advanced from the model’s original position to the proxy base. If the model had a legal charge lane and sufficient

movement to reach that position, the player replaces the proxy base with the actual model. If not, he places the actual model at the correct location based on accurate measurement of its advance.

In order for a proxy base to be placed to determine whether a model can fit between other models, it must be reasonable for the actual model to reach that location during its movement. If it is determined that the actual model could not fit in that location the proxy base is placed at the nearest location where the actual model could fit, and the model is considered to have moved that distance.

When an actual model cannot physically fit onto the table, a proxy base can replace it temporarily. As soon as the actual model can fit again it should replace the proxy. Proxy bases used in this manner must indicate their facing and firing arcs.

Command range and control range can be measured from a proxy base as long as the proxy’s location represents the actual location of the model. Melee range can always be measured from a proxy base, whether it represents the actual location of the model or it is being used to determine legal movement or charge lanes.

Abusive use of proxy bases, such as placing a proxy base in a location a model clearly could not reach and measuring any range, is grounds for immediate disqualification from the event.

A player declared a charge at an angle that is illegal. How is this resolved?

If a player moves his model during a charge (with or without using a proxy base) and then determines the charge was illegal after measuring melee range from its final position, he should correct the illegal charge angle by determining a new angle against the original charge target. Note that the new angle could result in a failed, but legal, charge.

The opponent must agree on the new angle and model placement. Otherwise, the players should call over a judge who was not present to observe the movement to resolve the dispute, the model’s charge fails, and the model’s final placement is not changed from the original illegal charge movement.

Alternatively, if a player is concerned that the movement is too close, he can call a judge over to observe the charge. If the charge angle is found to be illegal, the judge will correct the model’s placement given the intent of the player.

Do I need to keep up to date with all Infernal rulings on the PP forums?

You are expected to know all game rules for WARMACHINE and HORDES as printed, including current errata documents.

Although you are not required to know Infernal rulings, we recommend that you regularly visit the rules forum to be aware of hot-button issues and commonly asked questions.

The models a player is using are not the same as those listed on his army list. How is the game state corrected?

If the game has begun and a player has forgotten to deploy models on his army list, no change is made. Even if this technically leads to playing an illegal number of points short, play continues without adjustment.

If a player uses models that are not on his army list, or if he accidentally puts down too many models in a unit which leads to them playing an illegal number of points over the limit, he is immediately given a game loss. The judge can also decide to give him an infraction or disqualify him completely.

Example:

A player notices on his second turn that while he paid the points for two Deathrippers, he forgot to deploy one of them. Even though that means he is technically playing an illegal number of points short, play continues and he does not add the additional Deathripper to the game.

**INFRACTIONS
[OFFICIAL POLICY]**

An infraction is an action a player decides to take that is clearly inappropriate behavior for a competitive tournament setting. Examples are given below.

When a player is determined to have performed an infraction, he is subject to a warning or disqualification, as decided by the judge.

Warnings should be recorded by the judge and then verbally communicated to the player who performed the infraction. If a player receives multiple warnings during an event he should be heavily considered for disqualification. It is up to the judge's discretion when to disqualify a player for having received too many warnings during an event.

This list of infractions is not comprehensive. A judge can decide to issue a warning or a disqualification for items not on this list.

Examples:

- Illegal army lists
- Illegal model movement
- Unsportsmanlike, abusive, or violent conduct
- Intentional cheating or lying
- Intentional stalling

