

**TOURNAMENTS**



**LEAGUES**



**PAINTING  
COMPETITIONS**

**R&T  
2005**

**OFFICIAL GUIDEBOOK**

# WELCOME TO THE RTT EVENT GUIDEBOOK

Welcome to Games Workshop's guidebook to running RTT events! Inside, you'll find information you need for setting up, registering, and running tournaments, leagues, or painting competitions in your store or club. The first thing to keep in mind is that this book includes only guidelines to get you started. You can make your event as extravagant or simple as you'd like. As long as the participants have fun, you'll have achieved the primary goal of hosting an RTT event.



## What Are RTT Events?

RTT events are Games Workshop sanctioned events run by stores and clubs all over America. Games Workshop provides the materials you need to run the event, including downloadable results sheets, army rosters, and scenarios!

## Who Can Run an RTT Event?

Anyone who has some organizational skills and a desire to see a bunch of people playing with toy soldiers can run an RTT event. Stores have an advantage, as they have the staff, the space, and the resources needed to pull off such an event. With a little more effort, clubs can pool their resources and host an RTT event too. Often, clubs will get together with a local store and combine efforts to run a substantially better event!

## Why You Shouldn't Run an RTT Event

DO NOT run a gaming event as a way to find "who is the best." Judging these events, especially tabletop wargaming events, is subjective at best. Depending on the judges' tastes, fickle dice, the particular scenario at hand, and the terrain on the table, a tournament, league, or even painting competition adds up to one fairly random sequence of events. On any given day, the "best" player could lose everything to the dice, while the "worst" player could take it all. As you can see, trying to find the "best"

player under these circumstances is a dubious process. On the other hand, it is precisely these circumstances that make our events fun. Removing these factors would be cutting the heart out of the system.

DO NOT run a gaming event to make money. The costs of renting halls, tables, and chairs, plus staffing, time spent making scenery, and coordinating the whole event quickly add up. If you charged the "real" cost to cover these expenditures, the players wouldn't be able to afford it! At our own events, we aim to break even. Anything above that goal is icing on the cake. If you run a store, you will make money down the road by keeping customers interested in the hobby. These customers will expand their armies or purchase new ones to participate in the event. If you run a club, you can potentially make money from the dues of new members brought in by the caliber of your events.

## Why You Should Run a RTT Event

Gaming events spark momentum and feed the fire when it comes to starting new armies, expanding existing armies, and continuing and maintaining interest in the hobby.

You could think of an RTT event like selling wonderful sports cars to your customers and then providing an amazing race track for customers to drive each car around, modify and personalize each car, and constantly test themselves against other drivers and cars.

In short, gaming events are every bit as important to growing your business or club as just about anything else you could possibly do.

## How GW Games Are Different

Everyone seems to be familiar with "competition only" events – the World Series, the World Cup, the Super Bowl, and other win-or-go-home contests. RTT events are much more subjective and far less about winning. Wait, it's not about winning? Why call it a tournament or competition?

Games Workshop wants people to play games. Games are for fun, and part of that fun is competition. "My army against yours, and I'm gonna win!" Great! However, our games are meant to be fun and played in the right spirit.

How do we decide who wins? We like to balance out tabletop victories with hobby skills. In essence, we are saying the best Warhammer or Warhammer 40,000 players of the day aren't necessarily those who win every game but rather the participants that have well painted, fair, and balanced armies and win a majority of their games in a sporting fashion. Imagine adding aesthetics to a baseball score! This philosophy is difficult for very competitive gamers to understand, but it is the RTT motto – don't play the game to win a prize, play the game to have fun.

# THE GAMER'S BILL OF RIGHTS

## What Is the Gamer's Bill of Rights?

This document is a promise from you and Games Workshop to everyone who plays in an RTT event. The rules and ideas in it, when followed, ensure that all who participate in your events will have fun and be treated fairly and in a considerate manner.

## Why Make Such a Thing?

We feel that any gaming event that has our name attached to it should be outstanding. Players should have a guarantee that when they come to your store or club to participate in an RTT event, they will see the best game play, fair judging (as opposed to judges favoring their friends), and basic rules that are similar from event to event, store to store, and club to club.

## How It Can Work for You

The best stores and clubs vehemently adhere to the Gamer's Bill of Rights and earn a reputation for running the very best events. Subsequently, these stores and clubs will also get the highest turnout and attract more gamers. Do your best to make sure that every event you run is as fun as you can possibly make it! This dedication will only help your organization in the long run.

Keep in mind that simply running events doesn't equal success. If you run shoddy or lackluster events or do shady things like fix the outcome so locals or friends win, your store or club will surely earn a reputation for running bad events, and in turn, no one will show up. Word of mouth can spread very quickly in the gaming community. Thus, you should do your best to spread only good news.

# THE GAMER'S BILL OF RIGHTS

Gamers have the right to all of the following.

### 1. Have lots of fun and meet new people.

Games Workshop events are for fun, and their main purpose is to give everyone a chance to have even more fun by playing lots of games. Playing games is its own reward, and no cheating or unsportsmanlike behavior will be tolerated.

### 2. Battle against other painted armies.

Each player spends lots of time painting and converting his models to make the army look good. Part of the fun of going to gaming events is checking out other player's armies, picking up painting and converting tips, and, of course, showing off your army. Players who field a whole army of unpainted models are not only missing out on a large part of the hobby but are also taking some of the fun out of it for other players.

### 3. Have any disputes or questions settled by polite, impartial judges.

Impartiality is a must and should be expected at every gaming event. Judges are on hand to make correct rules calls to the best of the Judges' ability without skewing or bending the rules to benefit friends or local favorites. However, right or wrong, the judges' calls are final and should be respected. Since players are there to play for fun, they should not feel as if the whole day is ruined because of one bad rule decision.

### 4. Have the event organized and run in a timely manner.

Regardless of how far anyone has traveled to an event, everyone appreciates when games are started and played in a timely manner. Players should be able to get a schedule from the Event Organizer so they can plan their trip to the event location and back home.

### 5. Play in a reasonably comfortable environment.

We're trying to avoid any overzealous Event Organizers who cram too many players into too tight a space. Keep in mind that players will need room to maneuver, a place to put their miniature cases, and some storage space. Temperature may also be a factor – we're talking about excessive heat or cold, as well as an inclement weather backup plan for any who are thinking about outdoor activities.

# PLANNING YOUR EVENT

## Success in Gaming Events

A successful gaming event is 95% organization, and this organization takes place days, weeks, and even months before the actual event. Keep track of your answers on a piece of paper for the following points to help you determine what you'll need to do.

## Gamer's Bill of Rights

First off, familiarize yourself with the Gamers' Bill of Rights (found on the previous page). If you do not agree with these rules or feel you cannot meet the requirements, do not run an RTT event.

## Which System?

You can run an RTT event for Warhammer, Warhammer 40,000, Warmaster, Battlefleet Gothic, Mordheim, Necromunda, or Blood Bowl. We heavily suggest that you feature only one game system at an event, although large conventions can be an exception.

## How Often Can You Run RTT Events?

You are allowed to run as many RTT events as you'd like over the course of a year. However, we recommend that you run only one event in any given month. Remember, these events are supposed to be large, exciting affairs. Running too many burns out staff, players, and the special feel of participating in a big event.

## Size of the Event

How many people will be playing? You must guarantee at least a dozen players for any game system to call your event an official RTT tournament or painting competition. Six players are the minimum required for a league. There is no upwards limit on how many players may participate (obviously, the number of players who can participate will depend on how much space, staff, gaming tables, display cabinets, and terrain you are willing to supply).

## Rules Judges

RTT Event Organizers are responsible for providing at least one person to settle rules disputes. The RTT Event Organizers themselves may act as judges. You may not have your Rules Judges playing in the tournament or painting competition, as doing so sets up the possibility of collusion and generally hurts the reputation of you and your event.

## Provide Terrain and Space to Play

RTT Event Organizers are responsible for providing gaming space, tables, and terrain. You will need a 4' x 6' table for every two players. That's a minimum of six 4' x 6' tables for a tournament. You'll then need to supply enough terrain to fill those tables.

## You Must Do the Work!

### Who Will Act as Staff?

You must understand how the events run, how the data are collected and organized, and how the winners are determined. All the information is in this packet – we just wanted to warn those of you who haven't run an event before that it can be a lot of hard work, a lot of running around and, in general, a stressful affair making sure all your customers have a good time.

## Set a Schedule of Games

For tournaments, allow at least 2 hours for a standard game. The RTT Event Organizers may set their own schedule, but at least THREE GAMES must be played by ALL participants. Already, that's 6 hours just for gaming. Some organizers may be gung-ho and want to plan even more. That's great! We just want to make sure that the tournament is worth the trip for every player who signs up. The number of games to be played should be clearly announced to your customers and noted on your registration form.

As leagues run over the course of a few weeks, you have much more flexibility in determining the gaming schedule.

## Register with Games Workshop

You must register and pay for your RTT event with Games Workshop via our web site at least 3 weeks in advance. If you want your tournament advertised in *White Dwarf*, it must be registered at least 2 months in advance. We will not guarantee delivery of any tournament materials if you fail to register your tournament within these given times.

If the RTT event is being run at a convention or other special occasion, you may elect to turn it into a 2-day event. Make sure the participants are informed!

## Register Early

To make sure you get enough exposure for your event, register it at least 2 months in advance.

## Where Do I Register?

If you currently have a CID number with Games Workshop and an account representative, you should register via the Trade Web (if all this sounds foreign to you, please contact your rep or territory manager).

If you are a club or store that does not deal directly with Games Workshop, you can instead register directly through the Games Workshop web site.

Point your browser to the Events section of the our web site at [www.games-workshop.com](http://www.games-workshop.com) and click on the RTT Events link. This action will bring up the general information page as well as the Register Your Event Here link.

**RTT TIP** – Registering as early as possible has a lot of benefits, such as longer promotion of your event and a safe amount of time for your materials to arrive.

The screenshot shows the Games Workshop Community website with a navigation bar for "Community", "Home", "News", "Black Gobbo", "Games", "Shopping", and "Community". A "Welcome Guest" link and a "Login Here" button are also present. The main content area features a large banner for the "ROGUE TRADER TOURNAMENT OFFICIAL REGISTRATION FORM". Below the banner, a message states: "ATTENTION: This registration page is for clubs and individuals to use only. If you are trying to order a tournament for a TRADE STORE, please go to the Extranet site." A "Tournament Schedule" table lists tournaments from August 2004 to March 2005. The form includes fields for "STORE/CLUB NAME", "EVENT COORDINATOR NAME", "EVENT PASSWORD", "REENTER PASSWORD", "Games Workshop contact & shipping information" (Address, City, Country, Telephone, Email, Website), and "Advertising info (this is how it will appear in White Dwarf and the Website)" (Address, City, Country, Telephone, Email, Website). A "Continue" button is at the bottom right.

The first registration screen lets you know when your tournament will appear on the web and in *White Dwarf* and the deadlines for you to register to meet these times.

This screen also takes your information, where you want any items shipped, and what information you want to appear in *White Dwarf* magazine and on the web.

## Same Time

At a tournament, all the battles should take place on the same day with everyone playing games at the same time (no waiting in heats). Every player must participate! RTT tournaments are not elimination matches, and there is no playoff or end match. We guarantee everyone the same number of games.

## You Can't Win Your Own Event

You CANNOT sponsor, run, or judge an RTT event and compete in it at the same time. If you run a club or own the store that is holding the event, it's best to not enter. If you are ever in doubt about fairness and collusion, err on safety's side and don't participate. Why? It just looks plain fishy, and the fastest way to anger customers and players is by winning something you set up yourself. This rule should also apply to your staff.

If we receive complaints about such behavior from participants, Games Workshop reserves the right to refuse any future registrations for RTT events.

Now that you've worked out the initial details, it's time to nail down the basics of running an event.

The screenshot shows the RTT registration form with sections for "WHAT GAME ARE YOU RUNNING?", "How many points?", "Start Date", "End Date", "Estimated Entry Cost", "Number of Participants You Expect", and "Do You Need Outrider to Help?". Below this is the "Rogue Trader Tournament Registration" section, which includes a note about accepting registrations past January 31st, 2005, and a table for selecting a prize package. The table has two rows: "Package #1" and "Package #2". Each row lists items like "For US \$50 you get: 1 Champion T-Shirt, 4 Prize Certificates, 1 Dozen 1 1/4" pins, Posters & sign-up sheets, Extra Stuff you can order! Some Tournaments will want to push their events over the top and get some extra stuff. That's super - this is the most extra box we've got on hand - but we're always open to other suggestions. For an up to the minute update on new loot we have added, give us a call at (410)590-1400 or fax us at (410)689-2428.", and "Package #2" items like "For US \$130 you get Package #1 plus: 1 Large Overall Trophy\*, Additional prize support TBA \*Sculpted and produced by Bull Dog Battuckle exclusively for Rogue Trader Tournaments.". At the bottom, there are sections for "Additional Tournament Rules", "Payment Options", and a "Grand Total (including prize package)".

The final screen captures any extra items you'd like to order (including t-shirts and trophies) and also requires your credit card information to cover the costs of the materials.

## Players

Your event should be set up to cater to the players in your area. Players are expected to show up with fully painted armies and play in a reasonable and mature manner. You are responsible for making sure that no one person disrupts a tournament or ruins everyone else's time.

## Limits

You may find it necessary to set an age limit. You may even want to have separate events for young gamers and advanced events for older gamers. Why? Experienced gamers will quickly become frustrated with younger gamers that don't know the rules (especially in a tournament setting!). If you've driven 2 hours to play in an event, would you want one of your three games to be against someone who has hardly played before? We suggest 14 years of age as the minimum. However, based on your gaming crowd, you might want to go higher or lower. Remember, there are exceptions to this rule – some 14-year-olds may know the game better and be more mature than some 30-year-olds! You must use your best judgement here.

On the next screen, you'll get to select the type of game system you are running, how many points per game, the date of the event, entry costs, maximum number of people that can attend, and any other relevant information to that particular event.

## PLANNING FOR YOUR EVENT

### Tables

As mentioned on the previous page, RTT events should be played on 4' x 6' or larger tables. The exceptions to this rule would be Blood Bowl, Mordheim, and Necromunda events that fit comfortably on 4' x 4' tables.

Tables can be anything from standard folding tables to specially constructed wood platforms. As long as it is flat, sturdy, and stable, you're set!

### Terrain

With evocative games like these, playing on a bland, flat tabletop won't do. Gamers expect hills, trees, ruined buildings, and other pieces for their models to hide behind and maneuver around. Each piece should roughly cover a 4" x 4" or larger area. In general, we try to have 6 to 12 pieces of terrain on the table depending on the game system (Warhammer uses less, while Mordheim relies on dense terrain). A good rule of thumb is that each table's terrain should cover at least 25% of the surface area.

Clubs can often count on fellow club members to help stock the tables. Stores can hold scenery nights in which customers and staff come in and build scenery for fun to use in the tournaments. The bonus of an event like that is afterwards, there will always be terrain to use in the store at any event.

*At this point, you should have a firm grasp of how many players you can accommodate in addition to tables and scenery for them to play on.*

## DATAPAD ENTRY

### Defining Scenery Rules

To make sure everyone starts off on the same page, you may want to make an announcement at the beginning of the event about scenery.

You should say things along the lines of "What you see is what you get." For example, that hill sitting on the table is actually to scale and does not represent a 50' hill that allows your models to see over all the trees.

If you've placed your trees on bases, make sure players know that the woods extend to the edge of the base and that the scenery piece represents a whole forest rather than just two or three trees. This way, players can actually have their models in the woods by placing them on the scenery piece rather than setting models to the side and just saying that they are in the woods. However, the sparse amount of trees can confuse players and lead them to believe they can draw line of sight to models inside the woods. Clarifying things like these examples before starting the event makes a world of difference.

### Cost

The budget that has been amassed for running the event will determine the cost you should charge. As an incentive, some stores will not charge any entry fee, but most Event Organizers cannot afford that method.

This budget means you have to wrestle with charging enough to cover your costs while not charging so much that the cost keeps customers from signing up and playing. On average, most clubs and stores charge \$10. In a minimum 12-player tournament, this amount would bring in \$120. A larger event could bring in anywhere from \$200 to \$500. This amount should be enough to cover the costs of the event package and any extras you throw in.

Remember, the goal isn't to reap the reward immediately. Stores often see sales spikes before the event, as players finish up units and squads. Sales often spike afterwards, as players decide to try out new units to make their army better for the next event.

If you are renting a hall, tables, and chairs (and possibly even having the event catered) you can safely charge more, as you are providing more of a service. Players will respect this effort and be willing to pay more if they feel like they are getting more in return.

### Dates

Choosing when and how long to run your event plays a large part in how many people can come and participate.

There is at least one major Games Workshop or independent sponsored event running every month, whether it is a Grand Tournament, Games Day, Battle Tour, or painting competition. That doesn't include the multitude of conventions that run across the country. Scheduling your event around those dates will increase the number of people available to participate.

Many organizers will schedule their event to coincide with a larger upcoming event. For example, you can tout the events as places to test out an army for a Grand Tournament or convention and hold a painting contest to get ready for Golden Demon.

Double check your event calendar, talk to gamers who know what events are taking place across the country, and schedule your event accordingly.

### Advertising

Once you've settled on a date, let sure everyone know about it! Post flyers in your store, mention the event in your store newsletter, tell every player that walks in, and post event details on the internet. The more people that know about your event, the better the attendance will be.

As an added service to you, when you register your RTT event with Games Workshop, we will post all the details of your event on our web site. Our RTT event listing web pages get more than 100,000 hits every week! In addition, if you register your tournament more than 2 months in advance, that will give us time to list it in *White Dwarf* magazine.



## Times

Making sure players have enough time to play the game and take breaks is another essential. Budgeting in enough time to handle missteps on your end will make sure the event won't run overlong or force you to cut playing or judging short.

Remember, Games Workshop does require a minimum of three games at every tournament. You should allow about 2 hours for each game (for a 1,500-point game of Warhammer 40,000 or a 2,000-point game of Warhammer). Subtract or add a 1/2 hour per every 500 points you add or take away from the army points totals. For example, a 2,500-point game of Warhammer should take about 2.5 hours to play. Experienced gamers will be able to finish their game much sooner, while new players will take a little longer.

Plot out time in between games (say a 1/2 hour) so that those who get caught by the time limit can clean up, gather their forces, and get ready for the next round. This 1/2 hour also gives you some time to get the next round's matches sorted. We suggest a 1/2 hour in between rounds for a 50-person or fewer tournament. For 50-150 people, allow at least 1 hour between rounds.

Make sure you throw in a break for lunch, snacks, or whatever. The longer your tournament, the more necessary this break is.

Leagues can be run on a much less strict schedule, as they take place over weeks rather than days, and games can even take place outside of the store.

## DATAPAD ENTRY

### Sample Schedules

#### • Sample Schedule for a Painting Competition

Note – Models are usually entered in for 1-2 weeks beforehand.

- 9:30 a.m.-10:00 a.m.** Check-in. The last chance for people to enter their models.  
**10:00 a.m.-12:00 p.m.** Round 1 of judging  
**12:00 p.m.-1:00 p.m.** Break for lunch  
**1:00 p.m.-2:00 p.m.** Final round of judging  
**3:00 p.m.** Awards Ceremony. Keep it short and sweet with tons of cool prizes and lots of laughing and cheering! Make sure everyone leaves with his models!  
**3:00 p.m.-?** Painting Class. Have the winners sit down and share their painting theories and practices with customers and other participants.

Send everybody home to practice new painting techniques and revel in their experience! Go to bed happy knowing your customers/club members had a really fun painting competition!

#### • Sample Schedule for a 10-player league

6-Week Warhammer League:

- Week 1** Tue. 5:30-9:00 League Gaming  
**Week 1** Sat. 3:00-5:00 League Special Event  
**Week 2** Tue. 5:30-9:00 League Gaming  
**Week 3** Tue. 5:30-9:00 League Gaming  
**Week 3** Sat. 3:00-5:00 League Special Event  
**Week 4** Tue. 5:30-9:00 League Gaming  
**Week 5** Tue. 5:30-9:00 League Gaming  
**Week 5** Sat. 3:00-5:00 League Special Event  
**Week 6** Tue. 5:30-9:00 League Gaming  
**Week 6** Sat. 3:00-9:00 League Final Event

Send everybody home to tell tales of battle, victory, and defeat! Go to bed happy knowing your customers/club members participated in a really fun League!

#### • Sample Schedule for a 20-player tournament

Day of the Tournament:

- 9:30 a.m.-10:00 a.m.** Check-in. Check army lists. Assign table numbers and opponents.  
**10:00 a.m.-12:00 p.m.** Game 1 Collect results sheets.  
**12:00 p.m.-1:00 p.m.** Break for lunch  
**1:00 p.m.-3:00 p.m.** Game 2. Collect results sheets.  
**3:00 p.m.-3:30 p.m.** Have players fill out their "Players' Choice" selection paperwork.  
**3:30 p.m.-5:30 p.m.** Final Game.  
Collect results sheets.  
**5:30 p.m.-6:00 p.m.** Judging and tallying the final results.  
**6:00 p.m.** Awards Ceremony. Keep it short and sweet with tons of cool prizes and lots of laughing and cheering!

Send everybody home to tell tales of battle, victory, and defeat! Go to bed happy knowing your customers/club members had a really fun day!

# STAFF – THE KEY TO THE EVENT

One of the most important parts of RTT Event planning (if not THE most important part) is determining who is working the event. Below are a few notes about staffing.

- Staff can make the worst event spectacular and the best event horrible. Your staff's enthusiasm, work ethic, and willingness to tackle jobs will make or break your event.
- A good rule of thumb is to have two people run an event and add another staff member or helper for every 20 gamers. At our Grand Tournaments, there are usually about 300 gamers, and we have a staff of about 17+ people including Data Entry, Selection Judges, Appearance Judges, Walking Judges, Rules Judges, and, of course, the Master of Ceremonies. The more staff we have (and the more organized we are), the more fun the event is to run!
- Start recruiting staff early, since most people want to be the ones participating in the event, not watching.
- Look for people who are organized, fair-tempered, and suited to the area that they will be working. If someone is an outstanding painter, perhaps he should be in charge of judging painting. If someone is a walking rulebook, perhaps he should be the Rules Judge.



## Jobs

The following is a list of jobs you'll have to assign and have covered before your event can get off the ground. Read the descriptions over and think about what skills you need and what personnel you have available. Remember, you can assign a few of these jobs to the same person (especially with a small number of players).

### • The Event Organizer

First off, somebody has to be in charge. This person organizes the site, the materials, and the dates. Overall, this person is responsible for the event running smoothly. This person does not have to know all the rules or the subtleties of the games, but he must absolutely have an understanding of how everything else in the tournament will work (e.g., paint judging, scoring, filling out the paperwork). You must have an Event Organizer.

### • Data Entry

Which person is entering the score, tallying up the totals, and planning out who will play whom in the next round? This person has to be competent, thorough, and organized, or everything will unravel. Someone must enter or compile all the data!

### • Rules Judge

First off, the judge must be fair-minded, patient, and very familiar with the rules. The judge MAY NOT PARTICIPATE in the event. You should have only one judge officiating rules at a tournament. This way, all rulings are consistent. You must have ONE person that can settle rules disputes.

### • Appearance Judges

Who is going to judge the appearance and selection of each army or model in your event? With the sheets we provide, this job is fairly clear cut, but it must be done by someone with some knowledge of the games. The Appearance Judges cannot be competing in the event. Our estimate is that it will take 5-15 minutes per army (or model if its a painting competition) to fill out these sheets and come up with appearance and selection scores. This job can be shared, split apart, or added to someone else's responsibilities – but it must get done and done well.

### • Walking Judges for Tournaments

A Walking Judge is a friendly face walking the aisles keeping an eye on things. These judges are the ones who collect game results, make sure the forms are filled out correctly, get them to Data Entry, help clean up the inevitable soda spill, and keep on the lookout for bad sportsmanship (before it gets out of hand). These judges do not have to know the rules at all (it is always helpful if they do), as Walking Judges ARE NOT allowed to settle rules disputes (but can point things out in a rulebook if the Walking Judge is absolutely positive about the rule)! We have learned the value of this job and take as many as we can find. This optional position can help every aspect of the event run more smoothly just by having more eyes and ears in more places.

### • How to Dole out the Responsibilities

After looking at the jobs on this page, how do you decide who will do them? It is possible for one person to do several jobs (acting as the Event Organizer and a Rules Judge for instance).

Running an event single-handedly is a tough (close to impossible) job. If you have the sole responsibility of planning, setting up, and judging, you'll run yourself ragged. Even if you are running the smallest sized event allowed, you should still try to recruit some help (especially if you have a store and customers to look after at the same time). Trust us – getting some help should translate into a more energetic and fun event for you and the players to participate in.

**RTT TIP** – Display the trophies before the event to generate excitement in the build-up period.



These new trophies allow plenty of space for engraving and allow you to customize them to any league, painting competition, or tournament you run. The overall trophy (Space Marine vs. Warrior Priest) has one plaque that can be engraved with the name of the event, the winner's name, and date. The secondary plaques come with two plates for engraving. One plate is for the trophy title (Best Appearance, Best Sportsman, etc) and the second plate is for the player's name, date, etc.

## WHERE TO GO FROM HERE

### Get the Basics down First

Walk before you run. Make sure you can run the basic events listed in this booklet before trying anything really large or complicated. It's always better to run a small yet fun event rather than have a large flop. Once you do feel confident in your event management powers, go to the next step.

### Start with Player Feedback

What are they looking for? After all, you are running events for your customers and to keep the hobby drive strong. Do your customers want an involved campaign? Do they want a no-holds-barred cutthroat tournament? Do they want an expert-level painting competition that would make world-renowned artists stare in awe?

Canvas your customers' or club members' opinions and start to build a schedule of special events based on the responses. Just don't forget all the basic ground work in making an event successful. These steps apply to any event, no matter how advanced.

### Head to the Web!

There are numerous fan sites, club sites, and internet magazines that have numerous tournament, league, and painting competition ideas. Various conventions will often have themed events that would work well in a store or club environment.

### Pool Your Resources

Looking to hold a huge tournament? How about a city-wide league where players go up against customers in other stores or clubs? You can get in touch with your area gaming community by looking at the club listings on the Games Workshop web site, talking to local stores and clubs, or getting in contact with a Games Workshop Account and Territory Manager in your area. While some may think it would hurt their business or club by "working with the competition," building a stronger gaming community only brings in more club members and customers in the long run.

# TOURNAMENT SPECIFICS

A tournament can be broken down into three basic parts: Preparation, the Day of, and the Aftermath.

## Preparation

The right paperwork will help make your tournament run that much more smoothly. We've designed several forms to collect scores and help you tabulate all the points. In addition, there are a few forms that will advertise and promote your tournament in-store.

## Forms

A majority of the materials that are available for download are forms to help you keep the tournament organized and running smoothly. You can find all these downloads on the RTT site.

The forms package you have access to includes:

- A Sign up Sheet. Post these sheets on your walls as soon as you can!
- Announcement Posters. Put these posters up too!
- Results Sheets (Battle and Sportsmanship)
- Judging Sheets/Army Lists (Appearance)
- Player Sheets
- Scenarios (For tournament events or variety)
- Winner Certificates

Below are explanations of the forms and tips on how to use them.

### • Sign up Sheet

This sheet contains areas for you to fill out concerning the location, date, and admission fee (if any) of the event. Thus, players will have all the information when they go to sign up. The sooner you post this sheet, the sooner people will begin to sign up and start getting excited. Remember, enthusiasm feeds off itself.

### • Announcement Posters

These posters come complete with an area for the date, cost, and location of the tournament. This way, potential players can get all the information they need. You may want to post any special rules, time tables, or other special provisions near these posters. Hang them somewhere noticeable.

### • Results Sheets

These forms are pivotal for the tournament, as they record game results in the form of Battle Points and Sportsmanship scores. Ultimately, these scores determine who plays whom next round. A sheet with wrong scores or that is entered incorrectly into the database can cause you much grief, as people end up playing the wrong opponents. Make sure players know how to fill out these forms, and stress that all players need to put their full names on the sheets. These instructions will go a long way in making your tournament run smoothly.

### • Judging Sheets/Army Lists – Appearance

The Appearance score takes into account how well the army is tied together in visuals and composition and how closely it fits the background and theme coupled with how well the miniatures are painted. This score is derived via a simple check box system with scores assigned to the answers to objective questions. Some questions ask for the judge to give a subjective opinion that can be answered easily if the judge has experience in painting and is familiar with the background of the armies in the game. It pays to have more than one judge so that personal tastes or preferences are kept in check by the other judges via discussion and mediation.

### • Player Sheets

Player sheets are given out to each player at the start of the event. The players keep these sheets and track the Battle Points from each game. Most importantly, each player will select his favorite opponent at the end of the event in three different categories: Favorite Opponent, Best Looking Army, and Favorite Themed Army. Each player may select the same opponent for any or all categories if he wishes. These selections are important, as all of these selections will give players bonus points.

### • Scenarios

Scenarios make players think in different directions, provide players with new challenges, and make everything more fun. Scenarios also encourage armies that are more flexible as opposed to forces that are geared only to wipe out their opponent. Don't reveal the scenario to the players until just before the scenario's round begins. This way, players won't know what to expect. Posting the scenarios early gives those players who are regulars at your store an unfair advantage. The surprise adds an element of mystery to the event. Whether players admit it or not, they love speculating about the things that will be asked of their army and put a lot of thought into the creation of their force in an attempt to meet all these imagined objectives.

**NOTE** – For those running their first tournament, we suggest using the basic scenarios from the main rulebook for each game. When players fill out their results sheets at the end of each game, make sure you refer the players to p. 16 of this booklet for the Scenario Battle Point modifiers. The scenarios found online list all of these modifiers on the page.

You can find additional scenarios on the RTT web site if you're looking for an extra challenge for your tournament.

### • Winner Certificates

These certificates should be given to the winners of each category. It's a good idea to keep the certificates stashed somewhere safe until all results are in and all scores have been double-checked. Fill the certificates out in a private location or you may spoil the ceremony!

## Number of Rounds

As we pointed out on the “Making Your Schedule” page (p. 7 for the forgetful types!), you must set the number of games played per tournament. The total number of points for game play remains fixed, but the number of games you schedule will determine the maximum number of Battle Points each particular game is worth. Typically, a player can earn 17 Battle Points for a win, 11 for a tie, and 7 for a loss in each game. These Battle Points are then modified by the pluses or minuses found on each scenario.

## Running the Tournament

By now you should have advertised your tournament, had scores of players sign up, and have all of your tables set up for the tournament. However, before getting into the particulars of the actual tournament, it's a good idea to review how players earn points and get matched up.

## What Gets Tracked and Recorded

Besides players' names and armies, you'll also be entering three different scores for each player in each round. While getting a player's name or army wrong isn't horrible, misentering one of the scores can skew the entire tournament's outcome and result in disgruntled players and a red-faced Data Entry person! Below is an explanation of the four different scores used to determine who gets what award at the end of the tournament. The max scores listed are based on the minimum three-round tournament. The more rounds, the higher the scores!

### Enter these scores carefully.

#### • Battle Points

These points are found on the Results Sheets and are entered at the end of each round.

Battle Points determine who plays whom.

Battle Points can total 51 points max and receive no bonus points.

#### • Sportsmanship Points

These points are found on the Results Sheets and are entered every round.

The Sportsmanship score can total 18 points max from the results and receive up to 6 bonus points from opponents.

#### • Theme Points

These points are found on the Result Sheets and are entered every round.

The Theme score can total 6 points max from the players and receive up to 4 bonus points from opponents.

#### • Appearance Points

These points are found on the back of the army list and are entered after the judges finish scoring the armies.

The Appearance score can total 18 base points max from the Appearance Judge(s) with up to 4 bonus points from opponents.

## Bonus Points

At the end of the event, enter the bonus points given to players by their opponents as indicated by the players' sheets. Players are only allowed to have a maximum of votes equal the number of games played.

#### • Favorite Opponent

Players earn more Sportsmanship points on a sliding scale from Favorite Opponent voting.

One vote	=	2 points	Four votes	=	8 points
Two votes	=	4 points	Five votes	=	10 points
Three votes	=	6 points	Six votes	=	12 points

*Example – Jim has three votes for Favorite Opponent – one from each of the three opponents he played during the tournament. According to the list, Jim will receive 6 extra points added to his final Sportsmanship score. He can't get more than that, because he played only three games.*

#### • Best Looking Army

Players earn more Appearance points on a sliding scale from Favorite Army Appearance voting.

One vote	=	1 point	Four votes	=	6 points
Two votes	=	2 points	Five votes	=	8 points
Three votes	=	4 points	Six votes	=	10 points

#### • Favorite Themed Army

Players earn more Theme points on a sliding scale from Favorite Themed Army voting:

One vote	=	1 point	Four votes	=	6 points
Two votes	=	2 points	Five votes	=	8 points
Three votes	=	4 points	Six votes	=	10 points

Remember, accuracy is a must, and taking the time to double-check the scores keeps things running smoothly and everyone happy.

## DATAPAD ENTRY

### Sportsmanship

One of the most important parts of the tournament is Sportsmanship. Everybody wants to have a fun game and shouldn't have to suffer a crybaby, a cheater, or someone who is overbearing during a game. That's why points are given for Sportsmanship. People who are fair and make a game more enjoyable should be rewarded! Of course, giving Sportsmanship points should be done in an honest fashion. Sportsmanship should reward those opponents that were fun to play and not give away points to those players that were horrible to play. This system can be easily abused if a player intentionally scores friends higher and other people lower to further his own placement in the tournament. This system relies on pure honesty to work, and you need to stress this fact to players. If players insist on cheating and breaking the system, they should be barred from participating in these tournaments and told that they are sad individuals! You should make it clear that players are to fill out the Results portion of the form together and then fill out the Sportsmanship portion on each form apart from one another. This way, a player doesn't feel pressured to give a particular score with his opponent leaning over his shoulder. Once these sheets are completely filled out, each player must give them to the judges.

### DATAPAD ENTRY

#### Always Something to Do

Here is a quick checklist to review before the tournament:

1. Set up the hall or gaming area.
2. Make sure that each table has the proper amount of dice, scenery, and gaming materials.
3. Make sure that you have a list of who is coming as well as a preliminary list of table assignments.
4. Greet players as they come in. Check off their names. Tell the players which table they are on and have them go to that table and start preparing to play.
5. Hopefully, all the players you expected to show up will arrive (if you're luckier than us). If not, quickly fill in with alternates or pair up the players with missing opponents. Make sure you have on paper who is playing whom (as participants are not supposed to play the same person again in the tournament!).
6. Hand out scenarios and allow players 5 minutes (or so) to read over them.
7. Before game play begins is a great time to give 'em the quick "Welcome" speech, yell a group WAAAGH!, or any other tidbits you must announce (e.g., my wife baked cookies, the bathroom is around the corner). Briefly explain how the forms work. Next, begin play!
8. Distribute paperwork, make sure each table has two Results Sheets, and confirm that the players know how to fill the sheets out.
9. Get the Appearance Judge(s) out looking at the players' armies. Make sure the Rules Judges are available for players. Basically, make sure everyone is playing and having fun.
10. Some games will finish well before the round ends, and others will go to the limit. Begin collecting the Results Sheets as soon as games end and get them to Data Entry. This step is pivotal, as you will invariably have only a short time between games. Help yourself get a jump start every round.
11. Once all scores are entered, post the new match ups (or call them out if you don't have a printer).
12. Pass out new scenarios and repeat steps 8-12.

### Running Your Day - Step-by-Step

#### Set up

If at all possible, set up all your tables and lay out all your scenery and any other items you are providing the night before the tournament. This method gives you a whole night to finish any scenery that may be missing and to think about any other items you may have forgotten.

There is a lot to be said for not frantically running around trying to get things done at the last minute.

#### Table Assignments

The night before is also the best time to work out the first round of match ups and table assignments. Working this system out beforehand will make things run faster in the morning when players come to check-in. Just checking off a player and telling him which table to go to is a definite upgrade over players milling about waiting. Once check-in is done, you can pair up any players that don't have opponents because someone dropped out at the last minute. If necessary, you can pull out the tournament ringer army (see "What Can Go Wrong" on p.14) and have it set up if you have an odd number of players.

#### Scenarios

Once all players have found their tables, it is time to hand out the scenarios (or point out the appropriate one in the rulebook). Make sure your Rules Judge has thoroughly read through the scenarios beforehand. That way, he can quickly and confidently answer any questions that players may have about the scenarios.

At the end of the round (or once a game is over), players should refer to their scenarios for any Battle Point modifiers that will be applied to their Win, Loss, or Tie totals. You will find a default list of modifiers on p. 16 for scenarios that are taken straight out of the core rulebooks.

#### Getting Started

Once all the scenarios have been given out, it is time to announce that all the players should begin setting up their armies and start playing!

#### What to Do During the Game

While the players are battling it out, it's time to do the appearance judging. This task will keep you very busy, as you will also be answering questions and most likely spending some time looking at the players' armies strictly for your own fun and enjoyment!

#### The Paperwork You Hand in and Collect

During each round, players will finish at different times. As players turn in Results Sheets, go over the sheets to check that they're completely filled out and do a quick scan for any irregularities before the player walks away. As the end of the round approaches, many players will finish up at once, and you'll get a ton of forms. Do your best to keep the forms organized as they come in. You may run out of time sorting the forms after they've all been returned.

It is vitally important that all of these scores are entered with complete accuracy and in a timely fashion. Entering scores incorrectly could sound the death knell for your event, so it's impossible to stress the importance of accuracy too much. Quickness is also essential to easily keep the tournament on schedule.

#### Smooth Transition to the Next Game

The best way to keep things running smoothly is to make regular announcements about the time remaining in a round and the time the next round begins (remember that schedule you made earlier?). When most of the players have finished their round of gaming and are wandering off to get a soda or a breath of fresh air, it is the perfect time to announce the starting time of the next round. Also, make sure that the players who are finished do not disturb the games that are still going on. Again, a couple of minutes before the next round starts, make an announcement so that players have time to finish up what they are doing and get ready to receive their table assignment for the next round.

## Setting up Matches - the GW System

There are some rules for setting up matches. If you've never run a tournament, this process can be confusing.

- Like plays like – winners play against winners. This method keeps great players challenged and keeps not-so-talented players from getting crushed and becoming frustrated. Basically, everyone plays against someone on his own level.
- No participant plays the same person twice.
- Everyone gets to play in every round.

## GW Swiss System

With the Player Tracking Sheet or the database file from Games Workshop, you can match up winners against winners and losers against losers in each round. Players that win always have more Battle Points than players with losses or ties. This system is used at all of our Grand Tournaments and it works very well. This system is MUCH easier to execute when you use the computer. Simply sort the data by Battle Points, and you're ready to assign tables. The file will alert you if players are matched up with players they've already faced. Do a small amount of row juggling, and conflicts should all be resolved.

## Choosing the Winners

Everybody that participates is a winner. After all, the participants just spent a day playing with toy soldiers rather than suffering at work or school! However, there are some people who have done exceptionally well at this tournament, and it is always fun to win something.

Once all the scores are totaled, you can begin working on deciding the winners. Print out a page with everyone sorted by points scores. Find the player with the highest points total (this total includes Battle Points, Sportsmanship, and Army Appearance). This player is the Overall Winner. Write down the name and take the name off the list. This player has just won the top prize and isn't eligible for anything else. The next step is to pick the person with the highest Sportsmanship score. This person has won Best Sportsman. Cross his name off the list. Now, pick the person with the highest combined Theme and Appearance score. If there is a tie, use the Sportsmanship score to break it. This person wins the Best Army award. Remove his name from the list. Finally, pick the person with the highest Appearance score. If there is a tie, use the Sportsmanship score to break it. This person will receive the Best Appearance award.

- **Overall** – Highest total points.
- **Best Sportsman** – Highest Sportsmanship score.
- **Best Army** – Highest combined Appearance and Theme score.
- **Best Appearance** – Highest Appearance score.

**Note** – In Mordheim, Blood Bowl, and Necromunda, there's no Best Army award. Instead, there is the Highest Rating Award. This award is simply the Gang, Warband, or Team that has the highest rating at the end of the event.

## Other Winners

You may award prizes for any number of subcategories. The more you choose, the more fun players will have at the awards ceremony. We add in silly prizes like fuzzy dice for the person with the worst dice rolls or blocks of cheese for the best Skaven player. Use your imagination for the categories and things lying about the shop (e.g., damaged product, gag gifts) to serve as the prizes.

## In the Event of a Tie

If you have a tie for a category, use the Sportsmanship score to break it. If Sportsmanship scores are tied, pick another category starting with Battle Points and moving to Painting and then Theme. In the bizarre event that all those scores are tied, immediately have the players buy lottery tickets!

## Awards

- Make sure you have all the winners' names written down along with their armies and any special notes to go with them.
- Play up your awards ceremony. Make sure all staff are present to clap and cheer people on. Thank everyone for coming, "Because without the participants, there would be no tournament!"
- Having a quick line or two to go along with each award makes it that much better. For example, "The Best Painted award goes to an awesome High Elf army. Each model was immaculately painted, the banners were outstanding, and even the wood grain on the war machines looked real. Congratulations to Mr. Smith and his High Elf army."



## TOURNAMENT SPECIFICS

### What Can Go Wrong... and What to Do About It

Murphy's Law enters every tournament without ever signing up. The nerve! Here are some of the common mistakes and our advice on how to solve them.

- **Some players don't show up or have to leave in the middle of the tournament.**

During promotion and advertising, make sure you have a reserves list. Encourage a few people to show up that day just in case there are dropouts. You can always recruit these "extra gamers" as Walking Judges (as long as you trust them to work hard) if there ends up being no one to replace.

It also pays to have a "ringer army" in reserve. A ringer army is an army used by a staff member to fill in an open spot and make sure everyone has someone to play against in each round. This army can be a store army, a staff member's army, or an extra army supplied by a player. At every tournament, one or two people are bound to drop out because of illness or emergencies. This problem can leave you with an odd number of opponents – one person would have no one to play each round. Obviously, this situation will cause a problem, because players are supposed to be playing in each and every round! The army can be played by a judge, staff, or a mix of people that would like to take a crack at it (just make sure they know the rules well!). The ringer army itself should be fairly balanced and fun to play. This army shouldn't be built with winning in mind. After all, if your staff member takes the overall award when they are supposed to be filling in a spot, it would be rather embarrassing for all involved. However, we are not suggesting that the staff member throw the game, but he should play to the best of his abilities with a fair army instead. We suggest using an army that has under 50 points in magic items or wargear and at least 65% percent of the points spent on troops or regiments.

- **The tournament doesn't start on time.**

Make sure to schedule break times and adequate time in between games. You can eat into this "spare" time to keep things on track.

- **The scores have been entered incorrectly.**

This problem results in someone else winning a prize when he shouldn't have. Most often, this flaw is caught well after the tournament is over. In the best of cases, you can issue an apology to the parties involved and learn next time to be more careful when entering scores. CONTACT US for assistance.

- **A player is horribly disruptive.**

Don't let one person ruin the tournament for everyone else. Remember that one of the rules of the tournament is to conduct yourself in a manner that doesn't bring the hobby into disrepute. If someone is being particularly disruptive, you are well within your rights to remove him from the tournament. Don't let a player bully you into letting him stay. It's your call.

- **My rules guy cancelled.**

If you cannot find an adequate replacement, alert everyone at the tournament to the situation. Players will have to settle disputes among themselves. In the end, as long as people have fun, it will all work out fine. Make sure you encourage the players to settle rules disputes by rolling a D6!

### Your Own Area

It's always a good idea to have an area set aside for Data Entry and other official tournament business that's as free from distraction as possible. Whether it's a separate room entirely or just a roped-off section of the game floor where players aren't allowed (no peeking over the Data Entry staff's shoulders, please), it will prove invaluable. Privacy helps to ensure the accuracy of Data Entry and to preserve the sanity of the Data Entry staff.

### What to Use to Record Everything

There are two ways to record all the information that will be coming in during the tournament: write it down by hand on paper with our Player Tracking Sheet or enter it into a computer database. If you do it by hand, you will need a much longer amount of time and much better organization. Using the computer allows you to enter information quickly and re-sort it in a variety of ways.

### How to Keep Organized

Try to have a separate folder or envelope for each round's Results Sheets as well as the Judging Sheets for reference. Don't just toss the sheets all in a pile and later have to sift through the wreckage to find one piece of information you need to double-check later!

Make sure that everything starts on time! Keeping to the schedule is utterly important to the running of a tournament. Good scheduling also makes it easier to keep track of the results and check scores. Make regular announcements of start times, time left in the round, and ending times. Make sure players stop playing if the allotted time is up!

### Troubleshooting Tips

- **A score is entered incorrectly.**

Although it's very important to be accurate, mistakes do happen. It is not the end of the world, and catching the mistake quickly and correcting it will fix the problem.

- **A player thinks his score was calculated or written incorrectly by his opponent.**

Find the results sheet in question and go over it with the player and his opponent. If it's wrong, have the players correct the sheet and agree on the correct scores.

- **Uh-oh! I can't undo what I just did to the database!**

If you are using a computer to track the results of the tournament, make sure you save often and save the file under a slightly different name for each round (Round 1, Round 1.1, Round 2, Round 2.1, and so forth). This way, if something goes horribly wrong with the program, you can refer back to the latest file and do not have to start from scratch.

### • I've got a partially filled out Results/Player Sheet!

If you receive forms without names or that are only partially filled out, you will have to track down the players. This task results in a lot of time lost running around and sorting things out. To alleviate this potential problem as much as possible, announce often for players to include full names and to fill out all the sheets properly. You should also check the sheets as they're being handed in to the judges. If the tournament is small enough, you may even want to spend 10 minutes demonstrating how to fill out the sheets!

## Finding a Place to Run an RTT

At one point, unless you have a very large store or clubhouse, you may want to think about renting a hall for a day. Obviously, renting a hall is going to add a level of expense to a tournament. Try a smaller tournament in your store first to gauge interest and attendance. Here are some more things to keep in mind:

- You need space for the gaming tables. The number of tables should equal half the number of your participants.
- You need space around those tables for players to move and possibly sit on chairs.
- If you are running the tournament in your store, then you also need to take into account space for customers to maneuver! Showing off a great tournament to potential customers can really generate interest and excitement. Onlookers will see the fun and start building an army right away. Your tournament will be your very top priority, but it's a good idea to post someone on "guard duty" to explain what's going on to newcomers!

If you are trying to find local VFW or American Legion halls and Moose, Mason, or Knights of Columbus Lodges and the like, we suggest letting your fingers do the walking through the local yellow pages or firing up the trusty old web browser. Most cities have a web site that caters to tourists and lists all the major hotels. You can use an internet search as a jump start on your quest for a good tournament venue. You should try to find a site that's relatively close to your store or club. You should also definitely scout out the location yourself before making a commitment to make sure it's easy to find and meets your tournament needs.

## Tables

Now that you've solved the space issue, you have to fill your gaming area with everything else that you'll need.

- The gaming tables themselves should be at least 4' x 5', and you may want a larger area than that (up to 4' x 6' or 4' x 8') so that players have room to place their casualty models, reserve models, rulebooks, and so forth. We recommend a 4' x 6' playing area. That size is what we use for all but the largest of games.
- At Games Workshop tournaments, we have two types of table set ups. Both go on top of ordinary folding tables. These tables can be rented cheaply if you don't own enough. Here's a brief description of the table types.

The first gaming table is framed hardwood with a plywood sheet on top. It fits over the folding table and gives players a 4' x 6' gaming area. These tables are heavy and difficult to store, but they last a long time!

The second table travels better. We have specially made 4' x 6' gaming mats. These mats fit perfectly over two folding tables placed side by side (just make sure your folding tables are the same height). The mats are much easier for travel and set up – just unfold them early so your battlefield doesn't have that embarrassing crinkle or fold mark on it! As an alternative, one of the best things we've found is a green military blanket.

## The Army List

When you register, one of the forms you can download is an army list format for the game system you choose to run. We highly recommend making copies of this sheet and supplying one to every player who signs up. Tell these players that their list must be entered on this sheet. NO EXCEPTIONS! The list makes it easy to figure out a player's army by breaking it into components and making the player break down all the percentages. Otherwise, you will receive army lists in a multitude of formats ranging from computer printouts to hastily scrawled letters on a crumpled page. Deciphering people's handwriting will quickly slow your tournament to a crawl!

## Core Rules Sets

Each RTT event has a core rules set. A small percentage of these rules are fixed. The rest you can modify to suit your gaming area and players. When you register your tournament, you will have the option of changing the modifiable rules and adding in anything else that you would like (i.e., Citadel Journal Adeptus Arbites rules will be used, or all rivers will count as impassable terrain at this tournament).

You can find the core rules for each game that Games Workshop expects each player to abide by on the RTT Event web site during the registration process.

By having all the rules laid out, each player will know what to expect when he comes to your tournament.

Now you know everything you need to successfully run a tournament from start to finish. However, this step is just the beginning. You can expand your tournaments to do all sorts of neat things.

## From Here

One thing we'd like to impress upon you the most is that these are just guidelines, a starting point to familiarize yourself with running tournaments. Once you're comfortable with the basic tournament, don't let it keep you from running more elaborate tournaments.

From tailoring scenery, army lists, rules, special scenarios, and more, the possibilities are almost limitless. In the end, a high level of fun at the event will inspire and encourage players to return again and again.

## TOURNAMENT SPECIFICS

### Scenario Modifiers Info

The following are suggested modifications for using scenarios straight from the rulebook in tournaments. Add these Battle Point modifiers to each player's Battle Point score when filling out the results form.

### Warhammer

- +1 If your General is still alive, is not fleeing, and has not fled off the table by the end of the game.
- +1 If you have a unit at 50% or more of its starting unit size in your opponent's Deployment Zone.
- +1 If your highest point unit is still at or above 50% of its starting unit size and not fleeing at the end of the game.
- 1 If no enemy unit is destroyed, is fleeing, or has fled off the board by the end of the game.
- 1 If you don't control at least one table quarter.

### Warhammer 40,000

- +1 If you have a unit over 50% of its starting unit size or an undamaged vehicle in your opponent's Deployment Zone at the end of the game. Fleeing units do not count.
- +1 If your General is still alive at the end of the game.
- +1 If your highest point unit is still at or above 50% of its starting unit size and not fleeing at the end of the game.
- 1 If you control no table quarters at the end of the game.
- 1 If none of your opponent's units are under 50% of their original unit size or none of your opponent's vehicles were destroyed by the end of the game.



### Blood Bowl

- +1 BP to a max of +3 for every point by which you beat your opponent.
- 1 BP up to a maximum of -2 for each model of yours who was KO'd or suffered a serious injury.

### Battlefleet Gothic

- +1 If your opponent's Flagship has been reduced to 0 Hits.
- +1 If you have more operational Cruisers in your opponent's Deployment Zone than he has in yours.
- +1 If your flagship has at least 50% of its original Hits at the end of the game.
- 1 If no enemy Cruisers have been crippled or destroyed and if no Escort squadrons have been reduced to half strength by the end of the game.
- 1 If all your Cruisers have been crippled or destroyed by the end of the game.

### Warmaster

- +2 If the enemy General is killed.
- +1 If all your Characters are still alive at the end of the game.
- 1 If no enemy units were destroyed.
- 1 If your highest point unit was destroyed.

### Necromunda & Mordheim

- +1 If your opponent's Gang/Warband leader is out of action.
- +1 If you defeated a Gang/Warband with a higher rating.
- +1 If your Gang/Warband leader is not out of action by the end of the game.
- 1 If your opponent put three times as many of your models out of action than you did of his.
- 1 If you put no enemy models out of action.

### Necromunda and Mordheim Modifications

#### • Captured!

Models captured in a tournament may only be traded or bartered. Due to the time constraints in a tournament situation, a Rescue Mission can not be played. However if a model has been captured, you may trade, sell, or slaughter the prisoner at your leisure.

All models must be WYSIWYG for the original gang, warband, or team. Some weapons, mutations, and so forth throughout the tournaments will tend to change. These items do not necessarily have to be modeled, because there is not time to modify or convert models between games.

However, new additions to the gang, warband, or team must have an appropriate model to represent them. Otherwise, such additions may not be used.

# LEAGUE SPECIFICS

If tournaments are fast paced 1- to 2-day events that pack a huge amount of gaming into one little space and painting competitions are hobby skill focused events, the league is the perfect combination of both spread over 4 to 8 weeks.

While leagues can come in a variety of shapes and forms, the underlying principle is that a group of gamers play a series of battles among one another over the course of a few weeks and either crown the player with the most wins (or points) at the end or have it culminate in a tournament playoff. The real fun of a league is developing your army along the way, evolving veteran units, and having special events, mega-battles, and other bits interspersed throughout.

Leagues are a great way to focus on a specific gaming system and participate in all aspects of the hobby. If you have a gaming system in your club or store that you think needs some attention, a league is usually the perfect medicine for it.

In the following pages, we'll discuss a few types of leagues that you can run in your store or club.

## Pyramid Leagues

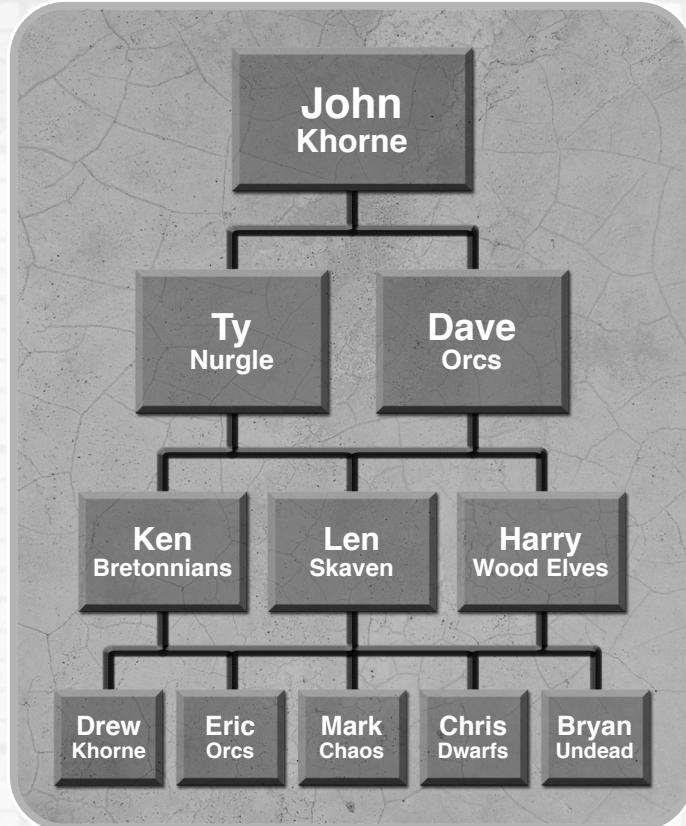
The Pyramid League is an in-store or club league system designed to promote a constant level of gaming and hobby activity. The program is very low maintenance and (if run properly) can continue indefinitely. The system allows for open gaming and league nights to work side by side, and players can join and drop out with no impact on league flow.

## Set up

The league system requires an in-store display like the one shown above. A board has tiles or cards for each participant. The tiles can be moved up and down the display to show each player's present standing. Velcro, magnets, or small hooks make for an easy to maintain board. Each tile will show the player's name, army affiliation, and an area for a challenge token or sticker.

## The Goal

The goal of the league is to fight your way to the top of the heap to be the "King of the Hill" and defend your position successfully against three challenges. Upon achieving this lofty goal, you will be immortalized with all due pomp and circumstance. All manners of bragging rights and accolades shall be heaped upon you and your glorious army as well as any additional prizes the league organizers deem appropriate. Your army will then be retired from the league. You may still use your army in-store tournaments and will be eligible to participate in the State or Regional championship for your area. Only league champions will be invited to these hallowed events. To enter the league again, you are required to use a new army.



A rough representation of the structure for a pyramid league board.

## Start up

The best system for starting the league is to hold a tournament and fill the pyramid according to the final scores of each player. First place goes to the overall winner of the tournament. The rest of the tournament results indicate each player's position in the league standings. Thus, the best player in the store will start on top and have the first crack at immortality, and if it is an army that dominates play in your store, it will quickly be out of the league pool and allow others to advance. Everybody wins.

## Advancing

Players on each tier of the pyramid may challenge any player on the next tier to a match. The right to issue a challenge is earned only after the player has successfully defended their present position. This is where the CHALLENGE TOKENS come into play. When a player defends his spot, he gets a token. He may then spend the token to challenge the next tier. If the challenger wins, the two players switch spots on the pyramid. If the challenger loses, the winning defender receives a challenge token. This method is the heart of the system. The only exceptions to this rule are:

1. The bottom tier may challenge at will. No one wants the bottom spot!
2. The top position must collect three challenge tokens. If the top position achieves this goal, that player wins and his army is retired from the league.

## LEAGUE SPECIFICS

### Helpful Hints

#### • Theme the Board

A nebula of stars with player cards shaped like spaceships is perfect for Battlefleet Gothic. An Imperial Eagle with the board forming the wings would be great for Warhammer 40,000. Use your imagination!

#### • Expiration Dates

Players should be encouraged to play at least one game each week. Failure to do so will cost a player his position on the board. Randomly select one player from the tier below who has a Challenge Token to swap spaces. This act uses up the player's token. If no players on the row below have a token, randomly fill the spot! Do not leave empty spots on the pyramid. You may want to mark the date of the last game played on the back of each tile to make updating easy. This rule is at the discretion of the league organizer and is meant to encourage constant play. Feel free to make exceptions.

#### • "Nobody Will Fight Me."

In the event that you have a player that no one will challenge, it is the responsibility of the League Organizer to grant a free Challenge Token. Use this method only if the player has gone at least a week without being challenged and has been available for play. This free token is totally at the League Organizers discretion. What if the inconceivable happens, and this player is at the top of the pyramid? After 3 consecutive weeks where the top player has been available for games and no challenges have been issued, he will be declared the winner. The two players in the second tier shall be banished to the bottom for their cowardice! Refill the pyramid randomly as above.

#### • Point Values

There are several ways to approach this concept. For a game that is strong in your store, set a solid point value for the league (i.e., 1,500 points, 2,000 points, and so forth). If it is a game you are trying to get off the ground, set the point value for each tier of play. For example, set the bottom two tiers at 500 points, tier four at 1,000 points, tier three at 1,500 points, and tiers two and one at 2,000 points. This way, the top of your pyramid will be empty at the start of the league, and players will be able to advance just by building their army!

#### • Scenarios

You can let the players agree on each scenario or mandate a random roll on a predetermined list. You may want to have a different list for each tier of play. This method really keeps the players guessing.

#### • Army Lists

Players are locked into the army they register with but not the specific list. Players are encouraged to change and improve their army throughout the league. Each player may customize his army list based on the opponent he is about to face. This flexibility encourages players to continually add new units to their army pool in an effort to improve their performance. This process converts directly to more interesting and varied armies.

#### • One Player with Multiple Armies

This idea is fine as long as the player participates in at least one game with each army every week.

#### • League Night vs. Open Gaming

Do both. Have a set night each week, make sure that players know they will be able to find matches on that night. Allow players to set up their own games as well. This idea is why you put the contact info line on the player cards. This method creates a fevered play environment and allows the league to grow unhindered. Do not limit the number of games a player may play per week.

#### • The Bottom Tier

The lowest tier on the board that is more than half full is considered the "bottom tier." If it's half full or less, it's combined with the tier above, and together, they're considered the bottom tier. This method prevents the bottom from being hopelessly outnumbered by the tier above and increases the number of challengers.

#### • What if the Board's Completely Full, but There Are More Players That Want to Join?

GREAT! That means the league is a huge success, and there is no limit to how many players can enter. Any players that do not have a spot on the board hold on to their cards and try to fight their way on. If the number of players off the board is greater than the bottom tier, that group becomes the bottom tier with no limit on the number of participants in that group. A position on the board becomes a coveted goal.

#### • Painted Miniatures

Ideally, all of the models in each player's army would be completely painted. However, requiring such a thing could discourage new players from joining up. You can use relaxed painting requirements for new players or additions to a player's army. This should inspire people to continue to upgrade their forces and allow them to easily add reinforcements.

#### • "The Farther They Fall"

This optional rule says that if the player in the top spot should be defeated, he will "fall" all the way to the bottom tier. Fill the resulting openings in the pyramid randomly as above. This rule shakes things up, makes the league a bit more challenging to win, and keeps the upper level of the pyramid from stagnating with just the top three players trading spots back and forth.

#### • "King of the Hill"

There should be a theme to this concept that relates to the game being played. Examples include "Lords of Middle-earth" for The Lord of The Rings Strategy Battle Game, "Admirals of Renown" for Battlefleet Gothic, and so on. Make King of the Hill status a very big deal. Put up pictures of the winning army or present the winner with an engraved plaque. You could also give the winner free registrations in all in-store tournaments. Another alternative is to allow the winning army to always choose his table edge in-store events or some other small game advantage. The cooler you make this hallowed status, the more dedicated the players will be to achieving it.

## Conclusions

This is your league. Feel free to adapt it to your store in any way you see fit. This system provides a basic format, but the details are up to you. In the end, the success of your in-store or club gaming program will convert directly to sales and membership. Make it exciting. Keep it fun. Gamers will stay where they play.

## Points League

A Points League is similar to a tournament, except it runs over 6 to 8 weeks rather than 1 or 2 days. Each game played earns points depending on a win or loss.

Throughout the league are special events like mega-battles, modeling and converting competitions, and other events that earn participating players even more points.

One of the first things you must decide is whether to limit the number of games players can participate in per week (only count league games on a special league night, for example) or allow participants to play as much as they want wherever they want (this method encourages home gaming and more in-store participation).

All data should be tracked on a large in-store board. You should recommend that each player use a results sheet, and you should have a box these sheets can be placed in so the standings can be updated after closing or in the morning before things get too hectic. This way, you'll have eager participants stopping in each day or calling to get the latest standings.

We also recommend tailoring the number of games the same opponents can play in a row (this way, participants can't play 10 straight matches against one another in an attempt to rack up points). You can even go so far as setting up a strict schedule of gaming along the lines of baseball or football. This method ensures that each player gets to play everyone participating in the league and that no one participant monopolizes another player. It all comes down to how much time you can devote to micromanaging the league.

A great way to keep a Points League underway is to set goals and important dates for things like modeling competitions and mega-battles.

## Types of Modeling/Painting Competitions

The best modeling or painting competitions are based on units that participants have recently picked up at the start of or sometime during the league (like a "reinforcements week" or something along those lines). This way, all players start off on the same foot. Our suggestion is to run this competition in the fourth week of the league. This method gives the players time to get in a few games and determine what new unit or commander would be beneficial to add to the army.

## Types of Mega-Battles

Mega-battles are an excellent way to inject a lot of fun into a league by getting multiple players to join their forces together in an all out slugfest. The easiest way to do it is line up all the "good" armies against the "evil" armies and let them battle it out in a special scenario that you create.

We always suggest putting in timed rounds to keep the game moving. We suggest 5 minutes per side. This amount of time gives players 1 minute to move all the troops, 2 minutes to resolve all shooting, and 2 minutes for close combat. This time limit keeps players thinking fast and on their toes the whole time and gives more of an air of excitement to the event, as players have to make snap decisions in the heat of battle. Of course, time limits require a Games Master to enforce it.

## More Inspiration

If leagues work very well within your store or club, the next step you may want to take is running a campaign. Campaigns are very similar to leagues but have more in-depth rules, scenarios, and gaming situations. Campaigns usually require a Games Master to keep track of the data and push along the story line. Campaigns heartily encourage army conversions to represent veterans and special characters that are acquired during the campaign.

Some of the best campaign references can be found in *The General's Compendium* and on Games Workshop's web site e-zine *Black Gobbo*.

### Game Shack's Warhammer 40,000 League Standings

Name	Wins	Losses	Draws	Event 1 Bonus	Event 2 Bonus	Total
Tom	III	I	II			14
Jim	II	II				8
Erin	I	III	I			7
Stuart		III	II			7
Bob	III		I			16
Nick	III	III	I			16

Here is an example of what a tracking board would look like in a Points League.

# PAINTING COMPETITION SPECIFICS

## What Do I Need to Do to Run a Painting Event?

Should you decide to host a painting competition in your store or club, simply follow the guidelines we have prepared for you here, and all will be well.

You can find downloadable materials (judging forms, an electronic version of this document, and plenty more) to help run the event at the RTT Event web site – [www.games-workshop.com](http://www.games-workshop.com).

## Why Run a Painting Competition?

Many of the people who purchase Games Workshop boxed games in your shop will be having their first experience with collecting and painting miniatures. For some of these people, painting miniatures can be a daunting task. "What if I mess up the models? I can't paint them to look like they do on the box. The brush is HOW small?" Once someone actually sits down and immerses himself in the task, he will soon find that it is not nearly as daunting as he had imagined. Painting turns out to be its own reward, and it doesn't matter how well the miniatures actually turn out. With practice and patience, anyone can indeed produce "professional-looking" paint jobs.

Painting competitions can spark the creative instinct in a lot of hobbyists, new and old alike. Seeing a display of well painted miniatures often inspires a painter to pick up his own brush and get to work. Usually, a creative spark will lead to customers heading back to your store both to participate and purchase supplies. Traffic very often translates into business, and that in itself is a good reason to run the event. As an added bonus, you're showing the customer that you actually care about his patronage by supporting his purchases with events. Events inevitably foster good will between you and your current customers and should lead to attracting new customers as well.

## Advertising the Event

Make sure to have information posted around the store. One great method is to have a store news board for all upcoming and current events. This board also makes a good place for customer challenges, specific gaming nights, and more. This board will quickly be a place customers will check when they first walk in the door to see what is going on. Another great location to advertise is right next to the register. Remember to include information about the painting competition in any store newsletters, mall or community pamphlets, or even an ad in the local newspaper. Inform every customer that your store will be running a painting competition. The more customers who know, the more participants will enter, and the more purchases they will make. You can download an advertising poster off our web site.

## Choosing the Right Staff

As mentioned previously, the right staff is the ultimate "secret weapon" when making anything from promotional events to overall sales a rousing success. Staff can make or break anything that goes on under the roof of any place of business. The staff you choose to coordinate this event should be:

- Customer service-oriented. Staff will wind up dealing with lots of people and fielding a loads of questions!
- Organized. Staff will be dealing with a lot of paperwork and inch-high models. Your staff must be able to keep track of both without losing or damaging a single piece!
- Enthusiastic. Staff must convey to the participants and potential participants (i.e., customers) that the staff honestly cares about running the event.

Your staff does not have to know anything about the games themselves or even painting models to run this event. However, we guarantee that your staff will have learned a lot by the end! If your staff can talk to participants in a friendly manner, make sure that everyone is registered correctly, and return the models to all the participants, this event will almost certainly be successful.



## Make Sure You Have Proper Stock

The majority of the people who are going to enter this competition will own the boxed game along with a set of miniatures. However, many other entrants will be interested after seeing an advertisement in a magazine, a web site, or an in-store display. It's these people you should keep in mind when stocking your shelves. To participate, new painters will have to purchase at least one Games Workshop miniature. Many of them are very likely to proceed to purchase not only the boxed game but at least one set of miniatures and even a paint set!

As most store managers know, if you don't stock what customers are looking for, they will look for it somewhere else. To avoid missing out on these sales, make sure you have enough stock on hand for the inevitable demand.

## Hosting the Event

- You should provide a secure area to display the models. The easiest way to display the models is in a locking glass display case. This way, participants, spectators, and judges can all view the models. If you have the space, a stand-alone display cabinet is the best option. No matter what you do, make sure you have a secure location with little to no danger of being disturbed.
- Have fair and impartial judges for this event. It is almost inevitable that friends, fellow club members, or store "regulars" will enter the competition. These people must not, under any circumstances, be given any "extra credit" when it comes to deciding which models are chosen as the winners. If there is even a hint of collusion or favoritism, other participants will most certainly think that something is up and cry "foul." If there's any doubt in your mind whether someone picked as a judge cannot be fair and impartial, please replace him before trouble has the chance to arise.
- Keep accurate records as to who has entered the competition and which models have been entered. No one wants to enter a competition only to have the credit accidentally given to someone else, or worse, have his model accidentally handed to the wrong participant! It is up to you and your staff to keep things in order.

## Rules for the Participants

- Participants may only use models produced by Games Workshop. Legal models include Citadel, Marauder, and Forge World models.
- Participants may enter into any of the categories. Once you determine which categories you want to run, make sure you let all possible participants know so they can get started on their entries.
- Models must be mounted on the base that they are packaged with. With the exception of most vehicles, all models come with a base. Contestants may not mount their models on anything else. If you don't enforce this rule, someone will eventually enter a single infantry model on a 12" x 12" base and make it very difficult to fit all the entries in your display case.



## Displaying the Models

If you are a store or club that has never run an event like this one, you should know that one of the hardest parts of this competition will be figuring out how to display all the entries you will receive. An important thing to remember is that the models are, for the most part, approximately 1" high. Since these models are rather small, people will need to get close to see all the great detail and paint jobs. Providing a glass display case for the models will facilitate viewing and allow people to get up close without touching the models. A display case also prevents the models from getting stolen or damaged. Glass display cases come in a variety of sizes, shapes, and costs. It never hurts business to have well painted miniatures displayed in an pleasing manner in your store, whether or not the models are for a competition.

Some stores will use their window displays for this competition. This method can cause traffic walking by to stop and gander for a while. Such displays have the same effect as a glass display case as long as people don't have access to the miniatures and thereby can't walk off with them.

## Judging the Event

Along with the rules and guidelines booklet, you will find check sheets outlining the process of judging a painting competition. The people in charge of judging the event must be impartial (we simply can't state that enough). The judges do not necessarily need to know anything about painting, as most people can judge what looks good and what doesn't without any sort of formal training. However, just as a reminder, here are some things to look for when judging the models:

- A neat, crisp paint job.
- Combinations of colors that look good (an example of what doesn't look good would be pink Goblins).
- Extra details like tattoos or insignia (e.g., the Eye of Sauron, hand painted Space Marine Chapter insignias) that have been painted on.
- Any extra effort that helps detail or improve the base.
- As a rule of thumb, winning models should look "cool," be suitable for display in a store case, stand out as having good paint jobs, and be worth a closer, more scrutinizing look.

## PAINTING COMPETITION SPECIFICS

### Optional Rule/Event – Players' Choice

One fun additional competition you can hold is the "Players' Choice" award. Such a competition has become a tradition at our Grand Tournaments and gives the participants as well as non-participating customers something extra to take part in. Come up with a ballot box (any cardboard box with a hole cut in it will do, but a themed box will look much more professional) along with slips of paper and pens or pencils so people may cast their votes. A small sign saying something along the lines of "Vote for Your Favorite Model" should get the point across nicely. The voting should take place on the day of the awards (thus making sure that all the entries are there before the voting begins), and votes should be tallied just before the awards ceremony. You can expand on this idea by adding a "Staff Choice," "Manager's Choice," or anything else you think of.

### What to Do Before Judging

- Staff. Choose staff to run the event. Choose one person to be the main contact for the competition. Having a main contact gives the participants a visible "go-to guy" for information on the competition and decreases the chances for confusion. Make sure that all store staff members have a basic knowledge of the contest and can answer questions themselves or direct questions to the main contact person. Choose three people to be your painting judges now and make sure they familiarize themselves with the rules and the judging criteria.
- Create Awareness. Put up posters, copy and distribute the flyers, place ads in the local paper, and do whatever you can to get the word out that your store will be running a painting competition.

### What to Do the Day of Judging

- Make sure staff are all equipped with plenty of judging forms. Get a fresh start on the day of the judging to look over all of the miniatures entered and then score them.
- After all of the judges have scored each of the miniatures, select the top three scores in each category for awards. If there is a tie, the judges should discuss and settle the tie among themselves. There should be a clear winner in each category, and the tiebreaker should be noted on the judging form.
- After the first, second, and third place models have been chosen, complete any extra events that you have added to this competition (e.g., Players' Choice). Note this award on the model's judging form as well. Participants should be allowed to win one award from the judges along with any of the "extra" awards such as Players' Choice or the random drawing.
- Have the judges write down what they thought was neat or outstanding about the models they chose for awards along with the winners' names and what character the model represented for the MC of the awards ceremony.
- Make several copies of the list of winners, as these lists have some sort of supernatural predilection for getting lost, and nothing is quite as awkward as an awards ceremony featuring an MC just standing around and staring at the crowd.
- Make sure the awards ceremony starts at the appointed time, and have fun with it!
- Many players will want to take their models home after the awards ceremony. Before you hand out any miniatures, make sure you have all the paperwork and get the winners to sign the forms confirming that they have picked up their entries.





## During and After the Judging

During the judging, it would be useful to equip the judges with clipboards and a cover sheet that can keep the judging sheets from participants' eyes. This practice allows the judges to concentrate on looking at the models without having to worry about people trying to peek at the scoring sheets.

One important lesson we've learned throughout our many events is to keep the scores and judging forms secret. Do not pass the judging forms out to participants or give the forms back with the models. Although this event is for fun, it can quickly turn sour if participants want to argue or debate a judging point with staff. The judge's decisions are final and should not be changed once rendered.

## The Awards Ceremony

We recommend that you hold a complete awards ceremony after the judging has been finalized. A ceremony allows you to bring closure to this big event. Most of the people who entered the competition will show up to see how the chips fell. The more prestige you try to give the event, the better. Here are some tips we use in our awards ceremonies:

- Be sure to thank everyone for showing up and entering the competition. Make it clear that without the attendees, there would be no competition.
- Instead of simply rattling off the winners' names, say a little something about each winning piece. "It had some amazing (insert amazing bits) here, and there was no doubt this beautiful piece would take first place!"
- Have the winner come up, shake hands, take a picture, and make sure everybody claps and cheers. Obviously, the more pizazz you put into it, the more people will come away with a good feeling. As odd as it sounds, make sure the MC of the awards ceremony is smiling and enthusiastic (like a good game show host).

## Award Ideas

Here are some ideas for awards to give out to winners:

- Store gift certificates.
- Special edition models.
- The Lord of The Rings, Warhammer, and Warhammer 40,000 trophies and busts from Sideshow or The Lord of The Rings action figures from Toy Biz.

## What to Do if Things Go Wrong

First of all, don't panic! As tight as we've set the schedule and as much as it would be nice to assume that everything will go off without a hitch (and it very well might in most cases), there's bound to be some sort of problem that rears its ugly head during your portion of the competition. Here are some of the foreseeable problems and how we suggest that you approach them. If something we don't cover here comes up (or if you think it might), please let us know, and we'll see what we can do.

- **A model gets lost, is returned to the wrong owner, or gets stolen.**

While there is a disclaimer stating that it is possible for participants to lose their models, participants will not always be understanding when it actually happens. If it turns out to be an honest mistake or a paperwork error, do your best to remedy the situation as quickly as possible (find the miniature and have it returned, if possible). If the entry is most likely gone for good, offer the customer a replacement. Although a replacement is little consolation for losing a miniature the participant has spent hours preparing, the offer serves as a display of good will and helps smooth things over.

- **There's been a mix-up, and we've declared the wrong person a winner.**

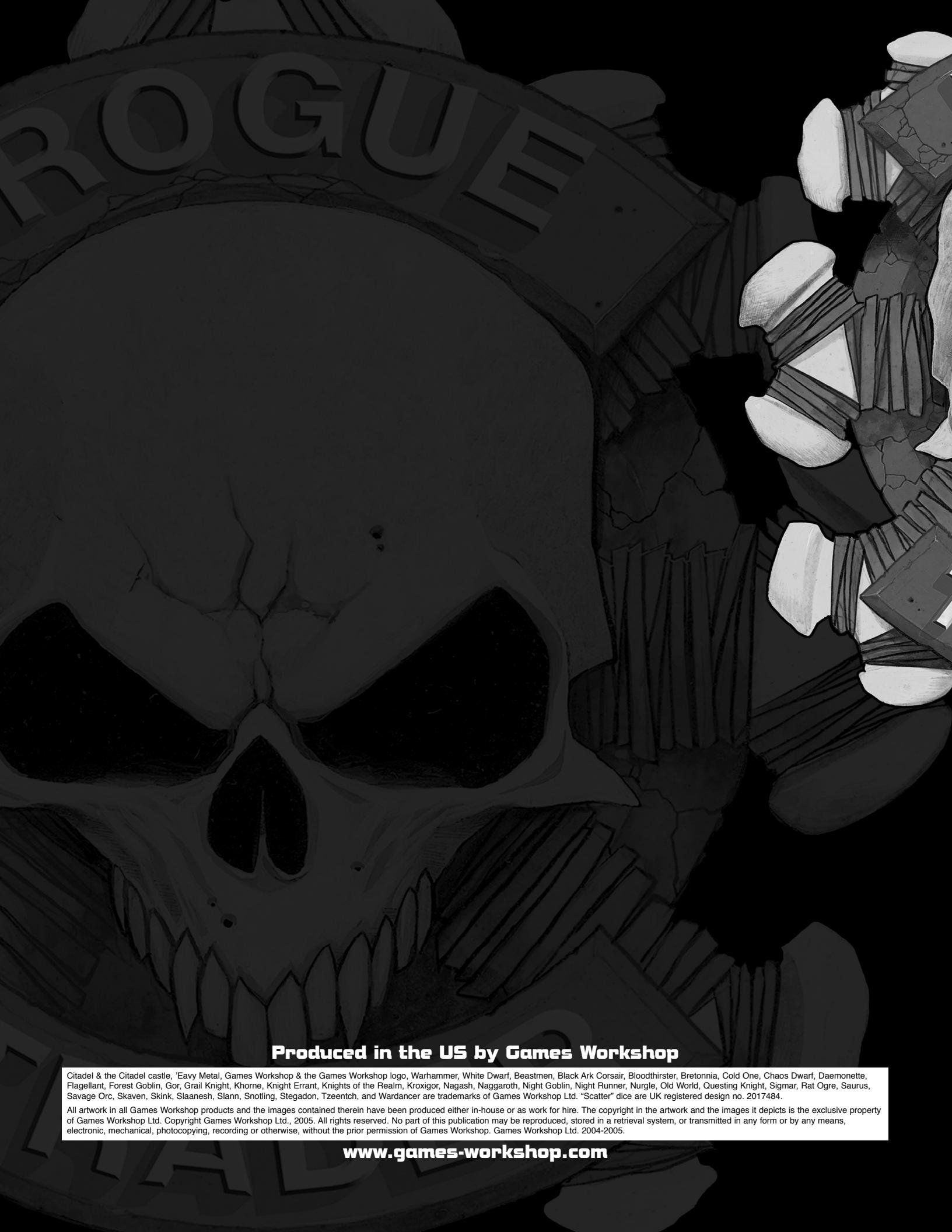
This situation is probably the stickiest you can encounter. The best resolution is to not take the award away from the winner but have co-winners instead. Either match the award you're giving to the winner or find a comparable way to make everyone happy.

- **There's a participant who disagrees with the final standings ("I should have won!).**

In these competitions, one rule must be adhered to without fail – the judges have the final say. Once the winners have been determined and the paperwork checked, nothing should be reversed or argued. If you have chosen fair and impartial judges and followed the guidelines by not letting staff enter, you shouldn't have any suspicion of collusion. However, some people will always question the decisions of the judges. The judges do not have to explain themselves or defend their choices. It is recommended that judges do not discuss their decisions with already disgruntled participants, as it rarely makes the situation better and can cause more problems than it solves.

## Painting Standards

In the RTT Events area of the Games Workshop web site, you can download various forms to help you with the painting competition. On the actual painting judge form are a few examples of the various levels of painting you will see. These examples are a guide to help you in your judging of your customers entries. On the form, we have made examples, given a painting score, and critiqued as to why the model received the score it did. If this format is followed, the overall judging will be consistent and fair every time a painting competition is held.



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