

GRAND TOURNAMENT 2008 PLAYER PACKET

INTRODUCTION AND WELCOME

If you are looking for the ultimate Games Workshop tournament experience, look no further than the 2008 Grand Tournament Season. Grand Tournaments pit players from around the country against one another in the highest level of gaming competition. This year we have Tournaments lined up for Las Vegas, Chicago and Baltimore and we plan to make each one a fantastic event for all who attend.

Each Grand Tournament event will feature a separate tournament for Warhammer, Warhammer 40,000 and The Lord of The Rings Strategy Battle Game and participants will only be able to take part in one of these tournaments at each event. Each tournament will be five games that take place over the course of a Saturday and Sunday. There will also be bonus events and activities on the Friday night before each Grand Tournament.

In response to your feedback we have made many improvements this year, including updates to rules and scoring and changes in venue. To the right is a brief overview of this year's improvements by Dave Taylor, head of our Community Development team.

Tickets will go on sale May 5, 2008.

Keep checking our website for more information.

2008 GRAND TOURNAMENT DATES

Grand Tournament Las Vegas

September 5-7, 2008
Treasure Island Casino & Hotel
Las Vegas, Nevada

Grand Tournament Chicago

October 3-5, 2008
Crown Plaza Hotel
Rosemont, Illinois

Grand Tournament Baltimore

November 14-16, 2008
Baltimore Convention Center
Baltimore, Maryland

ALL EVENTS PROUDLY
PRESENTED BY



WELCOME

Over the years we have seen a constant evolution of how we have run Grand Tournaments. An evolution driven by many different factors, all designed to improve upon the previous offering in some way. Well, 2008 is no different. We have listened to your feedback and constructive criticism, we have tried to find solutions for any problems we have found, and we have also taken a look back at the original reason we started running Grand Tournaments back in the late 1990's.

The original intent for our Grand Tournaments was both to provide a reason to gather gamers together for a nerd* weekend and to reward the "champions of the hobby". The Overall award went to the person that was best able to demonstrate all facets of the hobby; gaming, painting/converting, and sportsmanship, based on the criteria we provided.

We have taken a long, hard look at how we approached this in 2007 and we believe our 2008 approach will hit closer to the ideals of our early events. While your gaming results are a major part of the Overall scoring, we also value good sportsmanship and effort in the artistic side of things. It could be said that our Grand Tournaments are really Grand Pageants too.

In addition, you will notice that our events are all scheduled in a pretty tight timeframe. This was done for two reasons. The first is that it takes a particular mind set to consistently put on a really good event of the scale of a Grand Tournament. We feel the Community Development Team will be able to put more effort into making the Grand Tournament experience that much better, without the somewhat weighty distractions that Games Days can provide. The second reason is that we think that we will see a few more people head to an independently run event instead. We really like the events that are part of our GW Tournament Circuit, and there are a bunch of other great events out there too. If you can't make it to all of our GTs, perhaps you can make it to one of them.

In order to recapture some of the "intimacy" we had in our earlier events, we have decided to trim back the number of slots at each event, and start the move back into hotel ballrooms and the like. With the events taking place under one roof, we expect to improve the immersive feel of a weekend of "geeking out" with your nerd buddies.

Take a look through the information on this site, prepare your forces, and get ready for some great nerd weekends!

Cheers

The Games Workshop US
Community Development Team

* We make reference to nerds and geeks on a regular basis because when you get down to brass tacks, that's what we are, and we think that should be celebrated!

GRAND TOURNAMENT 2008 PLAYER PACKET

THE RULES

INTRODUCTION

Why all these rules? We want everyone who comes along to play in our Grand Tournaments to know what to expect, from how we score the competitive aspects of the event to the kind of behavior everyone can expect to see. With our expectations clearly spelled out we want to help you manage your expectations. By purchasing a ticket you are agreeing to abide by the rules set out below.

HOW EACH TOURNAMENT WORKS

Judges and their Rulings

The Grand Tournament setup defines a Judge in the following manner. Judges are staff or employees of Games Workshop, or an appointed agent of Games Workshop. Judges are responsible for the adjudication of rules, and insuring the safety of the participants. This responsibility means that a judge's ruling, decision, or safety warning is final. Participants are advised that the decisions of the Judges will apply to them from the moment that they enter the event.

Judges will not entertain any discussion once they have made a decision. This includes safety warnings, rules adjudications, Army Appearance points, Sportsmanship points, and Battle Points. Judges will post current Battle Point Totals with each new round of table assignments. If participants find that the Battle Points posted do not match with what they believe they have earned then they should address the possible discrepancy with the Judges at the head table.

Judges have strict instructions to work as a team, and be as consistent as possible. Judges will handle difficult situations and previous adjudications as they occur. Please note that adjudications are for the current event. Adjudications from past events will not be considered.

Number of Games

Competitors will play FIVE (5) Grand Tournament games over the weekend, THREE (3) on Saturday and TWO (2) on Sunday. Each game will always be against an opponent you have not previously played at that event. You are expected to be at your table around 10 minutes prior to the posted start time. This is time for introductions, setting terrain, exchanging army lists, and clarifying any issues. You will have 2.5 hours for each game. This Game Time is for deployment of troops and playing the game.

How Pairings Work

For the first round you will be randomly assigned to a table and opponent. We know that people often travel to our Grand Tournaments with a group of their friends. For the first round we will endeavor to ensure that you are not paired against someone you play on a regular basis.

For subsequent rounds we will use the system known as the Swiss System, where players face off against those with relatively similar scores (based on Battle Points only). If you end up paired against a player you have previously played in the tournament, please raise your hand and a Judge will sort out a new opponent (of a similar caliber) for you.

Special Case: For rounds two and three, if you are paired against someone you play against on a regular basis, you are unable to switch opponents. It is simply too early in the tournament to relax this rule. For rounds four and five, if you are paired against someone you play on a regular basis AND you are placed in the lower 50% of the field our Judges will sort out a new opponent. If you are placed in the upper 50% of the field you are unable to switch opponents as this may cause an unfair imbalance in the final results.

Timing

The schedule for each event will be posted online prior to the event. The schedule will also be posted at the event. Competitors are expected to be at their assigned tables before the designated start time of the round (we expect 10 minutes before). If your opponent does not arrive within 15 minutes after the start time for the game, then they will have been considered to have conceded the game. Raise your hand and our Judges will find you a new opponent. If you arrive late and your opponent has been assigned a new opponent, then there is a chance you may not play in that round. Do NOT be late!

Tables and Terrain

All games for Warhammer and Warhammer 40,000 will be played on 6' by 4' tables. All games for The Lord of The Rings Strategy Battle Game will be played on 4' by 4' tables. Each table will contain sufficient scenery for a competitive game. Players will determine the layout of the terrain. Full rules of how this is achieved will be published in the Tournament Packets distributed at the event.

Filling out your Results Sheets

Each Tournament Packet will contain FIVE (5) Game Results Sheets, one of which needs to be filled out swiftly on the completion of each game. Once you have finished your game and filled out the sheet you and your opponent together must bring it to the Head Judges table where the results will then be entered into the Tournament database. It is important that you fill in the information as quickly and accurately as possible; this will decide your ranking and ultimately the winner of the Tournament. This will then generate the new pairing for the next round.

GRAND TOURNAMENT 2008 PLAYER PACKET

THE RULES (CONTINUED)

Army lists Allowed

There has always been a considerable amount of confusion about this aspect, particularly when army lists not originally intended for hardcore competitive play have been used for the Grand Tournaments. For 2008 it is very simple. We are allowing those army lists that have an officially printed Codex, Army Book, or Sourcebook. For specifics on each system see the rules pages for Warhammer, Warhammer 40,000 and The Lord of The Rings.

This will ensure that the armies you will be facing at Grand Tournaments will have been play-tested to the nth degree, and all participants will have equal access to the lists prior to the event.

You are required to bring at least two copies of your army list to the Grand Tournament. When you register you must hand over a copy of your army list to the Judges who will check it over the course of the tournament. This is considered an "open" tournament, where you are expected to show your army list to your opponent prior to the game and answer any reasonable questions about it.

In addition, we have a standing rule: If a new edition of an Army Book or Codex is released less than 30 days prior to the event we are running, then the previous edition will be used. This is to give everyone a chance to read the new list and understand the way it now affects the game at large.

For complete clarity you should keep an eye on the Updates page of the web site for the latest information.

Which Edition?

In some situations, we may have a change of rules editions during the season. Our standing rule for this situation is: If a new edition of a game system is released less than 60 days prior to the event in question, we will use the previous rules edition.

For complete clarity you should keep an eye on the Updates page of the web site for the latest information.

OTHER IMPORTANT THINGS TO NOTE!

Acceptable and Unacceptable Behavior

This one is fairly simple. Acceptable behavior is that which you could expect to be comfortable with in regular, everyday life. Unacceptable behavior can include, but is not limited to, physical abuse, verbal abuse, drunkenness, and other behaviors deemed unacceptable by Judges at the event. Be aware that, depending on the situation, unacceptable behavior may result in your ejection from the event.

Age Restrictions

The Grand Tournaments are designed as events for our veteran hobbyists to compete against other hobbyists of similar experience. As such we have the following age restrictions:

- 1) All players must be 16 years or older
- 2) Players under 18 years of age must be accompanied by a parent or guardian. By "accompanied" we mean the parent or legal guardian must be present in the hall during the Grand Tournament games.

GRAND TOURNAMENT 2008 PLAYER PACKET

THE RULES (CONTINUED)

PAINTING AND MODELING RULES

There are a number of things to note here: Mandatory Painting Requirement and the consequences of not having a painted army, and the Awards available to those who field armies they did not paint themselves.

As everyone who is competing at a Grand Tournament has put a great deal of time and effort into their army it is only reasonable to expect that their opponents have done the same. Therefore, it is **mandatory** that you bring a **fully painted army** to the Grand Tournaments. It is quite within the rights of your opponent for them to request you remove any units/models that are not painted from the table. Judges will be on hand to enforce this rule. Failure to remove unpainted models from the table will be considered unacceptable behavior and you may be ejected from the tournament.

While it may seem strange, some people will not read these rules before they attend a GT and expect that they can bring an unpainted army. The first time a competitor brings an unpainted army to a GT they will have two choices. The first is to play with an army we provide and receive only half scores (in all categories) throughout the tournament. The second is to voluntarily leave the event.

The second time they bring an unpainted army to a GT they will be turned away, with absolutely no refunds given.

This will mean that those who did not read the rules before the event get a very clear message at the show, and will hopefully bring their "A" game to the next Grand Tournament.

There has also been much discussion about those people who bring armies they did not paint themselves, either because they feel they lacked the time and/or skill to paint their army. As the intent of the event is for everyone involved to have a fun, nerdy weekend pushing cool toy soldiers about over cool terrain against other enthusiastic hobbyists, anyone can field an army they did not paint themselves.

Before the tournament begins, everyone will be asked if they painted their own army. Those that did are eligible for all the awards we will present at the end of each event. Those that did not are only eligible for the Best General, Best Sportsmanship, and Favorite Opponent awards. All awards are described in the Scoring section of this packet.

Note: We know there will be grey areas (people fielding the odd model that was painted by their son/wife/best friend) and if you converted and painted 95% or more of the model count of your army yourself, then you are considered to have painted your army.

Conversions, WYSIWYG, and "Counts As"

Non-Games Workshop miniatures are not allowed in the Grand Tournament and will be removed in the same way as unpainted miniatures.

Conversions must begin as Citadel miniatures and contain a majority of Citadel components. All other models will be removed from the table. They must be of the appropriate type for the troops they represent and comply with the "Counts As" rule below.

ForgeWorld miniatures may be used to represent models or options from the Codexes and Army Books allowed. This means you could use a ForgeWorld Demolisher turret or Death Korps of Krieg troopers in your Imperial Guard army but would not be allowed to use Heavy Mortars or Centaurs.

The army must be WYSIWYG (What You See Is What You Get). This means that weapons, armor options, and upgrades chosen from the army list must be shown on characters and a majority of the models in a unit or squad.

Should you wish to field certain models in your army that "count as" something different in your list than the model that was originally intended you need to follow these basic rules: the models must be roughly the same size as those you are substituting them for (eg. you could not use Imperial Guard Ogryn to represent Imperial Guard Conscripts), you must be consistent throughout your army (eg. if both of your Space Marine Dreadnoughts have twin-linked heavy bolters - an option no longer present in the Codex - you could field them both as assault cannons, but not one of them as an assault cannon and the other as twin-linked lascannons), and finally you must be very clear with your opponent prior to the game, going over anything that may cause confusion. It may be appropriate to create a "cheat sheet" for your opponent that has pictures of the units accompanied by a description of each unit and it's equipment.

Scratch Building

Games Workshop and Citadel Miniatures has an extensive range of figures to represent almost anything in our games. There are times when the rules are not represented by a current (or previous edition) model or figure from Citadel Miniatures. Therefore, the Grand Tournament will use the following guidelines to handle the lack of a current model.

Models may be scratch built for purposes of representing models that do not have a current (or previous edition) model. If the scratch build is for a figure then the figure must follow the guidelines laid out for conversions. If the model is a vehicle then participants will be allowed to scratch build the vehicle. A scratch built vehicle will either be a heavily modified current model, or a model that is built from the ground up. The scratch built model must represent the vehicle with all options. Judges will be the ultimate authority if a scratch build will be usable.

GRAND TOURNAMENT 2008 PLAYER PACKET

THE RULES (CONTINUED)

WARHAMMER RULES

- No more than 2,250 points may be spent on the creation of your army.
- Armies must follow all restrictions on army selection from their own Army Book.
- Only the main army list be used for the army in question. No appendix lists are permitted.
- Special Characters are permitted, subject to the normal restrictions for that character in the Army Book.
- Only armies from the following Army Books may be taken at the Grand Tournament:

Warhammer Armies: Bretonnians

Warhammer Armies: Beasts of Chaos

Warhammer Armies: Hordes of Chaos

Warhammer Armies: Daemons of Chaos

Warhammer Armies: Dark Elves

Warhammer Armies: Dwarfs

Warhammer Armies: Empire

Warhammer Armies: High Elves

Warhammer Armies: Lizardmen

Warhammer Armies: Ogre Kingdoms

Warhammer Armies: Orcs & Goblins

Warhammer Armies: Skaven

Warhammer Armies: Tomb Kings

Warhammer Armies: Vampire Counts

Warhammer Armies: Wood Elves

- These army lists will be used with the following addendums:

Lizardmen

The Southlands List, from page 74 of *Warhammer Armies: Lizardmen*, may also be used in the 2008 GTs

Ogre Kingdoms

Ogre units marked with the special rule Dogs of War may be included as Rare choices in armies that include that option in their main army list.

Giants

Giants may be taken as a Rare choice by the armies noted in the Giant Rules download, available from our web site.

Wood Elves

Wood Elves players may NOT use their special rule that normally allows them to bring an additional woods section.

WARHAMMER 40,000 RULES

- No more than 1,750 points may be spent on the creation of your army.
- Armies must follow all restrictions on army selection from their own Codex.
- Only the main army list be used for the army in question. No appendix lists are permitted.
- Special Characters are permitted, subject to the normal restrictions for that character in the Codex.
- Only armies from the following Codexes may be taken at the Grand Tournament:

Codex: Space Marines

Codex: Space Wolves

Codex: Black Templars

Codex: Dark Angels

Codex: Blood Angels - White Dwarf Update

Codex: Imperial Guard

Codex: Daemonhunters

Codex: Witch Hunters

Codex: Eldar

Codex: Dark Eldar

Codex: Orks

Codex: Necrons

Codex: Tau Empire

Codex: Tyranids

Codex: Chaos Space Marines

Codex: Chaos Daemons

- These army lists will be used with the following addendums:

Space Marines

Traits may be used; if using a Chapter with traits defined in the Codex then those traits must be used

Be aware that clarifications have been issued explaining how to use *Codex: Space Wolves* in conjunction with *Codex: Space Marines*. These clarifications apply for the Grand Tournaments and can be found on our website.

Space Marine armies may use Inquisitorial allies as defined in *Codex: Daemonhunters* or *Codex: Witch Hunters*

Imperial Guard

Doctrines may be used; if using a regiment with doctrines defined in the Codex then those doctrines must be used.

Imperial Guard armies may use Inquisitorial allies as defined in *Codex: Daemonhunters* or *Codex: Witch Hunters*

Forces of the Inquisition

Inquisitorial armies may take Space Marine or Imperial Guard allies as defined in *Codex: Daemonhunters* or *Codex: Witch Hunters*

GRAND TOURNAMENT 2008 PLAYER PACKET

THE RULES (CONTINUED)

THE LORD OF THE RINGS RULES

- No more than 600 points may be spent on your force.
- You must choose your force from one of those listed in the *Legions of Middle-earth* Expansion Book.
- Forces must follow all the rules and restrictions on Force selection detailed in 'Mustering the Legions of Middle-earth' pages 4-8 in the *Legions of Middle-earth* Expansion.
- Remember that named Heroes (Gandalf, Aragorn, Lurtz, the Witch-king, etc.) can only be taken once.
- A set of Errata & FAQs for The Lord of The Rings sourcebooks are maintained on our web site. These updates take precedence: Please refer to them.
- Models with stat lines and point values included in the Forces section of the following rulebooks, journey books, or sourcebooks may be used in the Grand Tournament:

The Lord of The Rings Strategy Battle Game rules manual

The Fellowship of The Ring

The Two Towers

Return of The King

A Shadow in the East

The Fall of the Necromancer

The Ruin of Arnor

Khazad-dum

Gondor in Flames

Harad

Mordor

- These army lists will be used with the following addendums:

Evil forces cannot include Gollum.

Good forces cannot include Tom Bombadil or Goldberry.

Where the points value differ between a sourcebook and the *Legions of Middle-earth* Expansion, the points value in the sourcebook takes precedence.

SPECIAL RULE - GOOD VS EVIL!

The Lord of The Rings is a modern classic of the tale of Good against Evil. As such the Strategy Battle Game is designed for battles between two forces, one Good and one Evil. This causes a few problems for a format like the Grand Tournament where your Evil army of Uruk-hai could conceivably face five other Evil armies over the course of the weekend.

While this may seem like it would not be an issue, there are some problems that arise with the wording of various Special Rules and the effects of various artifacts wielded by powerful Heroes. These rules are typically worded in terms of affecting Good or Evil forces, or affecting a particular race like Orcs or Goblins.

For the purposes of games at the Grand Tournament we ask that players determine reasonably who is affected by the rule or item. In almost all cases players can easily determine who is affected by substituting the words Friendly or Enemy models for Good or Evil and when it comes to rules that affect a particular race, that rule will only be applied to one side or the other. Here are a couple of examples:

Both players are fielding armies drawn from the Fiefdoms list, both armies contain Knights of Dol Amroth, and Player A has Prince Imrahil. While Player B's Knights of Dol Amroth also have the Dol Amroth for Gondor! special rule, they would be unable to take advantage of it, as the Prince Imrahil on the table is their "enemy" for the purposes of this game.

Both players are fielding Evil armies. Player A has a Ringwraith that has the Harbingers of Evil special rule. In typical play this rule only affects Good models, reducing their Courage value while the Ringwraith is nearby). For the purposes of the GT, this rule would affect "enemy" models, those fielded by Player B.

We know you guys are reasonable players, and we look to you to make the right decision in the myriad of situations this issue could arise. If you are unable to, please call over the Rules Judge to make the call for you.

GRAND TOURNAMENT 2008 PLAYER PACKET

SCORING & AWARDS

SPORTSMANSHIP CHECKLIST

Compulsory Trappings - *These are the items an opponent can reasonably expect you to be prepared with, including being on time and playing promptly.*

- Did your opponent show up on time (or early)? **1 Point**
- Did your opponent have all the materials they needed to play (dice, templates, army list, rules for their army, rules for the game)? **1 Point**
- Did your opponent play their turns in a reasonable amount of time (taking in account time to plan strategy, and includes playing throughout all the phases)? **1 Point**

Game Play - *These items include courses of action your opponent took during the game or in deciding what to field in their army.*

- Did your opponent measure accurately for both model moves and shooting distances? **1 Point**
- Did your opponent solve rules disputes by showing you the relevant passages in their rulebook (or, if that could not be found or remained confusing, was amicable about bringing over a Rules Judge)? **1 Point**
- Was your opponent's army easy to understand with clear conversions or completely WYSWIG? **1 Point**
- Do you think your opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background)? **1 Point**

Behaviors - *These items include basic social skills.*

- Was your opponent of good humor and amicable when not concentrating on strategy or planning out moves (this does not mean they put on a one man circus for you, but rather was not angry/grumbling/complaining/obtuse during your game)? **1 Point**
- Was your opponent helpful in explaining correct rules, explaining how their army works? **1 Point**
- Win or lose, was this person the type of opponent you look forward to playing again? **1 Point**

Total **Up to 10 Points**

This will mean that players can earn up to 10 sportsmanship points per game for a maximum total of 50 points. You will notice that the behaviors expected by competitors are covered in these questions. While you won't love every game you play (or every opponent) there is a standard level you can reasonably expect to provide you with a positive overall experience.

INTRODUCTION

With such a subjective hobby filled with wildly passionate hobbyists, scoring our Grand Tournaments has long been the primary bone of contention. Over the years we have tried a variety of approaches to add elements of objectivity, particularly with regards to the more subjective elements of scoring, Sportsmanship and Army Appearance (sometimes referred to as the "soft scores").

Based on some great feedback from the community in 2007, we have made some changes that we hope will more adequately meet the expectations of the majority.

BATTLE POINTS

Victory on the battlefield is the easiest thing to award points for, as the results are indisputable. For the 2008 Grand Tournaments, points will be awarded on a sliding scale determined by the result of each battle. Typically the margin of victory creates a variety of "results". The point scoring for these situations will be revealed when we post the sample scenarios later in the year.

Maximum Battle Points will be 20 points per game for a total of 100 points.

SPORTSMANSHIP POINTS

Sportsmanship is a combination of things. Its overriding goal is to give feedback to players at the end of the tournament of how their behaviors were perceived throughout the tournament. This encourages people to bring their best behavior and positive attitude, reinforcing the goal that this is supposed to be a fun weekend of playing with toy soldiers and meeting other gamers.

If you feel you cannot bring a positive attitude and contribute to this type of atmosphere we ask you to please reconsider your participation at our Grand Tournament, as it may not be the venue and activity for you. Happily there are plenty of alternatives for everyone out there.

This year we are making some considerable changes to how Sportsmanship will be scored. The backbone of our Community Development Team, Chris "Go-Go" Gohlinghorst, has pulled together this great checklist. Thanks go to the great independent events we attended in 2007 for the approach. We think it encapsulates the spirit of things and helps clarify the type of experience we want people to have at our Grand Tournaments. The checklist can be found to the left.

ARMY APPEARANCE POINTS

We have tried numerous checklists, vague levels, and even opponent-judged scoring over the last decade. For 2008 we enlisted the help of the organizer and Head Judge of the US Golden Demon Competitions, Nicole Shewchuk, to create a checklist that was clear, comprehensive, and rewarded both effort and skill.

We know that some people like to convert their models, while others are perfectly happy with taking them straight from the box, some hobbyists love to build elaborate display boards, while others recognize they lack the terrain building skills. After considerable testing, we believe that this checklist goes a long

GRAND TOURNAMENT 2008 PLAYER PACKET

SCORING & AWARDS (CONTINUED)

way towards clarifying what we consider the important aspects of Army Appearance.

Although the points show below can be added to 46 points, there is a cap of 40 points. This is to ensure that well-painted armies are not penalized by a lack of conversions, and those well-

converted (but perhaps averagely painted) armies are still in the hunt.

Army Appearance Judging will take place throughout Saturday. For 2008 you will also have the opportunity to get your army "pre-judged" on Friday night after you have registered for the GT. Keep an eye out on our Updates page for more details as we get closer to the events.

As you can see, there are a lot of aspects to cover. We're confident that by publishing this checklist we can expect to see a great level of Army Appearance at all three Grand Tournaments this year.

Again, competitors can earn up to 40 points for the Army Appearance category.

ARMY APPEARANCE CHECKLIST - MAX. 40 POINTS

PAINTING (worth up to 35 points)

Choose one of the following

- Army is fully painted, but only to the three-color standard of basecoating. **10 Points**
- Army is beyond fully painted, additional steps beyond the three-color standard. **15 Points**

Check All That Apply to Bulk (80%+) of Army

- Painting is Uniform: Not a mix of schemes, styles, and looks. **1 Point**
- Clean Basecoat Colors: Base colors are painted neatly. **1 Point**
- Details: Details are painted such as eyes, buckles, and jewelry. **1 Point**
- Clean Details: Details are painted well (clean, have highlights). **2 Points**
- Hand-Painted Details: Details (that are well executed) have been added such as unit markings, banner artwork, blood marks, dirt on cloaks, etc. **2 Points**
- Artistic: Banners, markings, and details are hand painted to an incredible degree! **2 Points**
- Discernable Highlights/Shading: Drybrushing, lining, shading, inking, etc. (not required to be clean) **1 Point**
- Clean Highlights: Lines are neat, drybrushing is appropriate, inking is controlled and not sloppy. **2 Points**
- Layers of Highlights: More than one layer of highlight, which may include shading, highlights over inking, blending, etc. **2 Points**
- Beyond Basics: Highlights have been blended, shaded, or layered well – beyond the basic highlighting techniques of drybrushing and inking. **2 Points**
- Masterful Blending: Highlights have been masterfully blended, shaded, or layered. **2 Points**
- Overall Appearance: Overall appearance is amazing! Everything works great together to create an awesome scene. **2 Points**

BASING (worth up to 5 points)

Check all that apply to bulk (80%+) of army

- Based/Detailed: Bases have basing materials (flock/sand/tiles) or details painted on them. **1 Point**
- Extra Basing: The bases have multiple basing materials (rocks/grass), extra details painted on them (cracks in tiles), or if extra basing is inappropriate, basing is done very well (eg. rolling desert dunes). **1 Point**
- Highlights: Bases have highlighting (shading/drybrushing). **1 Point**
- Special details: There are extra details on the larger bases (helmets, skulls, animals, building rubble, etc.) **2 Point**

CONVERSIONS (Worth up to 4 points)

Choose one of the following for conversions that are appropriate and well executed.

- Minimal: The army has some elementary conversions (head and weapon swaps, arm rotations) or a couple interesting swaps. **1 Point**
- Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit. **2 Points**
- Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above) **3 Points**
- Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted **4 Points**

OTHER (worth up to 2 points)

Check all that apply to the army

- Display Base: Basic based & highlighted or detailed display base. **1 Point**
- Something Special: There is something above and beyond about a model's painting, the display base, a conversion, or the basing (eg. movement trays are based/highlighted). **1 Point**

GRAND TOURNAMENT 2008 PLAYER PACKET

SCORING & AWARDS (CONTINUED)

GW-DETERMINED AWARDS

We've made a slight adjustment to the awards we'll be giving out; adjustments we think are in keeping with the original intent of the GTs. We also have a cascading Award hierarchy. If you win Best Overall, you are ineligible to win another GW-determined award. If you win a Best General award you are ineligible for a Sportsmanship or Army Appearance award. If you win a Best Sportsmanship award you are ineligible for an Army Appearance award, and so on.

Winning a GW-determined award does not put you out of the running for either player-determined award.

NOTES ON HONESTY AND PAINTING YOUR OWN ARMY

We want people to come along to the Grand Tournaments to have a great time immersing themselves in our geeky hobby. We want the games to be challenging, the toy soldiers to look cool, and the company of fellow hobbyists to be stimulating. Along the way we'll present some awards to people who we recognize as "champions of the hobby". We don't mind if you bring an army that someone else painted (either borrowing one from a buddy or paying a painting service to paint it for you), that's a decision you make. We will ask each competitor at each event if they painted their army themselves, and we expect honest answers. Those who did not paint their army themselves are ineligible for the Best Overall and Best Army Appearance awards, but may still quite happily walk away with any of the Best General or Best Sportsmanship awards.

Although it might be tempting for some to be less than honest with us, we remind these people that the information age is truly upon us and, if you have lied, the online community will let us know very quickly that this is the case and we will investigate the claims. Those competitors who are "found out" will have their title stripped; their GW Tournament Circuit points erased, and we expect the online community will do a pretty good job of sullyng their reputation.

Please be honest with us.

There is no benefit in not being honest.

BEST OVERALL AWARD

We will award one Best Overall prize to the hobbyist who comes first in each of the Tournaments (40K, Warhammer, and The Lord of The Rings).

• Best Overall

This prize will go to the competitor with the highest combined scores from the Battle, Sportsmanship, and Army Appearance categories. In the case of a tie, the Best Overall prize will go to the competitor with the highest Battle points, then Sportsmanship points.

Note: The Best Overall award is only available to those competitors that painted their own army.

BEST GENERAL AWARDS

For our Warhammer and 40K Tournaments we will present three awards to the Best Generals:

• Best General - 1st Place

• Best General - 2nd Place

• Best General - 3rd Place

This award will go to the players who have achieved the best score in the Battle Points category over the course of the Tournament. In the case of a tie, we will compare "strength of schedule", where the player that has played against the toughest opponents will win. If there is still a tie the awards will be given in order of the competitor with the highest Sportsmanship points, then Army Appearance Points.

Note: Due to the size of the Lord of The Rings Tournaments we will only present one Best General award at each tournament.

BEST SPORTSMANSHIP AWARDS

For our Warhammer and 40K Tournaments we will present three awards for Best Sportsmanship.

• Best Sportsmanship - 1st Place

• Best Sportsmanship - 2nd Place

• Best Sportsmanship - 3rd Place

This award will go to the players who have achieved the best score in the Sportsmanship category over the course of the Tournament. In the case of a tie, we will give the awards in order of the competitor with the highest Battle Points, then Army Appearance Points.

Note: Due to the size of the Lord of The Rings Tournaments we will only present one Best Sportsmanship award at each tournament.

GRAND TOURNAMENT 2008 PLAYER PACKET

SCORING & AWARDS (CONTINUED)

BEST ARMY APPEARANCE AWARDS

For our Warhammer and 40K Tournaments we will present three awards for Best Army Appearance.

- **Best Army Appearance - 1st Place**
- **Best Army Appearance - 2nd Place**
- **Best Army Appearance - 3rd Place**

These awards will go to the players who have brought, in the minds of the Judges, the coolest looking armies to the event.

Note: The Best Army Appearance awards are only available to those competitors that painted their own army.

Due to the size of the Lord of The Rings Tournaments we will only present one Best Appearance award at each tournament.

OTHER AWARDS

In addition to these established awards we may also present a few random and/or timely awards at each event. Keep an eye on this website for updates.

Player-Determined Awards

We are big fans of the idea of “more awards to more people” so, at each of the Grand Tournaments, we will continue to present the player-determined awards of Favorite Opponent and Player’s Choice.

Favorite Opponent

At the conclusion of your final game you are required to fill out your voting slip (part of the package you’ll receive at the event) with the name of your Favorite Opponent at the event. This is the person you had most fun playing against and would like to play again on a regular basis. The winner will be the player with the most votes. In the case of a tie, we will check out Sportsmanship scores.

Players’ Choice

Between the second and third games on Saturday we will ask all players to leave their army set up for Player’s Choice voting. It is not compulsory to set up your army, nor is it compulsory to vote. You will need to hand in your voting slip (part of the package you’ll receive at the event) with the name of the person who brought the army you would most like to take home with you. This could be because of the great army list, the awesome paint job, or cool conversions. It is up to you.