



# JUDGEMENT



## TOURNAMENT PACK

Volume 1.2



## **Authors**

Jeff Galea  
Andrew Galea

## **Sculpts**

James W Cain  
Tom Lishman

## **Miniature Painters**

Gavin Clarke  
Trent Denison  
Glenn Lamprecht

## **Cover Design**

Darren Whittam

# The Summoning



Summoning tournaments are designed to bring players of Judgement together where they can test their skills against other like-minded opponents. To attain the title and prestige of a Summoning tournament the event must have at least 8 players present, there is no maximum. The tournament will test players' skills, promote diverse warband builds and creative play through different scenario settings.

## Player Responsibilities

Players participating in a Summoning tournament should bring their own dice, models, markers, measuring widgets, tokens and templates that are required to play a game of Judgement. In addition they must bring relevant hero statistics cards and their own magical artefact deck OR a suitable electronic mobile device with the Judgement app installed.

Players must place tokens/markers/templates to represent in game conditions and hero abilities on the map and/or near affected models. They must have tokens for Fate and Souls. All these tokens must be clearly marked and visible to both players. In the case of Souls, players may use suitable models mounted on 25mm round bases. If any of these are not present and a disagreement or misunderstanding ensues the effect will be considered not present, i.e. the misunderstanding will be ruled against the offending player. Players may use effect markers provided by Gunmeister Games or any other appropriate markers.

## Card PDF Download

All hero, monster, magical artefact and character shrine cards can be downloaded, in PDF form, from the Judgement website: <https://judgement.game/pages/print-and-play>

## Judgement Mobile Apps

There are Judgement mobile apps for both Android and iOS.



Search for “Warband Commander” On the Google Play store or visit the URL - [https://play.google.com/store/apps/details?id=com.m\\_antoine\\_leclerc.android.judgementapp](https://play.google.com/store/apps/details?id=com.m_antoine_leclerc.android.judgementapp)

Search for “Judgement Warband Manager” on iTunes or visit the URL - <https://itunes.apple.com/us/app/judgement-warband-manager/id1337701911>

## Warbands

Players will be required to submit their warbands to the Tournament Organiser (TO) prior to the first game, and will be required to use the same Warband throughout the tournament. The TO may use their own discretion regarding the means and time frame of warband submission.

## Modelling and Painting



Judgement is a game intended to cover all aspects of miniature gaming and we will be encouraging the modelling aspect of the hobby. Summoning tournaments will enforce a fully painted warband requirement. We understand that “fully painted” is subjective but we expect a minimum of three colours and bases painted appropriately. Please contact your TO if you are unsure whether your models meet the requirements.

The modelling/painting requirements will not affect the tournament placement of competitors, but as part of our promotion and support in

these areas, all Summoning tournaments will have awards for warband/model presentation.

## **Painting Requirement Options**

For tournaments that involve a lot of new players, the TO has the option of relaxing painting restrictions allowing players to play in the event with unpainted models. However we strongly recommend enforcing that at least 2 model be painted.

## **Model Conversions**

All heroes in your warband must use the correct models produced by Gunmeister Games for the game of Judgement. Conversions are allowed and encouraged but the majority of the model must be clearly and fully representative of the original hero. Please contact your TO if you are unsure whether your models meet the requirements.

## **Sportsmanship**

Players attend events for assorted reasons but generally we are all there for enjoyment! We expect all players to play competitively but fairly. Always be clear in your intentions before moving your models, pre-measuring is allowed so use this to confirm and clarify, with your opponent, anything that may be unclear. The TO will have every right to warn and disqualify players that have been playing in a manner that is inappropriate for the event.

## **Tournament Organiser Responsibilities**

### **Logistics**

It is the TO's responsibility to work out a time schedule for the event. There should be enough time for the games to run their full length, allowing time for players to pack their warbands and move to different tables for each round. The TO should leave enough time in between rounds to change the scenario maps, call out the next draw, and leave time for a modest lunch break. See below for more detail.

## **Number of Rounds**

In a typical 1 day of games, players will play 3-4 rounds. This can be increased and will depend on the available time. We suggest a minimum of 3 rounds for all events.

## **First Round Pairings**

The first round should be a random draw. TO's may use the player warband submission sheets, shuffle them and draw them out randomly. There are also various software applications available that can assist in creating a random draw.

We recommend using the free online tournament software TTT (<https://tabletop.to>). We also encourage a donation to TTT to help them maintain the software.

## **Subsequent Pairings**

Subsequent pairings are based on player results. All the undefeated players' sheets are placed in a group, 1 loss players in the next, 2 losses in the next and so on. Opponents are drawn from within their own group. In case of odd numbers per group, pair the final player down with a random opponent from the next group of players. Most modern day tournament software will be able to do the draw for you, including our recommended TTT online software.

## **Byes and Odd Numbers**

In the case of an odd number of players, a bye must be awarded to a random player each round. In the 1st round choose a random player. For subsequent rounds a random player must be selected from the group of players with the lowest tournament points. No player should receive more than 1 bye per tournament.

The player awarded the bye receives points depending on the game size.

3v3 game: 1 tournament point, 4 Souls and 3 hero levels.

5v5 game: 1 tournament point, 5 Souls and 5 hero levels.

## Games and Round Timing

Summoning tournaments require the use of chess clocks (there are many appropriate phone apps that suffice). Each player is given an equal amount of time, depending on the size of the game (55 minutes each for the 5v5 game and 40 minutes each for the 3v3 game).

Clocks are active during the pick and ban phase, hero deployment, and throughout the game except for each Communion Phase and for extended rules queries where it is paused. Immediately after a player has completed their phase they must turn the clock over to their opponent. When a hero is being attacked by a monster (other than the Communion Phase) the clock is not paused. The player who owns the hero model that caused the monster attack keeps the clock ticking and must resolve the monster attack on their own time.

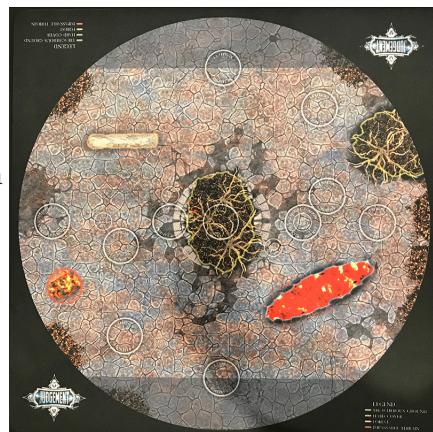
## Running Out of Time

If a player runs out of time, the following occurs:

- play is suspended immediately.
- the player sets a timer for 1 minute and has that minute to complete their current activation.
- at the end of the current activation, or 1 minute, the player's opponent gains a Soul bound to their Effigy and then has their turn, as per usual.
- from this point forward, the player whose time has run out will continue to get 1 minute to complete each activation. Their opponent will gain a Soul bound to their Effigy at the end of each of the timed out persons activation or at the end of each minute, and will continue to play their turn as per usual.

## In Between Rounds

The TO should allow 10-15 minutes



in between each round for results calculations, draw and table setup. Allowing 125 minutes (2hrs and 5 min) per round for 5v5 games and 95 minutes (1hr and 35 min) for 3v3 games will allow for a very relaxed day, TO's may adjust this depending on time constraints.

## Battle Maps

Judgement works best when played on the official battle mats, either the thick card fold outs or the neoprene variants. While it is possible to run a tournament without them, it will drastically speed up the rounds and remove a lot of work off the TO's plate if they are used. We recommend asking players to bring their battle mats to the event, as most of them will have their own, however TOs can contact the Judgement team directly on [contact@judgement.game](mailto:contact@judgement.game) if they require assistance getting enough battle mats together.

## Map Selection

Summoning tournaments will be run using the pre-determined maps designed by Gunmeister Games. These maps contain the deployment zones, Effigies, Shrines, monster spawning locations, Soul pits and terrain (3v3 maps only). Each map provides a different challenge as the above elements are placed in various locations. Details for all maps can be downloaded in PDF form from the Print & Play section of our website (<https://judgement.game/pages/print-and-play>).

Depending on the number of rounds the TO may select the maps randomly or choose whichever they prefer. We suggest that TO's provide an even balance between providing maps with 1 and 2 Soul pits.

Before each round the TO should determine the map being used and set up each table accordingly.



## During the Tournament

Players should familiarize themselves with the terrain/map setup and clarify these with their opponents. Players should place their heroes in front of them and roll off for first turn. Chess clocks should be reset at the designated time for each player and remain paused for deployment and/or the Pick & Ban phase.

## Game Results

The game ends when the opponents Effigy is reduced to zero health points or a player runs out of time.

Players must fill out the results sheet (provided by the TO). They must record win/loss, Soul's captured and the number of levels gained by their heroes. See below for further explanation.

- Soul's held at the end of the game, either by heroes or banked in the Effigy. Note: if a player wins the game by destroying their opponent's Effigy by direct damage, they are awarded the maximum number of Souls for the size of the game, regardless of how many Souls they had captured before the Effigy was destroyed. The player whose Effigy was destroyed keeps the Souls they had captured/banked at the time of destruction. This includes losing by running out of time.
- At the end of the game players calculate the total number of levels gained by all their heroes during the course of the game. A hero's gained levels are counted even if they are dead at the end of the game.

## Final Standings

Final placings are calculated applying the following system. A player scores 1 tournament point for each win. Tournament points determine each players' standing at the tournament. In case of 2 or more players being on equal tournament points calculate total captured Souls as the first tie breaker. The player with the highest total of captured Souls is ranked higher. If players are still tied the player who accrued the most

hero levels is determined the higher rank.

In the case of players still being on even points those players are considered tied for that place and share the same position on the final standings table.

### **Alternate Tie Breakers**

For tournaments being run with a lot of new players there is an option to relax the compulsory painting requirement, and make it the first tie-breaker. Therefore if two players are tied on tournament points the one that has a painted warband will be placed higher. The TO also has the option of enforcing a partial painting requirement, for example the tie breaker could be “3 or more painted models”.

## **Scenario and Map Reference Sheet**

If using the playing mats provided by Gunmeister Games the terrain, Effigies, Soul pits, monster spawning locations and Shrines will all be clearly marked. Each map is accompanied with a code that gives a detailed explanation of the map elements.

### **Deployment**

Deployment zones are marked on the maps, 3” (3v3 games) and 6” (5v5 games) from the back edge of the board. Regardless of the warband selection method the player going 1st deploys all their heroes first, deploying their entire warband, the 2nd player then deploys their warband.

### **Map Elements**

A full explanation of map elements may be found in the Core Rule Book and specific explanations of items on each map are explained in the “Judgement Battlefield Maps” PDF, available for download from the Print & Play section of our website (<https://judgement.game/pages/print-and-play>).

Depending on the map being used, Shrines provide varying benefits



to the warband that controls them. Regardless of the type of Shrine, the pre-requisites to controlling them is the same on all maps.

To control a Shrine a player must meet both requirements below:

- 1 or more of their hero models are within 2" of it.
- No enemy hero models are within 2" of it.

A player that controls a Shrine at the start of a turn gains the benefits for that Shrine.

## Warband Selection Options

The TO may choose one of the warband selection options that appear in the Core Rule Book, an abridged version of each is provided here for convenience. Warbands should remain the same for the duration of the tournament. Heroes can only be selected once within a warband. It is suggested that each player submits a list of their warband to the TO prior to the first game.

### Blind Pick

Each player chooses the heroes they want to use in their warbands, relative to the edition they are playing, i.e. 5 for 5v5 or 3 for the 3v3 game. Note this method of warband selection is more suited to casual play and is not recommended for competitive events.

### Pick & Ban

The Pick & Ban format allows each player to ban one of their opponent's heroes before the game begins. Pick & ban is an interesting and tactical element of Judgement that adds a lot of variety that good

players will use to their advantage.

To accommodate Pick & Ban, players must bring 2 more heroes than is required for the size of the game they are playing. I.e. for 3v3, each player brings a warband of 5 heroes, and for 5v5, each player brings a warband of 7 heroes. The warbands of 5 or 7 are submitted to the TO prior to the start of the tournament, and players use the same 5 or 7 heroes across all the tournament's rounds.

At the start of each round both players place their 5 or 7 heroes in front of their opponent. Players roll a d6 initiative roll, the highest roll gets to choose whether to ban/pick 1st or 2nd. If they ban/pick 1st they will also go 1st in the game.

Each player bans a single hero from the opponent's warband. The player going 1st then selects their warband of 3 or 5 (i.e. they choose the model from the remaining 4/6 they will not be using). Then the player going 2nd will do the same.

## Draft Mode

For highly competitive events, such as an invitational Masters, the final Warband selection option is Draft Mode. In this format the hero models are lined up between the two players and they alternate between picking and banning heroes from the central pool. Draft Mode adds an entirely new level of strategy and best mirrors the MOBA experience.

For a full rundown of Draft Mode including a demonstration of it in action, [please view this blog post](#).

## Open Collaboration

The Judgement team welcome comment and critique of the tournament formats described in this document. If you have feedback or just want to say hello to the team please contact us via social media or via the email address [contact@judgement.game](mailto:contact@judgement.game)