



## **Black Knight Games Tournament Pack**

### **The Basics**

- Players are expected to bring all required materials to play. Rulebooks, dice, measuring tools, and of course, models!
- There will be three rounds of play, consisting of 150 minutes each, with a lunch break after the first round.
- Models are not required to be painted, however some awards will be difficult to win if you haven't got a painted army
- Legacy armies and Arcane Journal contents are welcome
- Scenarios in play for each round will be determined the day of the event by the Tournament Organizer

### **Rounds**

Each table will have a Chess Clock, with 75 minutes allocated to each player. Clocks may not be paused by anyone other than a judge or event organizer. In addition, there is a two and a half hour round timer. If players do not use the clocks, or fail to properly use them, we will have a Dice Down policy, and players will submit the current game score as the result at the end of the round timer.

When a player is out of time on their clock, they may not take any action that requires them to make a choice, though they may still roll saves and attack in combats they are already involved

in as normal. They must declare any charge reaction as a hold. Combats may be resolved as normal.

### **Scoring**

A maximum of 115 Tournament Points may be earned:

**Battle (60 points max)** – 20 points for a Major Win, 15 points for a Victory, 10 points for a Draw, 5 points for a Loss, 0 points for a Withdrawal.

**Paint (25 points max)** – Scored against a painting rubric. Points are awarded through criteria including basing, conversions, free-hand, display board, weathering, decals, and above-basic level painting techniques.

**Sportsmanship (30 points max)** – Each player can score up to 10 points per game from their opponent's enjoyment or sportsmanship infractions resulting in a reduction in total score.

### **Awards**

Best Overall (Highest Combined Scores from Battle, Paint and Sportsmanship)

Best Painted (Highest Paint score)

Best Sport (Highest Sportsmanship Score)

Best Faction Warlords (Highest Battle score, divided by Order and Destruction factions)

-Herald of Order

-Harbinger of Destruction

### **Sportsmanship**

After your round, you will fill out a Sportsmanship Scorecard for your opponent. Fill this out in private and return it to the Tournament Organizer with your opponent when you go to report your game result.

Write your opponent's name on the back of this score sheet and then fill out the following in private.

Check all that apply. Each check is worth 1 Point.

	Opponent was prepared for the game (books, dice, tape measure, army list, pen, etc).
	Rules issues were handled in a mature way.
	Opponent played at a timely pace (no slow play, understanding of rules, bathroom breaks, etc).
	Opponent played to the spirit of the game or objectives of the game.
	I would voluntarily play against our opponents again.

	I would voluntarily play against our opponent's army lists again.
	Rate your gut feeling of your opponents, game, armies, and experience (Did you have fun) on a scale of 1-4

### Paint Rubric

Initial Overall Impression (Circle the one that applies)	Points
Contains unfinished models in the army. If something is unfinished, favor this one.	0
The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	6
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	12
Display Tray or Board (Circle the one that applies)	Points
No display base, Rubber Maid lid, etc.	0
Basic, just one flock.	1
Multiple flock, or painted with highlights one flock, framed edge.	2
Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements.	3
Intricate diorama that just 'wows' the judge.	4
Model Basing (Circle the one that applies)	Points
Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock, or painted with highlights one flock, no painting.	2
Multiple flock or painted with highlights one flock; with clean painted edges.	3
Diorama-like bases with high attention to detail.	4
Conversions (Circle the one that applies)	Points
No conversions.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	1

Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2
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
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
<b>Advanced Skills : ONLY judge this section if 12 points were awarded on Initial Overall Impression (Circle the one that applies)</b>	<b>Points</b>
No advanced techniques.	0
The models have a basecoat with a shade and highlight color.	1
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	2
The models have been shaded using seamless blending	3
<b>Exceptional Extras: ONLY judge this section if 12 points were awarded on Initial Overall Impression. (Circle the one that applies)</b>	<b>Points</b>
No extras.	0
The army has rough freehand work, simple unit/army markings, and/or basic vehicle weathering.	1
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	2
The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic vehicle weathering.	3