



# BLACK KNIGHT GAMES



## TOURNAMENT GUIDELINES

The following are the guidelines we will use at Black Knight Games for Warhammer 40,000 Tournaments. These guidelines touch on rules, scoring, army composition and player's responsibilities.

### PLAYERS MUST BRING

- Their Army (models must be assembled, and proxies are NOT allowed. Models do not have to be painted, however presentation plays a large part in the overall scoring so it is strongly advised that you paint your entire army & base it).
- Gaming Equipment: Codex, Rulebook, Tape Measure, Dice (including a scatter dice), 40K Templates.
- It is not required, but is advised for players to bring 5 markers for objectives.
- 2 copies of your Army List: one for you to use, one to hand in. Army lists should be legible, and include all points values.

### TOURNAMENT SCHEDULE & REGISTRATION

Players may pre-register for a tournament as soon as the event is posted on our website or calendar. Pre-registering is the only way to reserve yourself a spot, and is strongly advised as our tournaments do tend to fill up before the day of the event. You can pre-register over the phone, or in person at the store.

Players should arrive at the tournament no later than 15 minutes after the tournament begins. So if a tournament begins at 10:00am, be there no later than 10:15am. Players that arrive late risk being bumped for someone on the waiting list. If an unexpected delay comes up you should call to let us know, then we may be able to hold you a spot.

Tournament play will begin 30 minutes into the event. So if a tournament begins at 10:00am, games will begin at 10:30. The 30 minutes is used to set up the tournament, and register all players.

Tournament rounds will last a specific amount of time, depending on the size of the games. The tournament organizers will give warnings leading up to the end of the round regarding how much time remains.

Game Size	Time/Round in a Reg. Tournament	Time/Round in a Doubles Tournament
1000 points	90mins (1:30.00) / Round	135mins (2:15.00) / Round
1500 points	120mins (2:00.00) / Round	150mins (2:30.00) / Round
2000 points	135mins (2:15.00) / Round	N/A
2500 points+	150mins (2:30.00) / Round	N/A

Players are expected to finish their rounds in a timely manner. When ending warnings are made (such as a 10 minute warning) players should wrap up their final turn, and begin filling out their results sheets. If players are found to be repetitively slow, and ignore time warnings they may be penalized general points at the discretion of the tournament organizer.

At the end of each tournament there will be an additional time where results will be calculated, then trophies and prizes will be awarded.

### TOURNAMENT SCORING & AWARDS: SINGLE PLAYER

#### Tournament Scoring

Players will get a score each round based on how they performed in the game, their sportsmanship, army composition and army presentation. The scoring is broken down like this:

	<b>Awarded By Opponent</b>	<b>Awarded By Organizer</b>	<b>Total Pts/Round</b>
General (Game Points)	None	<ul style="list-style-type: none"> <li>• <b>3pts:</b> Major Loss</li> <li>• <b>6pts:</b> Minor Loss</li> <li>• <b>9pts:</b> Draw</li> <li>• <b>12pts:</b> Minor Win</li> <li>• <b>15pts:</b> Major Win</li> </ul>	<b>3pts – 15pts</b>
Army Composition	<p><b>0pts – 4pts</b> Awarded If:</p> <ul style="list-style-type: none"> <li>• Your list keeps to the spirit of the army</li> <li>• Your list is fair &amp; balanced</li> <li>• You showed a decent knowledge of your army &amp; the rules</li> <li>• You came prepared, with all tools needed to play.</li> </ul>	<p><b>0pts – 1pts</b> Awarded If:</p> <ul style="list-style-type: none"> <li>• Army is composed of at least 30% Troops (30% of total points)</li> </ul>	<b>0pts – 5pts</b>
Army Presentation	<p><b>0pts – 3pts</b> Awarded If:</p> <ul style="list-style-type: none"> <li>• Your army is painted &amp; based well</li> <li>• Your army is WYSIWYG (What you see is what you get)</li> <li>• Your army has a great level of detail</li> </ul>	<p><b>0pts – 2pts</b> Awarded If:</p> <ul style="list-style-type: none"> <li>• Your army is fully painted</li> <li>• Your army is fully based</li> </ul>	<b>0pts – 5pts</b>
Sportsmanship	<p><b>*0pts – 5pts</b> Awarded If:</p> <ul style="list-style-type: none"> <li>• You were fun to play</li> <li>• You were fair when resolving in-game disputes/conflicts</li> <li>• You kept to the spirit of the rules</li> <li>• You kept the game moving at a reasonable pace</li> <li>• It was an exceptionally good game!</li> </ul>	None	<b>0pts – 5pts</b>
<b>Total/Round</b>			<b>3pts – 30pts</b>

\*At the end of the tournament each player will vote for their favourite opponent. Each vote that a player gets will add 1pts to their overall Sportsmanship score.

### Awards:

At the end of the tournament five awards are awarded to the players: Best Overall, Best Sport, Best Presentation, Best General and Not-The-Best General. Awards will always be awarded to different people, with the exception of Best Presentation, which may be won in addition to another award.

#### **Best Overall:**

Awarded to the player with the best points-total, combining general, army composition, army presentation & sportsmanship.

**Tie Breaker:** Player with most General points, then by player with most Army Composition points

#### **Best General:**

Awarded to the player with the most Game Scoring points.

**Tie Breaker:** Player with most Army Composition Points, then by player with most Sportsmanship points.

#### **Best Presentation:**

At the end of the second-to-last round players will all set up their armies for display. Each player will then get one ballot to vote for their favourite looking army. The player with the most votes wins the Best Presentation award. This is the only award that may be won in addition to other awards.

**Tie Breaker:** Player with most Army Presentation Points, then by player with most Army Composition points.

#### **Best Sportsmanship:**

Awarded to the player with the most Sportsmanship points.

**Tie Breaker:** Player with most Favourite Opponent votes, then by player with least General points.

#### **Not-the-Best General:**

Awarded to the player with the least General points. This player wins a new set of dice, to help them out next time!

Tie Breaker: Player with most Sportsmanship points, then by player with player with the most Army Composition points.