

Warmaster's Tournament Circuit Organizer's Guide

Introduction

This is your guide to organizing a Warmaster's Tournament Circuit (WMC) event. Our system is meant to give organizers the flexibility to run an official event that reflects the local community. Some areas or game systems are relatively new to players and need low criteria to encourage attendance, while other areas or game systems have more well established players who take pride in their painting prowess.

This guide will help you with tournament registration, choosing the type of generalship, sportsmanship and painting rules sets to use, and provide some advice on key recommendations to help you run a smooth tournament.

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Registering a WMC Event

To register for a WMC Event, simply go to www.warmasterschallenge.com and follow the on-line instructions there. In a nutshell, organizers need to answer the following key questions:

1. Where and when the event will take place, and what the entry fee will be.
2. The game system to be played and the point value.
3. Which Generalship tier to use.
4. Which Sportsmanship tier to use.
5. Which Painting tier to use.

WMC gives organizers a variety of options for the amount of coverage they want of their event on the website. Each extra option is in addition to the Standard Listing fee. The options and the associated cost are the following:

#	Item	Description	Price
1	Standard Listing	Listing on the Warmaster's Website and inclusion in the monthly Warmaster's e-newsletter.	\$10
2	Banner Add	An existing banner ad will be placed on the Warmaster's website from the date of registration to the time of the event.	+\$10
2a	Develop Banner	A new banner will be developed in consultation with the organizer and placed on the Warmaster's website until the time of the event.	+\$50
3	Blog Space	50 MB of Webspace will be made available for an organizer event blog for one year from the date of purchase. Please review the code of conduct guidelines on-line.	+\$15
4	Photo Gallery	50 MB of Webspace will be made available for an organizer photo gallery for one year from the date of purchase.	+\$15

The standard listing is perfect for stores and clubs that simply want to take part in the tournament circuit. A single out of town registrant also interested in the WMC generally more than covers the cost of this investment (provided an organizer charges at least \$10 per player).

The addition of a banner ad helps events and stores increase their exposure to gamers in their region.

Blog Space and the Photo Gallery Option are perfect for larger events that want to show off the dedication they put into preparing their event and provide images of the events of the day itself to encourage future attendance. The blog is also useful for Custom Event Organizers who do not want to purchase their own website.

Choosing your Tournament Style

As a WMC Tournament Organizer, you have several decisions to make in order to run the event best suited to your community. WMC has three tiered systems for generalship, sportsmanship, and painting that provide the organizer with “out of the box” flexibility. There is always the option to run custom events in place of any or all of the “out of the box” options.

The full rules for each category from the WMC Player's Guide have been included in this guide for ease of reference. Additional Comments for Organizers are in *italics*. There is also an appendix that breaks down the weighting of each category when put in combination with all the others.

Generalship

Organizers need to choose how importance winning and losing games are to determining the overall winner of your event.

Generalship in the WMC is a three tiered system, which shifts the importance of game results from very strong to relatively light. In a Standard event, generalship amounts to roughly 50% to 60% of scoring. At Warmonger events, generalship may account for as much as 75%, while at Training Exercise events, generalship may account for as little as 40%.

Standard

The Standard Event features a split of 20 points per battle. The first number listed is the points awarded to the winner, while the second are the points awarded to the loser. *Note that a tie is a split of 18 points – the WMC is not for the timid.*

Massacre	Solid Victory	Minor Victory	Draw
18/2	15/5	12/8	9/9

Warmonger

Warmonger Events feature a split of 24 points per battle. The first number listed is the points awarded to the winner, while the second are the points awarded to the loser. *Note that a tie is a split of 22 points – the WMC is not for the timid.*

Massacre	Solid Victory	Minor Victory	Draw
22/2	18/6	14/10	11/11

Training Exercise

Training Exercise Events feature a split of 16 battle points. Training Exercises also have fewer levels of victory than the Standard event. The first number listed is the points awarded to the winner, while the second are the points awarded to the loser.

Victory	Solid Victory	Minor Victory	Draw
11/5	10/6	9/7	8/8

Sportsmanship & Composition

Organizers need to choose how important sportsmanship is to their event, and whether composition or dedication to the background of the game system is important.

The WMC sportsmanship system also features three different tiers for tournament organizers to choose from. All of the tiers feature a series of “Yes” and “No” questions that players use to judge their opponents approach to the game and their conduct in game. Unless otherwise noted, each question is worth one point per “Yes” received.

The weighting of sportsmanship and composition varies widely depending on the tier being used. The standard tier generally accounts for 25% to 40% of scoring, while the gladiator tier lowers that percentage considerably, and the Masters of Virtue raises the bar.

Standard

The Standard Sportsmanship and Composition tier provide for a balanced experience for players. The questions reflect standard of conduct rules while allowing players to judge their opponent’s approach to playing the game. The sportsmanship questions asked in the Standard Tier are the following:

1. Would you play this opponent again?
2. Would you play this army again?
3. Did your opponent arrive on time and ready to play?
4. Were any rules disputes resolved quickly and amicably?
5. Did your opponent resolve his turn in a timely fashion?
6. Did your opponent measure and move his models accurately?

There is one composition question in the standard tier, worth two points if answered with a yes:

1. In your opinion, is the army representative of an appropriate tournament army?

Gladiator

The Gladiator tier is generally a no holds barred approach to playing, where players can take any army they like without fear of it being declared “cheese.” There are no rules for army composition, but code of conduct rules are in place. They are the following:

1. Did your opponent arrive on time and ready to play?

2. Were any rules disputes resolved quickly and amicably?
3. Did your opponent resolve his turn in a timely fashion?
4. Did your opponent measure and move his models accurately?

Masters of Virtue

The Masters of Virtue tier features everything the standard tier has and adds an additional set of questions, known as Style Points, that reflect the effort players put into designing armies based on the background of the game being played. The questions in the Master's of Virtue Tier are the following:

1. Would you play this opponent again?
2. Would you play this army again?
3. Did your opponent arrive on time and ready to play?
4. Were any rules disputes resolved quickly and amicably?
5. Did your opponent resolve his turn in a timely fashion?
6. Did your opponent measure and move his models accurately?

There is one composition question in the Masters of Virtue tier, worth two points if answered with a yes:

1. In your opinion, is the army representative of a tournament army for this venue?

The Style Points questions are the following:

1. Is there a background for the army that ties the force together?
2. Can your opponent explain the "cool" factor that led them to choose their army and its composition? (Written or Oral is fine)
3. Is there an element in the presentation (display/conversions) that convey the background and "cool" factor?

Painting

Organizers must choose what level of painting is required for their event. This category is very important as it sets the quality of presentation expectations for those travelling to participate in the event.

The WMC features three tiers for painting. Each tier asks more of the players in order to earn points. All of the tiers feature a series of "Yes" and "No" questions that players use to judge their opponents approach to the game and their conduct in game. Unless otherwise noted, each question is worth one point per "Yes" received.

The weighting of painting is generally around 10% to 20%, although it is considerably lower if the beginner option is chosen. What is required of each tier is described below.

Beginner

The Beginner tier has no expectations that players have painted their armies or even have it properly assembled. Proxy models are OK, provided you have a way to clearly note who is armed/equipped

with what. As such, the Beginner tier awards points to players that have taken the time to assemble their models and ensure that everything is "What you see is what you get" (WYSIWYG). The questions asked are the following:

1. Is your opponent's army fully assembled?
2. Is your opponent's army WYSIWYG?

Intermediate

The Intermediate tier raises the bar higher, expecting players to have fully assembled their armies and that the Army be WYSIWYG, and are started on the road to having fully painted armies. The Intermediate tier requires all players meet the criteria listed below in order to enter the event.

Minimum Requirements to participate:

1. The army must be fully assembled.
2. The army must be WYSIWYG.

The questions asked are the following:

1. Does your opponent's army have at least 3 colours?
2. Is your opponent's army based?
3. Does your opponent's army features either a single substantial conversion or a number of smaller conversions?
4. Is there evidence of an attempt by your opponent to use advanced painting techniques (shading, highlighting, blending, etc) on their army?

Advanced

The Advanced tier requires all players to meet the criteria listed below in order to enter the event.

Minimum Requirements to participate:

1. The army must be fully assembled.
2. The army must be WYSIWYG.
3. The army must have at least 3 colours.
4. The army must be based.

(Although WMC cannot force organizers to remove models from play that do not meet these standards, we consider it to be a courtesy to those who travelled to an advanced painting tier event to have this expectation met, and that organizers should enforce this rule strictly). The questions for the Advanced tier are the following:

1. Is the detail work on your opponent's army complete?
2. Are there impressive conversions present in your opponent's army?
3. Does your opponent's army feature advanced painting techniques (shading, highlighting, blending, etc)?
4. Does the army feature a high quality display board?
5. Does your opponent's army have a cohesive and consistent colour scheme?

Player Votes: Best Sportsman and Best Painted

The WMC allows players to choose who the best sportsman and painter are among the players at the tournament. The method for determining who these players are is described below.

Best Sportsman

At the end of the tournament, each player chooses their favourite opponent of the day from the players that they fought against. The final results sheet of the event will include a section for each player to fill out and submit their choice with the results of their last game. Each vote received is worth one additional point to their sportsmanship total in all formats.

Best Painted

At an appropriate point in the event, the organizer should ask that all players display their armies and allow time for each player to vote for their favourite army (aside from their own). Best painted votes provide no additional points to overall rankings, but are used as a tie breaker.

Custom Rules

Organizers are also free to choose to customize their rules for Generalship, Sportsmanship or Painting. When this is the case, it will be clearly listed on the WMC website (www.warmasterschallenge.com) as such.

WMC Tips to Running a Smooth Event

The WMC has a number of recommendations that we have found to be essential to creating a positive tournament experience for the majority of players

- Always ensure that your local players are matched up against out of town players for the first round. Travelling 6 hours to play the same people you play in your basement discourages further travel to your event.
- Always start the event on time. Rewarding players that are late by holding up those who arrive on time punishes the wrong players. Require late arrivals to play each other.
- End each round when the time is up. While you may feel that you are being hard on one or two players, however, allowing them to play past the allotted time is being discourteous to all the other people taking part in the event.
- The WMC software, if you choose to use it, will aid you in running the event smoothly.

Appendix

Scoring Weight Tables

The following is a grid that breaks down the weighting each category when used with the other options.

Generalship (G) Standard	18	62%
Sportsmanship (Sp) Standard	9	31%
Beginner	2	7%
Total	29	100%

G Standard	18	72%
Gladiator	5	20%
Beginner	2	8%
Total	25	100%

G Standard	18	56%
Master of Virtue	12	38%
Beginner	2	6%
Total	32	100%

G Standard	18	58%
Sp Standard	9	29%
Intermediate	4	13%
Total	31	100%

G Standard	18	67%
Gladiator	5	19%
Intermediate	4	15%
Total	27	100%

G Standard	18	53%
Master of Virtue	12	35%
Intermediate	4	12%
Total	34	100%

G Standard	18	56%
Sp Standard	9	28%
Advanced	5	16%
Total	32	100%

G Standard	18	64%
Gladiator	5	18%
Advanced	5	18%
Total	28	100%

G Standard	18	51%
Master of Virtue	12	34%
Advanced	5	14%
Total	35	100%

Warmonger	22	67%
Sp Standard	9	27%
Beginner	2	6%
Total	33	100%

Warmonger	22	76%
Gladiator	5	17%
Beginner	2	7%
Total	29	100%

Warmonger	22	61%
Master of Virtue	12	33%
Beginner	2	6%
Total	36	100%

Warmonger	22	63%
Sp Standard	9	26%
Intermediate	4	11%
Total	35	100%

Warmonger	22	71%
Gladiator	5	16%
Intermediate	4	13%
Total	31	100%

Warmonger	22	58%
Master of Virtue	12	32%
Intermediate	4	11%
Total	38	100%

Warmonger	22	61%
Sp Standard	9	25%
Advanced	5	14%
Total	36	100%

Warmonger	22	69%
Gladiator	5	16%
Advanced	5	16%
Total	32	100%

Warmonger	22	56%
Master of Virtue	12	31%
Advanced	5	13%
Total	39	100%

Training Exercise	11	50%
Sp Standard	9	41%
Beginner	2	9%
Total	22	100%

Training Exercise	11	61%
Gladiator	5	28%
Beginner	2	11%
Total	18	100%

Training Exercise	11	44%
Master of Virtue	12	48%
Beginner	2	8%
Total	25	100%

Training Exercise	11	46%
Sp Standard	9	38%
Intermediate	4	17%
Total	24	100%

Training Exercise	11	55%
Gladiator	5	25%
Intermediate	4	20%
Total	20	100%

Training Exercise	11	41%
Master of Virtue	12	44%
Intermediate	4	15%
Total	27	100%

Training Exercise	11	44%
Sp Standard	9	36%
Advanced	5	20%
Total	25	100%

Training Exercise	11	52%
Gladiator	5	24%
Advanced	5	24%
Total	21	100%

Training Exercise	11	39%
Master of Virtue	12	43%
Advanced	5	18%
Total	28	100%

WMC Recommendations for Currently Supported Game Systems

This section is for organizers that are putting together their first tournament and are looking for some tips on how to attract players from out of town. Regardless of these recommendations, make sure that the event first serves the needs of your local community and then work to attract out of town players.

Warhammer Fantasy Battles

- Recommended Point Value: 2,000; For many players, this is the break point that will encourage them to travel to an event;
- Recommended Time Allotted per Round: At 2,000 points, 2 hours is generally appropriate, with 15 minute breaks between rounds. For every 500 points more than that value, add 15 minutes to the length of the round. For every 500 points less than that value, subtract 30 minutes from the length of the game.
- Number of Rounds of Play: 3 or 4 Round Events are considered standard
- Doubles Events: We recommend using the WMC Fantasy Doubles format (available at www.warmasterschallenge.com) for doubles forces. An additional 15 minutes per round is recommended, regardless of points value.
- Margins of Victory: Use the margins of victory found on pages 102-103

Warhammer 40,000

- Recommended Point Value: 1,700; For many players, this is the break point that will encourage them to travel to an event;
- Recommended Time Allotted per Round: At 1,700 points, 2 hours is generally appropriate, with 15 minute breaks between rounds. For every 250 points more than that value, add 15 minutes to the length of the round. For every 500 points less than that value, subtract 15 minutes from the length of the game.
- Number of Rounds of Play: 3 or 4 Round Events are considered standard
- Doubles Events: We recommend using the WMC 40K Doubles format (available at www.warmasterschallenge.com) for doubles forces. An additional 15 minutes per round is recommended, regardless of points value.
- Margins of Victory: Warmaster's recommends the **The Warmaster's Challenge: Warhammer 40,000: Advanced Hall of Heroes Scenarios** found at www.warmasterschallenge.com.