Steamroller Tournament 3

2007 Season

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"Victory cannot be gained through strength of arms and strategy alone; a general must be meticulously prepared and infinitely adaptable. Know the land as you know yourself, strike without hesitation, and be prepared to offset any tactical disadvantage with overwhelming numbers. The ultimate purpose of war is victory—absolute victory at any cost."
—Kommandant Gurvaldt Irusk, Irusk on Conquest: How to Fully Subjugate Your Enemy.

Steamroller is **Privateer Press'** official tournament format. Players face off in a series of matches and pit their skills against increasingly challenging opponents in order to determine who best represents their faction, and who will emerge victorious over all the rest. Ideal for groups of eight or more players, Steamroller promotes fast and furious play and the ability to adapt to a variety of scenarios in the process. While painted models are certainly not a requirement, a Steamroller event is a great place to display your prowess with the paintbrush.

Organizing a Tournament

The Tournament Organizer is usually a game store employee, a Press Ganger, or other volunteer who sets up the tournament, adjudicates disputes, and tracks player progress throughout the day. A Tournament Organizer must be fair, organized, and familiar with the rules. An organizer never participates in their own tournaments in order maintain impartiality.

Organizers commonly recruit assistants for larger tournaments.

If you want help, visit http://www.privateerpress.com/pressgangers to find a Press Gang member to judge, volunteer, or assist.

Tournament Organizers need a copy of all the rulebooks relevant to the tournament, enough round report sheets (see appendix) for every participant, terrain, and enough space for everyone to play. Extra dice, pens, wreck markers, and templates are also helpful in case players forget their own materials.

Prize kits and any awards also make the event great.

Prior to announcing a Steamroller event, the judge must decide on the size of the event. This includes setting an army point size and maximum number of participants. Steamroller is played at either the 500 point Rumble, 750 point Grand Melee, or 1000 point Battle Royale Encounter Levels. All games played during the event must be of the same Encounter Level.

Advertising

It is a good idea to advertise your tournament a few weeks in advance to insure maximum participation. Flyers, sign up sheets posted at the venue in advance, and notices posted on our forums are all great ways to advertise.

Prize Support
Let's face it; whether they come for the glory or the challenge, rewarding a player's efforts is a good thing.

The **Steamroller Tournament Series** provides three different prize support options depending on if you are allowing WARMACHINE, HORDES, or a combination of both games in your event.

WARMACHINE or HORDES Steamroller events

If you are allowing players to participate in your tournament with only WARMACHINE or HORDES armies, but not both, and you are expecting eight (8) or more players, you may obtain a prize kit which contains:

Tournament Champion Coin – For the player who earned the most Tournament Points.

Best of Faction Coins and Certificates – For the players that earned the most Tournament Points for each faction. These players will also win Best in Faction Certificates with foil WARMACHINE or HORDES emblems. Mercenaries cannot win a best faction award, but they are still eligible for the Best Mercenary coin and the Tournament Champion prize.

Best Mercenary Coin – For the Mercenary player that earned the most Tournament Points.

Gold "Championship" cards – A redemption form will be given to the player who earned the Tournament Champion Coin and can be redeemed for foil versions of the stat cards used in the winning army list.

XL T-Shirt – This WARMACHINE or HORDES T-shirt is another cool prize that the Tournament Champ gets to take home. If they are not comfortable with an XL sized shirt, they can always send it back to us with their gold card redemption form and we will exchange the shirt for an S, M, L, or XXL sized shirt of the same type.

Mixed Game Steamroller Events

To be announced.

Though these prize kits cannot be altered, venues may want to add other prizes at their discretion.

Alternate Prize Support Options

Privateer Press can provide a basic tournament kit free of charge that includes faction Winner Certificates for each faction winner with foil WARMACHINE or HORDES emblems. The gold "Championship" card certificate for first place can be redeemed for foil versions of the stat cards used in the winning army list. We also have apparel, patches, resin kits, and other cool items that venue's can use to create their own unique prize kits for non-Steamroller events or in order to just change things up now and then.

You can find order forms at www.privateerpress.com/tournaments and at the end of this document. Organizers must order kits three weeks prior to an event.

Player Responsibilities

Players participating in a Steamroller event must bring their own armies, stat cards, dice, measuring devices, tokens, wreck markers, and templates required for play. The judge must approve any other printed media used to track damage.

Players must also bring at least two printed or legibly handwritten copies of their army lists, complete with point costs and an army or horde point total. One of each of these lists must be registered with the judge prior to the start of the tournament. The other copies may be viewed by the player's opponent upon request.

Sportsmanship

The objective of tournament play is for everyone to have a good time. We expect players a to remain courteous and patient with their opponents and the judge, and to accept all rulings made by the judge whether or not they agree. The judge always has the final word on rules questions or debates.

We assume that all players are good sports who understand fair play. If there is a dispute, simply call on the judge to assist. Players should strive at all times to be mature, polite, and fair to their opponents. Failure to do so may result in a *Strike*. Each Strike will cost a player 20% of his total tournament score for the tournament. Three Strikes accrued at a single event will result in the player being removed from the event.

A judge may award a Strike for any incident deemed unsporting. This includes but is not limited to offensive or abusive conduct, bullying, cheating, constant rule arguments, stalling game play, and other immature actions. Players must do their best to play in a timely manner. If stalling is suspected the judge should be called to help speed up play. It is important to remember that a judge is free to award a Strike to both competitors of a game if the situation warrants. In some minor cases a judge may elect to officially warn players once for any given indiscretion. Repeated offences will incur a Strike.

A Strike may also be awarded for incorrect or illegal army lists or failure to bring along all the necessary materials required to play in the tournament. The judge may elect to disqualify a player from winnings or awards if a list is discovered to be illegal after the start of the tournament.

Painting, Modeling, Proxies, and Conversions

Privateer Press encourages players to have a fully painted force on the table. Games with fully painted armies are more interesting to watch and generally enhance the experience of play for all. Although not required, players should take this chance to show off all aspects of the hobby.

Proxies (substitute models) are not allowed under any circumstances, nor can a player enter a tournament with a model that has not been released in stores.

All models must be WARMACHINE or HORDES models appropriate to the tournament venue. Conversions (modifications to Privateer Press models) are acceptable as long as they are clearly based on WARMACHINE or HORDES models. Conversions must represent the model from which they are most obviously drawn. For example, a heavily converted Haley model is not a substitute for Sorscha.

Weapon changes are acceptable provided they represent the same type of weapon replaced. For example, trading a sword for a sword is legal. However, mixing and matching warjack weapons is not allowed.

A judge may make exceptions and approve any reasonable conversion. To avoid confusion and conflict, players must have an unaltered version of the model available in case a judge asks to remove a questionable model from play. The tournament judge makes the final call on any particular model.

Steamroller Rules

Players participate in timed, Swiss-format matches in which all players partake in every round. The aim of Swiss-format tournaments is to pair off players of equivalent skill levels to maintain a good level of competitive play while at the same time including every player every round.

The number of players participating in the tournament determines how many matches are played.

Below is a breakdown of the number of rounds as it relates to number of players per event.

Players	Rounds
8 or less	3
9 -16	4
17 - 32	5
33 - 64	6
65 - 128	7

Byes & Odd Number of Players

Matches require two players. In case of an odd number of players, one player will receive a bye. A player receiving a bye sits out the match and receives five (5) Tournament Points for the round.

If there is an odd number of players at the start of the tournament, the judge randomly determines which player receives the bye. After the first round, the judge randomly determines a player to receive the bye from among all players with the most number of match losses. A player should not receive a bye more than once per event.

Match Length & Last Round

The length of a match is determined by the point size of the event. After the time limit for the event has expired, the judge calls "Last Round". 500-point matches last for sixty (60) minutes before Last Round is called. 750-point matches last for seventy-five (75) minutes before Last Round is called. 1000-point matches last for ninety (90) minutes before Last Round is called.

When Last Round is called, players are expected to complete their final turns promptly. If Last Round was called during the turn of the first player who started the game, he completes his turn and the second player then takes his final turn. If last round was called during the second player's turn, the game ends after his turn is completed.

Last Rounds are not timed.

When estimating the overall length of a tournament, judges should add twenty (20) to thirty (30) minutes for Last Rounds to wrap up plus any additional time for breaks. Judges may wish to consider spreading large tournaments with high point values and/or many players over two days.

Tournament Points & Standing

Each match, players score Tournament Points based on their performance. Tournament Points determine a player's standing. Obviously, the players with the most wins will have the most points, allowing the judge to pair off players of equal standing easily. The player with the most Tournament Points, and therefore the most wins, will be the tournament winner.

A player gains five (5) tournament points for a win, three (3) for a draw, and one (1) for a loss.

Army and Horde Composition

Army and horde point totals cannot exceed the maximum point value listed for the event. Armies must also be no more than 100 points under the maximum point value.

For example, a player could not take just a warcaster and her battlegroup if that left him more than 100 points under the event point requirement.

Alternate Lists

Players are permitted to bring a second army or horde list for use at the event. This alternate list is subject to the same point constraints as the primary list and must be from the same faction. This list must be prepared before the event and registered with the judge at the same time as the primary list.

Players may choose one of their two lists before the start of each match, after pairings, scenarios, and maps have been announced (see below). Players may ask to see their opponent's two lists anytime before final list selection. Before any models are deployed, players place their selected army lists face down on the table. Players may not change their lists after making this selection. Both lists are then revealed and set up continues normally.

Scenarios

Steamroller includes scenarios and maps. Each round of tournament matches, all players will play the same scenario on a map layout determined by the Tournament Organizer. Players should not know the maps or scenarios they will be playing on prior to the event. Tournament Organizers may wish to keep scenario and maps secret until the start of the new round of matches. Scenarios and maps may be played in any order and may be repeated or not played at all at the Tournament Organizer's discretion.

Once the Tournament Organizer states what scenario is to be played and reveals the map, he reads the rules for the scenario out aloud. Judges should plan to answer player questions concerning the scenario and terrain. The Tournament Organizer or an assistant will place terrain before the round begins according to the map.

Players playing with two army lists may wait to choose a list until pairings are made and maps and scenarios are announced.

All Steamroller matches are played on 4' x 4' surfaces with 10" deployment zones.

At the start of the game players roll-off to determine who sets up and moves first. The player who wins the roll has the option of going first or having his opponent begin. The player who sets up first moves first.

Reading the Map

Each map represents a 4' x 4' table arrangement describing where terrain is placed. Map terrain is described in one of two ways: **Precise Terrain** and **General Terrain**. Precise Terrain features will be explained exactly. For example, a map may call for a 12" Hill, Shallow Water, Forest, etc. to be placed in the center of the table.

General Terrain features will have a location marked on the map and some general parameters for determining what sort of feature may be placed, but the exact terrain features will be left up to the Tournament Organizer.

A **moderate terrain feature** is no larger than 6". A **large terrain feature** may be no more than 12" across.

If the map calls for **rough terrain** the tournament organizer may place forests, a field of debris, rocky ground, etc. An **obstacle** includes any cover granting terrain feature under 1" high. An **obstruction** includes any cover granting terrain feature over 1" high. The entire obstruction does not have to be over 1" high, the requirement is met if any portion is at least 1" high. **Concealment** includes any terrain feature capable of granting concealment including hedge rows, forests, etc.

Scenario 1 – Assassins

"I do not merely wish to defeat them. I want their ashes scattered to the winds."
—Feora, Priestess of the Flame

Description

Eliminate all enemy warcasters and/or warlocks, and watch your opponent's army degenerate into chaos.

Special Rules

No special rules.

Victory Conditions

The first player to eliminate all of their opponent's warcasters or warlocks wins the game.

If time runs out before one player has won, the player with the most Victory Points at the end of the game wins. When comparing Victory Points at the end of the game, a player gains one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Scenario 2 – Mosh Pit

"Today will bring a proper fight."
—Champion Horthol of the northern Thornwood

Description

Mosh Pit is a bitter, disorganized brawl in the center of the battlefield in which the only rule is stay your ground.

Special Rules

Mark a 20" diameter ring in the center of the table.

Victory Conditions

After the end of the second round, a player ending his turn with one or more of his models in the ring in the center of the table while none of his opponent's models are in the ring wins. Wrecked or inert warjacks, wild warbeasts, and fleeing models/units are not counted when determining whether or not a player has won the scenario.

Also, the first player to eliminate all of their opponent's warcasters or warlocks wins the game.

If time runs out before one player has won, the player with the most Victory Points wins. When comparing Victory Points at the end of the game, a player scores one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Scenario 3 – Divide and Conquer

"With our forces consolidated along the ridge we will fall on them like a hammer striking the anvil!"
—Karchev the Terrible

Description

Forces split by the tides of war must seize control of a table edge and secure it before their opponent does.

Special Rules

Before the start of the game, divide the table into four Quarters with one line running west to east through the center and one line running north to south through the center.

Victory Conditions

A player ending his turn with one or more of his models in both East or both West Quarters of the table while none of his opponent's models are in those Quarters wins. Wrecked or inert warjacks, wild warbeasts, and fleeing models/units are not counted when determining whether or not a player has won the scenario.

Also, the first player to eliminate all of their opponent's warcasters or warlocks wins the game.

If time runs out before one player has won, the player with the most Victory Points at the end of the game wins. When comparing Victory Points at the end of the game, a player gains one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Scenario 4 – Invasion

"These points are the key to our victory."
—Krueger the Stormwrath

Description

Victory lies in the ability to control key points on the battlefield.

Special Rules

Mark two control markers in the middle of the table, one 10" forward from the south table edge and the other 10" forward of the north table edge. The first player to simultaneously hold both control markers wins. A model holds the point if it ends its controlling player's turn with its base overlapping the point marker. Only one model may hold a point, and players may start the game with one of their own models controlling a point. Wrecked or inert warjacks and wild Warbeasts cannot hold a point.

Victory Conditions

The first player to control both points wins the game wins the game.

Also, the first player to eliminate all of their opponent's warcasters or warlocks wins the game.

If time runs out before one player has won, the player with the most Victory Points wins. When comparing Victory Points at the end of the game, a player scores one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Scenario 5 – No Man's Land

"This battle will be settled in the no man's land that lies between us. It is there our fates shall be decided."
—Archdomina Makeda

Description

With battle lines drawn, two great armies converge on the no man's land between them.

Special Rules

Mark a 10" wide area, running east to west, through the center of the table. This is the No Man's Land.

Victory Conditions

After the end of the second round, a player ending his turn with one or more of his models in No Man's Land while none of his opponent's models are in No man's Land wins. Wrecked or inert warjacks, wild warbeasts, and fleeing models/units are not counted when determining whether or not a player has won the scenario.

A player also wins if he eliminates all of their opponents warcasters or warlocks wins the game.

If time runs out before one player has won, the player with the most Victory Points wins. When comparing Victory Points at the end of the game, a player scores one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Scenario 6 – Killing Field MK3

"Victory can be measured both in terms of ground gained and casualties inflicted."
—Major Markus 'Siege' Brisbane

Description

Killing Field is a desperate struggle between two armies to seize control of the battlefield either by entrenching itself on the centerline or by inflicting crippling losses on the opposition.

Special Rules

Before the start of the game, mark three points in the middle of the table, one at the center and two more 8" from the edges of the table. Any terrain features preventing a model from standing on one of these points should be moved.

Players score *Control Points* by holding the points marked on the middle of the table. A model holds the point if it ends its controlling player's turn with its base overlapping a point marker. Only one model may hold a point. Wrecked or inert warjacks and wild warbeasts cannot hold a point. A player scores one (1) Control Point for each point marker held. Points cannot be scored during the first round. The first player to score five (5) Control Points wins.

Victory Conditions

The first player to score five (5) Control Points wins the game.

Also, the first player to eliminate all of their opponent's warcasters or warlocks wins the game.

If time runs out before one player has won, the player with the most Victory Points wins. When comparing Victory Points at the end of the game, a player gains one (1) additional Victory Point for each Control Point he scored. Additionally, a player scores one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Scenario 7 – Pendulum MK 2

"Their sacrifice is meaningless. With each death we gain ground."
—Lich Lord Terminus

Description
The back and forth rhythm of warfare often leads to decisive moments as enemy lines are crossed. In a Pendulum battle both forces fight for control over the battlefield by holding their own half of the table and invading the enemy's region of control.

Special Rules
Before the start of the game, divide the table in half with a line running west to east through the center.

Victory Conditions

After the end of the second round, a player ending his turn with one or more of his models across the centerline on his opponent's side of the table while none of his opponent's models are on his side of the table wins. Wrecked or inert warjacks, wild warbeasts, and fleeing models/units are not counted when determining whether or not a player has won the scenario.

Also, the first player to eliminate all of their opponent's warcasters or warlocks wins the game.

If time runs out before one player has won, the player with the most Victory Points wins. When comparing Victory Points at the end of the game, a player gains one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Appendix 1 – Round Report Sheets

Players record their win-loss records on sheets called "Round Report Sheets". On each sheet, record the player's name and faction, an ID number, and one box for every round of the tournament. For example, the following card is set up for a five-round tournament:

Player number:	Player name		Faction			
Round One	Round Two	Round Three	Round Four	Round Five	Tot	
Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	

Win: 5 Draw: 3 Loss: 1	Sub Total	Sub Total	Sub Total	Sub Total	
Opponent #	Opponent #	Opponent #	Opponent #	Opponent #	Opponent #

Using Round Report Sheets

These cards make it easier to determine which participants have played one another and their relative scores.

First Round

In the first match, judges should try to pair players of differing factions as much as possible.

Shuffle all the cards together.

Take the card from the top of the pile and set it to one side. This gives us the first player for the first pairing.

To find the second player for the first pairing, look through the remaining pile of cards one at a time until you come across a card that has a different faction. Remove this card and set the pair aside.

Without shuffling the pile again, remove the top card and search through the pile in the same fashion until another pairing can be made.

Repeat this process until all cards have been paired. As you work your way through the pile you may find it impossible to pair two players of differing factions. Parings of the same faction are perfectly legal and do not affect game play, but they should be avoided if possible.

Once all the pairings have been made, write in the opposing player IDs to allow for easy tracking of players who have played previously.

Once the round is complete, record the Tournament Point scores for each player. There is no need to use the subtotal boxes yet; they are only relevant for rounds after the first.

Second and Subsequent Matches

Things get a little trickier now since pairings from previous rounds must now be considered. At this point all pairings and ranks are based on Tournament Point subtotals.

After all matches in the previous round have completed, sort the pile of cards in order of total score with the highest on top and the lowest on the bottom.

As in the first round, take the top card from the pile and start looking through the pile until you find a player of another faction who has not already played the player on the first card. Set this pair aside and repeat the process.

Again, once all the pairings have been made, write the opposing player IDs in the appropriate column of the third row of boxes.

In the event of difficulty pairing players who have not previously played each other and use different factions, disregard the factions when pairing players. It may take several attempts to find a combination of pairings that avoids duplicating match ups, but players will appreciate the

effort if they do not have to play the same opponents more than once

Determining the Winners

The top two players are paired during the final round of the tournament to determine the overall winner. The players with the highest scores in each faction are the top players for their factions. The overall winner is also the faction winner for the faction he represents.

Strength of Schedule System

In the case of two players with the same score, determine the higher ranking of the two by adding the tournament score of all of the opponents they faced. For example, after four rounds Jason and Rob are tied for second place. To determine who gets to face Matt in the final round, the judge will need to add all of Jason's opponents' tournament points for the previous four rounds together and compare the total to the combined score of all of Rob's opponents. The player with the stronger schedule faced higher scoring opponents and retains the higher rank.

Appendix 2 – Score Card Templates

Player number:	Player name		Faction			
Round One	Round Two	Round Three	Round Four	Round Five	Tot	
Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	
Win: 5 *Draw: 3* *Loss: 1*	Sub Total	Sub Total	Sub Total	Sub Total		
Opponent #	Opponent #	Opponent #	Opponent #	Opponent #	Opponent #	

Player number:	Player name		Faction		
Round One	Round Two	Round Three	Round Four	Round Five	Tot
Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points
Win: 5 *Draw: 3* *Loss: 1*	Sub Total	Sub Total	Sub Total	Sub Total	
Opponent #	Opponent #	Opponent #	Opponent #	Opponent #	Opponent #

Player number:	Player name		Faction		
Round One	Round Two	Round Three	Round Four	Round Five	Tot
Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points	Tourney Points / Victory points
Win: 5 *Draw: 3* *Loss: 1*	Sub Total	Sub Total	Sub Total	Sub Total	
Opponent #	Opponent #	Opponent #	Opponent #	Opponent #	Opponent #

Appendix 3 – 11 Tips for Running a Great Event

This section is intended to provide tournament planners some general tips for making the event as successful as possible. There will be unexpected things at every event, but these tips should get you on the right track.

1. **Gauge Interest**
   This cannot be stressed enough. If you do not have the player interest yet, a tournament is tough to pull off. 10+ regular players is a good indicator. Talk to everyone, and make certain there is interest. If you are having trouble getting support, take a step back and plan a WARMACHINE or HORDES night or league to help build momentum first. Build critical mass and interest for a large event *before* you announce. This can help avoid weak turnouts and less than exciting events.

2. **Reserve a Venue**
   Make certain you have the space and time for your event set aside and confirmed. You will need to specify and prepare tables for each pair of players. Also, be clear on attendance

estimates and time. These tournaments can take all day, and some venues may need to extend their hours. Confirm, confirm, confirm. A shop owner has many things on the brain, so make certain everyone understands exactly when and where the event is taking place to avoid conflicting schedules. See appendix 4 for a complete checklist.

3. **Prepare the Details**
   As the organizer you are accountable for everything. Make sure you have the answers to the questions and can get in contact with everyone you need for support. What is the point size of the event? Is there an entry fee? When does it start? What are the composition rules? Will there be a lunch break? You get the idea. Make certain you have all the supplies you need (pencils, erasable markers, dice, rulebooks, etc.)

4. **Confirm and Prepare Prize Support**
   Players need to know EXACTLY what awards will be given and how. Make certain anyone providing prize support knows what you need and when it needs to be there. Post a clear prize announcement with any event announcement. Do not surprise the players. Make sure you have all prizes in your hands far in advance of the event.

5. **Pre-Announce and Pre-Register**
   This can kill an event if not done properly. We suggest posting the first announcement 30 days prior to the event and posting new notices about two weeks before the event. If you are working with a shop, make certain that posters, flyers, and announcements are placed where everyone can see them. If the venue has a calendar, make certain to give enough notice to get the event published. Also, confirm that all employees know how to pre-register players. Have a sign-up sheet available for players to place names and contact info. Post details on any forums and websites (privateerpress.com at the very least) that your group frequents far in advance. Use the contact list to confirm player attendance a few days prior to the event.

6. **Prepare Scenarios and Score Cards**
   Copy the scenario sheets and score cards. Make certain you have enough for each player with extras. Ideally, the scenarios and scoring system should be available for each player prior to the event.

7. **Schedule and Timing**
   Have a written schedule for the day. Plan out round lengths and do not forget to provide breaks, lunch time, and awards ceremonies. Generally these events take all day and remember players have to eat.

8. **Terrain**
   Is the venue providing terrain? Do you need to build some? WARMACHINE and HORDES are best played with generous terrain, and Steamroller event will require a good amount of it. Make certain you have enough appropriate terrain for the scenarios. Iron Kingdoms "flavored" terrain makes for an even more ideal event.

9. **Show Up EARLY**
   On the day of the event, arrive with plenty of time to organize the paperwork and score cards, set the tables, and prepare for a great day. Generally 1-2 hours are required, but for large events allow even more time. Use this time to coordinate the volunteers and take care of any last minute details.

10. **Make It Fun and Get Feedback**
    Your attitude will set the tone for the whole crowd and can often make the difference

between a great event and a mediocre time. Keep the excitement high. Cheer for great moves, make sound effects, and announce cool things happening on a table to the whole room. Get the energy moving and make sure it is a good time. Before the last round, ask players to fill out a feedback card (anonymously works best) regarding the day. Have them rate the venue, tables, judges, and the overall event on a numerical scale, then leave room for comments. Use these to make the next event even better. A sample feedback card is included in appendix 5 of this document.

11. **Judging and Sportsmanship**
Judges should know the rules, but humans are fallible. Make sure all players understand that rulings are final no matter what is discovered later. Use the books; do not guess if you can avoid it. Be fair and clear in your rulings. Settle disputes quickly and clearly. Do not let an irate situation exist for long. Diffuse the tension, and have the players take a break from the table if needed. If you must use the strike system, be clear with your reasoning and its effect. Ultimately, it is your responsibility to ensure players understand what is happening throughout the day. Keep it clear and non-personal, and the players should enjoy themselves.

Appendix 4 –Tournament Organizer Checklist

Before the Event:

☐ Is there enough interest to hold an event?

☐ Reserve date and space with the venue.

☐ Decide on point size (500,750 or 1000).

☐ Do you know the maximum and minimum player size for this location and event?

☐ Do you have a complete schedule for the day including start time, length of rounds, breaks, and championship rounds?

☐ Is there an entry fee? (5 or 10 dollars is typical depending on prizes.)

☐ Has prize support been ordered from Privateer Press three weeks prior to the event?

- ☐ Will the venue be providing extra prize support?
- ☐ Do you have a sign-up sheet available for pre-registration?
- ☐ Is the event announced in stores 30+ days prior to event?
- ☐ Is the event listed on any venue calendars and/or websites?
- ☐ Is the event listed on privateerpress.com?
- ☐ Have you requested a Press Gang volunteer for the date from privateerpress.com? (It is not required, but they can organize, judge, and run the event for you if you like.)
- ☐ Has the store staff been informed of all details and sign-up procedures?
- ☐ Do you have enough table space for the maximum number of players?
- ☐ Do you have enough terrain for the event?
- ☐ Have second announcements been posted at the venue (about two weeks prior to the event)?
- ☐ Have you contacted pre-registered players, judges, and volunteers with a reminder about a week before the event?
- ☐ Are the judges familiar with the rules, and do they have access to all required books?
- ☐ Have you arranged for a non-competing player to step in if you have an odd number of players?
- ☐ Have you made copies of the scorecards and feedback sheets?
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Day of the Event:

- ☐ Is the terrain set up and tables numbered?

- ☐ Do you have all prize support on site?

- ☐ Are scorecards, scratch paper, objective markers, scenarios, and any other supplies on the tables?

- ☐ Do all the volunteers know exactly what they are doing for the day (judge, assistant, non-competing player, etc.)?

- ☐ Have the players registered all army lists, including any alternate lists with the judge? (Remember, players cannot use an alternate list unless both lists have been registered.)

- ☐ Have you gone over a welcome introduction, rules, and scenario review with the players?

- ☐ Have you gone over the prizes and win conditions with the players?

- ☐ Before the last round, did you pass out the feedback form for the players to fill out? (You may need to bring extra pens and pencils for players to fill out their feedback forms.)

- ☐ Did you have an awards ceremony?

- ☐ Did all winners get their prizes?

- ☐ Did you thank all players and make any announcements regarding future events?

- ☐ _____

- ☐ _____

- ☐ _____

- ☐ _____

- ☐ _____

- ☐ _____

Appendix 5
Feedback Card:

On a scale of 1-5 (1 = Terrible, 5 = Fantastic) please rate the following:
This is anonymous so feel free to be as honest as possible. These will be used to make future events better.

Venue and organization – How do you rate the timing, announcements, location, etc?
1   2   3   4   5
Tables – How do you rate the tables and terrain?
1   2   3   4   5
Judge Fairness – How do you rate the judges for fairness?
1   2   3   4   5
Judge Knowledge – How do you rate the judges for rules knowledge?
1   2   3   4   5
Overall Event – How do you rate today's tournament overall?
1   2   3   4   5
Would you attend another event here?
Yes   No
Comments:
Feel free to leave constructive comments on the back of this card.

Steam Roller Tournament Kit
Order Form
Privateer Press, Inc.
13434 NE 16th Street, Ste. #120
Bellevue, WA 98005
Phone (425) 643-5900 • Fax (425) 643-5902

Ordering Instructions:

- Orders must be received by Privateer Press 3 weeks before the event or they cannot be processed.
- Press Gang members should not collect funds for orders.
- Please fax completed form to (425) 643-5902
- If you have any questions please contact quartermaster@privateerpress.com
- All orders are shipped FedEx ground in the continental U.S.
- Payment is due before order ships. We accept checks, money orders, Visa/MC, and American Express.

Thank you for your order!

SALES ORDER INFORMATION:

Order Date: _____   Date of Tournament (if known): _____

Store Name: _____

Shipping Address:
Street: _____

City: _____ State: _____ Zip Code: _____
Telephone: _____   E-Mail: _____
PAYMENT INFORMATION:
If paying with check or money order please mail completed form with payment to the address above.
If paying by credit card, please enter the following information and fax the completed form:
Name on Card: _____

Billing Address: _____

Card Number: _____

3 digit Sec code (found on back of card) :_____ Expiration Date: _____
Cardholder's Signature:

_____

ORDER INFORMATION (all prices include cost of shipping in the continental US only. There is a $10.00 charge per level B kit for all orders shipped outside the continental US.):

Item	Price	Type	Quantity	Total
Tournament Kit Level A (limit 2 per order) Card Redemption Form & Faction Certificates	Free	HORDES		$0.00
		WARMACHINE		
Tournament Kit Level B Card Redemption Form, Faction Certificates, 1 T-shirt*, Full-Metal enameled Challenge Coins & 1Champion Full-Metal enameled Challenge Coin	$55.00	HORDES		
		WARMACHINE		
Recommended additional prize options				
Faction embroidered patch (set of 5) **WARMACHINE**	$25.00			
Faction T-Shirts* (set of 4) **WARMACHINE**	$80.00			
Privateer Press Logo Hoodie*	$45.00			
Privateer Press Logo Watch Cap	$15.00			

*size will be XL unless otherwise noted.

Total Order $ _____