

SCORING

INTRODUCTION

With such a subjective hobby filled with wildly passionate hobbyists, scoring our Grand Tournaments has long been the primary bone of contention. Over the years we've tried a variety of approaches to add elements of objectivity, particularly with regards to the more subjective elements of scoring, Sportsmanship and Army Appearance (sometimes referred to as the "soft scores").

Based on some great feedback from the community in 2007, we've made some changes that we hope will more adequately meet the expectations of the majority.

POINTS YOU CAN EARN

• Battle Points

Victory on the battlefield is the easiest thing to award points for, as the results are indisputable. For the 2008 Grand Tournaments, points will be awarded on a sliding scale determined by the result of each battle. Typically the margin of victory creates a variety of "results". The point scoring for these situations will be revealed when we post the sample scenarios later in the year.

Maximum Battle Points will be 20 points per game for a total of 100 points.

• Sportsmanship Points

Sportsmanship is a combination of things. Its overriding goal is to give feedback to players at the end of the tournament of how their behaviors were perceived throughout the tournament. This encourages people to bring their best behavior and positive attitude,

reinforcing the goal that this is supposed to be a fun day of playing with toy soldiers and meeting other gamers.

If you feel you cannot bring a positive attitude and contribute to this type of atmosphere we ask you to please reconsider your participation at our Grand Tournament, as it may not be the venue and activity for you. Happily there are plenty of alternatives for everyone out there.

Each game players will be given a score out of 10 based on the questions in our Sportsmanship Checklist (shown below) This will mean that players can earn up to a maximum of 50 Sportsmanship Points. You will notice that the behaviors expected by competitors are covered in these questions. While you won't love every game you play (or every opponent) there is a standard level you can reasonably expect to provide you with a positive overall experience.

• Army Appearance Points

We've tried numerous checklists, vague levels, and even opponent-judged scoring over the last decade. We know that some people like to convert their models, while others are perfectly happy with taking them straight from the box, some hobbyists love to build elaborate display boards, while others recognize they lack the terrain building skills. After considerable testing, we believe that this checklist goes a long way towards clarifying what we consider the important aspects of Army Appearance.

Army Appearance Judging will take place throughout the day.

Competitors can earn up to 40 points for the Army Appearance category.

Filling Out Result Sheets - An Example

GAME RESULTS AND SPORTSMANSHIP

It is very important that you fill out your results sheets accurately. Here is an example of how to do it. In this example Vinny Victor has defeated Louie Loser in the third round of the tournament, which was an Annihilation game. They played on table 27. Vinny succeeded in crushing Louie's forces and scored more Kill Points. He did not score double the number of Louie's Kill Points so Vinny did not get the maximum number of Battle Points from the round. Consulting the Determining the Scores section of the scenario, Vinny finds he has earned 13 Battle Points, while Louie has earned 7 Battle Points. The players then look at Additional Points. Vinny had more units left at the end of the game, which earns Vinny 2 pts. Louie had a scoring unit in his enemy's Deployment Zone, so Louie earns an additional point. These values are added to the Battle Points section and the total entered in the Total box.

Flipping the sheet over, Vinny now begins to evaluate and grade Louie's sportsmanship. Louie was on time and well prepared so he received full marks for the Compulsory Trappings section. There was however an instance where Vinny suspected Louie was not consistent with his measuring methods. Some of Louie's models were also not modeled accurately for their weaponry and thus violated the WYSIWYG rules. These two minor things aside, Louie was a nice and fun person to play against and satisfied the remaining criteria, earning himself a Sportsmanship score of an 8, which is noted in the box in the lower left of the results sheet.

- Do not add your Sportsmanship Score to your Battle Points.
- If you have questions, ask a judge before filling out any values.

The image shows a 'WARHAMMER 40,000 TOURNAMENT RESULTS SHEET'. It is filled out with the following information: Your Name: Vinny Victor; Opponent: Louie Loser; Round Number: 3; Table Number: 27. The 'Battle Points' section contains a table with the following data: Your Battle Points: Battle Points Earned (13) + Additional Points Earned (2) = Total (15); Opponent's Battle Points: Battle Points Earned (7) + Additional Points Earned (1) = Total (8). Below the table, it says 'Please complete the Sportsmanship section on the opposite side'.

The results sheets for each round can be found at the head table. Be sure to grab the sheet with the correct system logo on it. Both you and your opponent should fill out a results sheet. When done, you should both go back to the head table to turn in the results.

To help ensure accuracy, we will be posting your current standings at the end of each round along with the table assignments for the next round. Please take time to double check these values before you move to your new table to ensure that no mistakes were made.

SPORTSMANSHIP CHECKLIST

Louie Loser

COMPULSORY TRAPPINGS – these are the items that reflect your opponent's timeliness and preparation.

- Did your opponent show up on time (or early)?
- Did your opponent have all the materials they needed to play (dice, templates, army list, army rules, rules for the game)?
- Did your opponent play their turns in a reasonable amount of time (taking in account time to plan strategy, and includes playing throughout all the phases)?

GAME PLAY – these items include courses of action your opponent took during the game or in deciding what to field in their army.

- Did your opponent measure accurately for both model moves and shooting distances?
- Did your opponent solve rules disputes by showing you the relevant passages in their rulebook (or, if that could not be found or remained confusing, was amicable about bringing over a Rules Judge)?
- Was your opponent's army easy to understand with clear conversations or completely WYSIWYG?
- Do you think your opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background)?

BEHAVIORS – these items include basic social skills.

- Was your opponent of good humor and amicable when not concentrating on strategy or planning out moves (this does not mean they put on a one man circus for you, but rather was not angry/grumbling/complaining/abuse during your game)?
- Was your opponent helpful in explaining correct rules, explaining how their army works?
- Win or lose, was this person the type of opponent you look forward to playing again?

8 TOTAL FROM ALL CHECKED BOXES

Welcome to 5th Edition 40K!

As you are undoubtedly aware, the new edition of 40K is now active in our Tournament Circuit. The exciting and dynamic additions made to the game will most likely require some changes in what forces you bring, and how you play your army in a competitive environment. This will be a learning experience for everyone, including us as tournament organizers, as we make the change into this new edition. We've gone to great lengths to make sure everyone has a positive experience with the new rules, but there may be some more subtle nuances to the rules that have a large impact on how games are played. Please offer up suggestions on how to make our events even better. We welcome any constructive input you may have.

One particular concern we have involves the new Line of Sight rules. Line of Sight is quite literal now, and the effects of hiding behind area terrain are severely diminished. Many of our tables have woods terrain with moveable trees that are placed on a base that denotes the edges of the terrain feature. Though the trees are moveable, you should strive to return the trees to the same position they started in. We would hate to hear of some unscrupulous jostling of foliage to obscure models that were once plainly visible!

2008 40K GT Scenarios

Scenario One

Seize Ground (five objectives)
Spearhead Deployment

Battle Points

- Player A achieves 2+ objectives more than Player B – A scores 17, B scores 3
- Player A achieves 1 objective more than Player B – A scores 13, B scores 7

Players achieve equal number of Objectives, refer to Victory Points

- If Player A scores 175+ more Victory Points than Player B – A scores 11, B scores 9
- If the scores are less than 175 points difference the result is a draw, A scores 8, B scores 8

+2 If Highest Point Enemy unit is wiped out (or falling back) at the end of the game

+1 If your Highest Point unit is alive (not falling back or off board) at the end of the game

Scenario Two

Annihilation
Spearhead Deployment

Battle Points

- Player A achieves Double or more Kill Points than Player B – A scores 17, B scores 3
- Player A achieves more (up to double) Kill Points than Player B – A scores 13, B scores 7

Players achieve equal number of Kill Points, refer to Victory Points

- If Player A scores 175+ more Victory Points than Player B – A scores 11, B scores 9
- If the scores are less than 175 points difference the result is a draw, A scores 8, B scores 8

+1 If you have a Scoring unit (not falling back) in your enemy's Deployment Zone at the end of the game

+2 If you have more total units alive (not falling back or off board) than your opponent at the end of the game.

Scenario Three

Seize Ground (five objectives)
Pitched Battle Deployment

Battle Points

- Player A achieves 2+ objectives more than Player B: – A scores 17, B scores 3
- Player A achieves 1 objective more than Player B – A scores 13, B scores 7

Players achieve equal number of Objectives, refer to Victory Points

- If Player A scores 175+ more Victory Points than Player B – A scores 11, B scores 9
- If the scores are less than 175 points difference the result is a draw, A scores 8, B scores 8

+1 If Highest Point Enemy unit is wiped out (or falling back) at the end of the game

+2 If Enemy Commander is wiped out (or falling back) at the end of the game

Scenario Four

Capture & Control
Pitched Battle Deployment

Battle Points

- Player A controls both objectives – A scores 17, B scores 3
- Player A controls 1 objective and Player B controls none – A scores 13, B scores 7

Players achieve equal number of Objectives, refer to Victory Points

- If Player A scores 175+ more Victory Points than Player B – A scores 11, B scores 9
- If the scores are less than 175 points difference the result is a draw, A scores 8, B scores 8

+1 If Highest Point Enemy unit is wiped out (or falling back) at the end of the game

+2 If you have wiped out (falling back also counts) all Enemy non-Scoring Units (excluding Independent Characters) at the end of the game

Scenario Five

Annihilation
Dawn of War Deployment

Battle Points

- Player A achieves Double or more Kill Points than Player B – A scores 17, B scores 3
- Player A achieves more (up to double) Kill Points than Player B – A scores 13, B scores 7

Players achieve equal number of Kill Points, refer to Victory Points

- If Player A scores 175+ more Victory Points than Player B – A scores 11, B scores 9
- If the scores are less than 175 points difference the result is a draw, A scores 8, B scores 8

+2 If your enemy has no Scoring units in your Deployment Zone at the end of the game

+1 If you have more Scoring units alive (not falling back or off board) than your opponent at the end of the game.





Grand Tournament Favorite Opponent

Write down the name of your Favorite Opponent for the Grand Tournament, the person you'd like to play every week if you could.

Favorite Opponent _____



Grand Tournament Player's Choice

Write down the name of the person that painted your favorite army for the Grand Tournament, the army you think is the coolest and you'd take home in a heartbeat.

Player's Choice _____



TOURNAMENT RESULT SHEET

Your Name _____

Opponent _____

Round Number _____ Table Number _____

Battle Points - See the Battle Points section of each scenario and enter the scores earned below.

(0-100 points total, 3-20 points per game) Add the Battle Points total with the Additional Points total and enter the sum in the Total box)

Your Battle Points	Battle Points Earned <input type="text"/>	+	Additional Points Earned <input type="text"/>	<input type="text"/>
				Total
Opponent's Battle Points	Battle Points Earned <input type="text"/>	+	Additional Points Earned <input type="text"/>	<input type="text"/>

Please complete the Sportsmanship section on the opposite side



TOURNAMENT RESULT SHEET

Your Name _____

Opponent _____

Round Number _____ Table Number _____

Battle Points - See the Battle Points section of each scenario and enter the scores earned below.

(0-100 points total, 3-20 points per game) Add the Battle Points total with the Additional Points total and enter the sum in the Total box)

Your Battle Points	Battle Points Earned <input type="text"/>	+	Additional Points Earned <input type="text"/>	<input type="text"/>
				Total
Opponent's Battle Points	Battle Points Earned <input type="text"/>	+	Additional Points Earned <input type="text"/>	<input type="text"/>

Please complete the Sportsmanship section on the opposite side

SPORTSMANSHIP CHECKLIST

Opponent _____

COMPULSORY TRAPPINGS – these are the items that reflect your opponent's timeliness and preparation.

- Did your opponent show up on time (or early)?
- Did your opponent have all the materials they needed to play (dice, templates, army list, army rules, rules for the game)?
- Did your opponent play their turns in a reasonable amount of time (taking in account time to plan strategy, and includes playing throughout all the phases)?

GAME PLAY – these items include courses of action your opponent took during the game or in deciding what to field in their army.

- Did your opponent measure accurately for both model moves and shooting distances?
- Did your opponent solve rules disputes by showing you the relevant passages in their rulebook (or, if that could not be found or remained confusing, was amicable about bringing over a Rules Judge)?
- Was your opponent's army easy to understand with clear conversions or completely WYSWIG?
- Do you think your opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background)?

BEHAVIORS – these items include basic social skills.

- Was your opponent of good humor and amicable when not concentrating on strategy or planning out moves (this does not mean they put on a one man circus for you, but rather was not angry/grumbling/complaining/obtuse during your game)?
- Was your opponent helpful in explaining correct rules, explaining how their army works?
- Win or lose, was this person the type of opponent you look forward to playing again?

TOTAL FROM ALL CHECKED BOXES

SPORTSMANSHIP CHECKLIST

Opponent _____

COMPULSORY TRAPPINGS – these are the items that reflect your opponent's timeliness and preparation.

- Did your opponent show up on time (or early)?
- Did your opponent have all the materials they needed to play (dice, templates, army list, army rules, rules for the game)?
- Did your opponent play their turns in a reasonable amount of time (taking in account time to plan strategy, and includes playing throughout all the phases)?

GAME PLAY – these items include courses of action your opponent took during the game or in deciding what to field in their army.

- Did your opponent measure accurately for both model moves and shooting distances?
- Did your opponent solve rules disputes by showing you the relevant passages in their rulebook (or, if that could not be found or remained confusing, was amicable about bringing over a Rules Judge)?
- Was your opponent's army easy to understand with clear conversions or completely WYSWIG?
- Do you think your opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background)?

BEHAVIORS – these items include basic social skills.

- Was your opponent of good humor and amicable when not concentrating on strategy or planning out moves (this does not mean they put on a one man circus for you, but rather was not angry/grumbling/complaining/obtuse during your game)?
- Was your opponent helpful in explaining correct rules, explaining how their army works?
- Win or lose, was this person the type of opponent you look forward to playing again?

TOTAL FROM ALL CHECKED BOXES



TOURNAMENT RESULT SHEET

Your Name _____

Opponent _____

Round Number _____ Table Number _____

Battle Points - See the Battle Points section of each scenario and enter the scores earned below.
 (0-100 points total, 3-20 points per game) Add the Battle Points total with the Additional Points total and enter the sum in the Total box)

Your Battle Points	Battle Points Earned <input type="text"/>	+	Additional Points Earned <input type="text"/>	<input type="text"/>
				Total
Opponent's Battle Points	Battle Points Earned <input type="text"/>	+	Additional Points Earned <input type="text"/>	<input type="text"/>

Please complete the Sportsmanship section on the opposite side



TOURNAMENT RESULT SHEET

Your Name _____

Opponent _____

Round Number _____ Table Number _____

Battle Points - See the Battle Points section of each scenario and enter the scores earned below.
 (0-100 points total, 3-20 points per game) Add the Battle Points total with the Additional Points total and enter the sum in the Total box)

Your Battle Points	Battle Points Earned <input type="text"/>	+	Additional Points Earned <input type="text"/>	<input type="text"/>
				Total
Opponent's Battle Points	Battle Points Earned <input type="text"/>	+	Additional Points Earned <input type="text"/>	<input type="text"/>

Please complete the Sportsmanship section on the opposite side



TOURNAMENT RESULT SHEET

Your Name _____

Opponent _____

Round Number _____ Table Number _____

Battle Points - See the Battle Points section of each scenario and enter the scores earned below.
 (0-100 points total, 3-20 points per game) Add the Battle Points total with the Additional Points total and enter the sum in the Total box)

Your Battle Points	Battle Points Earned <input type="text"/>	+	Additional Points Earned <input type="text"/>	<input type="text"/>
				Total
Opponent's Battle Points	Battle Points Earned <input type="text"/>	+	Additional Points Earned <input type="text"/>	<input type="text"/>

Please complete the Sportsmanship section on the opposite side

SPORTSMANSHIP CHECKLIST

Opponent _____

COMPULSORY TRAPPINGS – these are the items that reflect your opponent's timeliness and preparation.

- Did your opponent show up on time (or early)?
- Did your opponent have all the materials they needed to play (dice, templates, army list, army rules, rules for the game)?
- Did your opponent play their turns in a reasonable amount of time (taking in account time to plan strategy, and includes playing throughout all the phases)?

GAME PLAY – these items include courses of action your opponent took during the game or in deciding what to field in their army.

- Did your opponent measure accurately for both model moves and shooting distances?
- Did your opponent solve rules disputes by showing you the relevant passages in their rulebook (or, if that could not be found or remained confusing, was amicable about bringing over a Rules Judge)?
- Was your opponent's army easy to understand with clear conversions or completely WYSWIG?
- Do you think your opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background)?

BEHAVIORS – these items include basic social skills.

- Was your opponent of good humor and amicable when not concentrating on strategy or planning out moves (this does not mean they put on a one man circus for you, but rather was not angry/grumbling/complaining/obtuse during your game)?
- Was your opponent helpful in explaining correct rules, explaining how their army works?
- Win or lose, was this person the type of opponent you look forward to playing again?

TOTAL FROM ALL CHECKED BOXES

SPORTSMANSHIP CHECKLIST

Opponent _____

COMPULSORY TRAPPINGS – these are the items that reflect your opponent's timeliness and preparation.

- Did your opponent show up on time (or early)?
- Did your opponent have all the materials they needed to play (dice, templates, army list, army rules, rules for the game)?
- Did your opponent play their turns in a reasonable amount of time (taking in account time to plan strategy, and includes playing throughout all the phases)?

GAME PLAY – these items include courses of action your opponent took during the game or in deciding what to field in their army.

- Did your opponent measure accurately for both model moves and shooting distances?
- Did your opponent solve rules disputes by showing you the relevant passages in their rulebook (or, if that could not be found or remained confusing, was amicable about bringing over a Rules Judge)?
- Was your opponent's army easy to understand with clear conversions or completely WYSWIG?
- Do you think your opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background)?

BEHAVIORS – these items include basic social skills.

- Was your opponent of good humor and amicable when not concentrating on strategy or planning out moves (this does not mean they put on a one man circus for you, but rather was not angry/grumbling/complaining/obtuse during your game)?
- Was your opponent helpful in explaining correct rules, explaining how their army works?
- Win or lose, was this person the type of opponent you look forward to playing again?

TOTAL FROM ALL CHECKED BOXES

SPORTSMANSHIP CHECKLIST

Opponent _____

COMPULSORY TRAPPINGS – these are the items that reflect your opponent's timeliness and preparation.

- Did your opponent show up on time (or early)?
- Did your opponent have all the materials they needed to play (dice, templates, army list, army rules, rules for the game)?
- Did your opponent play their turns in a reasonable amount of time (taking in account time to plan strategy, and includes playing throughout all the phases)?

GAME PLAY – these items include courses of action your opponent took during the game or in deciding what to field in their army.

- Did your opponent measure accurately for both model moves and shooting distances?
- Did your opponent solve rules disputes by showing you the relevant passages in their rulebook (or, if that could not be found or remained confusing, was amicable about bringing over a Rules Judge)?
- Was your opponent's army easy to understand with clear conversions or completely WYSWIG?
- Do you think your opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background)?

BEHAVIORS – these items include basic social skills.

- Was your opponent of good humor and amicable when not concentrating on strategy or planning out moves (this does not mean they put on a one man circus for you, but rather was not angry/grumbling/complaining/obtuse during your game)?
- Was your opponent helpful in explaining correct rules, explaining how their army works?
- Win or lose, was this person the type of opponent you look forward to playing again?

TOTAL FROM ALL CHECKED BOXES