

WARMACHINE/HORDES

FRENCH OPEN 2013

JUNE 8/9, 2013

LYON, FRANCE

Last update: March 13th

SUMMARY

- **Address:** Maison des Associations Château Sans-Souci
36 avenue Lacassagne
69003 Lyon
France
- **Format:** 3 List Required, Specialists, 50 points on Sat./35 points on Sun.
- **Entry fee:** 23 €/player
- **Attendance:** 50 players (including 10 seats reserved for international players)
- **Website:** <http://www.battle-group.com/forum/index.php?board=78>
- **E-mail:** write to Igor at: zoroastre92-warmachine at yahoo.fr, tag [French Open]

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OVERVIEW

The French Open 2013 is the third edition of a Warmachine and Hordes tournament held in Lyon, France. This year the dates are the 8th and 9th of June. The tournament is organized by the RTS gaming club and the Battle-Group.com website. It follows the Steamroller 2013 rules with a few exceptions detailed in the present document. The event will challenge the skills of the players in every aspects of the game from list building to gaming to modelling to detailed knowledge of the rules and the setting, and reward the full hobbyist with painting and Iron Kingdoms trivia scores added to the tournament total.

The tournament consists of two parts, one 50 point 3-game day on Saturday, and one 35-point 3-game day on Sunday. Both days count towards the same tournament ranking, but each day separately follows the SR2013 Army List Variants Baseline, 3 Lists Required and Specialists. The time will be chess-clocked, including deployment.

Maximum attendance is 50 players. 10 seats will be reserved for international players.

In case of international attendance, the tournament official language will be English.

We at the organization team are extremely excited to hold this event for the third time and we hope to welcome as much French and European players as possible!

**The French Open will always be dedicated to the memory of our dear friend
Ferdinand "Lobster" Laforêt.**

WHAT'S NEW IN 2013?

The organization team strives to improve the event with each passing year, both by accommodating the current competitive environment and by incorporating player suggestions and requests, without departing from our vision of a hobby-encompassing event.

As a result, we have made a few subtle changes reflecting the current iteration of Steamroller in timing, rankings and specialists. After feedback and hands-on experience from last year, the loveclock gives way to a generous chessclock including deployment, while, owing to the new scenarios, Control Points will count towards the general rankings in the same proportion as Strength of Schedule. Rankings between rounds will be randomized as per the SR baseline. Finally, to loosen the 3-list format and minimize list lockdown in the final rounds, specialists have been introduced.

As well, we have decided to allow players to change Factions between the two days. It was a recurring request last year and, well, why not?

Please also note that the registration process is more stringent this year, with pre-registerees having two weeks to register by paying the tournament fee. This is to avoid last year's shenanigans and scale our event accordingly.

On a slightly less positive note, we have raised the entry fee. We expect less prize support this year and we still want to be as generous as possible with every player. Rest assured that the money from the entry fees will be fully invested into the event down to the last euro.

See you all in Lyon,

Igor aka Zoroastre

EVENT CALENDAR

March/April: registration, rules updates and general FAQ

May 6th: Deadline for registrations and army lists

May 13th: Publication of army lists and scenarios

May 20th: Deadline for prefilled hobby grids

Saturday, June 8th:

- 9:30 Breakfast & Welcome
- 10:00-12:25 First 50-point game
- 12:25-14:00: Lunch break and army display
- 14:00-16:25 Second 50-point game
- 16:50-19:15 Third 50-point game
- Evening: Free, or meal at the restaurant

Sunday, June 9th:

- 8:30 Breakfast & Welcome
- 9:00-10:50 First 35-point game
- 11:10-13:00 Second 35-point game
- 13:00-13:50 Lunch break and Quiz
- 13:50-15:40 Third 35-point game
- 16:15-17:00 Award ceremony

REGISTRATION PROCEDURE

To register for the tournament, please follow the procedure outlined below:

1. Pre-register by replying to the relevant topic on our forum:

<http://www.battle-group.com/forum/index.php?topic=10142>

You can also send a PM to the TO (Zoroastre) or an e-mail to zoroastre92-warmachine at yahoo.fr if you're not registered on our boards (please include [French Open Prereg] in the subject line). State your forum name and faction(s) on pre-registration.

2. From the moment you pre-register, you'll have two weeks (14 days) to **send us your payment** of 23 €/player. As soon as you send your payment please also send us an e-mail at zoroastre92-warmachine at yahoo.fr, tag [French Open Reg], stating your full name, username, faction(s), country and/or town and cell phone number. We'll be watching our mailbox and account for your payment and contact you if there's any problem.

Eurozone players: please send your payment to the banking coordinates below. Please state your username, real name and country so that we can track registrations easily.

Bank Details:

CE RHÔNE ALPES

IBAN: FR76 1382 5002 0008 0032 9489 102

BIC: CEPAFRPP382

Reference: username, real name, country

Account Holder: ASS RESPECT TON SIX

French players: French players can also pay by check if they send it before April 30th. *Libellez votre chèque de 23€/joueur à l'ordre de l'Association Respecte Ton Six, en n'oubliant pas de préciser au dos vos pseudo et nom complet, et envoyez-les avant le 1er mai à : KULA Frédéric (French Open), 131, av. Berthelot, 69007 LYON.*

Non-Eurozone players: contact us ASAP at zoroastre92-warmachine at yahoo.fr

3. Once registered do not forget to **send your lists** as outlined on page 7 of this document before May 6th.

4. If applicable, submit all of your **conversions and proxies** to the TO by PM to Zoroastre or e-mail at zoroastre92-warmachine at yahoo.fr, tag [French Open Proxies]. See page 6 for details.

4. If you want to send a **prefilled hobby grid** you also have the opportunity to do so before May 20th, at the same e-mail address as above, Tag [French Open HobbyGrid]. See page 10 for details.

ARMY LISTS: CONSTRUCTION, MODELLING AND SUBMISSION

This chapter describes the rules of army building applicable to the French Open, the modelling requirements and the format, procedure and deadline of submission of the army lists.

Unless otherwise stated or amended, please refer to the Steamroller 2013 document for general information and restrictions regarding army lists.

LIST BUILDING

TWO ARMY POINT VALUES

The Saturday games are played at 50 points. The Sunday games are played at 35 points. However, these are not separate tournaments as far as Tournaments points, Control Points, Strength of Schedule and Destroyed Army Points are concerned, but rather two parts of the same tournament. In other words, the rankings of the first day carry onto the second day.

FACTION SWITCH

Players can switch Factions between the two days. A player can for example bring 3 Khador lists on Saturday and 3 Minion lists on Sunday. It is still forbidden to mix factions on a given day.

SR2013 ARMY LIST VARIANTS: Baseline, 3 Lists Required, Specialists

Baseline: All lists must be led by warcasters/warlocks from the same faction. Players cannot include the same version of a model or unit with FA: C in more than one list.

These limitations are day-based. In other words, you can repeat the same version of a model or unit with FA: C from one day to the next, but not on the same day. Similarly, you can play a different faction each day, but not mix factions on a given day. Remember also that you can include a normal version and an epic version of the same character on a given day.

3 Lists Required: Each player must bring exactly three (3) 50-point lists with different warcasters/warlocks for the Saturday games, and exactly three (3) 35-point lists with different warcasters/warlocks for the Sunday games. Players must play each army list at least once during the event.

In other words, each list will be played exactly once during the event.

Specialists: Players can add a supplementary list of models/units (specialists) to each of their army lists. Specialist model/units lists are completely optional but cannot exceed 10 points, both at 50 points and at 35 points. These models are not used unless a player decides to substitute them for models/units in the corresponding base army list in accordance with the specialist rules. Specialists must be listed separately for each army list and must follow all Field Allowance (FA) rules, including Steamroller 2013 FA C requirements between lists.

Please refer to SR2013 and to the official errata for more information on how specialists work.

See also SR2013, page 20.

THE MERCENARY/MINION CULTURAL EXCEPTION

In the French Open, Mercenary and Minion players do not follow the baseline FA: C model limitation on lists on the same basis as Faction players.

If a Mercenary or Minion player chooses to play only one (1) contract or pact on a given day (the corresponding Theme Forces of the warcasters/warlocks of the contract/pact included), he ignores FA: C models limitations for that day.

If a Mercenary or Minion player chooses to play only two (2) contracts or pacts on a given day (the corresponding Theme Forces of the warcasters/warlocks of the contracts/pacts included), he can include the same version of a model or unit with FA: C in a maximum of two lists for that day. He can include this version of the model in two lists under the same contract/pact.

If a Mercenary or Minion player plays three (3) different contracts/pacts on a given day, he must follow the normal faction rules and cannot include the same version of a model or unit with FA: C in more than one list.

EXAMPLE 1: *A Mercenary player playing, on a given day, Bartolo and Fiona in Talion lists, plus Shae as a Theme Force, can take Bosun Grogsparr in his 3 lists.*

EXAMPLE 2: *A Minion player playing, on a given day, Barnabas and Calaban in Blindwater Congregation lists and Lord Carver in a Thornfall Alliance list can take Viktor Pendrake in 2 of his lists.*

MODELLING

FULLY PAINTED

The players' armies must be fully painted and based. As a guide, follow the Hardcore Painting Variant (SR2013, p. 21).

CONVERSION POLICY

We generally approve of bold conversions and a reasonable use of miniatures from other game companies as a means to improve the visual side of the games. However, please comply with the following rules if you plan to bring heavily converted miniatures or proxies.

Every miniature converted or proxied beyond the "Model Conversions" rules of SR2013, page 2, **MUST** be submitted to the TO for approval (for more details, see Registration page 4). As a general rule, we accept conversions/proxies that are immediately recognizable for what they are or, barring that, that cannot be mistaken for any other model available to the army.

As a complementary advice, when converting models, try to stick to the general style, gender and/or race of the model, and to keep significant visual landmarks such as weapon or hat/helmet shape. Of course, these landmarks vary from model to model and are sometimes the reason beyond the conversion, so this should not be taken as a hard ruling.

Writing the name of the actual model on the base is also good practice and is very much encouraged.

The TO will do his best to hear the modeller's case for his models and accommodate as many conversions as possible, while keeping at heart the interests of all gamers present. However, his decision is final, and refused conversions/proxies won't be allowed during the event. Any player caught using refused or unregistered conversions/proxies will be banned from the event.

MODELS OWNED VS. ARMY LISTS

Players must bring to the event every model in their army lists, including specialists. Any attempt to outplay opponents by presenting actually unfieldable army lists will be treated as cheating and result in a ban.

MODELS CREATED DURING PLAY

Every model created by a game effect, such as Death Toll or Dark Industries, must be owned by the player and fully painted to match his army. If the player fails to produce such a model, he cannot use the game effect.

LIST REGISTRATION

Once you are registered for the event, please send your army lists by e-mail to zoroastre92-warmachine_at_yahoo.fr, (subject line: [French Open Army List] Username, Country) before May 5th. You MUST use the template available in Word at this address:

<http://www.igorzoroastre.com/docs/frenchopen2013/FO13.armylist.username.doc>

Please use the Forward Kommander formatting style exclusively.

The List Name is the short name of the warcaster/warlock followed by a number indicating its version if applicable, for example Stryker2, Kaya1 or Terminus. DO NOT use any fancy army name.

Contracts, pacts and/or Theme Forces must be clearly stated in the corresponding cell. For Theme Forces please state the full name of the Theme Force, the No Quarter issue if applicable and the Tier achieved.

Remember everything must fit on one page – resize your text as necessary.

For an example of formatting, please refer to the following link:

<http://www.igorzoroastre.com/docs/frenchopen2013/FO13.armylist.example.doc>

RULE SET

The tournament follows the Steamroller 2013 rules, available from the Privateer Press website at:

<http://privateerpress.com/organized-play/steamroller-tournaments>

In addition to the army list rules detailed above, the following exceptions, clarifications and additional rules apply.

LANGUAGE

In case of international attendance, the official language of the event will be English. This means that players will communicate in English and that all game material (rulebooks, cards etc.) used during play must be in English.

It is acceptable to have a second set of cards in the player's language for his own reference, as long as he records damage and references to rules on the official English cards.

If both players speak a common language, they can of course choose to communicate in that language instead of English.

We generally disapprove of bystanders commenting on games, but we do not strictly ban them. However, should any bystander comment on the game, he must do so in a language both players understand.

GAME

MEASURING DISTANCES

Distances must be measured in straight segments, as per the rulebook, even when turning around obstacles, etc. In no case shall players bend their measuring tape or otherwise use curved measuring devices.

As distance disputes are nigh impossible to judge fairly, players are asked to be as accurate as possible in their measurements, but also to give their opponent the benefit of doubt. If your opponent wishes to control key movements or distances, please let him do. On the other hand, remeasuring each of your opponent's movements may be considered abusive – if you perceive any cheating or lack of accuracy on measuring, intentional or unintentional, call the referee and have him check distances for both players for a few minutes to set things straight. Never dispense your own justice.

CONCEDING

This is a reminder of SR2013 rules, page 3. *When a player concedes, he automatically loses the game. The winning player will be awarded a win, half the control points (rounding up) for a scenario win, and army points destroyed based on an assassination using current board conditions. The player who conceded will receive a loss and no points in any category.*

Remember: in Warmachine/Hordes, no game is lost until the last die roll and conceding sucks the fun out of the game. In no way shall Conceding be used as a means to bring a player down by denying him control points or destroyed army points. Any abuse of this rule or unfair agreement between players (for example to gain a ranking advantage) will prompt the immediate disqualification of the player(s) involved.

TOURNAMENT ROUND TIME

The Tournament Round length includes:

1. Players' list selection
2. Specialist selection if applicable
3. Terrain discussion
4. Starting roll
5. Deployment, and
6. Game.

The general clock starts when all the players have reached their table and ends when the TO calls Dice Down. Players are advised to bring an easy way to move their army around, such as a lunch-tray.

Tournament Round Length for 50-point games: 2 hours and 25 minutes

Tournament Round Length for 35-point games: 1 hour and 50 minutes

CHESS CLOCK

Each player's time will be chessclocked as per the SR2013 Game Timing Variant "Death Clock", p. 21. Note that this includes pre-deployment, deployment and game. As a reminder, if a player's clock runs out of time, that player loses the game; score the loss as an assassination victory using current table conditions.

Additionally, ignore the 5-minute conditions on p. 22: the tournament round has a time limit (see above) and Dice Down will be called as per SR2013, page 4.

Chess Clock Time per player for 50-point games: 68 minutes

Chess Clock Time per player for 35-point games: 50 minutes

TERRAIN

Each table will be furnished with 7 to 8 terrain pieces, typically 3-4 large (houses, forests, hills) and 4 small (walls, crates, small hills). Each table will have its own sheet giving the layout and the effects of the terrain. In other words, the terrain is **fixed**. If the layout of the terrain differs from what is represented on the table sheet, the terrain should be replaced in accordance with the sheet.

The scenario items will be placed according to the Least Disturbance rule of the rulebook, either by the TO or by the players. As a reminder, Steamroller places restrictions on terrain placement: *Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4" of flags, or within 2" of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.*

ENDGAMES

At the end of the game, players are immediately required to calculate the results for the game, fill their Tournament Sheets and report them back to the TO. We also kindly ask the players to set their armies aside, whenever possible, to help the TOs set the terrain for the next round.

RANKINGS

Rankings will be determined using the SR2013 system. At each round, players will be sorted according to their Tournament Point total, then randomly paired inside each TP group. See also SR2013, page 3.

We will try to avoid in-Country/in-Town games on Saturday. No special selection will be made on Sunday, except to avoid that two players play against each other twice.

The final standings will be determined by adding :

- Tournament Points, an integer between 0 and 6
- Normalized Strength of Schedule (SoS divided by 60), a number between 0 and 0.5
- Normalized Control Point Total (CPs divided by 50), a number between 0 and 0.5
- Normalized Hobby Score (Hobby Score divided by 15), a number between 0 and 1
- Normalized Quiz Score (Quiz Score divided by 20), a number between 0 and 1

for a final score out of 9.

HOBBY SCORE

The Hobby Score is a means to reward players for the time they spent preparing their army for the event. Each army will be graded by two judges during the week-end according to a scoring grid. The grid awards points for each aspect of the army, that is Modeling, Basing, Painting and Gaming, plus a set of bonus points to reward really outstanding armies... and penalties for botched work! The Hobby Score is then brought down to a grade out of 1 Tournament Point. The hobby grid is available on page 15, so everyone can come prepared!

While we do not disapprove of commissioned painting per se, the aim of the painting score is to reward the player for what he actually accomplished himself. If the commissioned pieces are scarce and limited to a couple miniatures, the judges will ignore them while grading the army. If the majority of an army is comprised of commissioned pieces, the judges will award a grade of 0 for each aspect that the player commissioned (that is Painting, Modeling, etc.). We, of course, require complete honesty on the players' part for the Hobby Score to actually mean something!

Each judge will ask a series of quick questions to the player before examining his army:

- "Did you paint and model the army yourself? If not, can you tell me which are the aspects you did yourself?"
- "Is it OK to grade the army from what you are currently playing with?"
- "Have you got any pieces you're especially proud of and want us to notice?"

Judges are asked not to touch any miniature unless given specific authorization by the player.

Hobby Score will not give rise to any Painting Ranking. It is totally distinct from the Best Painted Army award.

PREFILLING THE GRID

If you want to accelerate the grading process, or simply skew the judges' opinion in your favor, you can prefill your grid before the tournament. Simply download the grid following the link below:

<http://www.igorzoroastre.com/docs/frenchopen2013/FO13.hobbygrid.username.doc>

Double-click on the grey boxes in the "player nfg" column to activate (cross) them. Send the file to zoroastre92-warmachine at yahoo.fr as outlined in Registration, p. 4.

QUIZ SCORE

On the lunch break on Sunday, players will take a 20-question quiz on the rules of WM/H and the background of the Iron Kingdoms (10 questions each). 4 choices will be available for each question. Each right answer will be awarded 1 point, each wrong answer -1 point, each unanswered question 0 point (minimum grade 0). The grade will then be brought down to a score out of 1 Tournament Point.

Rules questions will be related to fine points of the game rules. Players are advised to read the latest errata and visit the Rules section of the Privateer Press forums.

8 background questions will be related to the background of *Warmachine: Colossals* and *Hordes: Gargantuans*, so be sure to read these two books beforehand! 2 background questions will be related to general knowledge of the Iron Kingdoms.

BEST PAINTED ARMY

On Saturday's lunch break, players will be asked to display their armies for everyone's enjoyment, and so that each player elects his 3 preferred armies. Votes will close on Saturday evening, and awards will be given to the 3 best painted armies.

LOGISTICS

ENTRY FEE

The entry fee is 23 €.

The pricing includes:

- Lunches on Saturday and Sunday, most likely hotdogs and hot cheese-and-ham sandwiches (if you have special food restrictions, please warn us beforehand!)
- Sweet and salted snacks (cakes, cookies, potato chips, fruits etc.) all day long
- Coffee, tea and non-alcoholic beverages
- Photocopies and general game material (scenarios etc.)
- A fee for prizes (we'll try to award as much prizes as possible!)

For details about the registration, please refer to the Registration section on page 4.

VENUE

The full address of the venue is as follows:

Maison des Associations Château Sans-Souci, 36 avenue Lacassagne, 69003 Lyon, France.

It is 15 minutes from the Lyon Part-Dieu train and tramway station on foot, and about 15/30 minutes from the town center by bus or underground.

The town services lend us the venue for free. To guarantee we will still be able to borrow it in the future, we ask all our attendees to follow a simple set of rules: no smoking and alcohol on the premises, keep the toilets and the general area clean, no hanging around outside of the gaming areas and no excessive shouting, especially after dark. Thank you!

CAR

If you come by car, check with the place you're staying in if they have a car park. That can be a real pain around the venue, as it is so near the main train station. There are several (rather expensive) car parks near the Lyon Part-Dieu Station.

AIRPLANE

If you're flying to Lyon, the airport is easily and quickly reachable from the Lyon Part-Dieu station by the tramway shuttle "Rhône Express" (<http://www.rhonexpress.fr/>), but at a price (26 € for a return ticket). If you're a group of 3 or more, you might consider taking a taxi instead, but the travel time is not guaranteed! A sound strategy would be to use a taxi from the airport to town, and take the shuttle for the trip back to the airport on Sunday.

Generally speaking, you shouldn't have any problem to travel with your miniatures by plane if you bring them in a handbag. Simply avoid metallic boxes. Several brands sell excellent value miniature carrying cases that match the dimensions of a hand bag.

ACCOMODATION

We will do our best to accommodate as much international and French players as possible for free among our local players and friends. However, due to the very nature of this accommodation, we will distribute the available beds among our international players first, on a first-registered, first-served basis. There will always be room to crash on the floor somewhere, however, so as long as you bring an inflatable mattress and bedroll you'll sleep with a roof over your head! You can also book a hotel room without paying anything in advance, then cancel it if we can welcome you in a real bed for free.

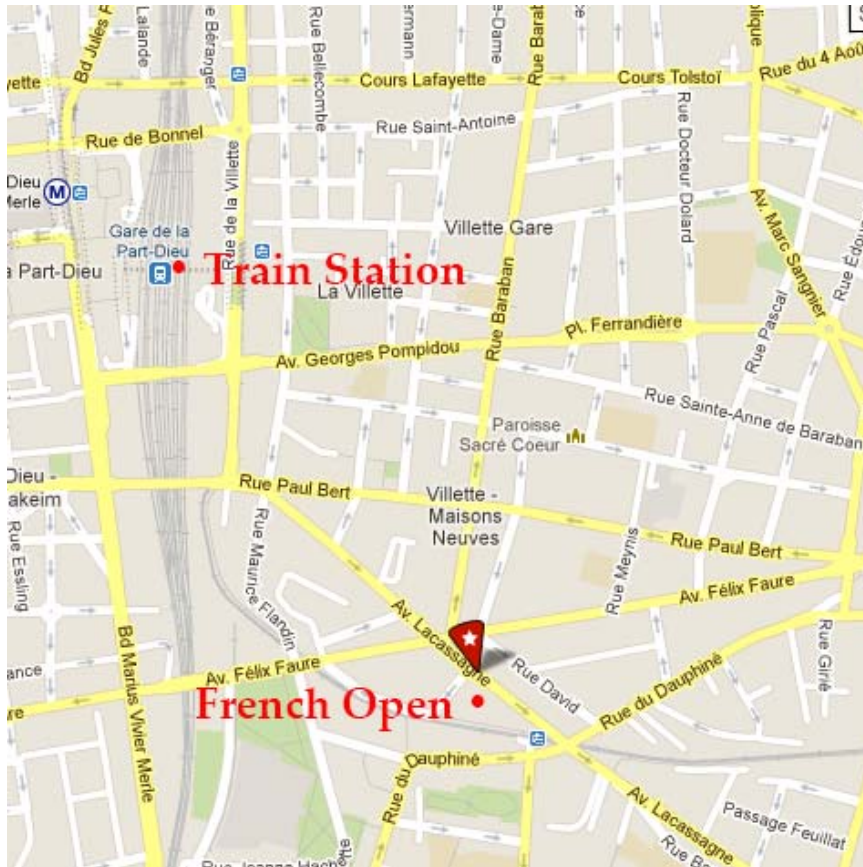
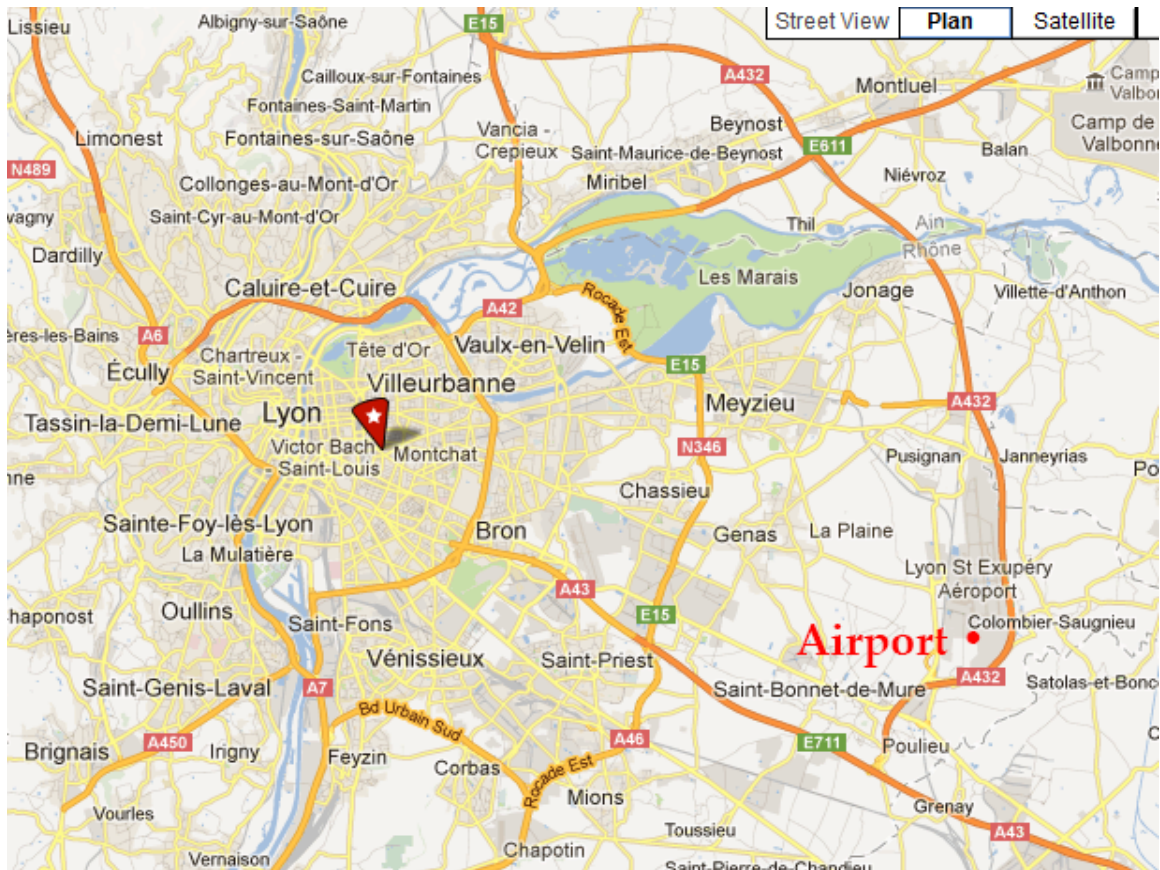
These are a few addresses of somewhat affordable hotels around the venue (pricings are 2011 so crosscheck them!). This is usually a sunny weekend and the town center, however.

- Appart'City Lyon III Hôtel, 40 Rue de l'Abondance, 69003 Lyon.
<http://www.appartcity.com/residence-lyon-3/accueil-residence.htm?res=17>. Tel: +33 4 72 60 83 83. Rooms from 49 €.
- Appart'city Lyon La Part Dieu Hôtel, 6 Avenue Lacassagne, 69003 Lyon.
<http://www.appartcity.com/residence-lyon-part-dieu/accueil-residence.htm?res=18>. Tel: +33 4 37 91 99 21. Rooms from 55 €.
- Résid'Hôtel Lyon Part Dieu, 79 Boulevard Marius Vivier-Merle, 69003 Lyon.
<http://www.residhotel.com>. Tel: +33 4 72 91 42 52. Rooms from 62 €.
- Hôtel Première Classe Lyon Centre, 75 Boulevard Marius Vivier-Merle, 69003 Lyon. <http://www.premiere-classe-lyon-centre-gare-part-dieu.fr/fr/index.aspx>. Tel: +33 4 72 36 86 62. Rooms from 63 €.

There's also a Youth Hostel located in the Old Town center, but you'll have to take the underground "Métro D" and walk about 15 minutes to get to the venue.

- AJ du Vieux Lyon, 41-45, montée du Chemin Neuf, 69005 Lyon.
<http://www.fuaj.org/Lyon>. Tel: +33 4 78 15 05 50

MAPS



APPENDIX: HOBBY GRID

#: __ Username : _____ Country/Town : _____

Hobby Grade (15 max): _____

Each criterion below is cumulative. Each aspect not accomplished by the player himself is awarded a grade of 0.

- "Did you paint and model the army yourself? If not, can you tell me which are the aspects you did yourself?"
- "Is it OK to grade the army from what you are currently playing with?"
- "Have you got any pieces you're especially proud of and want us to notice?"

Modeling (/3): _____

Models correctly assembled (no gap between the elements): +1

Models correctly cleaned (no mold lines): +1

Minor conversions and customization of the models: +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Basing (/3): _____

Textured and painted base: +2

Complex or scenic base, while remaining non-invasive: +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Painting – Colours (/3): _____

Models painted with 2 base colours: +1

Models painted with 3 base colours: +1

Harmonious or clever colour scheme, homogeneous/cohesive army: +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Painting – Accuracy (/3): _____

Fast painting (base colours only/patchy paint): +1

Tabletop painting (highlights/shades/minimum details): +1

Advanced painting (several levels of highlights/shades, details/freehands): +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Gaming (/3): _____

Front arcs marked: +1

Clear and explicit management of game effect/spells/focus etc.: +1

Specific models, such as leaders, UAs, solos etc. easily distinguishable beyond the basic sculpt (by scenic base, banners, writing on base etc.): +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Bonus points (/3): _____

Game material customized to match the army (templates, display, etc.): +1

Pro painting (painting contest quality): +1

This army rocks! (theme, originality, technique etc.): +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Penalties (/10): _____

Uncomplete warcasters/warlocks (missing bits/colours): -1/model

Several uncomplete bases: -1

Several uncomplete minis: -1

Several uncomplete units: -2

Total:

The "player" column is for info only and Not For Grading.

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>