

THE LONG HALLOWEEN - APRIL FOOL'S

A Multi-Tournament Event developed by Triple Helix Gaming Events



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Welcome to the Long Halloween – April Fool’s Day tournament! This event will be the largest Batman Miniatures Game Tournament held within Queensland, if not the entire Nation! As with all our events, our aim this weekend is to provide all attendees with 2 days worth of fun and excitement, with plenty of memorable moments as you fight for control of Gotham City (however temporary it may be). In this players pack you will find not only the specifics of the event, but you will also find a link to the Batmatch Rules produced by Knight Models themselves specifically for events such as this one.

EVENT DETAILS:

The Long Halloween – April Fool’s is a set of 2 competitive events that has been developed for the Batman Miniature Game (BMG) by Triple Helix Gaming Events. Players will have the option to register for either the Saturday or Sunday Tournaments or both should they feel particularly keen. In accordance with the Batmatch Rules, this event will be considered to be a **Standard** event (so a maximum of 12 models in your crew), with the following Scenarios being played:

Tournament 1 (Saturday):

- Looting
- Skirmish
- Secure the Area

Tournament 2 (Sunday):

- Asphalt Jungle
- Race for Glory
- Patrol

The Batmatch Players Pack can be obtained by following the link below:

https://knightmodels-store.com/WebRoot/Store19/Shops/afaa2a23-c31d-4ae6-b1cd-12757513fd3b/581C/B100/13FE/431E/020D/0A48/3548/CC05/Batmatch_Englishnovember.pdf

This event will be held on the **29th and 30th of April** and will be located at the **QTTC, Green Terrace, Windsor**.

Each event will consist of three rounds, using a pre-defined scenario as described above. Full descriptions of all the scenarios can be found in the Batmatch pack which can be downloaded by following the link above. While most of the tables will be set in various areas of Gotham City, there will be tables that are based in alternative locales. Each table will use the Location Rules starting from pg 135 of the Flash and Arrow Book. Full descriptions of these rules will be included on each table.

ALL TICKETS MUST BE PURCHASED FROM THE BRISCON WEBSITE DIRECTLY. Tickets can be purchased here:

<http://www.briscon.com.au/tournaments.html>

REGISTRATION:

All players will be required to produce a copy of their crew roster during the registration process for verification to ensure that a legal list is being taken. Crew rosters may be submitted prior to the event however once the lists have been submitted, changes cannot be made between the submission date and the day of the event. Lists are to be submitted by Wednesday the 26th of April 2017. Those that submit their list by the due date will receive an additional victory point to their final tally.

Please note that since both of these events are separate Tournaments, **players may take different lists for each tournament**. This includes changing the make-up of your crew, or changing the faction entirely.

All crews should be submitted using the Crew Roster List found in the Batmatch Tournament Pack. These will also be used as your tournament scorecard. Anyone submitting crew rosters on or before the 26th of April 2017 should be submitted to the TO either using the email address batmanbriscon@gmail.com or can PM the organiser through the Facebook Page – <https://www.facebook.com/triplehelixgaming/>

TOURNAMENT SCHEDULE:

Date of the event: 29th and 30th of April 2017

Day 1: 29th of April 2017

- 09:00 – 09:30 Player Arrival and Registration
- 09:30 – 11:30 Game 1
- 11:30 – 12:30 Lunch
- 12:30 – 14:30 Game 2
- 14:45 – 16:45 Game 3

Day 2: 30th April 2017

- 09:00 – 09:30 Player Arrival and Registration
- 09:30 – 11:30 Game 1
- 11:30 – 12:00 Lunch
- 12:00 – 14:00 Game 2
- 14:15 – 16:15 Game 3

CREW SPECIFICS:

All crews will be limited to 350 Reputation and \$1500 Funding. Crew Roster cannot exceed the allowable limits unless otherwise permitted through rules and / or traits.

COMPOSITION:

Crew composition rules will be followed exactly as described in the BMG Main Rulebook, with Strategies and Equipment lists from the Flash and Arrow Books also being used. 'Teams' are also permitted and use the updates as outlined on pg3 of the Batmatch rules. Note as per the Batmatch rules, the following strategies are banned:

- **Global Plan**
- **Snitch**
- **Under Pressure**
- **Duress**

FAQ AND ERRATA:

The BMG Official FAQ will be used for this event. All players are encouraged to bring a copy of the FAQ for themselves, however the latest version will be available from the TO on the day.

TIME LIMITS:

All games will be allocated with a time limit of 120 minutes. When time is called, players must end their current action and cease playing. Players should not start a new turn if both players will not be able to complete all their activations in the allocated time remaining.

TERRAIN:

Terrain will be pre-set by event organisers. No players should reposition any terrain pieces. If any player believes there is an issue with the placement of terrain, they are encouraged to speak to the TO and express their concerns.

Please ensure that prior to beginning each game; players discuss the terrain pieces on the table to ensure everyone is clear about what each piece does.

RULES DISPUTES:

Should a rules dispute come up between players, you should first check the rulebook and the FAQ / Errata. If a solution is not found, consult a referee whose ruling will be final. Any player who is found attempting to intimidate / unfairly influence the referee or their opponent will score zero points for that game.

SCENARIOS AND PLAYER MATCHING:

Scenarios will be announced on the day. All rules for potential Scenarios can be found in both the BMG Main Rulebook (primarily the Suicide Squad Mini Rulebook) and the Flash and Arrow book.

Players will be randomly allocated opponents during the first round with the Swiss Pairing system being used from Round 2 onwards. Grudge Matches are permitted in Round 1. The Best Coast Pairings App will be used to record game results and organise Tournament rounds throughout the event.

SCORING:

The Batmatch system utilises Victory Points (VP's) to determine the winner of a scenario. In a tournament, the difference in final Victory Points between the game's winner and loser is used to determine how many Tournament Points are awarded to each team. This system will be as follows:

- 0-4 VP's Difference: Draw (3 Tournament Points to each Player's Team)
- 5-15 VP's Difference: Victory (5 Tournament Points to the Victor's Team, 2 to the Losing Team)
- 16+ VP's Difference: Total Victory (5 Tournament Points to the Victors Team, 0 to the Loser)

Score cards will be provided to each player at the beginning of the tournament to record the results of each of their games. Please Note – all players will be required to record not only the victory points earned by both players, but they will also be required to record the specific quantities of Victory Points earned each game, the total Rep value of all enemy miniatures removed as a Casualty. These secondary scores will be used as tie-breakers, so please ensure that these are recorded accurately.

PAINTING AND MODELLING:

Crews for this event do not have to be painted, however players who are using a fully painted crew will score an additional 2 Tournament Points.

As this event is an official Tournament, all models **MUST** be Knight Model miniatures. Third party minis are not permitted for this event, Players found to be using inappropriate miniatures will be required to remove them from their crew immediately.

SPORTSMANSHIP:

As part of all our events, Triple Helix Gaming insists that a high standard of general conduct and sportsmanship be present in all games from all players. As part of this we ask that all players to behave in an appropriate and respectful manner at this event, particularly during each of the game sessions. We will not accept inappropriate behaviour and will use a Yellow / red card system to punish such behaviour.

Should a player be issued a yellow card, they will receive a -10pt penalty to the overall tournament point total for their team. Should a Red card be issued, the offending player will be asked to leave the event.

DON'T FORGET:

Players must ensure that all relevant materials, equipment and other items that are needed for their games are brought with them to the Tournament. This will include (but is not limited to) the following:

- Miniatures
- Tape Measure
- Rulebook
- Dice
- Templates
- Spectacles
- Calculators
- Something to amuse yourself if you finish a game early

There will be a copy of the Rulebook available for queries, however keep in mind that having rulebooks at your table will make games run smoother and allow you to resolve issues faster.