

NINJATM DIVISION

EVENT GUIDELINES

This document explains the general rules and guidelines for all Ninja Division organized play events.

In addition to this document, each specific event will have its own document detailing the special rules that pertain to running and participating in the event.

EVENT TYPES

There are three types of events covered by this document: demos, leagues, and tournaments.

Demos

A demo is designed to introduce new players to the game. Demos can be short 15 minute overviews of the game that focuses solely on the key concepts, or can be complete games.

Demos can be run during a single day or for a three to four hour period in a single evening. You can schedule demos with specific people and times, or have an open demo period where anyone who wants to can stop by for a short session.

It is important when giving a demo to remember that the primary goal is to teach not to win. Always explain everything that is occurring on the table, including all of their options so they understand not just what they are doing, but why they are doing it.

Leagues

League events generally span four to six weeks. Each one will take players through a series of gameplay scenarios or hobby nights around a particular theme. League events are ideal for casual players who want to participate according to their own schedule and at the location of their choice.

Tournaments

Tournaments typically run during a single day, with some larger tournaments running two. Each

tournament is designed to pit players head-to-head to determine a tournament champion. Tournament formats can be extremely flexible and we encourage you to tailor them to suit players' preference.

NINJA

All events require an event organizer, referred to as a Ninja. The Ninja is responsible for managing an event. Their duties include communication, ensuring players have a location to play, and tallying results. Ninjas can be Ninja Corps volunteers, store employees, or just enterprising fans with a group of players who are excited to play.

Planning

The first things a Ninja needs to do is schedule a date for the event and secure a location.

Weekends tend to be ideal days to ensure maximum participation in an event, but an event can be run at anytime that works best for your group of players.



Having a location with easy access to food, drink, and especially restrooms is a definite plus. A location with controlled access is also ideal for events since participants will have their valuable miniatures and gaming supplies out in the open during the course of the event.

In a league players are allowed to schedule games with their opponents on their own. This allows them to choose their own location. Nonetheless, ensuring that players have easy access to a location, with flexible opening hours, is important.

Hobby stores, club houses, community centers, or even a participant's house can all provide ideal locations for an event. Just make sure you get permission from the location's owner and schedule time with them before you begin to promote your event.

Promotion

Once you have set the date for your event and secured a location it's time to promote it and get people to sign up! If you ordered an Event Kit for your chosen event it already comes with a sign-up sheet and poster to help spread the word. Make sure to collect each participant's full name and contact information. We find that e-mail is ideal for sending your participants updates during a league or in the run up to tournament day.

In addition to setting up a sign-up sheet at your local hobby store or clubhouse, using the internet to promote your event helps bring in players from outside your normal play group. Posting events to blogs, forums, or Ninja Division's own community is a great way to promote your event.

Make sure to visit Ninja Division's webpage for downloads to help promote your event!



Terrain

Running an event also means having enough table space and terrain to play your games. Building these elements can be enjoyable events all on their own, but it is important to make sure that you can accommodate a fair and fun game for all your participants.

Terrain is a vital part of miniature skirmish games. Due to the dramatic freedom of movement and unlimited ranges in games such as Relic Knights many traditional collections of one to two inch-tall hills and barriers, with the occasional hole filled ruin are insufficient to ensure a balanced game for every faction. While these elements are certainly useful it is important to also have a number of tall and line of sight blocking elements. This ensures that close combat units have adequate protection to engage their enemies and that faster units cannot just speed across an open battlefield unhindered by obstacles.

In general, for every square foot of playing area there should be at least one line of sight blocking piece of terrain. This is in addition to any other normal terrain that does not block line of sight that you may be using. This is not to say every table needs to be terrain choked environments, but they should never be barren plains with no places to hide.

While planning your game space, make sure participants have a place to put their game cards, tokens, and casualty models. Keeping your space organized is vital when playing most games, so providing extra space separate from the miniature playing area ensures a fast, clutter free game.

Running the Event

Each event will have its own specifics on how to run it but there are a few key considerations to always keep in mind.

Be early

If you schedule an event make sure you show up early. This gives you time to set up the event and get organized for when participants start showing up. Most importantly it provides you with a cushion for any last minute emergencies you need to take care of. (What do you mean I forgot my laptop's power cord!?)

Give yourself time

Running an event can often feel like herding cats. Always make sure to give yourself a little extra

time beyond what you think you need. If you are running a tournament, or other event with a series of games, give yourself an extra 15 minutes between rounds to resolve any issues. This helps keep you on schedule, preserves some sanity, and participants often appreciate the extra time to use the restroom or get a drink.

Print extras

You should show up to an event with extras of any and all printed material players will need. It is not uncommon for player packets to get lost in the shuffle or have a drink spilled on them.

Have a ringer

Even though you have a perfectly even number who signed up for your event life happens. Sometimes plans change at the last minute and a player can't show up. Occasionally players will even need to withdraw mid-event. While you can use a bye system it is always much better to have a player who is not in the event be available to fill in for any games where you do not have an even number of players. This ensures players all get their games in. This is especially important for paid events, where players can feel like they didn't get their money's worth if they had to take a bye.

Keep players informed

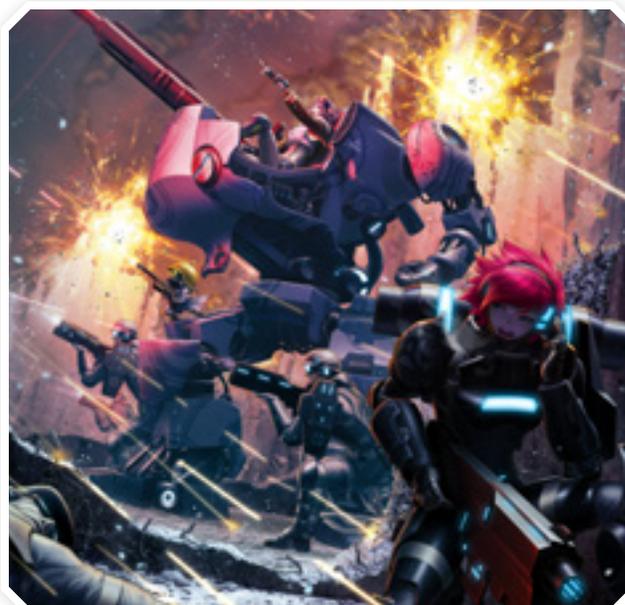
Make sure to go over the event rules before the first game. Keep the remaining game time prominently displayed or provide players with routine clock updates so they can play their game without worrying about how much time they have left. Make sure your methods for handling rules disputes are well known, including who your rules judges are. In short—never assume anything. Players can't read your mind.

Judging

We all play games for fun, but everyone involved in an event, players and Ninjas, have committed both time and money to participate. Because of this it is vital to make sure all judging for the event is both fair and transparent.

Publish scoring system ahead of the event

Always publish the rules and scoring system ahead of the event. Preferably publish them at the same time you announce registration. Different players prefer different types of events and different scoring systems. Letting them see the event rules in advance ensures players come to the event knowing exactly how the event will be run.



You should also take this opportunity to build your score tracking sheet. A laptop running a spreadsheet program such as excel or google docs is the easiest way to keep an accurate account of points during the event.

Be transparent

It is important to keep players informed of their progress in an event. You can post results round by round and/or post results at the end. Either way players should be able to see how they did, so they know that they were scored impartially and accurately.

Transparency also means players are going to ask you questions. Remember not to take questions personally. Players want to improve and asking a judge why they were scored a particular way is normal.

Stick to the published event rules

Don't change the rules mid event. If you discover that you don't like how the numbers are working out (e.g. painting scores are weighted too high) or have vocal players claiming the scoring is broken, you can adjust your system for the next event you run. Changing methods mid event is very disruptive and can make players feel like they have had the rug pulled out from underneath them.

Triple check everything

Running an event, big or small, requires a lot of management. Always double and triple check your data entry for accuracy. If you have other people helping you run the event let them check the data as well. Often a fresh set of eyes is worth more than any number of extra checks by you.



Awards

While awards are not strictly necessary for an event, many players enjoy them as a keepsake for their participation or victory in an event. The most common awards are: Best Overall, Best General, Best Sportsman, Best Painted, and Player's Choice. Other fun awards are Best of Faction, Participation, Better Luck Next Time (last place), and Close, but... (second place).

For many events Ninja Division provides awards as part of our event kits. Typically these include participation awards, but depending on the event may include other optional awards. These are available for purchase through our website.

In addition to Ninja Division event kits you are encouraged to explore different custom awards such as certificates, plaques, or trophies. Your local game store can be a great source of prize ideas and prize sponsorship.

Product prizes

Products and gift certificates can be a lot of fun as awards. After all, everyone loves new toys to expand their armies or start new ones. However, product prizes can occasionally lead to a "win at all cost" mentality.

To help avoid this we suggest avoiding large dollar value prizes for the winners and instead provide smaller prizes to multiple players. Another method is to award product prizes as door prizes that are randomly drawn among the entire pool of participants. This makes it so everyone has a chance at a product prize, and winners are awarded trophy prizes.

Cash prizes.

Cash prizes are not permitted as awards for Ninja Division events. Cash prizes are illegal by some local laws, and often create a cutthroat environment that is counter to the spirit of Ninja Division events.

This restriction does not extend to gift certificates to your local game store.

Professionalism

It is important to remember to always conduct your events with professionalism. You are acting as an ambassador for your club, store, and Ninja Division itself. Basics such as making sure you and your clothes are clean, not using foul language, and respecting all your players are essential to running a fun event that encourages people to participate in your next one.

It is also important to respect the venue you are running the event in. Make sure to abide by all rules set by the venue, and that your players both know and follow them. Clean up at the end of the event. It doesn't matter how good the event was if the venue won't let you run another one!

Note: Different venues have varying standards for conduct. Ninjas must use their best judgment to ensure the event and its participants adhere to the venue's rules and expectations.

PLAYER RESPONSIBILITIES

Just like the Ninja, players have responsibilities coming into each event. Player responsibilities include coming to the event prepared and on time, abiding by the rules of the event, and treating fellow players, Ninjas, and the venue with respect.

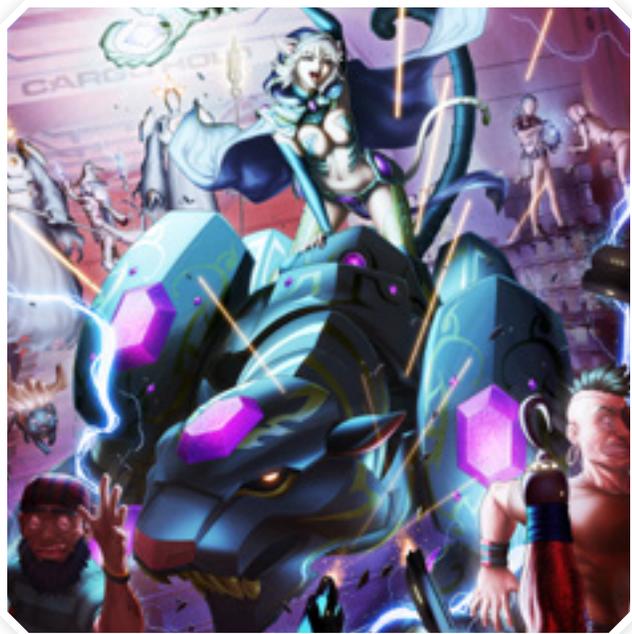
Gameplay Materials

All players are expected to bring all of the materials they need to participate in the event. This includes: rulebook, army lists, models, game cards, dice, tape measure, dry or wet erase markers, and tokens.

It is often helpful to have a tray or display board to carry your models from table to table between rounds, so that you do not have to pack them up every time.

Army Lists

Each player must bring two copies of the army or cadre list they will be playing in the event: a copy



for the Ninja and a copy for themselves. If the event allows you to bring multiple lists you must have a list for each force you have brought.

All events are open list. You should reveal the units in your force, as well as rules for your units as they are being used, including allowing your opponent to read their game cards, and keeping them informed of what options your units may have.

Models

All units in your army must be accurately represented by the appropriate Ninja Division model. Models must be fully assembled and fastened to their bases. Bases must be of the same size that came with the model or that is listed on the model's game card.

Some events require that your models be painted. When this is the case it will be listed as part of the event rules.

Conversions and Alternate Models

Many players like to customize their armies through conversions or using alternate models. Conversions are allowed as long as the model clearly reflects the unit it represents.

Alternate or "Counts As" models are permitted so long as less than 25% of the army consists of alternate models, and that the alternate models clearly reflect the unit it represents. For official Ninja Division events alternate models should come from the line of Ninja Division miniatures.

Non-Ninja Division events may have different policies regarding conversions and alternate models. Be sure to read the event's rules carefully and contact the event's Ninja if you have any questions.

Conduct

Players should always strive to make sure both they and their opponent have an enjoyable game. Players should make sure they arrive to their game on time and prepared with all necessary game materials. Basics such as cleanliness, being polite, and not using foul language should also be observed.

Be open during the game. Make sure your opponent understands everything you are doing during your turn. Freely show them unit rules, the results of dice rolls, or cards played. Seek to resolve rule's disputes amicably and if necessary seek out a rules judge to keep your game moving along at a good pace.

While players may take time to think about their strategy, be mindful of the time and make sure you are playing at a good pace to ensure both players can play a complete game in the time available. This includes avoiding distractions such as your phone or other electronic devices during the game.

Most of all be graceful in victory or defeat. Games don't always turn out exactly how we've planned. Learning from mistakes or recovering from a run of bad luck is part of the thrill of games. Be sure to treat your opponent with respect no matter the outcome.

