



# The Long Halloween 2023

Saturday, October 30, 2023

"I made a promise to my parents to protect this city from the evil that took their lives," Bruce Wayne.

It's time to raise up your crews and be ready to make your mark on Gotham City. Now is the time that heroes and villains are born. This event will follow all of the standard rules for the [BatMatch rules package](#) available for download from Knight Models. This packet should provide additional guidance as to what is required for you to participate in this event. If you have any questions, please contact the Tournament Organizer (TO) Ben Cone at [magnorock@gmail.com](mailto:magnorock@gmail.com).

There will be no further changes to this tournament pack after September 23, 2023. Feel free to print physical packs after that date.

## Event Registration

Event registration will be \$20 and payment is due prior to the event by submitting payment via PayPal to [magnorock@gmail.com](mailto:magnorock@gmail.com). Please include your name, and preferred email address, and indicate this is for The Long Halloween in the notes/description when you submit your payment. Please use the Friends and Family option when sending your payments so the Tournament Organizer does not get hit with those PayPal fees! Payment for the event must be paid by September 25th, 2023. Payment is required to be considered registered. Players may still register and play in the event after this date, but their chances to pick early in the prize pool will be adjusted.

Event registration is available on the day of the event. Refunds for event registration will be available until September 25th, 2023. After that time I will have invested the funds into the prize support. Please note, that any player signing up on the day of the event is still subject to any penalties, such as late list submission, as noted in this document.

100% of the tournament entry fees will go into prize support for the event. This will include a BatMatch prize kit from Knight Models and other products from Knight Models.

## Player's Responsibility

***Everyone should come on the day with an attitude that they are going to have fun and that it is your mission, beyond winning and losing, to ensure that everyone else at this event has fun too!!!!***

Players must have sent an electronic copy of their roster sheets to the Tournament Organizer (TO) by **11:59 PM on September 25th**. A Player who fails to submit their Roster Sheets by the scheduled time will be moved to the last picks in the prize draw.

## Players must bring the following:

- 2 Sewer markers
- 2 lamp posts
- Objective deck
- 3 Deployment Cards
- 3 Event cards
- BMG App
- All models, tokens, and measuring aids you will need for the event
- 1 copy of your crew/deck roster printed for your opponents
- 1 electronic copy of your crew/deck roster submitted to the TO by **11:59 PM on September 25th**

## Miniatures and Conversions

I encourage players to paint all of the miniatures in their Crew, as this enhances the gaming experience, but it is not required for this event. There is currently not an award for best painted. Painting is not considered part of tournament scoring. Converted BMG miniatures are permitted as long as they comply with the following rules:

- The model has no recognizable registered material other than Knight Models™.
- Most of the converted model's volume must be composed of Knight Models™ parts. In order to avoid confusion, conversions must include iconic elements of the represented model.
- A weapon can be converted as long as the converted weapon represents the same type of weapon (a sword is a sword and not an axe, for example).
- Models must be mounted on their corresponding size base. Elements may be added to the base, provided that they do not impede measuring.
- Any converted model must be identified and declared to the opponent before the beginning of the game. After examining the model, the TO will have the last word on whether the model complies with these rules.

Players may use Eternal models to represent current models where it makes clear sense and the model complies with the conversion rules as listed above. Example: Eternal Ra's AI Ghul is rebased on a 40mm model and is using the rules applicable in the app for the non-eternal version of the model.

## Crew Lists

Each player must bring up to two crew lists from the same crew. Each crew must be no more than **350 reputation and \$1500 funding**. One objective deck will be used for the required **20 cards** for both crews. Character-specific objective cards may be swapped in and out based on the characters that are available in each crew.

The model selection must be via the official Knight Models App at the time of the list submission. This event will not allow models marked as Eternal in the app or other Knight Models documents. Objective cards will be limited to those available in the app on September 25, 2023.

In addition, each player must select 3 Encounter and 3 Event cards for each list.

## Teams

For the purposes of this event, the rules in the App for a crew list and objective card construction will be used. Any specific rules in the [Teams Document](#) by Knight Models, such as Suicide Mission for Suicide Squad teams, are still in effect.

Any questions regarding a rule that should be applied to a team please contact the TO at [magnorock@gmail.com](mailto:magnorock@gmail.com) and clarification will be updated in this event packet. If the rules clarification is not clear please send me an email with your question by **September 15th, 2023**. Any rules clarifications or questions I receive I will update and add to this section of the event packet by **September 19, 2023**.

**Question: For Teen Titans (Via the “Pack” rule) and other crews that are awarded more reputation in the [Teams Document pdf](#) how will that be calculated for this event? (8/19/2022)**

*Answer: Use the official Knight Models BMG app to create your list and select your objective cards for the team you are going to be playing with. Do not enable Eternal models. The app will handle the bonus calculations for reputation. This may deviate via the app and where it does, the app trumps the team's document.*

## List Submission to the TO

Lists must be submitted by **11:59 PM on September 25th**. List submission to the TO should be in .txt files. No SCREEN SHOTS will be accepted. All additional equipment purchases should be clearly indicated as well as reputation and funding costs. Roster Sheets that are not submitted after that time will be moved to the last picks in the prize draw. Lists must be submitted to [magnorock@gmail.com](mailto:magnorock@gmail.com).

## Number of Rounds

This event will either be 3 or 4 rounds of Batman Miniature Games. The number of rounds will be determined by the total official attendance on the day of the event.

- 4-8 Players: 3 rounds
- 9+ Players: 4 rounds

## Event Schedule

### Important Dates

These dates are important for you to be aware of.

- Questions submission deadline: **September 15th, 2023**
- Final Event Package update: **September 19th, 2023**
- List Submission to TO deadline: **11:59 PM on September 25th, 2023**
- Tournament Date: **September 30, 2023**

# Tournament Schedule

The event schedule is subject to change on the day of the event. The rounds will be 2 hours.

- Doors open and registration starts at 10 am
- Round 1 starting at 10:30 am
- Lunch starting at 12:30 pm
  - Lunch will be provided by the tournament organizer (TO) as part of your entrance fee
  - Provided lunch will include a grilled/bbq meat such as pulled pork, brats, or burgers, chips, buns, and possibly a veggie or fruit selection
  - Soda and water will be available to purchase from Noble Knight Games and is not included
- Round 2 starting at 1:15 pm
- Afternoon break will start at 3:15 pm
- Round 3 starting at 3:30 pm
- Evening break will start at 5:30 pm
- Round 4 starting at 5:45 pm
- Round 4 end is 7:45 pm

In the case of a 4 round event, the awards ceremony will start at 8:00 pm.

# Gameplay

## FAQ

The latest rules available in the app will be used when rules appear in both the Compendium and the app. When there are further rules discrepancies, please refer to the following document for clarification:

- [Knight Models Official BMG FAQ](#)

In addition to the official Knight Models FAQ, we will be using this supplemental FAQ which should address any additional FAQ rulings. This FAQ is largely the Renegade FAQ that was created by Steffen Wifstrand. Credit goes to Steffen for all of his hard work.

- [Unofficial Supplemental Tournament FAQ](#)

If the rules clarification is not clear via document, please send me an email with your question by **September 15th, 2023**. Any rules clarifications or questions I receive I will update and add to this section of the event packet by **September 19, 2023**.

**Question: Are the beta objective cards in use for this event? (10/6/2022)**

*Answer: No. Absolutely no. No, no, no, no, and more no.*

**Question: For Lobo (Paramilitary), what is the correct wording for the trait “Bloody Christmas”?**  
**(10/6/2022)**

*Answer: Bloody Christmas*

*Before removing an enemy model as a Casualty by this model's actions, place a new friendly Suspect (if able) in contact with that model. That Suspect is also a Blood Present marker.*

*Anyone who reveals a Blood Present Suspect suffers the Scared effect.*

## Day of Rules Queries

On the event day, the Tournament Organizer may be called by any player to clarify a rules discussion. If possible, please have the available rules pulled up, a card, or another context available to show the TO. The TO will do a quick review of any presented rules and make a quick ruling. All rulings are final and intended to be fair to the rules. Do NOT argue with the judge further once a decision has been made. Your time for gameplay is limited and you should focus on the game at hand.

## Table Facings

Table facings will not be fixed for this event. The player who chooses their deployment zone first is free to set up north/south or east/west.

## Cards and Sleeves

Players must use the latest version of a model's card as it is available in the app. Players may use a physical character card for the model during the game for the purposes of tracking tokens or having it as a reference to all rules regarding the model, but the app copy of the rules for that character is final. Should the rules for a specific model change from when lists are due to the day of, we will use the version of the rules available during list submission.

## Objective Cards

Objective cards must be sleeved with opaque (non-transparent) backs. This is due to printing issues that have occurred with slightly different colors for the backs of cards. The latest version of the objective cards as listed in the app on September 25, 2023 will be used for this event.

## Encounter and Event Cards

We will be using the Deployment and Event sequence as described in the Batmatch rules and included here for ease of reference. These rules replace the normal rules for Encounter and Event Card selection from the main Batman Miniature Game rules. Instead of randomly selecting the Encounter and the Event cards, the following methodology is used:

The Player with the Initiative is Player A, and the other Player is Player B.

Follow these steps:

1. Player A chooses Encounter or Event.
2. The selected cards from Player A are placed face up.
3. Player B bans (facing it down) one of the cards.
4. Player B takes its own Encounter or Event, the opposite of the selected by Player A.
5. The selected cards are placed face up.
6. Player A bans (facing it down) one of the cards.
7. Then, both players take their remaining face-up cards, and in secret select 1 of them. The selected cards are the Encounter and the Event played in the game.

## Event Scoring

Each game in The Long Halloween will be scored for an amount of BatMatch Points (BPs). BPs will be based on your overall Victory Point (VP) difference in the result of your game. Game rounds will be 2 hours. At the end of the 2-hour period, if the game has not been completed, the TO will call the end of the round. Players must complete the current model activation if they are in Phase 3 of the turn and then move to final scoring.

**Final Scoring.** If your game is not able to come to completion when time is called, then immediately advance to the final phase 4 scoring. Any card play for scoring in phase 4 scoring is able to be played in this final scoring phase. Additionally, even if this would not be the 4th turn, cards such as Valuable Commodities will be scored during this final phase.

### Batmatch Points Table

Calculate VPs and compare them with your opponent's score to determine Batmatch Points (BPs)

Difference in VPs	Result	Win (BPs)	Loss (BPs)
0-4	Draw	3	3
5-9	Victory	5	2
10+	Total Victory	5	0

Each round will require the players to submit to the TO total BatMatch points, Victory Points Tally for both players, and casualties suffered (Reputation Points) for each player. Casualties will be calculated by summing the reputation cost for all models that have been removed from the table at the end of the game. This would include models, such as Oracle, which have a built-in option to be able to return to the table on a later round.

### Tie-Breakers and Determining Placings

In the case of a tie there are several tie-breakers. The following is used to determine placement:

1. Total BatMatch Points
2. Total Victory Points Scored
3. Total Casualties Inflicted on Opponent(s)
4. The lowest total reputation spent on crew
5. The lowest amount of funding was spent on crew
6. List submission was provided by the requested date or earlier
7. For any further persistent ties, the TO will randomly determine it by dice roll or similar means.