

# JUDGEMENT ETERNAL CHAMPIONS



Judgement: Eternal Champions

Gateway Open

Tournament Pack

Where: Gateway Center, Collinsville IL

When: 16-17 August 2025

Cost: \$20 for Saturday, \$30 for both

Events:

Friday: Auction Draft

Saturday: 5v5 Veto Invitational Ranked Qualifier

Tournament Organizers:

Aaron Franklin

### Eligible Models

Please refer to the Hall of Eternal Champions for eligible models. Any models that have been released prior the event are considered legal.

<https://hallofeternalchampions.com/heroes>

### Player Responsibilities

Players participating in Judgement events are responsible for ensuring a clear and accurate way to track their Warband's game state.

**NOTE:** Players must use at least one physical card with appropriate tools to track hero health, levels and effects. They may also use apps, but using a physical card for each hero will allow opponents to see the damage and condition of each hero readily and at a glance.

Players must bring their models to represent their Warband on the battlefield.

The venue will supply:

- Gaming mats
- Monster models (player assistance appreciated!)
- Terrain
- Chess Clocks

Tournament Rules All events will be run using the [Longshanks online application](#).

Modeling, Painting, and Conversions:

Painted warbands will not be required to play. All Heroes in your Warband must use the correct models created by Creature Caster, Gunmeister Games, or an appropriate proxy. All models must clearly and fully represent the Hero. Please reach out if you need clarification on whether your models meet the requirements. Additional rules on Proxies can be found here:

<https://hallofeternalchampions.com/pages/rankings>

Players attend events for assorted reasons, but generally, we are all there for enjoyment! We expect all players to play competitively but fairly. The TO will have every right to warn and disqualify players who have been playing inappropriately for the event.

Chess clocks will be used, 55 min per player. The clock will be started after the deployment phase and paused for each Communion Phase and extended rules queries. Immediately after a player completes their phase, they must turn the clock to their opponent. The clock is not paused when a Hero is attacked by a monster (other than in the Communion Phase). The player who owns the Hero that caused the monster attack keeps the clock ticking and must resolve it on their own time. If a player runs out of time, they are allowed an 'overtime' of 5 minutes. At the end of each of their turns during this extra time period, they will deliver a Banked Soul to their opponent's effigy. If the game is not over and the play runs out of extra time, their opponent immediately goes to 5 souls and the game ends.

Maps will be assigned per table and remain unchanged throughout the tournament. Pairings will be randomly assigned to a table. Efforts will be made to ensure players do not play on the same table in the same event if possible.

Maps can be found here: <https://hallofeternalchampions.com/currentmappool>

Pairing Process: Other than the team tournament, the pairing process will use Longshanks Swiss pairing with Friendly Fire turned on for round 1 only.

The TO will plan on playing in the event of an odd number to ensure there are no byes. An alternate TO will be designated for official rulings in this case.

Game Results

The game ends when the opponent's Effigy is reduced to zero health points.

The winning player is responsible for entering the result into the Longshanks app. They must record win/loss, the number of maximum souls held by each team during the game and the total levels of your Heroes.

Note: a Hero that deals the final damage to destroy their opponent's Effigy immediately gains a level.

Event details/timing:

Friday: Auction Draft

Round 1: 10:00-1:00

Lunch: 1:00pm-2:00pm

Round 2: 2:00-4:30

Round 3: 4:30-7:00

Auction draft rules:

All cards and models will be provided by the T.O.

Each player will be given \$100 to spend on their draft to complete a 7-model warband.

All players will be broken into pods. More on this later.

Roll 2d6, the highest roll is player 1, the second is player 2, and so on.

During a player's turn, they pick a model from the pool of models available. That model is placed in the center of all players, who then must bid on the model. A starting bid of \$1 is made by the player who picked the model up for bid.

Players can not bid their entire bankroll unless it is their seventh model. IE: you can't bid \$100 on your first model, and then get 7 other random models. You must have at least \$1 to put a model up for bid until your warband is complete.

Once all players have 7 models to complete their warband, the draft is finished. Pick your god, and that is your warband. Input your warband into Longshanks once completed, and await pairing.

Saturday: Invitational Ranked Qualifier - 5v5 Veto

Round 1: 08:30am-11:00pm

Round 2: 11:00am-1:30pm

Lunch: 1:30pm-2:30pm

Round 3: 2:30pm-5:00pm

Round 4: 5:00pm-7:30pm

Note: If there is a single undefeated player after **any** round, we will end the tournament, announce the winner, and award prizes. Longshanks Strength of Schedule will be used a tiebreaker; there is no Top Table variant for this event.