

The HAWKs Battle in a Box Contest

The Harford Area Weekly Kriegspielers (HAWKs) are hosting a contest to identify the best “battle in a box” miniatures game. The basic idea behind this contest is to challenge game masters to develop the best looking and most fun miniatures game that can fit in a single box, one that could fit in the overhead bin of a standard passenger airplane. Often it is helpful to have a battle in a box to take on vacation, have on hand in case a club event finishes early, or is cancelled, etc. It is easy to develop a battle in a box that has poor aesthetics, but fitting a very nice game into a single box should be a bit challenging.

The contest will be held at Cold Wars 2019 in or near the HAWKs room. Members of the HAWKs and Battle in a Box contestants will conduct the judging. The winner will be announced at 11:00 PM Saturday evening and posted on the HAWKs blog (<http://hawks-club.org>) within a day or two. The judges’ decisions are final.



Contest Rules:

Games that violate any of the criteria below will be **disqualified**.

- The game must be a miniatures game. Any scale of miniatures is acceptable.
- All game components must fit in a 17-liter Really Useful Box (http://www.reallyusefulproducts.co.uk/usa/html/onlineshop/rub/b17_0litreUS.php) with the lid snapped shut. This exact 17-liter box must be used; other boxes of similar size or dimensions are not acceptable. This is to ensure that all contestants are on an equal footing. It is the GM’s responsibility to procure this box for his or her game.
- When the game is completed, all game components must fit back into the box with the lid snapped shut.
- The term “all game components” includes dice, measuring devices, ground cloth, terrain pieces, play aids, rules, writing devices, figures, and anything needed to play the game. Only the single 17-liter box will be allowed on the table.
- The box itself *may* be used as part of the game.
- The game must be capable of including **at least** four players.
- The game must occupy a table that is no larger than six feet by five feet in size.
- The game must last between two and three hours.
- Game masters will have no more than 30 minutes to set up their games and 30 minutes to clean up their games. Only the game master may set up the game; helpers are not authorized during set up. Helpers may assist during the running of the game and during cleanup.
- Contestants must be registered Fall In! attendees.
- Contestants must sign, scan, and submit registration forms to surdu@acm.org not later than 1 December 2018 – sooner is better.
- GMs who cannot be reached by phone or Email after three attempts will be disqualified.
- Contestants will be assigned a slot of “morning” (0900-1200), “afternoon” (1300-1600), or “evening” (1700-2000) once they register their games. If you have a strong preference for a particular time slot, indicate that on your registration form. Time slots will be awarded on a first come first served basis. We will attempt to assign time slots before the deadline for registering other games at Fall In.
- **Contestants will also judge games during one of the two time slots in which they are not competing.** If you have a strong preference for one of the time slots, include that on your registration form.

Scoring Criteria:

A	0 or 1 point	1 if the game is compliant with all contest rules; 0 otherwise
B	0 to 20 points	Overall aesthetics. One can imagine that a plain blue cloth with tiny ships will not score well on aesthetics.
C	0 to 20 points	Player enjoyment and engagement. Is the game fun?
D	4 points	For each player in the game more than four (max of 16 points).
E	-2 points	For each minute required explaining the rules. This counting begins 15 minutes after start time. Come up with a game that you can begin in 15 minutes!
F	0 to 10 points	Cleverness of game components. Did the GM employ clever means of fitting a great game into the limited space allowed.

Final score = A (B + C + D + E + F)

Registration Form

The HAWKS Battle in a Box Contest

Game Title:

Game Master Name:

Game Master Telephone Number:

Game Master Email Address:

Game Period:

Figure Scale:

Number of Players:

Preferred time slot for running my game:

morning afternoon evening no preference

Preferred time slot for grading other games:

morning afternoon evening no preference

Please **initial** each statement below:

I agree to arrive at least 30 minutes before my start time to set up my game.

I agree to abide by contest rules.

I agree to accept the ruling of the contest judges.

Signature: _____

Date:

THE HAWKS

Any Era

Any Time



HARFORD AREA WEEKLY KRIEGSPIELERS