

HMA Bylaws

Version 41.36

The following is an abridged version of the HackMaster Association Bylaws. They are presented here as a handy reference for H.M.A. members and also as a way of introduction to new prospective members. Since these bylaws are subject to quarterly changes you should check with your local H.M.P.A. rep for the most current version. (Or you can simply go to the HackMaster website and download them in pdf format.)

I. Membership

Why Should I Become a Member?

The real question is: how can you NOT become a member?

The HackMaster Elite. One of the best reasons to become a member is the opportunity to face heroic challenges and high adventure in the HackMaster tradition. Many will start down the road to glory, but few will achieve the legendary status of the HackMaster Elite. These proud few will be able to boast of their famous (or infamous), world-shaking deeds throughout the land. Joining the HMA helps to chronicle the exploits of your character so that you may share his battle-glory with thousands of other members.

Friendships. HMA members are part of an exclusive worldwide organization of gamers, all with a common interest: the HackMaster universe. The potential to meet new friends in your local area, at tournaments, and even online, is expanded hundreds of times. When you get together to play HackMaster, you're developing friendships that will last a lifetime (or at least until you find a +12 HackMaster sword to fight over).

Tournaments. As a registered HMA member, you are able to participate in sanctioned HackMaster tournaments. At tournaments you can win treasure and experience points for your character, as well as the proud memories of your hacking success.

Constant Self-Improvement. The HMA encourages its members to be (to coin a phrase) the best that they can be. From local to worldwide tournaments, HMA members can compete to prove their role-playing excellence. As one of these members, you're competing with some of the best players in the world – something that can only improve your role-playing skills.

What Types of Memberships are Available?

Members must be registered in either the HMPA (HackMaster Player's Association) or the HMGMA (HackMaster GameMaster's Association), depending on their preference and qualifications. There is a minimum age requirement of 16 before one can become a sanctioned GM, but there is no age restriction on becoming a player.

* A special membership is available to retailers who want to become sanctioned stores for HMA events. For more info on the retailer program please contact the HMA at joinhma@kenzerco.com.

The HMPA offers two types of memberships: Trial and Full. All HMGMA members must be full members.

- 1) Trial. A trial membership is free. All you have to do is sign up! Trial members can create sanctioned characters and participate in tournaments, but sanctioned PCs cannot advance past 1st level.
- 2) Full. For a low annual membership fee, full members gain access to a wide range of benefits and services. Three year memberships are available at a special rate. Benefits include:
 - a) Membership Card. Your HackMaster membership card, containing your name, group name (for members in named groups only), and your current level, proves to others that you are a force to be reckoned with. Cards are specially marked and color-coded to distinguish between Players and GameMasters. You will automatically receive a new, updated card each time your membership is renewed.
 - b) HMA pin. You will receive a HMA pewter pin when you sign up. This pin will let the world know you are a member of the HMA.
 - c) Website Access. The HMA website is your online meeting place for all things HackMaster. The website maintains statistics for sanctioned characters, as well as a message board where you can post your thoughts for other members.
 - d) Playtesting. As an authorized, confidential KenzerCo playtester, you'll be one of the first people to see our products still in production. You'll have the opportunity to play the modules before anyone else even

knows they exist, and contribute your thoughts on how they might be improved. Only named groups may be considered for playtesting.

e) Other Benefits.

1. Hospitality suites at major conventions exclusively reserved for HMA members where you can hang out, have a soda and some snacks, and rub elbows with other members.
 2. Reserved up-front seating, among other benefits, at KODT live readings.
 3. 'Dibs' certificates for treasure, drinks, or snacks during game sessions.
 4. HackMaster-certified game effect cards.
 5. Special offers and coupons for KenzerCo products.
 6. Character Pardons for alignment violations.
 7. Seminars open to HMA members only.
 8. PAC (Player Advantage Code) listings – available to Players only
 9. Dice bumps of various (+1, +2) caliber.
 10. Clue cards for various adventures.
 11. Bonuses earned against specific creatures.
 12. More benefits coming soon.
- f) Troubles. In the unlikely event we find it necessary, Kenzer and Company and Hard Eight Enterprises reserves the right to revoke any membership without a refund. Please play nice kiddies!

How Do I Become a Member?

There are three ways to join the HMA. The preferred methods are by either signing up at your local HMRA (HackMaster Retailers Association) games store, or contacting your local HMA chapter head (see section III for info on chapters). If you are not near a HMRA store, then you can send in an application form (available on the HMA website) directly to the HackMaster HQ. The email address to get membership applications from the HMA HQ is: joinhma@kenzerco.com.

1. Player Registration.

You should register yourself as a Player or GM separately from your group, though you can register your group at the same time (on a different form). If you're doing this, you should include all of the appropriate forms and dues in the same envelope. That will make it much simpler for us to enter your information in our database.

2. Character Registration

A full member may have up to three HMA-sanctioned characters at the same time. A member may register new characters at any time by filling out the appropriate form and including a copy of the new character sheet. Newly sanctioned characters must begin at 1st level, with a normal amount of starting equipment and money, if any. If you want to start a new character, but you already have three registered, you may retire one of your existing characters from the sanctioned list and replace it with the new one. Be sure you think carefully, for once a character is retired from sanctioned play, it cannot be re-registered at a later date. Your character has retired for good. Trying to roust their tired bones back into the wild HackMaster life would make them grumpy, and no one likes a grumpy adventurer.

What if I Want to be a GM and a Player?

If you registered as a player and want to GM, you must re-register as a GM, and the HMA will consider you a GM from that point on. All GMs must be tested before they can be certified.

For the purpose of playing characters, GMs are treated as registered players, and are able to register 3 characters, any of which they may play in sanctioned adventures and tournaments. GMs may not participate as a player in any sanctioned adventure they have run previously.

GMs accrue ONLY Player UPS points (see section IX) when participating as a player, which are added to any UPS points they accrue while acting as a GM. Note that a GM participating in two tournaments as a player DOES NOT meet that part of the Level Three GM certification requirements (see section IV).

II. Local Groups

Why Should I Form a Local Group?

Regular Gaming Sessions. As part of a local HMA group, you're in a partnership committed to gaming regularly – and who could complain about that?

Tournaments. Local HMA groups are able to participate in tournaments against other groups, competing for prizes and recognition.

Friendships. Come on, you like people, don't you?

How Do I Find Gamers to Form a Local Group?

The key word here is: local. If you're a gamer already, you probably have several friends in your area that you game with on a regular basis. Get together with them and discuss becoming a group. Groups should consist of one GM and at least two players.

If you're a new gamer, or you've recently moved to a new area, you may not know any local gamers. In that case, your first task should be to look in the phone book for local stores that carry role-playing games. Often, the store will have a list or bulletin board for gamer information. If not, explain your situation to the person behind the counter. (Just remember that this helpful person has a business to run. Stay out of their way when they're trying to assist customers.) Probably, he or she will know some local gamers or gaming clubs they can put you in touch with. If they don't know, ask if they have an area where you can post a notice.

Your notice should stand out, but also be simple and easy to read. Include your first name, phone number, and email address. Other areas to post notices are your local high school or college, local activity centers, and used bookstores.

You can also place small advertisements in your local paper or, even better, in publications that specifically cater to the gaming community.

What Are Named Groups?

A named HMA group is a GM along with his players who have chosen a specific name (such as "The Knights of the Dinner Table," "The Black Hands," or "Patty's Perps") that distinguishes their group from any other. Once your group has chosen a name, and has been authorized by the HMA, no other player group can claim that name. Your unique group name will make your tournament and public service achievements stand out from all others.

Named groups must have at least one HMA-certified GM, and at least three full members, not counting trial members. All named groups must have participated in at least one tournament before being awarded a name. All names must be approved by the HMA, so please keep them clean and sensible.

Once these requirements have been met, a group may file the appropriate form (available on the HMA website) to register their local group as a named group. To offset the cost of updating and mailing out your group's new membership cards, there is a small fee for naming your group.

Multiple Groups

New to 4th edition!!! It is now possible to become a member of more than one group. This practice was always frowned upon by Gary Jackson, but is now legal thanks to new Hard Eight management. We realize that for a few of you gaming once a month (or once a week in some cases) is just not enough. In response to this need, you can now officially game with more than one sanctioned group! For example, what if you move away from your current group and join a new one, but still want to get together with your old group at tournaments? No need to worry – all full HMA members may now join more than one group! However, this does bring up some possible problems that we will try to address here.

If a member is playing in two different campaigns, then two different characters must be used. Most importantly, players need to keep clear-cut records showing exactly what possessions and equipment each character has (not that you shouldn't anyway). The characters cannot be related, and must NEVER, under any circumstances, meet each other to exchange items, money, or otherwise interact in any way.

Because of potential abuse of 'out of character' knowledge, a player may not run the same character through an adventure he has already completed. This includes both tournament and non-tournament games. Any player (or GM) who wants to replay an adventure must inform his GM that he has already played in (or run) the adventure. If the GM is confident that the player will not divulge any 'out of character' knowledge, then the player may replay the adventure. However, he must use a different character, and should not receive any UPS points for the adventure. Experience points awarded to this player should be halved.

In a multi-round event, a member may not play in a tournament with one group if he is already qualified for the next round of the adventure with a second group.

'HMA Group of the Year' Award

Each year one group will be awarded the HMA Group of the Year award. The groups will be scored on the following factors:

- 1) Tournament Participation. The number of tournaments in which your group competed.
- 2) Tournament Winnings. Number of tournaments and prizes won.
- 3) HackMaster Creature contest. Number of HackMaster creatures that were created by your group and are now sanctioned HMA monsters.
- 4) HackMaster Magic Item contest. Amount of HackMaster magic items that were created by your group and are now sanctioned by the HMA.
- 5) HackMaster Adventure Contest. Number of adventures that were submitted by the group's GM and approved as sanctioned adventures.

Group Officers

Groups have the option of allowing their GM to run the group solely, or they can elect members to fill offices as they see fit. Possible offices to fill are: President, Vice-President, Event Coordinator, Treasurer, Secretary, Gopher, and whatever other positions your group might need.

III. Chapters

What is a chapter? Chapters are formed of three or more groups in a city or local area. The function of a chapter will be to handle most of the "local" area functions, activities, and problems.

How do I form a local chapter? After checking the HMA website to see if there are at least two other groups besides your own in your city/area, you may make a request to form a chapter by filing a chapter formation form. The person who makes this request will be named the acting president of the chapter. An election of chapter officers must take place within 90 days from the forming of the chapter.

What are the officers' duties? Unlike local groups, all chapters must hold annual election of officers. There are a total of five officers for each chapter. The positions are President, Vice President, Secretary, Treasurer, and Events Coordinator. These five officers will also act as the chapter's board of directors. The duties of the officers are as follows:

- A) President – The chapter president will be responsible for the overall smooth running of the chapter.
- B) Vice-President – The VP will assist the chapter president as needed, and will also act as the president for the chapter in the president's absence.
- C) Secretary – The chapter secretary will be responsible for keeping records of the activities of the chapter. The secretary will work closely with the events coordinator with record keeping of the chapter's events.
- D) Treasurer – Chapters will be allowed to maintain a small slush fund. One way that a chapter can raise funds is by charging a small surcharge to events that the chapter organizes. Another idea for fund raising is by the chapter selling pop/snacks at events where this is possible. If a chapter is going to maintain such a fund, the treasurer will be responsible for keeping the records for the chapter. Kenzer and Company will not be involved in chapter funds in any way, however we do maintain the right to remove members from the HMA if use of these funds is found to be abusive and/or inappropriate.
- E) Events Coordinator - The events coordinator will be responsible for setting up any events the chapter is planning. The events coordinator will also be responsible for filing local and regional tournaments with the HMA home office. In a large chapter this position might take a significant amount of time. Please keep that in mind if you are interested in running for this office in your chapter.

Chapter meetings – A chapter meeting should take place at least once per month. This meeting should be open to any members of the chapter that wish to attend. All officers should try to attend these meetings, as their attendance is important to the smooth operation of the chapter.

Other important functions – An important function of the chapters will be for the board of directors to rule on any protest that comes from within the chapter. If a player from a local group files a protest about an issue that happened in a local session or local tournament, the board of directors will make a ruling on the protest. The person making the protest may file an appeal to the HMA home office, but only AFTER it has been ruled on by the local chapter. The local chapter will also be responsible for sending all paperwork for the local groups to the HMA home office, and distributing the paperwork to the local groups in your chapter.



IV. Players

Players will be nationally ranked based on several factors:

- Level
- Total XP earned
- Total GP earned
- Total Assets

As well as ratings, the HMA also recognizes Players in other special ways.

Player Achievement Button Medals. Awarded for excellence in role-playing, these button medals represent various aspects of your gaming ability. Wearing these lets you show off your role-playing skill. Button medals are awarded at all levels of the HMPA. For example, each group will have its own MVP award.

Medals Include:

- Most Valuable Player Award
- Heroic Spell-Casting Medal
- Faithful Adherence to Alignment Badge
- Expert Marksmanship Badge
- HMPA Seniority badges.
- Most Awesome Character Death
- Most Single Blow Damage
- Others to be announced. To submit a potential PAB please submit the idea to your chapter's events coordinator or directly to the HMA HQ.

Character Registration. When a player joins the HMA you automatically get to register one character with your membership. Each additional character a player wishes to register (up to a max of three), will have a small cost, and should accompany the character registration form. If your area has a chapter, this should go to the events coordinator to be included in the weekly reports to the HMA.

Character Updates. The HMA will update characters when the following events happen in the character's life:

- Death of character
- Gaining a level
- Acquiring an item that has a serial number
- Deeds of Great Renown (specific regional, national, and worldwide level tournament achievements defined by the HMA)

Character Memorial Day. Held every year on the first Saturday in February, Character Memorial Day is when gamers gather to celebrate the life (and death) of former PCs. The ideal meeting place is at your closest sponsoring HMRA store, though the services may be held at other locations if necessary. Tournaments may be held either before or after the services are concluded.

Character Hall of Fame. Each group may submit one character per year as a candidate for the HackMaster Character Hall of Fame. To submit your group's character, please send in the appropriate form (available on the HMA website). New inductees to the Hall of Fame will be announced on Character Memorial Day each year.



V. GameMasters

What Does a GameMaster Do?

The GM has several responsibilities. First and foremost they are the players' nemesis. They are charged with keeping the players in line, and ultimately they will be responsible for the death and destruction of the players' beloved characters. While it is possible for a sanctioned GM to run only non-sanctioned or tournament games, we recommend that a GM be part of a group – if for no other reason than to keep his skills sharp.

In tournament play, the GMs are responsible for running adventures for other HMA groups. The GMs should also contribute to the sanctioned adventures that will be used for tournaments.

GMs may submit potential new magic items and monsters for HMA approval. To submit an idea for a new item, GMs may submit the appropriate form (available at your HMRA store, your chapter head, or on the HMA website). Any submissions that are accepted and approved will add to the GM's national ranking. If a GM wishes he may poll his players for ideas for submissions. On the submission form, the GM may give credit and a percentage of the creation points to other members. A sanctioned GM must submit all submissions to the HMA.

How Do I Become a GameMaster?

1) **Certification Levels.** All GM's must be HMA-certified in order to participate in sanctioned tournaments of any kind. There are seven cumulative levels of GM certification.

Level One: GM may run sanctioned in-house games for local groups.

Requirements: Must pass Level One certification test, administered by the HMA, or a local HMRA store. A new GM has three months to take and pass the Level One test.

Level Two: GM may participate in or run sanctioned local tournaments.

Requirements: Must have run at least two sanctioned adventures, have passed the Level One test, and pass the Level Two certification test.

Level Three: GM has submitted an adventure to the HMA which has been accepted and authorized as a sanctioned Level One or Two adventure. Also to apply to become a Level Three GM, you must have participated in two tournaments.

Requirements: Level Two GM standing.

Level Four: GM may run sanctioned regional tournaments.

Requirements: Level Three GM standing, must pass Level Four certification test, and have participated in one tournament as a Level Three GM.

Level Five: GM has submitted an adventure to the HMA which has been accepted and authorized as a sanctioned Level Four adventure.

Requirements: Level Four GM standing, and must have participated in two tournaments as a Level Four GM.

Level Six: GM may run sanctioned national events.

Requirements: Level Five GM standing, must pass the Level Six certification test, and must have participated in one tournament as a Level Five GM.

Level Seven: GM has submitted an adventure to the HMA which has been accepted and authorized as a sanctioned Level Six adventure.

Requirements: Level Six GM standing, and must have participated in one Level Six tournament as a Level Six GM.

2) Certification Testing. There is a written test for a GM to take to become certified at Levels One, Two, Four and Six. A GM may not skip a level, so to be eligible to take the Level Four written exam, they must first become a Level Three GM (by having an adventure sanctioned as a Level One or Level Two adventure). There is a small testing fee for taking the test. The test can be taken at your local HMRA game store, or at conventions or tournaments with an authorized HMA representative.

(A note about the Level One test. The Level One test is taken after you join the HMGMA. After you join, you have three months to pass the test. In addition to HMRA stores, the level one test can be requested by mail. The Level One test is an open-book, no time limit test. It will ensure a basic understanding of the rules of HackMaster.)

3) Field Promotions. From time to time the HMA will award temporary field promotions. This will be used as the HMA sees fit to ensure that there are enough GMs to run an event.

How Can I Compare Myself to Other GameMasters?

GMs will be nationally ranked based on several factors:

1) Player Character Deaths – 10 points per character death. While it's an accepted fact that characters die – especially in HackMaster - all deaths must be fair and just. Cheating, or eliminating characters simply to gain points will not be tolerated.

2) Player approval – If players are particularly impressed by their GM's handling of a sanctioned adventure (either group, chapter, or tournament), they may request the HMA to award these points. Requests should be submitted no more than once per month, though players may include point requests for more than one adventure at once. Requests must include signatures and comments from each participating player.

- Atmosphere – varies from 0 – 10 points per session.
 - Role-playing NPCs and Monsters – varies from 0 – 15 points per session.
 - Fun factor – varies from 0 – 15 points per session.
 - Rules knowledge – varies from 0 – 15 points per session
- 3) Sanctioned HMA approval points
- Monster/Item creation – varies from 5 – 50 points per sanctioned creation

- Tournament participation – 5 points for local, 10 points for regional, 15 points for state, and 20 points for national. The amount of points at each level is double for Head GMs. Points gained for running a non-sanctioned tournament will be halved and rounded up to the nearest whole number, if necessary.

4) Organized Play

- The Game Must Go On – Running a SANCTIONED adventure in a home game with HMA members will be worth 5 UPS points.
- Membership Points – A GM receives 10 points for every year as a member.

5) Rules Knowledge – points are awarded based on the GM's proficiency with the certification tests. GMs receive a set amount of points for passing the test, as well as points for each point scored over the minimum passing score. Both base and bonus points are awarded based on the difficulty level of the certification test.

Level One: 50 points +1 bonus point per correct answer over the minimum

Level Two: 100 points +2 bonus points per correct answer over the minimum

Level Four: 200 points +3 bonus points per correct answer over the minimum

Level Six: 400 points +4 bonus points per correct answer over the minimum

VI. Items

1) Serial Numbers. Some of the more powerful HackMaster items are issued with serial numbers. These items will be listed on the HMA website, with the following info: serial number, owner, and characteristics of the item.

2) Auctions. At each regional, state, and national event, markets may be held for the buying, selling and trading of numbered items.

3) Powerful and Rare Items. These items will only be available at tournaments or directly from the HMA. Each item will be ranked for sanctioned play.

4) Magic Value Limits. To ensure fairness during tournament play, HMA-sanctioned magic items must be regulated. The character level will determine the maximum amount of magic items they can possess. Each magic item has an experience point value assigned to it, as outlined in the GMG.

Level	Maximum amount of magic item EP's
1st	500 EP
2nd	1000 EP
3rd	2000 EP
4th	4000 EP
5th	6000 EP
6th	8000 EP
7th	11000 EP
8th	14000 EP
9th	17000 EP
10th	20000 EP
10th +	+ 5000 EP per level gained above 10th

VII. Sanctioned vs. Non-Sanctioned Play

1) Sanctioned Play

- Characters. Players may only use their HMPA sanctioned PCs.
- Adventures. All tournaments must use HMA sanctioned adventures. GMs may also run sanctioned adventures for their individual groups.
- Rules. Only HMA certified rules may be used.
- Items. The HMA magic value limits must be used in sanctioned play.
- Report. GM's report must be mailed to the HMGMA within one week of the game. Report must include: Adventure name, Name of players and/or group, Experience, GP, and Items (with serial numbers) rewarded.

2) Non-Sanctioned Play

- Characters. Players may use any of their PCs.
- Adventures. GMs may run any adventure of their choosing.
- Rules. GMs may use any rules system (including home-brewed) of their choosing.
- Items. Any items may be available.
- Report. GM should not submit a report to the HMPA.

VIII. Tournaments

What Do I Need to Arrange a Tournament?

- Setting. A place to play.
- Players. At least two local HMA groups.
- A sanctioned adventure. Sanctioned adventures are adventures that have been approved by the HMA for sanctioned play. They are adventures that are written by HMGMA GMs. A sanctioned adventure must be purchased from the HMA. The cost for the adventure will cover prizes, certificates, record keeping, shipping, etc... All costs include prizes, sanctioned magic items, and HMA certified game effect cards.

Who can Submit a Tournament?

- Any Level Three sanctioned GM can organize a local tournament by sending in the appropriate form, along with the fees for the adventure. If your area has a chapter the event should be submitted to the chapter's events coordinator.
- Any Level Five sanctioned GM can organize a regional tournament by sending in the appropriate form, along with the fees for the adventure. If your area has a chapter the event should be submitted to the chapter's events coordinator.
- State and National tournaments will be organized by the HMA.
- There is no limit to the number of tournaments that can be played or organized.

What are the Different Tournament Levels?

- Local Tournaments – Local Tournaments are tournaments that match HMA groups from your area up against each other. Local tournaments must have the following:
 - At least two HMA groups to compete against each other.

- b) A location for the tournament.
 - c) A sanctioned Level Two adventure for the tournament.
 - d) Certified GMs that are at least Level Two to run the adventure.
- 2) Regional Tournament – A Regional Tournament is a tournament that is open to any HMA group that can make the trip. You need to have the following to have a regional tournament:
- a) At least four HMA groups to compete against each other.
 - b) A location for the tournament. Keep in mind that depending on your location you might have a large response.
 - c) A sanctioned Level Four adventure for the tournament.
 - d) Certified GMs that are at least Level Two to run the adventure.
- 3) State Tournaments – State tournaments are run by authorized representatives of the HMA. As each state grows in membership, annual state tournaments will begin to take place. Winners of the state tournaments will be invited to compete for the National Invitational Championship.
- 4) International Tournaments – Internationals will be separated into two categories, open and invitational.
- a) Open tournaments will be available to any player that wants to play.
 - b) Invitational will only be open to those who have qualified to enter the tournament.
- 5) World Group Bi-Annual Tournaments – National HMA group tournaments will take place twice per year. This tournament will be held on the local level, so that all groups may participate.

How Do Tournaments Work?

Local & Regional tournaments – The format for local and regional tournaments is a single round tournament. All groups will play the same adventure, with scoring based on various objectives and/or goals for the adventure. Each GM will be randomly chosen to run the game for a group other than his own. The difference between a local and regional tournament is that a regional tournament must be open to any group that wishes to participate, and at least four groups must be prepaid for the event. Points and prizes will also be greater at regional level tournaments. Local tournaments can be run with two or more groups, and may be used as local grudge matches between groups in the same town. Just remember: the bigger the tournament, the better the booty.

State tournaments – State tournaments will be multi-round tournaments. As each state grows in membership, there will be a state tournament offered. The tournament will be located in a central location based on where the groups in that state are located. A minimum number of prepaid entries is required to hold the tournament.

International tournaments – International tournaments will be multi-round tournaments. There are two types of national level tournaments: open and invitational. Open tournaments are open to any group that wants to compete. Invitational tournaments require an invitation to participate. There will be various ways to earn invitations to these tournaments.

World Group Bi-Annual Tournaments – The format for WGBAT tournaments is the same as for local tournaments, except that they will be scored on a world level. All scores will be filed with the HMA, and final rankings will be scored from all participating groups. These WGBAT tournaments will be held to provide a tournament format that will allow any group to enter a tournament.

Temporary Tournament Groups

A temporary tournament group (TTG) is a group formed specifically for the purpose of playing at events that your normal group as a whole could not attend. For example: if you are going to GaryCon, but the rest of your group can't make the trip, then you may get together with other HMA members to form a TTG. The number of TTGs allowed at a tournament will be limited to the amount of GMs that are available. To form a TTG in advance, file the appropriate form with the HMA. Otherwise, your TTG may register with the tournament coordinator at the convention.

If you are a GM that is attending a major convention without your full group, please file the appropriate form with the HMA, and you will be assigned a group for the tournament.

There is a small fee for joining a TTG. When your group signs up, you may play as many events at a single convention as you would like. Each player will be awarded individual points and prizes, but no group awards will be given.

Tournament Officials

Each tournament will have tournament officials. At the local and regional levels, the GM who submits the sanctioning form will be considered the tournament

coordinator and head GM in charge. The head GM will be the person responsible for setting up the tournament and filing after-tournament reports to the HMA HQ after the event. Failure to submit the after-event reports will be grounds for reduction in the GM's certification level, or possible removal from the HMA. This is a VERY SERIOUS RESPONSIBILITY!

State and National tournaments will have HMA-appointed Officials.

Player Challenge Tournaments

Another tournament format is the Player Challenge Tournament. In this format players will not play their normal characters, but instead will play any pre-generated character that fit the scenario. Points will be awarded for participation and victory points will also be up for grabs.

Non-Sanctioned Tournaments

Rather than an official tournament, non-sanctioned tournaments may be run instead. Non-sanctioned tournaments are great ways to attract new HMA members, or to allow existing members to play different characters. In a non-sanctioned tournament, the GM arranging the tournament can set the rules for the tournament. GMs should file after-tournament reports to the HMA HQ after the event, and prizes and participation points will be awarded to HMA members. However, members may not use their sanctioned characters in non-sanctioned events! To submit a non-sanctioned tournament, please submit the appropriate form to the HMA.

HackMaster demo games are also considered non-sanctioned tournaments. Only official rules should be used in demo games. GMs should still file after-tournament reports to the HMA HQ after the event, and prizes and participation points will still be awarded to HMA members.

Timeline for Tournaments

Local – Local tournaments must submit the tournament request form to the HMA at least 30 days prior to the event date. At least two group fees should be included to go along with it. However, the more groups that compete, the better the prizes and point supports will be. If your area has a chapter, the event should be submitted to the chapter's events coordinator.

Regional – Regional tournaments must be submitted to the HMA at least 90 days prior to the event. At least four group fees should be included to go along with it. This will allow time for groups in your regional area to consider attending the tournaments. In the event that the minimum number of groups (four) is not met, the tournament will automatically be downgraded to become a local tournament. If your area has a chapter, the event should be submitted to the chapter's events coordinator.

State – The possibility of a state tournament will be announced 120 days before the proposed dates of the events. There will be a minimum number of groups for each state event. If that number is not met with prepaid entries then the tournament will be cancelled and fees will be returned to the groups. On-site entries can be accepted but the number of prepaid entries will be the deciding factor if the event will proceed. All entry fees are non-refundable if the tournament is held.

International – Any international level events will be announced 120 days before the dates of the events.

To guarantee your group's spot in a tournament you are encouraged to prepay for the event. All group fees are non-refundable for held prepaid spots in a tournament.

Tournament Fees

There is a small fee for each participating group in tournaments. In addition, the tournament organizer may charge a fee to cover the expenses of running a tournament. If any additional fees are to be charged, please note the justification on the tournament submission form. Some acceptable reasons to charge extra for tournament entry fees might be: banquet hall rental, fund raising event, covering the adventure fees, etc. All extra fees must be approved by the HMA.

How Are Sanctioned Tournaments Scored?

Tournaments will be scored on various factors in the adventure. Some possibilities are:

Kills, EP Earned, GP Found, Levels Explored, Plot Points Completed, and Items Discovered. A general outline of the scoring will be made public right

before the adventure. An example might go something like this: "Today's adventure will be scored purely on the Hack and Slash factor, determined by most kills per group." Or perhaps after a brief outline of the adventure the scoring might be announced like this: "Scoring will be based on the following factors: Each piece of the broken staff that is found is worth 5,000 EP, with total assets plus EP determining your groups score."

IX. Universal Points Scale (UPS)

What is the Universal Points Scale?

The UPS is a ranking system that will allow all the members of the HMA to measure themselves against each other. This system will actually measure the members, not their characters. Here are some ways for earning points on the UPS scale. More UPS factors may be added later.

Chapter Officers: Elected chapter officers will be awarded UPS points per year of office being held, as follows: President 3 points, VP 2 points, Secretary 2 points, Treasurer 2 points, Events Coordinator 1 point per report filed to the HMA.

Players:

Membership: A player receives 10 points for every year as a member.

Tournament points: local 5 points, regional 10 points, state 15 points, national 20 points. Points gained for playing in a non-sanctioned tournament will be halved.

Non-tournament points (home games): Players who participate in sanctioned adventures will receive 2 UPS points per session.

HackJournal: At various times the HMA will request submissions for the HackJournal. Points awarded will vary depending on the submission. All submissions to the HackJournal become the property of Kenzer and Company.

Character Hall of Fame: Once per year each group is allowed to have one character submitted for consideration to enter the Character Hall of Fame. The member who has their character submitted will receive 5 UPS points.

GMs:

Membership: A GM receives 10 points for every year as a member.

Tournament points: local 5 points, regional 10 points, state 15 points, national 20 points. Points gained for running a non-sanctioned tournament will be halved and rounded up to the nearest whole number, if necessary. Head GMs at tournaments receive double the points.

Non-tournament points (home games): GMs who run sanctioned adventures will receive 2 UPS points per session. GMs who run adventures they are planning to submit for sanctioning will receive 1 UPS point. This will be done to encourage GMs to playtest the adventure before submitting it for sanctioning.

HackJournal: At various times the HMA will request submissions for the HackJournal. Points awarded will vary depending on the submission. All submissions to the HackJournal become the property of Kenzer and Company.

RETAILERS:

Membership: A retailer receives 10 points for every year as a member.

Sign up a new HMA member: 5 points

Procter a GM certification test: 1 point/individual

Hosting an open HackMaster session: 1 point/day

Hosting a monthly chapter meeting: 2 points

Hosting a local tournament: 2 points per participant

Hosting a regional tournament: 5 points per participant

Hosting a state tournament: 10 points per participant

Hackjournal: At various times requests will be made for submissions to the Hackjournal, and depending on what is requested UPS points will be awarded for submissions. All submissions to the Hackjournal become the property of Kenzer and Company.



subs@kenzerco.com All submissions for the HJ will become property of Kenzer and Company. The Hackjournal will be available from HMRA stores and directly from the HMA.

Some things that you will find in the HJ are: HackMaster tips, a listing of HMRA stores, tournament corner, GM promotions, official rules updates, new official monsters, player medals, home-brewed rules, and various other articles.

HackJournal will be the place where you can read about world-shaking events in the HackMaster universe.

HackJournal will be coming soon to conventions and HackMaster retail stores near you.

X. HackJournal

The Hackjournal (HJ) will be released on a quarterly basis. Submissions for the HJ can be submitted to the HMA via email by sending them to: hma-