

Tabletop Gamers Guild, House Rules & Events Codex

Featured Principles

- **Safety Tools & Respectful Play**

Lines Veils X?Card and open?door policy are standard. GMs must review tools at session start; zero tolerance...

- **Food, Drinks & Table Protection**

Grease?free foods; drinks in closed containers. No food near painting or resin. Spills policy and cleanup...

- **Library & Lending Policy**

Borrow up to 2 games for 7 days; late fees fund replacements. Log every component and bag sets by color/type...

- **Miniatures, Terrain & Paint Booths**

Handling rules, damage deposits for terrain, spray primer outdoors only, and ventilation requirements for...

- **Campaign Scheduling & Table Booking**

GM posts a 4?week calendar; seats released 24h before start if unconfirmed. Waitlists and priority rules for...

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