



ALTERNATE TOURNAMENT FORMAT

KING OF THE HILL

Seat 1	Seat 3	Seat 5	Seat 7
Table 1	Table 2	Table 3	Table 4
Seat 2	Seat 4	Seat 6	Seat 8

Warhammer: Invasion King of the Hill Format

The following is an outline of the rules for the King of the Hill Format for Warhammer: Invasion.

General Details:

The goal of King of the Hill is to be the person who wins the most games as “king,” and then go on to win a set of single elimination rounds against the other “kings.”

- Players who sign up for the event start out randomly distributed in “kingdoms” of 8 players
- Within each kingdom, there are tables labelled 1-4.
- Each player plays a 30 minute round, best of 1 game.
- If there is no clear winner when time is called, then the player with the least number of burned zones is declared the winner of that round. If there is a tie for burned zones, the player with the most remaining hit points in their capital is the winner of the round. If there is still a tie, then the players will roll dice to determine the winner.
- At the end of the round, the winner at table 1 will become the king. Every game that he wins from this point forward will count towards his tally of total wins.
- Subsequent rounds are paired as follows: The king will face the person who won at table 2 (they will play at table 1). The players who won at table 3 and table 4 will face each other (at table 2). The players who lost at table 1 and 2 will face each other (at table 3), and the players who lost at table 3 and 4 will face each other (at table 4).

(King of the Hill continued)

There is one exception to this pairing method: if the king loses

- If the king loses, the pairing will take place as follows: The new king will face the person who won at table 2 (they will play at table 1). The players who won at table 3 and 4 will face each other (at table 2). The players who lost at table 2 and 3 will face each other (at table 3), and the dethroned king will face the player who lost at table 4 (at table 4).
- Players will play through several “kingdom” rounds in which they will vie for the title of king of their one small kingdom. After a number of “kingdom” rounds (depending on the number of players), all players will be randomly reassigned to new kingdoms to vary their play experience.
- These rounds will continue until time for the “kingdoms” is called, at which point the player who has won the most games as king (in any kingdom) over the course of the rounds is considered the king of that “kingdom.” If there is a tie, then the player who won the most total games is the “king.” If there is still a tie after that point, then the tied players will roll dice to determine the winner.
- After this point, the kings of each kingdom will face off in single elimination rounds (50 minutes, best 2 out of 3) until a winner is determined.

The winner of the single elimination final rounds is the ultimate King of the Hill!



3 ON 3

Warhammer: Invasion 3 on 3 Team Rules

Teams of 3 players will face each other over several rounds of swiss pairing (the number of rounds to be determined by the number of participating teams).

Deckbuilding Restrictions:

There can be no more than 6 copies of any single card between the members of a particular team. Also, no two players on the same team can use the same capital board.

Match Play:

- Each team designates a “team captain” who will be responsible for choosing the matchups of his team.
- When two teams face each other in a round, each player will reveal his capital board, and the captains will randomly determine (e.g. by die roll) who has the option to choose the first matchup between the two teams. The winner of the die roll is allowed to choose second if he wants.
- The team captain who wins the die roll then chooses the first matchup between a member of his team and the opponent’s team.
- The opposing team captain then chooses the remaining two matchups between his team and the opposing team.
- Players then play their designated opponents in a best 2 out of 3 match.
- If a player wins his best 2 out of 3 match, it is considered a “game” won for his team.
- The team that wins best 2 out of 3 games wins (or the most games if all games aren’t completed and/or have ties).
- Players will proceed through a number of swiss rounds depending on the number of teams, cutting to a single elimination final.
- The team who wins the single elimination finals will be declared the 3-on-3 Team Champions!