Runewars Miniatures Game
Tournament Regulations

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All changes and additions made to this document since the previous version are marked in **red**.

Tournaments supported by the Organized Play ("OP") program for the *Runewars Miniatures Game*, sponsored by Fantasy Flight Games ("FFG") and its international partners, follow the rules provided in this document.

Introduction

A tournament is a competition between *Runewars Miniatures Game* players. After enrolling in the tournament, competitors are paired against one another in an organized fashion to play a game. After multiple games against different opponents, players are ranked according to their performance. Most tournaments conclude with the awarding of prizes to top finishers.

Tournaments are played using the rules provided in the *Runewars Miniatures Game* Rules Reference and most recent FAQ, which may be downloaded from the *Runewars Miniatures Game* website at any time. Additional rules for playing games in a tournament are detailed in these documents.

This document explains important tournament concepts and provides the details for Standard Play tournaments, which use army building rules that mandate a 200-point maximum for armies.

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Tournament Participant Roles

Every person present at a tournament is a participant. Participants fulfill specific roles based on their responsibilities to the tournament. All participants share the responsibility of acting in a respectful manner toward one another. Please read the Fundamental Event Document for a detailed explanation of these roles. Participant leader roles are: organizer, marshal, and judge. Other roles include player and spectator.

Organizer

An event must have exactly one organizer. The organizer is responsible for the oversight of the entire event, including both planning and execution. If the organizer does not assign a marshal for the event, the organizer must perform the responsibilities of the marshal role.

Marshal

An event may have any number of marshals, including none. A marshal is an expert on the game's rules and regulations and the final authority on their application during a tournament. A marshal also determines if unsporting conduct has occurred and what the appropriate remedy is, referring any recommendations for disqualification to the organizer. When a marshal is not actively performing his or her duties, he or she is a spectator and should communicate this change in status clearly.

Judge

An event may have any number of judges, including none. A judge is well versed in the game's rules and regulations. A judge's responsibilities include assisting players to resolve disputes and answering questions regarding the game's rules. When a judge is not actively performing judge duties, he or she is a spectator and should communicate this change in status clearly.

When a judge is observing a game or an issue is brought to his or her attention, the judge should inform players when they are not following the game rules. Players have an initial opportunity to resolve any situation among themselves, but any player may alternatively ask the judge to make a ruling. At a player's request, a marshal can review a judge ruling and provide a final determination.

Player

A player is an individual that plays *Runewars Miniatures Game* at the event. A player must bring all components they need to play a game of *Runewars Miniatures Game*. When a player is not actively engaged in a game of *Runewars Miniatures Game*, he or she is a spectator.

Spectator

A spectator is any individual physically at a tournament not actively engaging in another role. Spectators must not disturb an ongoing game, and cannot provide any input or assistance to players during their games. If a spectator believes they have witnessed a breach of the rules in a game they are watching, other than a missed opportunity, he or she may bring it to the attention of a leader.

Leader Participation

A leader may participate as a player in a Relaxed tier tournament for which he or she is responsible only if there is at least one other leader present. Additional leaders must be announced at the beginning of the tournament and are responsible for all rulings for games in which the first leader is playing. If two leaders play one another, the marshal is responsible for any rulings during the game.

During Formal and Premier tier tournaments, leaders cannot participate as a player. Leaders for Formal and Premier tournaments are expected to commit their full attention to overseeing the event.

Conduct

All tournament participants are expected to act in a respectful manner during a tournament. If players have a dispute during a competition and cannot resolve it themselves, they must call for a judge to resolve it and provide any rulings that are needed. All card interpretations during a tournament are a marshal's responsibility, and he or she may overrule the Rules Reference or FAQ when a mistake or error is discovered.

Unsporting Conduct

Players are expected to behave in a mature and considerate manner and to play within the rules and not abuse them. This prohibits intentionally stalling a game for time, placing components with excessive force, inappropriate behavior, treating an opponent with a lack of courtesy or respect, cheating, etc. Collusion among players to manipulate scoring is expressly forbidden.

The organizer, at his or her sole discretion, may remove players from the tournament for unsporting conduct.

Tournament Materials

There are many materials and game components needed to facilitate a tournament. The organizer and players are both responsible for supplying certain items.

Organizer Materials

In addition to arranging a location, the organizer is responsible for securing tables that can hold a 3' by 6' play surface for each game of two players, as well as chairs. While the organizer can mark the required play area on a table with tape or another simple method, providing playmats or a similar material in 3' by 6' dimensions to create friction and prevent figures from sliding out of place is strongly recommended.

The organizer should have table numbers on hand or some other method of demarcation so players can easily find their seats at the beginning of each tournament round. The organizer is responsible for having blank army lists and pens available if they are required for the event.

Finally, the organizer is also responsible for having all required rules documents on hand for reference during the event. This includes the *Runewars Miniatures Game* Rules Reference, *Runewars Miniatures Game* FAQ, *Runewars Miniatures Game* Tournament Regulations (this document), any Event Outline relevant to the event, and any other relevant document for the event. Most of these documents can be found on the *Runewars Miniatures Game* website.

Playmats

In events where players provide their own playmats, only official FFG *Runewars Miniatures Playmats* are allowed. This is to guarantee a consistent experience for all players and prevent any advantage players may gain from familiarity with a particular playmat that is not widely available. FFG playmats are widely available for examination and play. If a venue provides playmats for their event, they may use third-party playmats. Players may replace third-party playmats if they provide their own FFG playmat to use.

Player Materials

Players are responsible for bringing all of the game components they need to play a game of *Runewars Miniatures Game*. This includes their army, sufficient dice for attack rolls, movement templates, a morale deck, tokens, and a range ruler. In addition, players should bring the legal deployment cards and objective cards listed under "Legal Deployments and Objectives" on page 11. When an army list is required, players should bring a completed list or arrive at the venue early to fill one out.

Army Building

Each player must build one army to use in a tournament following the army-building rules in the *Runewars Miniatures Game* Rules Reference. An army cannot exceed 200 points, though it may contain fewer than 200 points. A player's army must contain figures from only one faction unless an effect allows him or her to do otherwise. An army cannot contain more than two unique units. A player's army must also include a sufficient number of trays for his or her figures and the corresponding command tools and unit cards for all figures in his or her army.

Each player must include four terrain cards of his or her choice and the corresponding punchboard terrain pieces—or custom 3D terrain—in their army. The total capacity of any combination of two chosen terrain cards cannot exceed 8, and no more than two copies of any terrain card may be included.

Players must use the same army for the duration of the tournament.

Army Lists

Some events require a player to submit an army list, including his or her name and all units, associated upgrade cards, total army points, and terrain cards to the organizer before the start of the tournament.

If a player includes a unit or upgrade card in his or her army that could be confused with a different component that could legally be in the army, he or she must uniquely identify that unit or card on his or her army list. The recommended way to uniquely identify a unit or card is by including the full name of the unit or card, or the full name of the product in which the component appeared, in parenthesis. A player can ask a leader for specific instructions if they are unsure of the best method to uniquely identify a component.

Unique identification example: *Veronica includes Ardus Ix'Erebus in her army and writes "Ardus" on her army list. This does not uniquely identify the card, as there are multiple upgrade cards that include Ardus in their name. Veronica must write "Ardus Ix'Erebus" on her army list.*

If a leader discovers a player's army list is missing appropriate information, he or she should find that player immediately and update the army list based on the cards and units the player is using. If this would result in a significant and potentially advantageous change, the leader should consider investigating for possible cheating.

Sharing Components

Before or during a tournament round, any player may request that a single range ruler, set of maneuver templates, and/or set of dice be shared for the duration of the round. Any decisions are subject to review by a marshal.

The marshal may mandate that players must share a single range ruler, set of maneuver templates, and/or set of dice during a round.

Component Modifications

During tournament play, each player is required to use the components included in official *Runewars Miniatures Game* products (see "Legal Products" on page 10). Questions about a component's eligibility should be directed to a marshal. If a necessary component is ruled ineligible and the player cannot locate a replacement for it, that player is dropped from the tournament.

Players must identify multiple units of the same type in his or her army—and its corresponding unit card and command tool—with a token, a sticker, paint, or any other form of marking.

Players are welcome and encouraged to personalize their army according to the following rules:

- Players may paint their figure models. They cannot modify a figure in any way that would create confusion about which unit the model represents.

- Players cannot modify individual trays to alter their size or shape. They may add weight to a tray if it does not alter the shape of the tray. Thin terrain or other additions may be made to the top of the tray if it does not alter the shape of the tray or prevent players from determining firing arcs.

- Cards must remain unaltered, though they may be sleeved for protection.

- Players may mark their tokens, command tools, range ruler, and maneuver templates to indicate ownership as long as the function of the component is not compromised. Players may mark terrain to indicate ownership, but cannot otherwise alter them in any way.

- Players may mark dice with a permanent or indelible marker to indicate ownership in an unobtrusive manner, but cannot otherwise alter them in any way.

- If two or more models in play could potentially touch causing conflict with movement or placement of units (e.g. two Rune Golem figures are placed with their arms touching), players must remove one of the models and place it on its unit card until the figures are no longer in danger of touching.

Lost and Damaged Components

If a player loses a component during a tournament, he or she has an opportunity to find a replacement, if necessary. Any player that discovers they are missing an essential component at the beginning of or during a round should notify a leader. The leader will give the player a short time extension to their game in order to find a replacement. If the player cannot find a replacement within that time, they must concede the game. If the player is unable to find a replacement by the start of the next round, they should be removed from the tournament.

If an essential component becomes damaged during the course of a tournament, he or she has an opportunity to find a replacement. If the player cannot find a replacement, the damaged component is treated as lost unless it falls within one of the following categories.

- **Damaged Card:** The player keeps the original card near the rest of his or her army and uses a proxy card in its place for the remainder of the tournament. A leader will create the proxy, including the card name, any information that is no longer legible or available on the damaged card, the name of the leader who created it, and the date it was created.

- **Damaged Model:** The model, in its damaged state, does not impede the progress of play and abides by the rules under "Component Modifications" on page 8. If the model does impede play, the player keeps the model near the rest of his or her army for the remainder of the tournament.

- **Damaged Dice, Range Rulers, or Maneuver Templates:** The player keeps the original component near the rest of his or her army and requests to share his or her opponent's component for each remaining round of the tournament.

Tokens

Tokens are representations of information about the game or game state. The presence of tokens—other than tokens that are essential components—is marked by one or more indicators. Indicators may also be used to represent multiple tokens, or other open or derived information. Essential tokens are objective tokens. Other tokens are not essential components.

Typically, players use the cardboard tokens included in official product as indicators. However, players may choose to use other items as indicators, so long as they do not obscure significant component information, are resistant to accidental modification, and their purpose of use is clear to both players. The marshal is responsible for determining the legality of an indicator and its reasonable usage during a match if objected to by its owner's opponent.

Creating Custom Terrain

Players and organizers may create custom 3D terrain to represent the terrain pieces used during a game as long as the custom terrain footprint fits within the punchboard terrain it is representing. During a game, players place any custom terrain on top of the corresponding punchboard terrain piece after all terrain is placed during setup (see step 3 of "Game Setup" on page 12).

Using Existing Custom Terrain

If an organizer wishes to use existing 3D terrain, he or she must choose pieces with a roughly square or circular footprint and assign them capacities based on the following chart.

Rough Diameter / Base	Capacity Value
0 – 3 in.	0
3 – 5 in.	2
5 – 7 in.	4
7 – 9 in.	6

The organizer should also assign each piece of terrain no more than two keywords based on its physical appearance, clearly labeling the terrain for the tournament. (Terrain keywords can be found in the "Terrain" section of the *Runewars Miniatures Game* Rules Reference.) The organizer may also need to set X values for these keywords.

If a tournament uses existing 3D terrain, when placing terrain during setup, players should choose the total number of terrain pieces listed on the round's deployment card, regardless of the dangerous and defensive types.

Legal Products

Players may use only official *Runewars Miniatures Game* components in tournament play, with the following exceptions for third-party replacements:

- Non-essential tokens (see "Tokens" on page 9)

- Range rulers that match the dimensions of an official range ruler or a particular section of an official range ruler

- Movement templates that match the dimensions of official maneuver templates

Determining the legality of any questionable third-party tokens, range rulers, and maneuver templates is the marshal's responsibility. Proxies of cards are not allowed unless used under the rules of "Lost and Damaged Components" on page 9. Components can be modified only as described under "Component Modifications" on page 8.

All *Runewars Miniatures Game* components are legal for Standard Play tournaments, including official promotional cards, tokens, and other components given out at events or tournaments.

Custom "setup" templates designed to aid players in unit deployment are not allowed. Players can only use their range rulers to help them set up armies during deployment.

For Relaxed and Formal events, all product is legal in North America upon the product's official release. For Premier events, all product is legal in North America 11 days—typically the second Monday—after the product's official release. Official dates will be updated on the Product Legality page on our website (**FantasyFlightGames.com/OP/Legality**). Players outside North America should check with their organizer to determine which products are tournament legal.

Legal Deployments and Objectives

Starting **July 23rd, 2018**, the legal deployments for the season are: Standoff, Unprepared, and Meeting Engagement (available in OP Kit Q3 2017 and the *Lord Hawthorne Hero Expansion Pack*). Also starting on July 23rd, 2018, the legal objectives for the season are: Demoralize Their Forces, Confluence of Magic, and Volatile Runes (available in OP Kit Q3 2017 and the *Ankaur Maro Hero Expansion*).

For the following season—starting in **October, 2018**–the following deployments will be legal: Unprepared, Meeting Engagement, and Maelstrom (available in OP Kit Q4 2017 and the *Maegan Cyndewin Hero Expansion*). Also starting in October, the following objectives will be legal: Confluence of Magic, Volatile Runes, and Seize the Artifacts (available in OP Kit Q3 2017 and the *Lord Hawthorne Hero Expansion Pack*).

All Formal and Premier tournaments must use these deployments and objectives unless otherwise specified in the tournament's Event Outline.

Tournament Play

This section provides information and considerations for playing a game of *Runewars Miniatures Game* at a tournament.

Tournament Setup

Before the tournament begins, the organizer must set up tables suitable for tournament play. Each table must contain a 3' by 6' rectangular play area with clearly delineated edges. Players should have enough space on the table to comfortably place all of the components necessary for their army. In addition, the organizer should clearly communicate the details of the event to players ahead of time.

Game Setup

The following steps must be performed before players can begin their game each tournament round.

1. The organizer determines what deployment and objective all players will use for the round. To do this, the organizer chooses a deployment and objective at random from the legal deployments and objectives for the tournament (see "Legal Deployments and Objectives" on page 11). This is done by shuffling all deployment cards together and selecting one card at random, then doing the same with objective cards. If the organizer does not have copies of all deployment and objective cards available for this purpose, they should roll a die to determine the deployment and objective each round. Once the organizer selects a deployment, he or she cannot select that deployment a second time until all deployments have been used in the current stage of the tournament. The same holds true for objectives. For larger tournaments, it may be necessary to repeat deployments or objectives within the same stage of a tournament after all of them have been used once.

2. Players compare the point total of each army. The player with the lowest point total chooses which player starts as the first player. If both players' armies have the same point total, players must use a method to determine a player at random, such as tossing a coin. The winner decides who is first player. The player not chosen is second player. The first player takes the round counter, sets it to "1," and places it near his or her edge of the play area.

3. The second player chooses either the red or blue deployment area from the round's deployment card. The first player receives the remaining deployment area. Players measure out their respective deployment areas and mark them with deployment markers.

4. Each player shuffles his or her terrain cards. Then, starting with the first player, players alternate drawing a card from their own terrain cards until they have a total equal to the number located next to the defensive terrain icon ( ) on the round's deployment diagram. Players set aside the defensive terrain pieces matching these cards. Players repeat this process for the number next to the dangerous terrain icon ( ). Then, starting with the first player, players alternate choosing one piece of terrain that was set aside and placing the terrain in the play area until all set aside terrain has been placed. Players cannot place terrain at range 1–2 of the play area's edge, at range 1–2 of other terrain, or touching a deployment area.

5. Players resolve any "Setup" instructions described in the round's objective. If an objective instructs "the player who chose this card" to resolve an effect, the first player resolves that effect instead.

6. If one player has more units in his or her army, that player deploys units until both players have the same number of units not yet deployed. Units with the "Scout" keyword or other abilities that cause them to not be deployed during the Deploy Forces step of setup are not counted towards the number of units in a player's army while resolving this step. Then starting with the first player, players take turns deploying a single unit from their armies within their respective deployment areas until all units have been deployed. If both players are fielding armies from the same faction, they assign ID tokens to all units or use another method to demarcate individual units. One player must exclusively display the white side of his or her ID tokens; the other player must display only the black side. Prior to the first round of a tournament, the marshal may mandate that each player manually verify their opponent's army point total.

7. Each player shuffles their morale deck thoroughly and presents it to their opponent. The opponent may shuffle and cut the deck if desired. Players cannot share a morale deck, and each morale deck has its own discard pile.

8. The first player provides the five energy tokens for the energy pool and casts the energy tokens near the play area.

Once players complete the steps above, they must wait for a leader to announce the start of the round before beginning their game. If the round has already begun, players may begin playing immediately upon completing these steps.

Destroyed Units

To facilitate calculating a player's score when a game ends (see "Calculating a Player's Score" on page 18), each player should keep their unit and upgrade cards organized, even after a unit is destroyed. When a figure, tray, or unit is destroyed, the owner of the figure, tray, or unit places the component(s) next to the corresponding unit card.

Each player's destroyed figures, trays, and units—as well as discarded upgrade cards—are open information.

Discarded Cards

When a player is instructed to discard an upgrade card, he or she flips it facedown. Facedown upgrade cards are out of play, but remain equipped to their respective units. They do not count toward a player's score unless the unit to which they are equipped is destroyed.

Tracking Game Rounds

The first player is responsible for tracking the number of completed game rounds in a game. To do so, the first player increases the round counter by one during each End Phase. Players may use another method if both players agree.

Margin of Error

Units are sometimes moved accidentally or placed inexactly during the normal course of the game. A small margin of error is allowed in the position and orientation of units in these situations so that the pace of the game is not unnecessarily affected. Players should not abuse this margin of error, and they must use the components included with the game to be as accurate as possible. Using excessive force when placing components to intentionally move other components is expressly forbidden. In the event of a dispute, players should call a judge for assistance.

Missed Opportunities

Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is all players' responsibility to maintain a proper game state, and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, he or she cannot retroactively use it without the consent of his or her opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent of forcing a missed opportunity.

Taking Notes and Outside Material

Players cannot take notes or reference outside material or information during a tournament round. However, players may reference official rule documents or game components that do not contain hidden information at any time or ask a judge for clarification from official rule documents. Official rule documents include all rules documents and inserts available on the *Runewars Miniatures Game* page of our website, those found in a *Runewars Miniatures Game* product, or any portion thereof.

Tournament Concepts

The tournament concepts together create the framework for any *Runewars Miniatures Game* tournament.

Tournament Round Times

Each tournament round of *Runewars Miniatures Game* is a predetermined length, giving players a certain amount of time to complete their games. A leader should start the timer for a tournament round after most players have found their seats and begun to set up. If a game has not concluded when the time for a tournament round runs out, the players finish the current game round and then calculate their scores (see "End of Round" on page 17). A tournament round's length varies depending on the type of round.

- **Swiss Rounds:** 90 minutes each

- **Single Elimination Rounds (except Final):** 90 minutes each

- **Final Single Elimination Round:** 140 minutes

Pairings

Each tournament round, players are paired with an opponent, against whom they play a game of *Runewars Miniatures Game*. The method of pairing may change based on what type of rounds are being used. The organizer must announce the number and type(s) of rounds and what size any progression cuts will be before the start of the tournament.

When necessary, a player may be assigned a bye instead of being paired against an opponent. That player receives a win worth 8 tournament points and a Margin of Victory of 70 for that round of the tournament. The rules for when to assign a bye to a player are detailed in the relevant sections below.

Players should not be paired against the same opponent more than once during a single stage of a tournament. In general, a single stage of a tournament ends when a progression cut is made.

If a player no longer wishes to continue playing, he or she can notify the organizer of their intent. The organizer will avoid pairing him or her in future rounds by dropping them from the tournament. Players are also dropped if they do not appear within a reasonable time limit for a round in which they are paired, or if they are no longer able to play for another reason. Players can request that the organizer allow them to rejoin an event from which they were dropped, being assigned an unpaired loss for each round they did not attend. Disqualified players are removed from the tournament and cannot rejoin.

Swiss Rounds

Most *Runewars Miniatures Game* tournaments use a Swiss pairing system that awards tournament points to players based on their results at the end of each round. Each Swiss round pairs players in head-to-head games, attempting to match players with the same number of tournament points together while preventing players from playing the same opponent more than once. At the end of Swiss rounds, the winner of the tournament is the player with the most tournament points unless there are single elimination rounds (see "Single Elimination Rounds" on page 17).

For the first round of Swiss pairings, players are matched randomly against an opponent. For each round after the first, players are paired at random against another player with the same number of tournament points.

To determine pairings, take the group of players with the most tournament points and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group of players with the next most tournament points. Then, pair all remaining players in the second group at random. Continue this until all players are paired.

If there is an odd number of players in the tournament, a player at random receives the bye in the first round. In later rounds, if there is an odd number of players remaining in the tournament, the bye is given to the lowest ranked player who has not yet received a bye. When a player receives a bye, he or she receives a win worth 8 tournament points and a Margin of Victory of 70 (see "Margin of Victory" on page 19).

Pairing example: *John, Stella, and Felix all have 15 tournament points, the most out of any player in the tournament. Kyle is the next highest-ranked player and the only player with 13 tournament points. John has already played Felix and so John is paired against Stella. Because there are no other players with 15 tournament points, Felix is paired against Kyle.*

Progression Cut

Many *Runewars Miniatures Game* tournaments set a predetermined number of rounds, at the end of which all players that meet a certain performance criteria advance to the next stage of the tournament and all other players are dropped. This is commonly referred to as "making a cut," and is often accompanied by a change in the type of tournament rounds and the start of a new stage in the tournament.

These tournament regulations cover the type of cut used for the Basic and Advanced tournament structures: a standings-based cut to the top 2 or 4 players. There are additional types of progression cuts detailed in the Fundamental Event Document, found on the *Runewars Miniatures Game* page of the FFG website.

If a player qualified for a standings-based cut drops from the tournament before any games are played during the next stage of the tournament, the next highest ranking player should be added to the cut as the lowest ranked player in the cut.

Player drop example: *Steven finishes the Swiss rounds of a tournament in second place and makes the top 4 cut but has a family emergency come up before the single elimination rounds begin. He informs the organizer that he must leave the tournament and then departs. The organizer immediately calls over the fifth place player, Eve, and informs her that she may play in the top 4 due to someone leaving. She accepts and is entered into the top 4 as fourth place. The former fourth place player moves to third place, and the former third place player moves to Steven's spot at second place. Then the organizer pairs all four players based on these new rankings.*

Single Elimination Rounds

Some *Runewars Miniatures Game* tournaments use single elimination rounds, in which the winner of each pairing remains in the tournament and the losing player is eliminated and dropped from the tournament. Elimination rounds are usually used after a progression cut to the top 2 or 4 players and continue until only one player remains and is named the winner.

For the first round of single elimination that follows a progression cut, pair the highest ranked player against the lowest ranked player who made the cut. This is Game #1. Pair the second-highest player against the second-lowest player who made the cut. This is Game #2. Continue in this manner until all players are paired.

For tournaments which begin with single elimination rounds, byes will need to be utilized for the first round if there are a number of players not equal to an exponential power of 2 (4, 8, 16, 32, and so on). Randomly assign byes to a number of players equal to the difference between the actual player count and the next-highest exponential power of 2. Then pair all remaining players against each other at random. Assign each pairing and player with a bye a game number in a random order, starting with Game #1.

For additional elimination rounds, pair the winner of Game #1 against the winner of the last pairing (the game with the highest number). This pairing is the new Game #1. If there are more than two players remaining, pair the winner of Game #2 against the winner of the second-to-last pairing (the game with the second highest number). This pairing is the new Game #2. Continue in this manner until all players are paired for the round.

In further single elimination rounds, follow the same method until all players are paired.

If a player drops from the tournament after single elimination rounds begin, that player's current opponent—or next opponent, if the player drops between rounds—receives a bye for the round.

End of Round

Each tournament round ends in one of the following ways:

- **One Player Defeated:** At the end of a game round, all of one player's units are destroyed. The player with at least one unit remaining earns a win and the opposing player receives a loss.

- **Mutual Destruction:** If both players' last remaining units are destroyed simultaneously. The player with the higher score earns a win and the opposing player receives a loss. If both players have the same score, players follow the rules for "Final Flurry" on page 18 using all of their units to determine the winner.

- **Eight Rounds Pass:** Players finish the eighth game round. The player with the higher score earns a win and the opposing player receives a loss. If both players have the same score,

players follow the rules for "Final Flurry" on page 18 using all of their units to determine the winner.

- **Time:** At the end of a game round, the round time limit has been reached. (If time is called during a game round, players must finish that game round.) The player with the higher score earns a win and the opposing player receives a loss. If both players have the same score, players follow the rules for "Final Flurry" on page 18 using all of their units to determine the winner.

- **Concession:** A player voluntarily concedes defeat at any point during the game. All of that player's units are destroyed. The conceding player receives a loss worth 0 tournament points and a Margin of Victory of 0. If his or her opponent has a Margin of Victory of 70 points or more, the opponent receives tournament points and a Margin of Victory as outlined in "Tournament Points" on page 19. Otherwise, the opponent receives 8 tournament points and a Margin of Victory of 70.

Going to time example: *Sal and Elaine are in the middle of the Command Phase when the round time limit is reached. They finish the game round through the End Phase, and then add up their scores. Elaine destroyed 107 points of Sal's army, while Sal destroyed 49 points of Elaine's army. Elaine has the higher score, so she receives a win, 7 tournament points, and a Margin of Victory of 58. Sal receives a loss, 4 tournament points, and a Margin of Victory of 0.*

Calculating a Player's Score

A player's score helps determine who won the game in certain circumstances and is used to calculate Margin of Victory (see "Margin of Victory" on page 19). Each player calculates their score by adding together the total army point value of their opponent remaining units—including upgrade cards equipped to those units—and subtracting that number from their opponent's army's total army point value, then adding the result to any additional points earned through objectives.

If a player destroys all of his or her opponent's units, that player earns 200 army points for the purposes of calculating score, even if the opponent's total unit and upgrade cards are worth fewer army points.

If a player concedes the game, that player receives 0 tournament points and a Margin of Victory of 0. If his or her opponent has a Margin of Victory of 70 points or more at the time of concession, the opponent receives tournament points and a Margin of Victory as outlined in "Tournament Points" on page 19. Otherwise, his or her opponent receives 8 tournament points and a Margin of Victory of 70.

Final Flurry

If both players have the same score at the end of a game, they must perform a Final Flurry to determine the winner. To perform a Final Flurry, each player adds together the printed, unmodified melee attack of his or her remaining, undestroyed units and rolls those dice. The player who rolls the highest total number of hits wins the game. If both players roll an equal number of hits, they roll again until a winner is determined.

If a game ends in mutual destruction, each player adds together the printed, unmodified melee attack of all units in his or her army and rolls those dice.

Margin of Victory

At the end of each game, the winning player subtracts the loser's score from his or her score. This is the winner's Margin of Victory ("MoV") for the round. If this would result in a negative number, the winner's Margin of Victory is 0. If this would result in a number larger than 200, the winner's Margin of Victory is 200. The losing player receives a Margin of Victory of 0.

If both players destroy their opponent's army, each player receives a Margin of Victory of 0.

When a player receives a bye, he or she receives a Margin of Victory of 70.

End of game example: *Bradley wins the game, destroying his opponent's entire army (200 army points). Bradley's opponent, Cara, has destroyed 120 points of Bradley's units and earned 20 points from the objective Break Their Defenses for a total score of 140. Bradley wins by 60 points and earns 7 tournament points and a Margin of Victory of 60. Cara earns 4 points and receives a Margin of Victory of 0.*

Tournament Points

Players earn tournament points at the end of each round. At the end of a tournament, the player with the most tournament points wins the tournament. In the case of a larger event, they are instead used to determine who makes the cut to elimination rounds. Players earn tournament points at the end of each round as follows:

Margin of Victory	Win	Loss
0-29	6	5
30-69	7	4
70-109	8	3
110-149	9	2
150-200	10	1

Tiebreakers

If two or more players have the same number of tournament points, tiebreakers are used to determine each player's standing within that group. Tiebreakers are used in the following order until all players within that group have been given a standing.

- **Margin of Victory:** The player with the highest cumulative Margin of Victory is ranked above all other players in the group not yet ranked. The player with the second-highest cumulative Margin of Victory is ranked second among those players, and so on.

- **Strength of Schedule:** A player's strength of schedule is calculated by dividing each opponent's total tournament points by the number of rounds that opponent has played, adding the results of each opponent played, and then dividing that total by the number of opponents the player has played. The player with the highest strength of schedule is ranked above all other players in the group not yet ranked. The player with the second-highest strength of schedule is ranked second among all players in the group not yet ranked, and so on.

- **Random:** If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group.

Tournament Structures

The structure of a tournament determines how many Swiss and single elimination rounds are used. All *Runewars Miniatures Game* tournaments must use one of the following three types.

Basic Structure

The basic tournament structure is designed to be very accessible, especially for newer participants. This structure provides a tournament experience that requires a modest commitment of time and resources from organizers and players. The Basic Structure is used for Store Championship events.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
4-8	2	No Cut
9-32	3	No Cut
33-48	4	No Cut
49 and Above	5	No Cut

Advanced Structure

The Advanced tournament structure caters to participants that enjoy competition. This structure provides a robust tournament experience that requires a substantial commitment of time and resources from organizers and players. The Advanced Structure is used for Regional Championship events.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
9-28	3	None
29-44	4	Top 2
45-90	5	Top 2
91 and Above	5	Top 4

Custom Structure

The custom structure applies to all round structures other than the basic and advanced structures. Also included in the custom structure are tournaments that offer a number of rounds or size of cut that does not change based on attendance. The Event Outline of official custom tournaments will either include a specific structure tailored to that particular type of event or instruct the organizer to design a structure and communicate it to participants. The Custom Structure is used for official Premier events, such as National, North American, European, and World Championship events.

Tournament Tiers

FFG's OP events are broken into three tiers of play. These tiers serve to establish the expectations of a *Runewars Miniatures Game* tournament. Expectations are not intended to exclude people from participating, but to communicate the experience that players can expect from an event. Organizers of unofficial tournaments are encouraged to utilize the Relaxed tier, unless their tournament is specifically aimed at competitive players.

Relaxed

Tournaments at this level are welcoming to all players, regardless of experience level. Players are encouraged to help each other improve and learn, so long as it does not significantly disrupt the game. The focus is on creating a fun and friendly environment. The Relaxed Tier is used for Store Championship events.

Formal

This tournament level expects players to possess at least a minimal amount of experience. Players should be familiar with the game rules, and be prepared to exercise that knowledge to play at a reasonable pace. Players are expected to avoid bumping units and figures and refrain from other sloppy play mistakes. The focus is a friendly competitive environment. The Formal Tier is used for Regional Championship events.

Premier

Premier events are the highest level of competition for Fantasy Flight Games tournaments. At this top level of tournaments, players are expected to have a moderate amount of experience. Players should be familiar with not only the game rules, but also the most recent FAQ and tournament regulations. The focus is on a competitive and fair environment.

This and other supported documents for *Runewars Miniatures Game* can be accessed from the game's page:
FantasyFlightGames.com/Products/Runewars-Miniatures-Game

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