

# Strategic Encounter Event Outline

This is an optional Event Outline to be used with this Runewars Miniatures Game Challenge Kit. Words in **red text** are topics that are explained more thoroughly in the Runewars Miniatures Game Tournament Regulations.

Download Tournament Regulations, the game FAQ, rules documents, event posters, and other helpful event material at:

[FantasyFlightGames.com/OP](http://FantasyFlightGames.com/OP)

**Note: This kit supports three separate tournaments.**

This Event Outline describes how to use the three separate **Encounter Guides** in this Challenge Kit. Each one is used for a tournament with two paired rounds of play. The three tournaments can occur at whatever interval you desire: once a month, once a week, or even over three time blocks during a single day. Decide what is best for your players.

Each tournament is completely separate, meaning players' records do not carry over, different players can play in each tournament, and all prizes for a tournament are awarded during that tournament. For each tournament, use the corresponding Encounter Guide, which includes a sign-up sheet and instructions for that specific two-round tournament. Follow this Event Outline for each individual tournament.

## Participant Requirements

Each of the three Strategic Encounter **tournaments** supported by this kit accommodates 4 to 8 players. If you anticipate 9 or more players, we suggest obtaining an additional kit for every 8 additional players, and dividing players into even groups.

The tournament organizer and other **leaders** are permitted to also play in these tournaments, as long as there are two or more total leaders designated, to help resolve any issues that arise within another leader's games.

## Tournament Structure

The Custom **Tournament Structure** for this event is two head-to-head rounds. For the first round, players are randomly paired.

To determine Swiss pairings for the second round, pair players that won their first round together at random. If this leaves one winning player unpaired, pair them with a random player from the group of players that lost their first round. Then pair the remaining players that lost their first round together at random.

If there are an odd number of players remaining in the tournament at the beginning of a round, one player receives a bye (an unpaired victory for the round). To assign a bye before pairing players, select a random player from among those who have not yet won a round during the tournament.

Start a 120-minute round timer as soon as all players have found their opponents and begun to set up. At the end of their game, players report the results of their game.

Players must not be paired together more than once per tournament.

For each round, use the respective objective and deployment cards listed on the back of the tournament's Encounter Guide.

## **Tournament Tier**

The Relaxed **Tournament Tier** provides a fun and friendly environment that is welcoming and inviting to players of all experience levels.

## **Enrollment Procedure**

Determine a maximum attendance based on your available space (each battlefield is 6 feet by 3 feet), and inform players of that capacity prior to each tournament. Announce the time at which you will begin and close enrollment, and when tournament play is expected to begin and end. This event has an approximate duration of four hours and fifteen minutes. As players enroll, be sure to write their name on the sign-up sheet on the back of the Encounter Guide. Tell all players what the **Painting Award Criteria** is, listed on the back of the Encounter Guide.

Before pairing the first round, tell players that it is time to inspire their armies. Call each player's name and instruct them to cheer the name of their faction. Check the **Inspired Army** achievement box for that player when they cheer.

## Prize Distribution

Consult the back of the Encounter Guide for the specific **Core Prizes** to use for this tournament. Each tournament will use:

- 8 **Core Prize** Objective Cards
- 8 **Core Prize** Deployment Cards
- 3 **Elite Prize** Cards
- 3 **Elite Prize** Items

All players receive one copy of both **Core Prize** Cards: the alternate template objective card and deployment card listed on the back of the Encounter Guide for this tournament.

On the Encounter Guide's sign-up sheet, next to each player's name, are **achievement boxes**. You will need to check a box as a player fulfills one of these achievements:

- **Enrolled** in the Tournament
- Uses a **Painted Army**
- **Inspired Army** (see Enrollment Procedure)
- **Won Round 1**
- **Won Round 2**

After round 2 is complete, players must vote on which player's army best met the Painting Award Criteria. The organizer breaks any tie. The winner chooses an **Elite Prize** Item or Card as their reward.

Verify that all of the proper achievement boxes have been checked for each player. Each player that won both rounds chooses an **Elite Prize** Item or Card as their reward.

Each achievement box has a small number to its lower-right. Use a random method (such as [www.random.org](http://www.random.org)) to select a number between 1 and 40 until you select a number that corresponds to a checked achievement box. The player who is listed next to that checked box chooses one of the remaining **Elite Prizes** for this tournament, from the initial three Items and Cards. Players cannot receive more than one of each type of **Elite Prize** during the same tournament, and the same achievement box should not be randomly selected more than once. Repeat this process until all remaining **Elite Prize** Items have been awarded.

## Additional Prize Material

The Challenge Kit includes one of each **Core Prize** Card, **Elite Prize** Card and **Elite Prize** Item for the organizer of the three tournaments to keep or award at their discretion.

*Any remaining prizes can be used for other purposes to support players and events.*