

WARHAMMER[®]
40,000

CONQUEST™

THE CARD GAME



TOURNAMENT REGULATIONS

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- Corrected typos and edited language for consistency
- Added Lost and Damaged Card section, Page 4
- Added Taking Notes and Outside Material, Page 5
- Added Tournament Round Times, Page 5
- Updated End of Round, Page 6
- Updated Tournament Points, Page 6

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

Tournaments supported by the Organized Play (“OP”) program for *Warhammer 40,000: Conquest*, sponsored by Fantasy Flight Games (“FFG”) and its international partners, follow the rules provided in this document.

INTRODUCTION

A tournament is a competition between *Warhammer 40,000: Conquest* players. After enrolling in the tournament, they 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 *Warhammer 40,000: Conquest* Rules Reference, which may be downloaded from the *Warhammer 40,000: Conquest* page of our website at any time. Additional rules for playing games in a tournament are detailed in this document.

This document explains important tournament concepts and provides the details for Standard Play tournaments.

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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, judge, and marshal. 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 in the game’s rules and regulations and is the final authority on questions about rules, regulations, and player disputes.

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 answer questions regarding the game's rules.

Player

A player is an individual that plays *Warhammer 40,000: Conquest* at the event. A player must bring all components they need to play a game of *Warhammer 40,000: Conquest*.

Spectator

A spectator is any individual 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.

Leader Participation

A leader may participate in a Relaxed tier tournament for which he or she is responsible only if there is a second leader present. The second leader must be announced at the beginning of the tournament and is 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. Leaders for Formal and Premier tournaments are expected to commit their full attention to organizing and overseeing the event.

Conduct

All tournament participants are expected to act in a respectful and professional 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 FAQ when a mistake or error is discovered.

Unsportsmanlike 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 unsportsmanlike 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 and chairs for each player. 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 deck 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 *Warhammer 40,000: Conquest* Rules Reference, *Warhammer 40,000: Conquest* FAQ, *Warhammer 40,000: Conquest* 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 *Warhammer 40,000: Conquest* page of our website at www.fantasyflightgames.com.

Player Materials

Players are responsible for bringing all of the game components they need to play a game of *Warhammer 40,000: Conquest*. This includes all cards, sleeves, and tokens. They should make sure that they have a legal deck. When a deck list is required, players should bring a completed list or arrive at the venue early to fill one out.

Deck Building

Each deck must contain one warlord card, one synapse card—if required—and a minimum of 50 other cards. There is no maximum size. However, players must be able to shuffle their deck without assistance and within a reasonable amount of time.

Each player is required to bring the 10 planet cards from the *Warhammer 40,000: Conquest* Core Set. These cards are not part of a player's deck.

Card Sleeves

Players are required to sleeve their decks and planet cards in identical opaque card sleeves for Formal and Premier events. Players may use different sleeves between their deck and planet cards, but all card sleeves within their deck—and all 10 planet card sleeves—must be identical in size, color, texture, and condition. At Relaxed events, if a player is not using opaque card sleeves, he or she must make sure that all card backs in each of their decks have a uniform appearance.

Lost and Damaged Cards

If a player loses a card during a tournament, he or she has an opportunity to find a replacement, if necessary. Any player that discovers they are missing a card at the beginning of 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.

During a game, if a player discovers they are missing a card from their deck, they must concede the game.

If a player's card 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, he or she 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. The original card must be kept facedown and nearby, available for reference when the proxy card is played.

Legal Products

Players may use only official *Warhammer 40,000: Conquest* components in tournament play, **with the following exceptions for third-party components:**

- **Tokens that do not obscure card information**

Determining the legality of **any questionable** third-party tokens is the marshal's responsibility. **Proxies of cards are not allowed unless used under the rules of "Lost and Damaged Cards" on page 4.**

All *Warhammer 40,000: Conquest* components are legal for Standard Play tournaments.

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 (<https://www.fantasyflightgames.com/en/op/legality/>).** Players outside North America should check with their organizer to determine which products are tournament legal.

TOURNAMENT PLAY

This section provides information and considerations for playing a game of *Warhammer 40,000: Conquest* at a tournament.

Tournament Setup

Before the tournament begins, the organizer must set up tables suitable for tournament play. Each seat should be arranged so that players have enough space on the table to comfortably place all of their cards and tokens over the course of a game.

Game Setup

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

1. Each player reveals their warlord card in player order, placing them in their HQ.
2. Each player shuffles their deck thoroughly and presents it to their opponent. The opponent may shuffle and cut the deck if desired. After the opponent has had a chance to shuffle the deck, each player places it in their HQ, next to their warlord.
3. Players determine a player at random to choose who starts with initiative. This should be done by flipping a coin, rolling a die, or another random process.
4. The player with initiative shuffles their 10 planet cards and deals 7 of them facedown in a line, between the players. That player places the remaining 3 planet cards in a deck box or somewhere else removed from the game. Then, that player turns the first 5 planets faceup, starting with the planet furthest to their left, and places the first planet token on that first planet.
5. Players prepare their command dial and the tokens they will need over the course of the game, placing them in piles within easy reach.
6. Each player draws a number of cards equal to their warlord's starting hand size from the top of their deck. Each player, in player order, may decide to return those cards to their deck, shuffling the deck and presenting it to their opponent again before drawing a new hand of cards equal to their warlord's starting hand size. Players must keep their second hand.
7. Each player takes a number of resources equal to their warlord's starting resource value and places them in their resource pool.

Once players complete setup, they should 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.



Missed Opportunities

Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. 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 at any time or ask a judge for clarification from official rule documents. Official rule documents include all rules documents available on the *Warhammer 40,000: Conquest* page of our website, those found in a *Warhammer 40,000: Conquest* product, or any portion thereof.

TOURNAMENT CONCEPTS

The tournament concepts create the framework for any *Warhammer 40,000: Conquest* tournament.

Definitions

These words/phrases are important terms used when describing *Warhammer 40,000: Conquest* tournaments.

- **Swiss Rounds:** *Warhammer 40,000: Conquest* tournaments use a Swiss pairing system that awards tournament points to the winner of each game. 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 most tournament points unless there are single elimination rounds (see "Single Elimination Rounds" on page 6).
- **Bye:** Occasionally, tournaments involve an odd number of competitors, resulting in one competitor having no opponent for the round and immediately being transferred to the following round. This is called "getting a bye." When a player receives a bye, he or she receives a win and no addition to his or her strength of schedule for the round.
- **Progression Cut:** In some tournaments, the organizer may "make a cut" after a predetermined number of rounds. This cut eliminates all but a predetermined number of the highest-ranked players from the tournament. The remaining players continue in additional Swiss rounds or single elimination rounds.
- **Single Elimination Rounds:** A series of **tournament** 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 and continue until only one player remains and is named the winner.

Tournament Round Times

Each tournament round of *Warhammer 40,000: Conquest* 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 play through the end of the current game round (see "End of Round" on page 6). A tournament round's length varies depending on the type of round.

- **Swiss Rounds:** 55 minutes each
- **Single Elimination Rounds (except Final):** 55 minutes each
- **Final Single Elimination Round:** 90 minutes

Pairings

Each round, players are paired with an opponent, against whom they play a game of *Warhammer 40,000: Conquest*. The method of pairing may change based on what type of rounds are being used.

The organizer must announce the number of rounds, if there will be single elimination rounds, and what size the cut will be before the start of the tournament.

Swiss Rounds

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 remaining in the tournament, a player at random receives the bye in the first round. In later rounds, the bye is given to the lowest ranked player who has not yet received a bye.

No player should be paired against the same opponent more than once during Swiss rounds.

Pairing example: *John, Stella, and Laramy 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 10 tournament points. John is paired against Stella. Because there are no other players with 15 tournament points, Laramy is paired against Kyle.*

Single Elimination Rounds

Many *Warhammer 40,000: Conquest* tournaments use single elimination after a cut is made for the top 4, 8, 16, or 32 players. In single elimination rounds, once one player remains, he or she is declared the winner of the tournament. The game between the two finalists is untimed.

For the first round of single elimination which 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.

End of Round

Each tournament round ends in one of the following ways:

- **Conquest:** If a player has three planets in their victory display that share a common type, they immediately earn a win for the game and their opponent receives a loss.
- **Warlord Death:** A player's Bloodied warlord is defeated. The player **with a surviving warlord** earns a win and their opponent receives a loss.
- **Empty Deck:** If a player has no cards in their draw deck, they immediately receive a loss for the game. Their opponent receives a win.
- **Simultaneous Victory:** If both players fulfill a win condition simultaneously, the player with initiative determines which player wins the game.
- **No Remaining Planets:** If the battle for the last planet resolves with neither player winning the game by one of the above conditions, the player who most recently added a planet to his or her victory display wins the game. If neither player has added a planet to his victory display in the entire game, **the player that had initiative during the last round of the game determines which player wins the game.**

- **Time:** When time is called at the end of a tournament round, players must play through the current game round. If neither player has won, **they follow the "Final Decree" rules on page 6 to determine who receives a modified win.**
- **Concession:** A player voluntarily concedes defeat at any point during the game. The conceding player receives a loss and the opponent receives a win.

If a game during single elimination rounds would end in a draw, players play an additional game round. If players are still tied, they play another game round, repeating this process until players are no longer tied at the end of a game round.

Final Decree

If neither player has achieved victory at the end of a round, they must follow the steps below, in order, to determine who receives a modified win. That player's opponent receives a loss for the round.

1. The player with the most total planets in their victory display. If both players have the same number of planet cards, proceed to step 2.
2. The player with the most planet type symbols on planet cards in their victory display. If both players have the same number of planet cards and planet type symbols, proceed to step 3.
3. The player that last added a planet to their victory display. If neither player has added a planet to their victory display, proceed to step 4.
4. The player with the fewest units in their discard pile. If both players have the same number of units in their discard piles, proceed to step 5.
5. The player that had initiative during the last round of the game determines which player wins the game.

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 as follows:

- Win = 5 tournament points
- Modified Win = 4 tournament points
- Loss = 0 tournament points

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.

- **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.
- **Extended Strength of Schedule:** A player's extended strength of schedule is calculated by adding each opponent's strength of schedule and then dividing by the number of opponents that player has played. The player with the highest extended strength of schedule is ranked above all other players in the group not yet ranked. The player with the second-highest extended 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 *Warhammer 40,000: Conquest* 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	3	No Cut
9-16	4	No Cut
17-24	4	Top 4
25-40	5	Top 4
41-44	5	Top 8
45-76	6	Top 8
77-148	6	Top 16
149 and Above	7	Top 16

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
9-12	4	Top 4
13-24	4	Top 8
25-40	5	Top 8
41-76	6	Top 8
77-148	6	Top 16
149-288	6	Top 32
289-512	7	Top 32
513 and Above	8	Top 32

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.

Tournament Tiers

FFG's OP events are broken into three tiers of play. These tiers serve to establish the expectations of a *Warhammer 40,000: Conquest* 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.

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 confusion about their actions and refrain from other sloppy play mistakes. The focus is a friendly competitive environment.

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 FAQ and tournament regulations. The focus is on a competitive and fair environment.

This and other supported documents for FFG Organized Play can be accessed from the FFG Organized Play Page:
<http://www.fantasyflightgames.com/op>

www.FantasyFlightGames.com

