



- 
- FFG Home
  - General Info
  - Products
  - League
  - Message Board
  - FFG Rants
  - Conventions
  - Sales
  - Links
- 
- 

## Tournament Format

1. **Tournament Format:** Six Round tournament using Swiss System Pairings. Questions regarding Swiss System can be directed to tournament Judge. A player may take a zero-point bye at any time.
2. **Announcements:** Before the event begins, the players are informed of the scenario (described below) and have any questions answered.
3. **Army Building:** Players will select a faction at the start of the tournament, which they will play for the duration of the tournament. Before each round, the players will have 15 minutes to customize their Armies. (Players are assumed to already have their Armies, so they don't have to build them from scratch.) **Note:** See the Special Rules for Army Building below.)
4. **Play:** The players set up and play the scenario as described below. Any rules questions that arise are answered by the Judge and the League Guide. All Judges' rulings are final.
5. **Results:** At the end of the game, the players will report the result to a tournament judge. After all matches have finished, new pairings will be announced.

---

**Special Rules for Army Building:** These tournaments will use the League standard army building rules. An Army may not include the following:

- More than two Spell Disks of one Spell type
- More than four copies of a Disk with an Army Point cost more than 4(excluding disks stating: "at least two other/three or more...." those are **Limited** to eight copies.

The following disks are **Restricted** and an army may not have more than two copies of a restricted disk.

- Urotok Warrior
- Half Orc

- Royal Jester
- Uhk'set Wasp
- Char'gr Monkey
- Char'gr Venom Spitter
- Dragon Lord Ambassador
- Fairy Swarm
- Invisible Stalker
- Priestess of Xaarrx
- Flaming Phoenix

The following disks are **Limited** and an army may not have more than eight copies of a limited disk.

- Legion of Bones
- Blood Harvester
- Abaley Guard

The following disks are slightly changed.

- The "Familiar" Disk (Each spell can be used just once)
- The "Doppelganger" Disk (Unique, Champion)
- Zocchi Dragon (Limited 2, counts as Champion+Neutral Dragon)

---

**Scenario:** Valley of Bones Revisited

**Number of Players:** 2

**Army Size:** 150 points

**Reinforcements:** 6

**Starting Disks:** 9

**Setup:** A Land Disk is placed in the center of the playing area. The players' staging areas are placed 18" from the central land and equal distances from each other. Neither the staging areas nor the central land are Terrain.

When all Land Disks have been placed, a First Player is randomly chosen. The First Player places all his starting Disks on, or wholly within 6" of, his staging area. (The Disks may overlap each other.) When he is done, his opponent likewise places all his Starting Disks. When all the starting Disks have been placed, it is now the Activation Segment of the first round, and the First Player may begin Activating his Disks.

Reinforcements are also placed on or wholly within 6" of the player's staging area, not overlapping enemy Disks.

**Victory Conditions:** The game ends after six rounds. At the end of the sixth round, the players total up their points as follows:

- 1 point for each Army Point of enemy killed
- 5 points for each Disk touching the central Land Disk
- 15 points for each Disk touching the opponent's staging area
- 30 points for having sole control of the central Land Disk

The player who has the most points wins the game. If two or more players have the same number of points, the one with the most Army Points' worth of Disks still in play is the winner.