Running a League Garrison

So you've got your local store set up to be a Diskwars League Garrison, and have a Garrison Pack on the way, but want to start running League events immediately. No problem! Culled from the Garrison Pack, this page includes everything you need to run a League event. If you've got any questions, just drop us a line.

Running your Event

You've made your preparations and you've promoted your Diskwars League event. Now the players have gathered, and it's time to begin.

Scenarios

As Garrison Commander, you may determine which scenarios are played at your League event. Scenarios are available in the Diskwars rules of play and Moon Over Thelgrim expansion, as well as on Fantasy Flight's web site.

For smaller battles (2 player) scenarios like "In Harm's Way," from the DISKWARS rules, works well. For larger battles (4 player) we recommend a scenario like "Capture the Flag." You are not limited by these choices. They are suggestions for entertaining battles and as garrison commander you can make your own scenarios for league events. Please remember that all information about league events/battles, special rules, entry fees and prizes offered must be clearly stated in any promotional and advertising materials in advance of the event.

Player ID Numbers

The first thing to do is make sure that each of your players has a Diskwars League player ID number. Players must have an official player ID number to participate in League events. (Most players obtain their ID numbers by signing up for the League on the Diskwars website, www.diskwars.com..)

If some players do not have player ID numbers, have the them fill out the League Application form. The completed League Applications MUST be returned to Fantasy Flight with the battle report sheets (see below).

Preparing for Battle

At the beginning of the event, separate your players into groups of two to four. (The number of players in each group is determined by the scenario.) Give each group a battle record sheet to complete. If each sheet is not filled out correctly and legibly, the entire League event may not be rated. (Please remind players to use a consistent form for their name and address every time they enter a League event. Most importantly, make sure they include their official player ID number.) The players in each group are now ready to have a battle. A Diskwars League battle is a Diskwars game in which two to four League members, each of which is playing a different faction (Dwarves, Elves, Undead, etc.), play a scenario to its conclusion.

If two or more of your players want to play armies of the same faction in the same battle, have a

bidding contest to determine who will play the desired faction. Each player interested in playing the faction writes down how many army points he or she would spend to build an army of that faction. The player with the lowest bid wins the right to play that faction. The other players must choose a different faction for that battle.

Now your players are ready to rumble. Announce which battles are being fought, any time limits, and their victory conditions. The battles begin!

Official Rules of Play

League events must always be played according to the most current Diskwars rules as defined by the rules sheets, rules supplements, and errata. Please have these documents on hand during league play. If the rules do not fully answer a question or disagreement, you, as Garrison Commander, are the final authority.

The most up-to-date versions of the rules and errata can always be obtained from Fantasy Flight's web site. If you have a rules question that you cannot find answered on the website, please e-mail the question to us after the event so that we may update the website.

Reporting the Battle Score

When players complete their battle, they must approach the Commander's table together to report the results. Mark each battle report sheet with the results. Collect all the battle report sheets for that round as each battle is finished. Each player must initial his or her own sheet to show acceptance of reported score for that battle.

When all players have finished their battles and you have collected and marked all the battle report sheets with the results of the first games, the round of battles is over. You may now begin another round of battles, if you wish.

End of the League Event

If your event is a tournament, you may declare the winner of the tournament after the final round. If there is a tie for winner, you may need to conduct a tie-breaker battle. Available prizes are also given out at this time.

All battle report sheets and completed League application/official ID number forms must be mailed to Fantasy Flight within one week of the event. This is very important; your Garrison's reports must be submitted to Fantasy Flight for your players' rankings to be accurate. Photos, event anecdotes, and other reports are appreciated and from time to time may be published on Fantasy Flight's web site or in the Diskwarrior newsletter.

Player rating systems

Fantasy Flight's player rating system is based on player participation in the official DISKWARS League. It allows players to see how they measure in skill against other players around the world. Players' ratings are calculated using the formulae below. (Don't worry, Garrison Commanders don't have to do all this math. Just send us the battle report sheets and we'll take care of the number-crunching.)

The winner of a battle receives:
1 point for winning
+ .25 point for each opponent

+ 3% of the opponents' averaged net points from previous week

All other players receive .25 points for participating.

These points are called "gross points." A player's gross points are used to determine his "net points" according to the following formula:

$$(A*1) + (B*.5) + (C*.25) = \text{Player's net points}$$

Where:
A = total gross points from the player's first 24 battles played 0-60 days ago
B = total gross points from the player's first 24 battles played 61-120 days ago
C = total gross points from the player's first 24 battles played 121-180 days ago
Note: Gross points from battles played prior to 180 days ago do not count towards net points.

Finally, player rankings are determined by how many net points they have. The player with the most net points is top-ranked, followed the player with the next-highest number of net points, etc.

As you can see, the players' gross points depend on whether or not they win, the number of opponents, and their opponents' ranks. Players' net points (and therefore their rankings) are determined primarily by recent games. Diskwarriors who rest on their laurels will quickly find their rank slipping as the days slide by.

It is also worth noting that these formulae do not take into consideration winners and losers in tournaments, only winners and losers in individual battles. It is possible for a player to win handily at a tournament, but not see his ranking increase significantly