

# OBJECTIVE TOURNAMENT GUIDE

## INTRODUCTION

This is the official **Objective Tournament Pack** for the Dystopian Wars rules created by Spartan Games. In Spartan Games tournaments, players participate in a series of Dystopian Wars games and pit their skills against a number of opponents to determine the ultimate victor. Spartan Games tournaments are ideally aimed at groups of 4 to 32 players and promote tactical and competitive gameplay.

## TOURNAMENT LEVELS

**ENSIGN LEVEL:** This level of events places an emphasis on a fun and a friendly atmosphere. These events help build local communities and are especially welcoming to newcomers who may still be learning advanced rules or for players that have never participated in organised play. Anyone with a good knowledge of the Dystopian Wars game rules may run an Ensign Level event by following the guidelines in this document. Events typically played at the Ensign Level tier include leagues and weekly game nights.

**CAPTAIN LEVEL:** Competitive events require players to have a good knowledge of the Dystopian Wars rules. Whilst experienced players may participate to finish as highly as possible and to win prizes, other players should not be harshly punished for not knowing some of the more unusual game rules. Captain Level events must be run by a game store employee or a Spartan Vanguard as they will be able to distribute exclusive prizes and ensure players receive a consistent format and experience.

**COMMODORE LEVEL:** This level of events offers the highest level of competition for Dystopian Wars tournaments, with all players, judges and tournament organisers held to a high level of conduct. All of the players must be thoroughly familiar with the game's rules, the latest FAQ and these tournament guidelines, and should expect all rules to be strictly enforced. Commodore Level events are held annually at selected gaming conventions and run by Spartan Games and the Spartan Vanguards.

## PLAYER RESPONSIBILITIES

**LOGISTICS:** Players participating in an Ensign, Captain or Commodore Level event must bring their own models, statistics sheets, dice, measuring tape, tokens and templates required for play, as well as a copy of the Tournament Rules to refer to. It is also handy if each player has a copy of the rules book, either as a physical or digital copy.

**ARMY LISTS:** Players must bring two copies of their Army List, complete with points costs. Army List point totals cannot exceed the point size chosen for the event.

**MODELLING AND PAINTING:** Spartan Games encourages players to bring a fully painted force to all events. Games with painted armies are more interesting to watch and enhance the experience for all players and spectators.

Players will be able to vote for the Best Painted force on their Tournament Results Sheet. This can be done either at the end of the tournament or during a scheduled Parade between games where each player places their force on display.

All models used at any event must be Spartan Games miniatures from the Dystopian Wars range. The miniatures must be fully assembled and on the base that came with the model. A converted model must contain a majority of parts from the Dystopian Wars miniature range for which the rules were written. The end result of any conversion must be clearly identifiable as the intended miniature. Please point out any conversions to your opponent before a game to avoid confusion.

**FAIR PLAY:** It is important for participants to maintain a fair and honest environment in order for everyone to have fun. Players must accurately follow the rules of the game and cooperate with opponents to answer any questions that arise before and during the game.

Squadrons are sometimes moved accidentally or placed inexactly. A small margin of error is allowed, although players must use the tools included with the game and a tape measure in order to be as accurate as possible.

Players must play optimally, performing actions when indicated. If a player forgets to use an effect it cannot be retroactively used without the opponent's consent.

The event organiser will not be able to observe every game. If a player is uncomfortable with something an opponent is doing (e.g. stalling, not playing by the rules) the player is encouraged to tell the opponent about it and work together to maintain a fair, honest and fun in-game environment. If a dispute arises, the players should call the event organiser and explain the situation. The event organiser always makes final rulings and this must be accepted by the players.

Players must act maturely and be polite to their opponents and the event organiser. The event organiser may disqualify a player for any incident deemed unsporting. Such incidents include, but are not limited to, a failure to present a mature and polite demeanor, offensive or abusive conduct, bullying, cheating, persistent rules arguments, stalling, and conceding for unsporting reasons. Disqualified players are not eligible for prizes and may play no further part at the event.

Occasionally a player may be tempted to concede a tournament game. Concessions are not encouraged as there is almost always a chance for victory, in addition, the margins for Victory will influence the number of Tournament Points (TPs) each player gets from a game.

In the case of a concession, the winning player automatically achieves a Major Victory. The conceding player loses and receives no points. The event organiser may also decide to inflict a further loss of gained victory points in extreme cases.

Players who show good sportsmanship and are enjoyable to play against may also have an opportunity to earn additional Tournament Points. Instructions as to how tournament points for sportsmanship are distributed can be found in the Final Standings section of this tournament pack.

**EVENT ORGANISER RESPONSIBILITIES**

**LOGISTICS:** When determining the overall length of a tournament, the event organiser should consider the time between games. During these periods, time should be allocated to announcing results, getting players to their tables and other unavoidable delays. Required materials for the planned scenarios should be prepared ahead of time to avoid delays.

Tournament Organisers should ensure they have adequate copies of the Tournament Results Sheet (a copy of which can be found at the end of this document) to be distributed to each player taking part in a Tournament - with spare copies on hand!

**THE PLAYING SPACE:** Competitive play in Dystopian Wars depends on precise placement of Squadrons and models. It is recommended each play area is covered with a playmat/cloth to prevent Battle Groups and Elements sliding out of place when accidentally knocked.

**EVENT ORGANISER PARTICIPATION:** The event organiser may participate in an Ensign or Captain Level tournament if a second judge is present. The second judge must be announced at the beginning of the event and is responsible for all rulings for games in which the first judge is playing. If two judges play one another, the head judge is responsible for rulings. Event organisers may not compete in Commodore Level tournaments.

**NUMBER OF GAMES:** The length and structure of a tournament is generally determined by the number of days a tournament runs over, or by the complexity of the games being played. Event organisers should choose a number of games they feel best fits the needs of the tournament and players taking part.

DAYS	ROUNDS
1	3 rounds
2	5 rounds

**TIMETABLE:** This timetable presents a recommended typical structure for a two-day event with games of 1000 points, but event organisers are free to structure the time in a way they feel best fits the needs of the tournament and players.

**IMPORTANT NOTE:** If the organisers and players have the luxury of more time when playing their Tournament, extra Games and more Activities can be planned. A third day could, for example, allow up to 8 Games to be planned and played. The MFV of the fleets will also impact the amount of time required. We feel 2 hours is appropriate for an MFV of 1000 points, while an MFV of 750 points may allow each game to be played in a shorter amount of time (see below).

DAY 1	ACTIVITY
08-30	Event Registration and Briefing
09-00	Game 1
11-00	Game 1 end
11-30	Game 2
13-30	Game 2 end
14-00	Lunch
14-40	Game 3
16-40	Game 3 end
17-00	End of Day

DAY 2	ACTIVITY
09-00	Arrival and Parade Preparation
09-30	Parade
10-30	Game 4
12-30	Game 4 end
13-00	Lunch
13-40	Game 5
15-40	Results and Prizes
16-30	End of Day

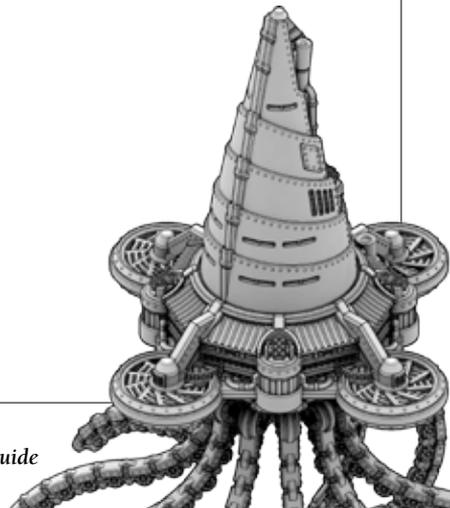
**PAIRINGS:** Swiss pairings are used for Dystopian Wars tournaments. The event organiser should randomly pair all players prior to the event so the first game may commence promptly. If there are an odd number of players, one player receives a bye each round. It is recommended the event organiser has a stand-in player available for such an eventuality as players attend events to play games!

For subsequent games, players are paired at random against another player with the same number of Tournament Points. If there are an odd number of players with the same number of Tournament Points (TPs), one player is paired against a random player from the group with the next most number of TPs.

The event organiser should look to ensure that no two players are paired against one another more than once before the end of the Tournament.

**GAME TIMING:** Use the table below as a guide to calculating game length and battlefield size. When they hear the end of game called, players should finish the game turn they are on and then calculate the game result. The event organiser should be firm on players ending their games in the allotted time, as games that drag beyond their window will drag out the planned schedule for the day.

POINTS	ROUND TIME	TABLE SIZE
750	1.5 hours	4' x 4'
1000	2 hours	6' x 4'
1250	2.5 hours	6' x 4'
1500	3 hours	6' x 4'



**TERRAIN:** All terrain is placed as per the Dystopian Wars Rule Book. The tournament organiser should ensure there is enough terrain available for each table to account for marginally above average rolling for terrain as per the Dystopian Wars rule book. The table below gives a recommended amount of terrain per table to have available, in order to ensure that there is enough in the event of above average rolls.

TABLE SIZE	AVERAGE # TERRAIN PIECES
4' x 4'	5
6' x 4'	6

**STARTING THE GAME:** All games should follow the rules for game setup in the Dystopian Wars 2.0 Core Rule book, including Objective selection and TAC card use.

In the Objective Tournament pack, games use the Field Orders cards, as per the normal Dystopian Wars Rules, to determine the winner and Margin of Victory.

**GAME RESULTS:** At the end of a game each player records their result (Crushing Victory/Narrow Victory/Draw/Narrow Defeat/Crushing Defeat), the name of their opponent, the fleet they played against, the number of Victory Points scored, and the number of Victory Points lost during the game.

See the Results Sheet on Page 6 of this document. Permission is given by Spartan Games to print multiple copies for use in Dystopian Wars tournaments.

**FINAL STANDINGS:** Tournament Points (TPs) determine a player's current standing in a tournament. TPs are recorded for each game by the event organiser, Points are awarded to players according to the result of each game (see the Table below).

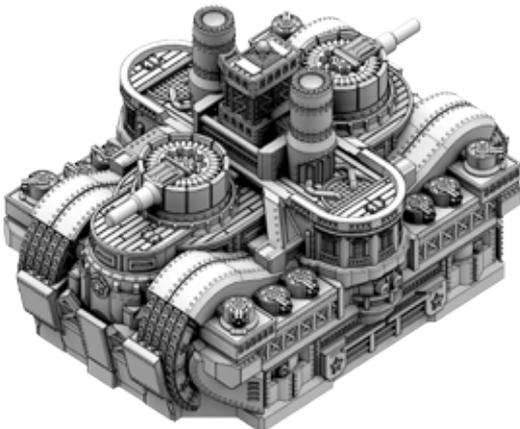
As per the Pairings rules above, TPs should also influence how the pairings of players are made. Time for doing this between games should be scheduled by the event organiser.

Crushing Defeat	0 TP
Narrow Defeat	1 TP
Draw	2 TP
Narrow Victory	3 TP
Crushing Victory	4 TP

After the final game has taken place players should record their vote for Most Sporting on their Tournament Results Sheet (see the end of this document). This vote is for the opponent played against that was the most sporting and most enjoyable to play against. The event organiser totals the results: 3 additional TPs may (at the discretion of the organisers) be awarded to the player with the most votes. 1 additional TP may also be awarded to the Most Sporting runner-up.

Players should also record their vote for Best Painted on their Tournament Results Sheet. Whilst no TPs are awarded for painted forces, the player with the highest total is announced at the end of the tournament and may be eligible to receive a prize.

In the case that the Tournament ends with two or more players with the same number of TPs, determine ranking based on total number of Victory Points scored during their games. The player with the highest total number of Victory Points ranks higher. If there is still a tie, the player with the least number of Victory Points lost ranks higher.



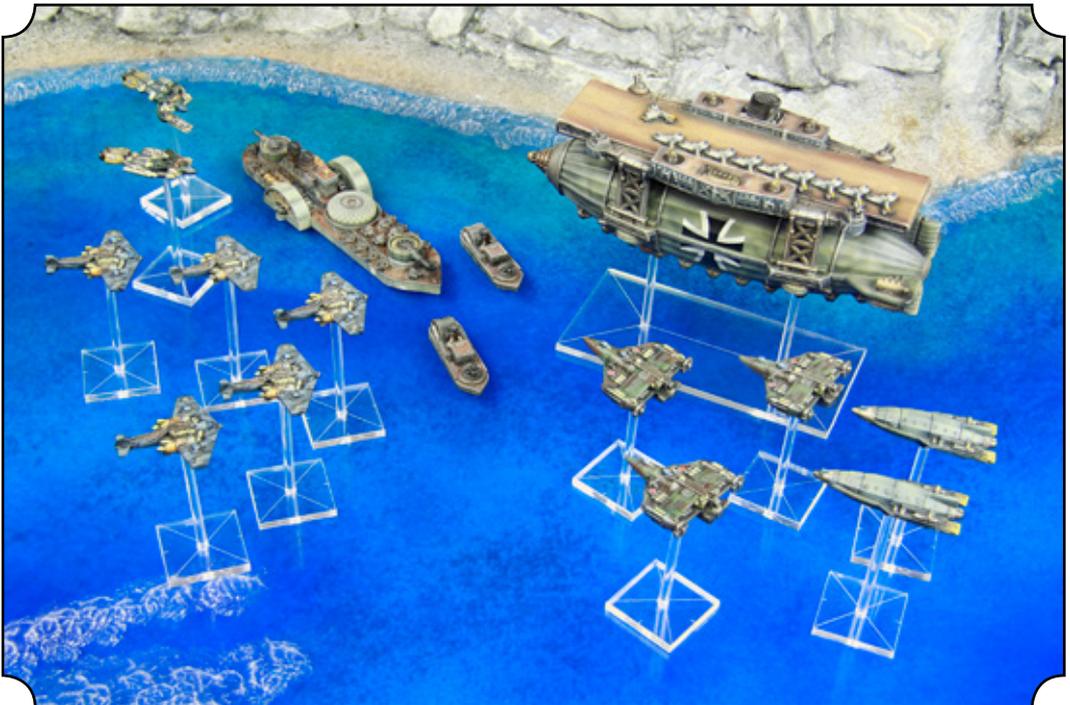
TOURNAMENT KITS

Tournament Kits are available for all games produced by Spartan Games and are designed to support competitive or casual tournament play at clubs and local game stores. They can be used for tournaments, league play, or any other event you wish to run.

The **Dystopian Wars Tournament Kit 2016** comes with exclusive prizes and materials to help event organisers generate excitement amongst players and enhance organised play.

- Acrylic Trophy Plaques (Winner, Best Painted and Most Sporting)
- Spot Prizes:
  - Acrylic Tokens Packs (2)
  - Dice Bags (2)
  - Acrylic Turning Templates (1)
- Season's 'Mercenary Model' - 2016 Polish Bomber
- Acrylic Ruler (16) - one per participant
- A4 Tournament Posters

Tournament Kits can be purchased by retailers and Spartan Vanguards for use in in Captain and Commodore events. How the kits are distributed is up to the event organiser. The kit is optimised for 16 player Tournaments, so feel free to order more than one kit if you are organising a larger event.





## TOURNAMENT RESULT SHEET

PLAYER NAME:

FLEET NAME:

BEST PAINTED:

MOST SPORTING:

GAME	RESULT	TPs	VP SCORE	VP LOST	OPPONENT FACTION	OPPONENT NAME