

# ALLEGIANCE

## War of Factions

### **Standard Draft Guidelines**

**June 7, 2005**

#### Introduction

Official Allegiance: War of Faction drafts are done with 4 booster packs per player. The basic idea of drafting, in general, is to open a booster pack, remove one card from it, placing it face down on the table. The player then passes the pack to the person on their left, and will receive a pack from the person to their right. They remove another card from the pack, and repeat until all packs have been exhausted.

Allegiance booster drafts are done in a slightly different manner.

#### Equipment

The following is required for a draft:

- 4 unopened booster packs per player
- 1 set of "set 11 commons" per player
- 1 set of gems (4 each of 5 colors) per player
- 1 six-sided die per player

Note that the bottom three items are included in every starter. It is recommended that players bring their own set 11, gems, and die, although alternatively the Knight of the Crown may provide them.

#### Setup

First, you must determine the draft order. Randomize the players. This can be done a variety of ways, including assigning each player a number and rolling dice to determine order. Once the players are sufficiently randomized, seat them according to the order that they have been placed in via the randomization. It is suggested that drafts larger than 10 people be broken into multiple draft sections, known as pods. Normally, each pod will have its own table. Thus, in a 12 person draft, it is suggested that the first 6 people be placed in a pod, and the last 6 people be placed in a second pod. Packs are not passed between pods.

Once all players have been seated, give them the booster packs, reminding them not to open them.

#### Drafting

Before the players actually begin the draft, inform them of the Allegiance drafting guidelines and the altered rules, as laid out below.

- Whenever a player opens a pack, that player selects one Wanderer card from the pack and lays it face up on the table. The player also selects one of any card and lays it face down on the table (these are known as the "drafted cards"). Once these two selections have been made, the pack is

passed in the correct direction. (note: if there is no wanderer in the pack, refer to the section below)

- Whenever a player receives a pack from another player, they select one of any card from the pack and lays it face down on the table.
- Players wait until everyone is finished drafting their current packs before opening an additional pack. The opening of packs is normally signalled by a Magistrate or Knight of the Crown.
- The first pack is passed to the left, the second to the right, the third to the left again, and the fourth to the right again.
- Players may only view their face-down drafted cards while they are not holding a pack.
- The following changes have been made to the minimum required cards in a deck: the minimum number of cards in the wanderer deck is 4, and the minimum number of cards in the structure deck after initial holdings is 10. This insures that no one will draft an illegal deck, while maintaining the playability of the game. Note that the minimum cards in the personality deck remains at 15, and that the 2 copies of each card rule is also in effect.

#### Possible Issues

- Issue: Player opens a pack and does not have a wanderer card in the pack.
- Resolution: The player should immediately notify the judge, who then alerts the rest of the pod. If another player has 2 wanderers in his or her pack, then that player selects a wanderer and passes it to the player who does not have a wanderer. That player then selects any card from his or her pack and passes it, face down, to the player giving the wanderer. The draft then continues normally (note that the player giving the wanderer does not have to draft the card that he was given to replace the wanderer in his or her pack).
- Issue: After being alerted that a pack does not have a wanderer, it is found that there are no packs with 2 wanderers at the table.
- Resolution: First, look to another draft pod, if possible. Should the timing be extremely off, then next examine the status of the wanderer-less player. If that player has ended up with an extra wanderer in a past pack, then simply continue drafting, with that player only selecting 1 card from the pack. Eventually the draft will be done to just one card left in each pack, and one player will receive a single-card pack twice (this is commonly referred to as the "forced card"). When a player receives two forced cards, they accept the first and will pass the second to the player that did not have a wanderer. This is done to insure an equal number of cards for each player, and since they initially drafted one less card, taking the second forced card brings them back up to the correct number.
- Issue: After trying both of the above resolutions for a wanderer-less pack, none are applicable.
- Resolution: If the pack is not the last pack, you may let the player draft two wanderers from later packs, providing that the player does not end up with extra cards. If all else fails and the player ends up with only 3 wanderers, the player can add one common wanderer that was not part of the draft, but must also remove one card from his draft to do so. If the player cannot or is not willing to, he or she cannot participate in the game. If no additional wanderers are available from outside the game, the pack can also be replaced at the time of the draft. Also, an official (i.e. Magistrate or Knight of the Crown) may open an additional pack and choose a wanderer from that pack, giving it to the player who has not met the minimum. Also note that another drafter may end up with 5 or more wanderers, and may choose to remove one of those wanderers from his or her deck - this can then be the wanderer that is placed into the 3 wanderer-player's deck, as per adding a wanderer from outside the game.
- Issue: A player did not draft any structures.
- Resolution: Tough luck. With a minimum of 10 structures past initial holdings, players can play

with only the set 11 commons, but will not be able to place any initial holdings past the stronghold. Drafting enough structures is part of the strategy of drafting.

- Issue: A player did not draft enough personalities/troops/of a single faction.
- Resolution: Tough luck. Drafting correct numbers is part of the strategy of drafting.

### The Actual Tournament

The tournament is run as per any other Allegiance tournament. See the separate tournament guidelines for full details, but a 2 or 3 round tournament with 3- (and 4-, if necessary) player games is suggested. Playing to a total of 15 influence points is suggested.