

ALLEGIANCE

War of Factions

Tome of Laws (standard tournament floor rules)

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0.0.0 Foreward

0.1.0 The Tome of Laws are the floor rules utilized in Allegiance: War of Factions tournaments. These rules do not contain game rules - the most recent version of the game rules can be found at allegianceccg.com, as can the most recent version of this document.

1.0.0 Registration

1.1.0 Players are expected to sign up in a timely manner. Registration should officially end 5 minutes before the start of the tournament, and should run at least 15 minutes total. There is no limit to how early on-site registration can begin. Pre-registration should be done via the Allegiance online tournament system, or locally by pen and paper sign-up sheets.

1.2.0 Late registration is handled however the ranking Magistrate and/or Knight of the Crown see fit. It is suggested that late registrations be permitted however possible. Suggestions for dealing with late registration are as follows:

1.2.1 If games have not yet started, reassign seatings/etc so that the late player can still play.

1.2.2 If games have started, but at least one has not yet advanced past the first Action and Development phase, assign the player to that game. He or she may draw and set up as per normal, and then inserts himself into the game where the game currently stands. Under no circumstances is the late player allowed to take extra or out-of-turn actions, etc. to help "catch up."

1.2.3 If there are no games that are currently still in the first Action and Development phase, the player can have two choices: he or she can either join a game in progress (again, no "catch up" actions/etc can be done), or they may wait for other late players. If the minimum amount of players per game for that tournament (normally 3 players) is not reached, a new game cannot be started. If a new game is started, no concessions are made as far as time - it ends when all the other games end.

1.2.4 If no other options are available, the player sits out of the first round and received no

influence points for that round. If this is a single elimination tournament, the player simply takes a game loss and is eliminated (though he may claim any participation prizes he might be eligible for, provided that he paid any required entrance fees for the tournament).

2.0.0 Tournament Set-Up

2.1.0 Once all players have arrived and registered, you must assign them to games. By default, Allegiance tournaments are played in 3-player games. Currently, there is not an automatic assignment method/program, so pairings must be done by hand. Assignments are done using a modified Swiss method, so all players play in all games and the winner is the person with this highest number of wins & points at the end of the tournament.

2.1.1 If there are a number of players so that each game can have the pre-requisite number of players (e.g. in a 3-person game tournament, there are a number of players that is evenly divisible by 3), simply randomly assign them to games. An easy way to do this is to assign each player a number and roll a die to determine which players are assigned to which games.

2.1.1.1 Example of the above: in a 3-person tournament, there are 18 people signed up. Assign each a number, and roll a 20-sided die. If the first three rolls are 2, 14, and 19, then assign player 2 and player 14 to game A. Since neither 19 or 20 are assigned to players in this example, re-roll the die for the third seat in game A, and then assign that player to the game.

2.1.1.2 If no die is available, secretly assign numbers to the player and have an available third party or Magistrate choose numbers blindly (i.e. without seeing who is assigned to each number).

2.1.2 If the number of players is not evenly divisible by the number of player per game, then you must create games that have different numbers of players. Use the below chart to do so (for 3-player tournaments):

2.1.2.1

Players || Games
5 or less || not recommended
7 || 1x 3-player, 1x 4-player
8 || 2x 4-player
10 || 2x 3-player, 1x 4-player
11 || 1x 3-player, 2x 4-player
13 || 3x 3-player, 1x 4-player
14 || 2x 3-player, 2x 4-player
16 || 4x 3-player, 1x 4-player
17 || 3x 3-player, 2x 4-player
and so on.

2.1.2.2 The 4-player games should always be the players who are currently the lowest in total influence for the tournament.

2.2.0 In rounds past the first, for pairings you must first order the players by their total influence for the tournament. Then, assign them to games in their current ranking order. In other words, the top 3 players will play each other, players ranking 4-6 will play each other, etc.

2.2.1 In the event that this pairing method would cause a game that would include two players that have already played each other during the tournament, reassign that game so that the players who have already played are no longer in the same game.

2.3.0 Once game assignments have been done, announce the assignments once game at a time.

It is recommended that you have labeled tables before the start of the tournament so that players can easily find their opponents.

2.3.1 Example - In a simple 6 person tournament, label one table as Table A and the other as Table B. Announce the 3 players who will be sitting at Table A, then repeat for Table B.

3.0.0 Running the Tournament

3.1.0 Actual rules within the tournament are quite simple. Disputes are handled by a magistrate who is not directly involved in the game. Players play until someone achieves victory, or until time expires. The rule-set used is always the latest version available at lucidraven.com and the errata/clarifications are the latest available online as well. All errated cards are played as though they had the errated text physically printed on them.

4.0.0 Post-game wrapup

4.1.0 After a game finishes, a magistrate should go to the table and count up the final Victory Influence totals of each player.

4.1.1 If a player wins the game, count the amount of Victory Influence he ended with, and add 5 to this number. This is his score for the game.

4.1.1.1 If more than 1 person achieved victory requirements, the person with the highest Victory Influence total is considered the winner, and receives the bonus 5 points added to his or her score.

4.1.1.2 In a team situation, or in special event situations, more than one player can and will win. In this situation, all players receive the bonus 5 points added to his score. Note that this will only happen in team-based tournaments or as per tournament events (see July 2004 - Hordes from the Hills for an example of this).

4.1.2 If a player did not win the game, but was still active at the end of the game, simply count the amount of Victory Influence they ended with. This is their score for the game.

4.1.3 If a player was eliminated from the game (i.e. the stronghold was destroyed), they receive a score of 0 for the game.

4.1.4 If all players lost (i.e. wanderer victory), or if time expired, then count the Victory Influence at the time of loss. Each player's Victory Influence at end of game becomes their score for the game.

4.2.0 Deck alteration

4.2.1 Unless otherwise specified by the tournament rules, deck alterations (exchanging cards in one's deck for other cards that he or she did not begin the tournament with) is allowed inbetween games, with the following stipulations.

4.2.1.1 A player may not use this to raise the number of any one card in his deck over two copies, nor may a deck fall below the minimum requirements for the tournament.

4.2.1.2 A player has five minutes to make any changes. If a round ends early, the player may not make changes to his or her deck until the end of the round is called. The player then has until the start of the next round (normally five minutes) to make any changes. Should the time inbetween rounds be longer than five minutes, changes may be made during this entire time, provided that all players who are present and accounted for have the same amount of time to alter their decks.

4.2.1.3 There is no limit to the number of cards that a player may swap in and out of his or her deck, nor is there a one-for-one requirement on exchanges. A player may simply change decks, should this be a valid option for a tournament (such as in a constructed deck setting).

5.0.0 Penalties

5.1.0 Cheating

5.1.1 Cheating is not to be tolerated. If a player is caught cheating he is immediately eliminated from his game.

5.1.1.1 If the Magistrate feels it necessary, he may assign a warning to the player. This should be done if the Magistrate feels that the player might not have been cheating/etc., and is done at the Magistrate's discretion.

5.1.1.2 Cheating can be, but is not limited to, looking at cards in his draw pile when he shouldn't be, adding cards to his hand from outside the game, or misrepresenting a rule or card purposefully.

5.2.0 Unsportsmanlike Conduct

5.2.1 Unsportsmanlike conduct is also not to be tolerated. Upon the first instance, a warning is issued. Upon the second instance, the player is eliminated from his game. If the conduct continues, the Magistrate may remove the player from the tournament without any compensation or prizes/winnings.

5.2.1.1 Unsportsmanlike conduct includes, but is not limited to the following:

5.2.1.1.1 Violence towards other players - examples include throwing items at a player, physical violence toward a player, aggressive behavior (such as threatening to "take a player outside and beat him"), and so forth

5.2.1.1.2 Verbal abuse towards other players - examples include name calling and other put-downs, and using inappropriate language. Do note that there is a fine line between "trash talking" during a game and actual abuse - calling a player a poor player in game would be trash talking, while insulting a player's heritage ("what are you, decended from a freakin' monkey?", etc.) would classify as verbal abuse.

5.2.1.1.3 Sexual harassment. In this situation, the player doing the harassment should be ejected from the venue without refund or prizes.

5.3.0 Marked cards

5.3.1 Marked cards include any card that is nicked, bent, more worn or otherwise marked so that it stands out from the rest of the deck. Note that sleeves, if used, can be an indicator of a marked card as well (more on sleeves is covered in section 6.0).

5.3.2 If a marked card is discovered, that card is either replaced by a non-marked copy of the card, or a proxy of that card, created by the Magistrate. Players may never put a proxy card into their own deck.

5.3.2.1 Proxy cards must be indistinguishable from the rest of the deck in every way. A popular proxy method is to write the name of the proxied card on a common card with a black marker. When the proxy is played, it is substituted with the original card, which must be removed again from play at the end of the game.

5.3.3 Marked cards are considered cheating, but the Magistrate should be very careful with assigning penalties due to marked cards. If the player has clearly marked his card, then a penalty should be assigned. If it appears to be a mistake (such as a card that simply has more wear and tear), then proxy the card with only a warning.

5.4.0 Lateness

5.4.1 Lateness will be handled in the following manner: there will be a 2 minute grace period in which the game may not begin. Players may shuffle decks, choose initial structures, etc., but may not begin the game yet. After these 2 minutes, there will be another 3 minute period in which the other players may begin the City Maintenance phase and the first Action and Development phase; however, play may not advance beyond this phase until a total of 5 minutes have passed from the start of the tournament round (5 minutes total, including the 2 minute phase and the 3 minute phase mentioned above). If the tardy player has still not yet arrived, play may continue. The player may join the game at any time, but is not given any time to "catch up" - he merely joins the game in whatever phase the game is currently in with nothing except a normal selection of initial structures and influence tokens, and a normal hand of seven cards.

5.4.2 If a player does join the game late, he may not examine the board before choosing his initial structures. Doing so can result in the player taking a game loss for the game in question, as this is considered cheating and will be treated as such.

5.5.0 In general, the ranking Magistrate should be the one in charge of penalties, and should use his or her good judgment. The above are examples of situations, though it is impossible to cover all situations that might arise. Penalties can include anything from warnings to forced release of cards in play to game loss to ejection, depending on the severity of the infraction.

6.0.0 Equipment

6.1.0 Players are responsible for bringing any and all equipment necessary to a tournament.

6.1.1 Normally, equipment includes the following: one six-sided die, 4 of each of the 5 colors of beads (20 beads total - note that if necessary, coins or other items can be used if they are clearly marked as to which kind of bead they represent), and the required play deck. Other equipment can include a set of the 11 set common cards for drafts, although these may be provided by the venue if the venue desires.

6.2.0 Sleeves and other deck protection can be used under the following stipulations:

6.2.1 All sleeves must be identical (in color, brand, etc.) and unmarked from each other.

6.2.2 Sleeves must have a solid color or fully transparent back, with a transparent front.

6.2.3 Metallic/Reflected sleeves are largely prohibited. Darker colors can pass, but light to mid-colored reflective sleeves can be used to cheat and are not allowed in official tournaments.

6.2.4 Sleeves with a piece of artwork or another non-solid color are not allowed due to the irregularities that commonly occur, and can be used to mark cards easily.

6.2.5 Sleeves within the same deck must be the same color, but a player may use a different color for each of his play decks.

6.2.6 Once a deck is sleeved, it may not be unsleeved during a game unless the sleeve is damaged, in which case it must immediately be replaced by an identical, unmarked sleeve.

6.2.7 For clarity reasons, sleeves with a "holographic" or other similar front are not allowed; only sleeves with fully transparent fronts are allowed.

7.0.0 Glossary

Grand Magistrate - A level 3 Magistrate (i.e. judge). This is the highest Magistrate level currently attainable by non-Lucid Raven personnel. Grand Magistrates have a high level of knowledge regarding rules, play-specific situation, and card knowledge.

High Magistrate - A level 2 Magistrate (i.e. judge). This is the mid-level Magistrate. High Magistrates have experience with play-specific situations and full rules knowledge.

Knight of the Crown - A tournament organizer. Knights of the Crown have final say when it comes to issues regarding the running of the tournament. A Knight of the Crown needs not be a registered Magistrate, though it is always helpful.

Magistrate - A level 1 judge. This represents a person who has working knowledge of the rules of Allegiance.

100.0.0 Afterword

100.1.0 Tome of Laws is for use in any Allegiance: War of Factions tournaments. It must be used in all official tournaments, and is suggested for use in unofficial tournaments as well.

100.2.0 Tome of Laws was originally written by J.T. Kauffman, Allegiance: War of Factions Grand Magistrate.

100.3.0 Tome of Laws is currently maintained by J.T. Kauffman, Allegiance: War of Factions Grand Magistrate.

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