

DUST TACTICS TOURNAMENT RULES

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In a *Dust Tactics* Tournament, players face off in a series of matches, battling against opponents to determine who will emerge victorious. A *Dust Tactics* Tournament is ideal for groups of 8 to 32 players and keeps a rapid pace stressing each players' ability to adapt to the combat environment.

Player Responsibilities

Supplies

Players participating in a *Dust Tactics* Tournament must bring all their own models, sanctioned unit cards, dice, and dry-erase markers. The Tournament Organizer (TO) must approve any printed or electronic media used to track damage.

Tournament Legal Units

All units listed on the *Dust Tactics* Army Point Cost chart are tournament legal, including preview figures from Game Night Kits.

The SSU will not be playable in the 2012 Regional Tournament season.

Army Lists

Players are responsible for bringing at least two printed or legibly handwritten copies of their army list, complete with point costs and an army point total. A single copy of these lists must be registered with the TO before the start of the tournament. Opponents may view a player's army list at any time. Army list point totals cannot exceed the point size chosen for the event.

Painting, Modeling, Proxies, and Conversions

Proxies (substitute models) are not allowed under any circumstances. All models must be *Dust Tactics* models. Conversions (modifications to *Dust Tactics* models) are acceptable as long as they are clearly based on *Dust Tactics* models. Conversions must represent the model from which they are most obviously drawn. For example, a heavily converted Hot Dog model is not a substitute for a Luther model.

Proxy or homemade unit cards are not acceptable under any circumstances. Regardless of any and all modifications made to a unit, the official unit card, coinciding with a unit listed on the Army Point Cost page will always represent the units weapons, ammunition, armor, health and damage chart.

A TO may make exceptions and approve any reasonable conversions. The TO will make the final call on whether or not any particular model or modification may be used. Units that are scaled differently, were not published by Fantasy Flight Games, or did not include a unit card with the model are not permitted under any circumstances.

Sportsmanship

The primary objective of this tournament is creating a fun and competitive atmosphere for all players. In order to facilitate sportsmanlike competition, cooperation is essential. Players should cooperate with their opponents when answering rules questions or confusions. Failure to do so is unsportsmanlike, and therefore not tolerated in tournament play. When a rules question cannot be resolved by the players, the TO will make the final decision. Unsportsmanlike conduct such as cheating, stalling the game, and other immature behavior is also prohibited and should be reported to the TO if necessary.

TO Responsibilities

Event Parameters

The Tournament Organizer (The TO, or TOs) should always consider the best way to run events for their players, given the resources they have available. These resources include a place to run the event, the amount of time available, timers, etc. For example, if you have limited time per day at the venue, you may want to consider running a larger event over two days.

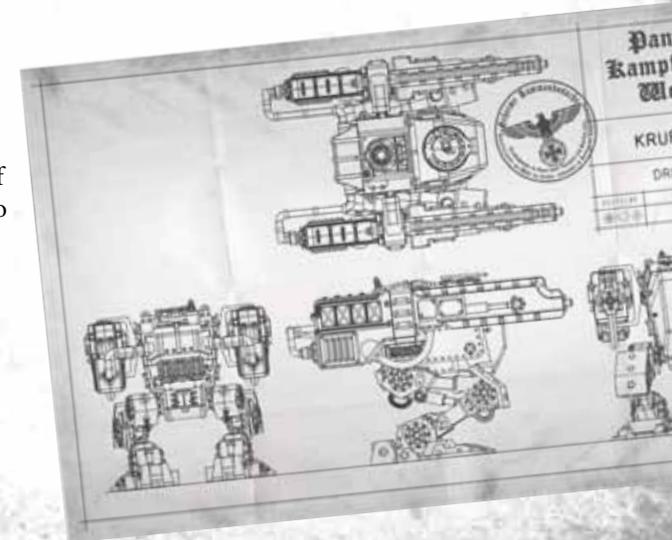
Number of Rounds

The tournament is broken down into a series of timed rounds in which all players participate. The number of player participating in the tournament determines how many rounds it will take to determine a winner. The chart below breaks down the number of rounds relative to the number of players participating.

Players Rounds

8 or fewer, 3-round event
9 to 16, 4-round event
17 to 32, 5-round event

Once there is a single undefeated player declared at the beginning of a round, the event will end with no additional matches.



First Round Pairings

It is recommended that the TO attempt to pair different factions whenever possible to maintain the theme of *Dust Tactics*. A suggested method to achieve this is to shuffle all the tournament record sheets together. Take the top sheet and set it to one side. This gives you the first player for the first pairing. Find a sheet from another faction and pair it with the first sheet drawn. Without shuffling the pile again, remove the top sheet and repeat the process until all players have an opponent. As you work your way through the pile you may find it impossible to pair players from different factions. Once you have completed the pairings, note the opposing player's ID on each player's sheet to track that player's opponents. Record the point score for each player when the round ends.

Points earned from each match:

3 points for a win

1 point for a draw

0 points for a loss

Subsequent Pairings

From here on, all pairings and ranks are based on standard Swiss seat tournament format. TO's may use alternate pairing formats as long as they make the chosen format known by all players well before the event.

Byes & Odd Number of Players

Sometimes there will be an odd number of players, making it impossible to create a pair for everyone participating. In this case, the player without a pair receives a bye, granting them three points for the tournament. The TO can randomly determine which player receives the bye if he wishes. The TO should ensure that the same player does not receive more than one bye per event.

Scenarios

Scenario Selection

It is the responsibility of the TO to determine what scenarios and point totals will be used for an event. These should be announced before the event so that players will know what to expect, and so that the TO may answer any questions the players may have. The TO is encouraged to select a different scenario for each round of the tournament, as long as all players

play the same scenario for that round. Scenarios should be kept secret until the start of the round. Not all scenarios will be used in every tournament, and it is up to the TO's discretion what order the scenarios are played in.

As an example, the scenarios from the "Victory Bridge" Campaign book found in the *Dust Tactics: Revised Core Set* can be used. In this case, a TO could choose which scenarios will be played, or can randomly select them by rolling three Dust Tactics combat dice, totaling the hits, and referring to the following table:

Roll	Scenario
0	Counterattack
1	"Seize the Explosives!"
2	"The Sky is Falling!"
3	Bridge in Sight!

Scenario Victory, Player Standings & Tiebreakers

Scenario Victory, Points & Standing

When a player has fulfilled the Victory Conditions described in a scenario, that player immediately wins the match and both players accrue points. A player is awarded 3 points for a win, 1 point for a draw, and no points for a loss. These points will determine final player standing in the tournament.

Tiebreaker

If player standings remain tied at the end of the event, the player with the highest Strength of Schedule (see below) will be the winner. If players have an identical total points and Strength of Schedule, the winner is the player with the highest Army Points Remaining.

Strength of Schedule

Sometimes there will be a tie in overall points. When this happens, determine which player ranks higher by adding up all the points of the opponents that each tied player faced during previous rounds. Strength of Schedule is the sum of all overall points for all of a player's opponents. If a player has a bye for a round, no points are added to his Strength of Schedule for that particular round.

For example, after four rounds Anton and Steve tie for second place. To determine Strength of Schedule, the TO adds up all the points of Anton's opponents for the first three rounds. Then the TO adds up all the points of Steve's opponents for the first three rounds. If the total points scored by all of Anton's opponents is 25 and the total points scored by all of Steve's opponents is 19, then Anton is said to have the higher Strength of Schedule and is declared as the winner.

