

# THE LORD OF THE RINGS™

## THE CARD GAME

### RACE AGAINST THE SHADOW TOURNAMENT RULES

In a *Race Against the Shadow* tournament, teams race one another and the clock to win a scenario. Two teams play simultaneously, switching off at set points in the round, and the team that finishes the scenario first within the allotted time wins the match.

#### Supplies

Each table will need a two-player game clock with pause functionality, for example, a chess clock. There are several free clock apps that would also be appropriate.

The Tournament Organizer (TO) may choose any set of scenarios, but due to their difficulty, *Escape from Dol Guldur*, *The Battle of Laketown*, *The Massing at Osgiliath* and *Nightmare* Decks are not recommended. The TO will advertise the selected pool of scenarios in advance of the event. Players are expected to provide their own quest and encounter cards.

#### Deckbuilding

Each player brings a legal *The Lord of the Rings: The Card Game* deck to the event. Deckbuilding rules are on page 27 of the core rulebook. Legal decks contain a minimum of 50 cards and a maximum of 3 heroes. Players must select their heroes according to one of the following two formats.

In the limited format, a player uses these same heroes each match. Limited format events place high emphasis on building a tight but balanced deck that can handle any challenge.

In the extended format, at the beginning of each match each player may select his 3 heroes from a sideboard consisting of all heroes. Extended format events are slightly more casual, and allow players a chance to better adapt to the various scenarios with their selection of heroes.

Tournament Organizers may choose to run their events as either limited or extended.

#### Match Format

Each match, each team will be paired against one other team. Each team will provide its own copy of the announced scenario, and their opponents may check the encounter deck for completeness. Randomly determine which team goes first.

Each team will begin with 45 minutes on the clock for a match length of 90 minutes. At the TO's discretion, depending on the general amount of time it takes to complete a scenario, this number can be adjusted up to 60 minutes or down to 30 minutes. Any adjustment to the time controls should be announced when pairings are posted.

In a *Race Against the Shadow* match, each round is broken into three phase groups. Teams alternate play through these phase groups, playing their cards and advancing through their quests, then observing their opponents' phase groups. The phase groups are:

1. Resource, Planning
2. Quest, Travel
3. Encounter, Combat, Refresh



The first team will begin by playing their Resource and Planning phases. Then they will start the other team's clock, and the second team will play its Resource and Planning phases. This process continues through the other two phase groups until the second team finishes its Refresh phase and the first team starts a new round.

*Example round: Team 1 plays first. Team 1's players complete their Resource and Planning phases, then hit the clock. Team 2 then plays its Resource and Planning phases while Team 1 observes. After Team 2 hits the clock, Team 1 plays its Quest and Travel phases and hits the clock again. Team 2 then plays its Quest and Travel phases and hits the clock. Team 1 then plays its Encounter, Combat, and Refresh phases and hits the clock. Team 2 plays its Encounter, Combat, and Refresh phases, and the round is over. When Team 2 hits the clock again, Team 1 will begin the next round with its Resource and Planning phases.*

When they are not on the clock, players on one team should observe their opponents' turns to ensure that all rules and encounter cards are followed correctly. Additionally, players may discuss the actions of their next turn during their opponents' turn, so long as they do not distract their opponents in the process. If a player has a question or rules dispute, he pauses the clock while he interrupts the other team. When the issue has been resolved, the active team restarts the clock, and play continues.

## Match Scoring

The team that finishes the scenario without the other team finishing in the same Phase Group is awarded a Match Win and 5 points.

If the team that played first completes the scenario first, the other team has their next phase group to attempt to complete the scenario. If both teams complete the scenario in the same phase group, the team with the lower score wins. If the scores are also the same, the match is a Draw and each team is awarded 2 points.

If both teams are eliminated in the same round, or if neither team completes the scenario, the match is a Modified Loss and each team is awarded 1 point.

If a single team is eliminated, the other team is awarded a Match Win and 5 points.

If a team exhausts its allotted time, it is eliminated and the opposing team is awarded a Match Win and 5 points.

## Tournament Format

Standard Swiss Pairings pairings are used (see FFG Organized Play support page for details). Random pairings are allowed for the first match. For future pairings, pair teams within the same score group as per Swiss style pairings. As teams are paired, the Tournament Organizer will announce the next scenario to be used.

Tournament organizers should always pair teams within score groups. Rather than pairing randomly, sort the teams in each score group by team number, then pair the top number to the bottom, the second to the second to last and so on. This allows for the subtle adjustment of teams if one team has already played another and has the same effect as using brackets so that the top 2 teams do not meet until the last match. The "odd" team of a score group will be paired down to the next score group, playing the highest ranked team of that score group.

If there is an odd number of teams in the tournament, the lowest-ranked team receives a bye, counting as a Match Win. When there is more than one lowest-ranked team, the lowest-ranked team with the lowest team number receives a bye.

The team with the most points at the end of the Swiss rounds is the tournament champion.

