

GF – Tournament Guidelines v3.2.0

General Principles

Referees: The original game rules are kept intentionally vague in some aspects to allow players to adapt them to their own liking. Because of this its best that you have referees in your tournaments that decide on how to interpret certain rules and assist players in resolving any uncertainties that come up.

Settling Disputes: If you ever come to a point where a rule interpretation stops the game in its tracks, simply roll a die to randomly determine how that rule should be interpreted and move on.

Preparation

Tournament Length: The tournament is made up of 6 matches, with each match lasting a max. of 2 hours, including the game set-up phase.

Chess Clocks: The use of chess clocks is recommended, giving each player 1 hour per game, including the set-up phase.

Match Pairings: The player match-ups for the first match should be determined randomly, and from the second round on players are paired by matching players with the same VPs together, going from highest to lowest score. If more than two players have the same VPs, then they should be matched by their destruction points from highest to lowest.

Victory Points: At the end of each match the winner gets 3 VPs, and in case of a tie both players get 1 VP each.

Destruction Points: Additionally each player gets as many destruction points as the total point cost of all enemy units that were destroyed or shaken at the end of the match.

Winning the Tournament: After the 6th match the player with most VPs wins, and in case of a tie the player with the highest total destruction score across all matches is the winner.

The Armies

Game Size: For tournament games we recommend fixing the game size to a total of 2000pts per player.

Force Lists: Before the tournament all players should submit their force list to the tournament organizers.

Mixed Armies: Players may bring units from up to two factions in the same list, but they must select one of them as their primary faction. Mixed armies must consist of at least 60% worth of units from their primary faction, and heroes from either faction may only join other units from their own faction.

Playing a Match

Mission: The tournament organizers may pick any official mission, or come up with missions of their own.

Terrain: The terrain is set up by the tournament organizers, and may not be moved by the players.

Armies: Before the game begins both players may inspect their opponent's force lists and ask any questions.

Match Start: As soon as players roll-off for deployment the match starts. If you are using chess clocks then they must be started now.

Match End: The match ends as soon as the mission conditions are met. If you are using chess clocks and a player runs out of time, then all of his units count as being destroyed immediately.

Reinforcement Rules

Counter-Plays: If you want to add a new layer of strategy to your tournaments you can play using reinforcement rules, which allow players to adapt their force lists on the fly to counter the enemy.

Force Lists: Before the tournament all players must submit one force list made up of 75% worth of units of the total game size, plus up to three other lists made up of 25% worth of units of the total game size as reinforcement lists.

Composition: Reinforcement lists follow the regular composition rules, however may not have any heroes, and must only have models from their primary faction.

Playing a Match: Once per game, at the beginning of any round after the first, players may deploy all units from one of their reinforcement lists by placing them within 6" of their table edge. All models must be within 24" of each other, and at least 3" away from enemy units.