

WarMage Tournament Rules

GenCon 2015



General

- The Designated Referee is the final arbiter of all gameplay discussions.
- The Designated Referee should report the names of all winners from the Qualifying Round, and the final Champion from the Championship Round, to roanarts@gmail.com for recognition on our websites/media.
- All rules must be read before gameplay begins, including time limits, Sudden Death, and Tie Breakers.
- *WarMage's Signet* cards are not allowed in GenCon 2015 tournament play.
- In the event of 3 or fewer entering tournament, players shall play best 2 out of 3 games to determine the Tournament Champion. All ties are to be resolved by below rules, and all participants will receive a copy of WarMage. Champion will additionally receive a signed poster & signed *WarMage's Signet* card.

Qualifying Round

Time Limit - 30 minutes

Max Players - 36 (6 brackets of 6 players each)

Brackets: Maximum of 6 brackets, with up to 6 players each. Set up the game with 2 wounds per player. Divide players as evenly as possible between the available decks.

Game Set-up: Cards should be shuffled and dealt by a designated referee according to the standard WarMage Setup. Referee should also randomly decide who goes first in each game. Play then proceeds clockwise.

Elimination: Players are eliminated when all of their Wound cards are in play as Mortal Wounds. They are then eliminated from the tournament.

Winning: Players win when all the other players in their game have been eliminated. If there is no clear winner by 5-10 minutes before the time limit is reached, play enters Sudden Death. Beginning with the first player's turn after Sudden Death starts, all players still in play are dealt one unpreventable wound at the end of their turn, until only one player is left standing.

In Event of a Tie: (*i.e. everyone is eliminated at once*) If a card designates that everyone still playing is eliminated simultaneously, begin a Tie Breaker game. All players eliminated by the last card reshuffle the deck and begin play again, starting with the player who played the last card. Players are dealt 2 Wound cards each, and--as in Sudden Death--beginning with the first player, they are dealt one unpreventable wound at the end of their turn, until only one player is left. The last player standing is the winner. In the event of a tie, repeat Tie Breaker games as necessary.

Championship Round

Time Limit - 1 hour

- All winners (up to 6 total) from the Qualifying Round automatically move on to the Championship Round.
- The Designated Referee will shuffle and deal the cards, including 2 Wound cards per player, as well as randomly designate the player who begins play.
- Play proceeds until there is only 1 player left uneliminated, using Sudden Death and Tie Breakers as necessary. The last player standing is the Champion.

Prizes

- All players who reach the Championship Round receive a copy of WarMage.
- The winner of the Championship Round also receives a signed *WarMage's Signet* card and a signed WarMage GenCon 2015-exclusive Poster.