

## PLAYERS

### Rules Disputes

As a player, you are responsible for bringing your own Models, Cards, Tokens, Critical Deck and Terrain. If you are missing one or more of these, speak to the Tournament Organizer (or TO) as soon as possible as you may be disqualified from playing.

### Models

Your Platoon may only consist of official **World of Tanks: Miniatures Game** models from **Battlefront Miniatures** and **Gale Force Nine**.

### Cards

You are required to have all the official cards you are using for your Platoon on hand. This includes all the Tank, Crew, Module and Upgrade Cards from your Platoon.

### Tokens and Measuring Arrows

You are responsible for bringing your own tokens and Measuring Arrows. Custom Tokens and Measuring Arrows are allowed at the TO's discretion.

### Terrain

You must have one Forest or Hill, two Buildings and two Walls from the **World of Tanks: Miniatures Game** Starter Set on hand. These will be the terrain pieces you place in each game.

### Critical Deck

You must have a complete Critical Deck from the **World of Tanks: Miniatures Game** Starter Set. Before each game, Players will choose one Critical Deck to share for that game, while the other is set aside.

### Platoon Sheet

You will need a Platoon sheet to turn in to your TO. The TO will have them available to fill out on the day, but you may want to fill it out beforehand to save time. Remember that Crew, Modules and Upgrade Cards can be hidden from your opponents but not your TO.

### Rules and Missions

You should ensure you have access to the **World of Tanks: Miniatures Game** Rulebook which includes the Missions.

The TO will have a copy on hand that you can borrow, but having these will free them up for more important matters. Sportsmanship Remember that this is a game and, being a game, its goal is to provide fun and entertainment for all of its players. Your attitude and behaviour can play a big part in creating a fun experience for everyone involved and a welcoming environment for new players to explore.

### Building A Platoon

Players must follow all the rules for Platoon building found in the **World of Tanks: Miniatures Game** Rulebook. A total Cost of 200 for the Platoon is the standard for Tournament games but your TO might choose to set a different point limit. If a TO elects to do so they will inform you well in advance of the Tournament.

## TOURNAMENT FORM GUIDE

These Forms are made as tools to help both the Players and the TO stay organized and keep downtime between games to a minimum. These Forms can all be downloaded from the **World of Tanks: Miniatures Game** website:

[www.gf9games.com/worldoftanks](http://www.gf9games.com/worldoftanks)

### Platoon Sheets

Each player needs to fill one of these forms out before the tournament. The TO will look over these sheets to make sure that the players list abides by the Tournaments Costs limit and any other list-building rules. Each Tank should be listed with their selected Crew, Module and Upgrade Cards.

### Score Sheets

After each round, players will fill out a Score Sheet for their game and turn them into the TO. These results will be tallied in the end to determine the winner of the tournament.

### Round Sheets

This form is where the TO tracks the round-by-round pairings and keeps track of the players' overall scores. At the end of the form is a section for players' final scores, including their total Wins and Victory Points.

### Pairing Sheet

This form will help the TO quickly identify which players have already played each other. By writing each players name in the left most column and then in the top row (in the same order), the TO can check off pairings as they occur.



# WORLD OF TANKS MINIATURES GAME



## INTRODUCTION

In this document you will find all the rules you need to run **World of Tanks: Miniatures Game** tournaments at your local store, club, or even with your friends at home.

Both Players and Tournament Organizers should read this whole document to better understand each other's responsibilities. However, if you are looking to run an event the Tournament Organizers section will be of the most interest to you, while participants heading to an event will want to focus on the Player section.

### Tournament Organizer

As the Tournament Organizer (or TO) you are responsible for securing a venue, making sure players have a place to play, setting a date, and organizing any equipment you may need.

#### Finding a Venue

If you are already affiliated with a store this should be easy. If not, get in touch with your local stores and gaming clubs to find the best place to host your tournament. Keep in mind the size of event you want to run and whether or not your chosen venue can accommodate that many players.

#### Setting a Time

The Tournament Pack is designed for an event that runs for three or five games. Three game tournaments will take roughly four hours, and can be easily completed in a single day, whereas a five game tournament will take about seven hours and could be split across a weekend.

#### The Tables

The **World of Tanks: Miniatures Game** is played on a 3' x 3' Battlefield. As the TO you will need to make sure your venue has enough tables and space to accommodate your players, and you will need to be able to designate the play area, either by using Game Mats or Tape to mark the table edges.

#### Game Mats and Terrain

Game Mats are a great way to mark out your 3' x 3' game space on a table. Try to stick to game mats without terrain printed on them as Players will be placing their own terrain on table.

### Tournament Packs and Prizes

While there is nothing stopping you from running tournaments without the official pack, each Tournament Pack comes with exclusive Prize Support for your Players.

In each Tournament Pack you will find:

- Tournament Rules, for Organizers and Players (this booklet)
- Exclusive Prizes
- Platoon Sheets
- Score Sheets
- Round Sheets

Each Tournament Pack is able to handle an eight-person tournament. To run larger events, you may want multiple packs. Before your event, ensure that you have the following items:

- One Platoon Sheet per Player
- One Score Sheet per game
- One Round Sheet for the event
- **World of Tanks: Miniatures Game** Rulebook

### Downloadable Resources

Copies of all the printed material in the Tournament Pack can be downloaded from our website:

[www.gf9games.com/worldoftanks](http://www.gf9games.com/worldoftanks)

### Support Equipment

You need to make sure you have everything else you will need to run your tournament. Things like pens, paper, computer or other items that will make running your event easier.

### Terrain

Players are responsible for bringing their own Terrain but having a few spare sets of one forest or hill, two buildings and two walls as it will be useful for when a player forgets theirs.

## DURING THE EVENT

### Timed Games

Players should have an hour to play each game, this includes 10 minutes for set up. Once time runs out, Players must finish the turn they are currently on.

If there is no clear winner at the end of that turn, check the mission rules for tiebreakers. If there is still no clear winner, the game is a loss for both Players. You should leave 20-30 minutes between each round to allow games to wrap up and to set up for the next round.

### Battle Modes

As the Tournament Organizer, it is your job to organize what Battle Modes the Players will play. All Players should play the same Battle Modes during a round and Players should not know what Battle Mode they are going to play until the round pairings are announced.

### Choosing Your Battle Mode

You can choose the order of Battle Modes secretly before the tournament or roll for a random mission at the start of each round. If possible, you should avoid repeating the same Battle Mode during the event.

You can find all of the basic Battle Modes on pages 22-23 of the rulebook.

### Victory Points

During a Battle Mode, players have the chance to gain Victory Points. At the end of the game, players record any

Victory Points gained during the mission, adding 1 bonus Victory Point if they won the game. Victory Points are used to break ties at the end of the event.

## PAIRINGS

### Swiss Chess

**World of Tanks: Miniatures Game** tournaments use a variant of the Swiss Chess format for pairings.

Swiss Chess format is a round robin, non-elimination format that will pair players that have the same number of victories, while ensuring players never play the same opponent more than once.

### Pairings

For the first round, players are paired at random. However, as TO you should take note of groups of players who have travelled a long way to attend the event and probably play each other often. Try to avoid pairing them during the first round to ensure the locals and visitors mix.

### Already Paired

If a player is paired with an opponent they already played, swap one of the players with another who has the same number of Wins to ensure that players never play the same opponent twice. If this is impossible you may need to pair that player with a player who has a lesser number of Wins, as described above in 'Pairing Down.'

### Pairing Down

If you have players who have already played each other or have an odd number of players with the same number of Wins, select one at random to be paired with a player who has a lower number of Wins. If there are no players with a lower number of Wins, then that player gains a bye.

### Bye

If you ever have an odd number of players the unpaired player will gain a Bye. A Bye counts as a Win for the round. The Player with a Bye sadly has no opponent and has to sit out for the round.

### Rules Disputes

During the Tournament you may be called upon to answer rules questions or settle disputes. It is up to you to judge these situations as fairly and as correctly as you can. On the day it is your call and players will have to abide by your rulings. Remember to be consistent. Make sure that the rulings you choose for one game are the same for any other games that have the same situation.

### Stay Active

During the tournament you should move from game to game, seeing what players are doing and making yourself available to answer any in-game questions and settle any disputes. You may also elect to check a table's Critical Deck to ensure it is complete.

### Cheating

Just as in any other game, Players can cheat. As TO it is your job to keep an eye out and call out any cheating you see. Keep in mind that some players may have simply misread a card or forgotten a Critical Card, so it will be up to you to judge in the moment if the player is actively cheating or not, and to give out punishment equal to any crime. If a player is caught blatantly cheating by you, then you should immediately disqualify them from the tournament. For example: If you catch a player reorganising the Critical Deck or changing dice they've rolled while their opponent's back is turned you would then have the grounds to disqualify that player from the tournament.

### Unsporting Behaviour

If a player is not being a good sport and is causing others to have a negative experience, you can issue the offending player a warning about their behaviour. After the warning, if the player does not change their behaviour then you may disqualify that player and remove them from the tournament. The community doesn't want or need players that can't play well with others, and especially those who ignore warnings, or refuse to re-evaluate a negative attitude.

### Prizes

This Introductory Organized Play Kit includes eight packs of participation prizes containing Crew and Upgrade Cards taken from the first year of releases. There should be enough packs for each per player to receive a set of cards. These packs are a reward for players who have now participated and enjoying their first **World of Tanks: Miniatures Game** tournament and provide some interesting and flavourful options that may otherwise not be available to them.

## THE TOURNAMENT ORGANIZERS ROLE

### Use Your Judgement

Judging unsporting behaviour can be subjective, so here are a few things to watch for:

- Bullying or belittling others
- Interrupting other games
- Intentionally timing out a game
- Anything else you deem to be negatively impacting another player's enjoyment

Sometimes a player may be rude, irritable or upset due to their performance in the tournament. This is understandable, and as long as it isn't interfering with the enjoyment of others there's no need to step in. If this carries on it will be up to you as TO to decide when a player has fallen into one of the behaviours listed above and needs an official warning.

### Determining The Winner

As the TO you will need to keep track of the scores throughout the tournament. On the back page of this booklet there is information regarding the Organizers Forms that you can use to help you keep track of the results each round, as well as creating the pairings for each round.

### Tie Breakers

After sorting out players' scores at the end of the event you may find that two are tied for a position.

In this case the player with the most Victory Points will win. If the players are still tied, then check to see if the two players played each other, award the higher position to the winner of that game. If all else fails have the two players roll for Advantage (see page 6 of the rulebook) with the winner of the roll taking the higher position.