TOURNAMENT RULES

Siegestorm is a game of relentless assault, unending war and constant battle – a real challenge for a commander like you! And where you could put your abilities to the test if not on the no man's land, face to face with your enemy! That's why we came up with **official Tournament Rules** for *Siegestorm*. Those rules are meant to make competitive play all around the world streamlined and exciting. With organized play we, want to promote the game and bring the Storm to as many people as possible!

TOURNAMENT TYPES

We came up with three different ways for you to play during *Siegestorm* events. Each of them is different and designed to suit different players. First two are supported by us as official events, the third one is more like a fun way to play or experiment with the game.

1. Standard

Classic way to play *Siegestorm*, your Resources must be created from the single faction (Seraphia, Styxia, Yrsa, Khung'lai, Gunslingers, Frost Giants) and contain exactly 34 cards. You can use all cards from your collection (including cards from PvP Supplement and any further expansions). All rules from *Siegstrom* rulebook and FAQ 1.0 take effect.

2. Reinforcements

An advanced way to play *Siegestorm*, recommended for experienced players who like to experiment with different combos. In this format, your Resources are created from two factions (you can mix any two from the six current factions and factions from any further expansions; however, you cannot use the Pay To Win cards in your deck) and contain exactly 44 cards, each faction must contribute 22 cards.

3. Expanded

This mode isn't official. In this mode, you can use any cards to create your Resources, but they must contain exactly 44 cards. You can use Pay To Win cards in this format.

In each format **you have to play one deck** throughout whole tournament. You cannot switch cards or factions between games.

RULE CHANGES

In order to make organized play streamlined and to eliminate some annoying combos, we limited usage of Abilities. **You can use each card passive Ability only once per turn**. If you have more cards with the same name in play you can use Ability on each of them but **once per card** (for example if you have two Goblin Mercenaries in play you can force opponent to discard twice – provided that you are able to pay for each usage).

In any other case, rules are unchanged – all of them could be found in *Siegestorm* rulebook. Alongside rulebook, you must be familiar with FAQ 1.0 (and errata that is part of it). Final word in any case regarding the rules belongs to the organizer.

GAME STRUCTURE

Competitive match in *Siegestorm* should always be played as **"Best of 3"**, the first person to win 2 games, wins the whole match. Game setup doesn't vary from the standard way to start the game; however, there are minor changes in the way the First Player is chosen and how switching cards before the game is resolved.

- In the first game chose First Player randomly (via coin toss or dice), in the second game another player becomes First Player and in third game player that started as the First Player becomes one.

- Both players shuffle their decks, First Player draws 2 cards and can decide to return one or both of them to the bottom of their resources, then draws up to 2 cards. Then Second Player draws two cards and might return them as well. If both players are happy with their starting hands, First Player starts their first turn. (keep in mind that First Player on their first turn draws only one card in the Draw Step).

- The time limit for each round should be 45 min (15 minutes per game). If you choose to play with the time limit, follow these rules when determining the end of the game:

  a) If time runs out during the First Player turn: the game ends at the end of the next round (Second Player has to play one turn as well)

  b) If time runs out during the Second Player turn: the game ends at the end of the current turn (First Player won't play their turn)

TOURNAMENT STRUCTURE

The tournament should be divided into rounds, depending on the number of players:

- **4 – 8 PLAYERS:** three rounds
- **9 – 16 PLAYERS:** four rounds

After every game players are rewarded with points based on the outcome of all three games:

- **WIN**: 3 points
- **SMALL LOSE:** 1 point (if the player won at least once)
- **DRAW**: 1 point (but it will be a very rare outcome)
- **LOSE:** 0 points (if the player lost two games)

For first games, players should be paired randomly. For round second and each subsequent round players should be paired on their points totals. If someone doesn't have an opponent in the current round they are rewarded with 3 points for their inconvenience.

After all rounds:

- **1ST PLACE:** The player with the most points
- **2ND PLACE:** The player who played last game with the winner of the tournament

All other places are determined by points.

REWARDS

The organizer has to provide one Tournament Pack for 4-8 players tournament, and two packs for 9-16 players tournament. Each pack contains 10 foiled cards.

The winner chooses 1 card from Tournament Pack, then the player who got second place chooses 1 card from the available pool, then the player who got third place, and so forth until all participants have one card from the Tournament Pack. Cards that exceed players count should be randomly distributed or given as "Special Rewards" for the craziest deck or most friendly player – it's up to the organizer.

SlLEEVES

Regardless of the format you are playing, you are **not obligated to have sleeved deck**. You can play with sleeved cards; however, it's not mandatory to have them during the tournament.

Good luck!

That sums up all the rules that you need to organize and play *Siegestorm* tournament. Please keep in mind that this is our first game with a competitive scene, so we find any feedback priceless! If you find any mistakes or have an idea how to improve this format we would love to hear from you – you can ask your questions and share ideas on our Facebook group or send to us via e-mail:

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