

BRUSHFIRE



Official Tournament Rules

Version .05 Beta

PLAYER RESPONSIBILITIES

Logistics - Players participating in a Brushfire Tournament must supply all their own models, stat cards, dice, measuring device, markers, and templates that they may need for play. Players should also bring a copy of the most up to date Brushfire Rulebook (Current: Printing 1.2) for any scenarios.

Army Lists - Players should bring enough resources for 1.5 times the maximum amount of the tournament. Players will have the time between rounds to create their lists, knowing the scenario, but not the faction they face. Resource totals cannot exceed the resource limit chosen for the game, but may choose to play with less resources, though this is not suggested.

Modeling and Painting - When available official Brushfire models must be used however conversions based off of Brushfire models are allowed. Proxies for unreleased models are also allowed but they must fit the theme of the game and be readily identifiable and on the appropriate sized base. Unreleased miniatures may only be permitted if they are available at the event (such as special convention release models in tournaments at that convention).

Painted models are not required, though they are encouraged.

WYSIWYG & Model Conversions - Models on the table must be completely transparent as to what unit type they represent and follow what you see is what you get (WYSIWYG). WYSIWYG means that weapons and upgrades chosen from the army list must be shown on the models in the unit. If a model does not have an upgrade shown on the model, it is assumed that the model has it's standard equipment. Some models have upgrades that are difficult to show on the model, like horns, banners, armor upgrades, or other accessories. Please tell your opponent when such upgrades are on a squad but are not modeled. The previous rules must be adhered to when using converted models in organized play. The end result of any conversion must be clearly identifiable as the intended miniature and accurately represent it's weapons and equipment as listed in its rules. Any event organizer can make exceptions to these rules to approve any conversion he or she deems reasonable.

Sportsmanship - The point of all games is to have fun. In a tournament setting, things can and will get serious. So in order to keep the atmosphere enjoyable, a fair and honest environment is needed in order for everyone to have fun. Players must follow the rules of the game and fully cooperate with opponents to honestly answer any questions that might arise before or during gameplay. The event organizer will not be able

to see every game during an event. If your opponent is doing something that you feel goes against the spirit of the game, such as stalling for time, bending the rules in their favor, or blatantly cheating, do not hesitate to tell your opponent and attempt to resolve any issues. If the you and your opponent are finding it impossible to resolve the issue, call the event organizer and explain the situation. No matter how you or your opponent feels, the event organizer always has the final say on rules questions or disputes. Players must accept all rulings an event organizer makes, whether you agree or not.

Players must be mature and polite to their opponents and the event organizer. Everyone wants to enjoy the game they're playing, and failure to follow this simple contract will result in immediate disqualification. An event organizer may disqualify a player for any unsportsmanlike conduct. This includes, but is not limited to, offensive or abusive behavior, bullying, cheating, nonstop rules arguments, slow playing, and other inappropriate actions. Disqualified players become ineligible for any awards or prizes and are barred from further participation in the event or related events.

Occasionally a player will concede from a game for one reason or another during a tournament. Concessions are never recommended by the On the Lamb Staff since there is almost always a chance for victory. Should a player concede, the winning player will be awarded a win and the average victory points earned amongst all winning players in that round. The player that concedes will receive a loss and earn no points. An event organizer may disqualify a player from a tournament if a concession is deemed unsportsmanlike.





EVENT ORGANIZER RESPONSIBILITIES

Logistics - When estimating the overall length of a tournament, the event organizer should add extra time for each round to cover all of their bases. This generally means that an event organizer should allow time to set up the next round's pairings, assign players to their tables, and begin the next round. Event organizers should also ensure that all required materials for the planned scenarios are ready to go before the tournament to avoid delays.

Number of Rounds - Players participate in a timed format with all players competing in every round. Event organizers should plan the number of rounds based on the maximum number of games normally required to determine a winner.

Players	Rounds
8 or fewer	3 Rounds
9 - 16	4 Rounds
17 - 32	5 Rounds

First Round Pairings - Randomly determine the pairings through random draw, shuffling record sheets, or through computerized pairings. This gives you the first round's pairings. Once people are paired with an opponent, assign them to a table and let them set up. If you have an odd number of players, see "Odd Number of Players" below. Once everyone has been assigned to a table, have them note their opponent's name on the record sheet.

Second and Later Round Pairings - From here on out, all pairings are based on win/loss record, victory points, and pairings from the previous round(s). The player with the highest total of wins and highest total of victory points will be paired against the player with the next highest total that he hasn't yet faced. From here on out, continue this process until every player has their next round's pairing, and then randomly assign pairings to tables.

Odd Number of Players - Should a tournament have an odd number of players, one player will receive a bye. A player receiving a bye sits out of the current round and will be awarded a win and the average victory points earned amongst all winning players in that round. The event organizer will randomly determine which player receives the bye. In the following rounds, the event organizer will randomly select a player from those with the lowest tournament point totals. The event organizer should ensure that the same player never receives a bye more than once per event.

Game Length - All games last at least 6 turns, or until time runs out. At the end of turn 6, each player rolls a Tactical Action using the highest KE of their models currently on the board. The winner decides if they wish to push the fight and continue to the next turn or to withdraw and end the game. If the winner decides to continue to the next turn, play out the next turn as normal, the game automatically ends at the conclusion of turn 10. If the winner decides to withdraw, end the game immediately and tally up objectives.

Final Standings - Players score victory points based on the outcome of each round's scenario. Player standings are determined by wins, losses, and draws. A win is worth 3 points plus any victory points earned from that round, a loss or a draw awards no additional victory points, except those earned based on Victory Severity. In the case of two players with the same number of determine which one ranks higher by comparing win/loss records. If the two players are still tied, determine who ranks higher by calculating strength of schedule. Add the victory point totals scored by each opponent of the tied players to determine strength of schedule. The player whose opponents scored the highest combined total of victory points has the stronger strength of schedule and would have the higher ranking.

Time Per Round

HLVL	Resource Size	Round Length	Time Between Rounds
2	25 Resources	30 Minutes	5 Minutes
3	50 Resources	45 Minutes	7 Minutes
4	75 Resources	60 Minutes	10 Minutes
5	100 Resources	75 Minutes	10 Minutes



MISSIONS

Mission 1 - Control the Battlefield

Primary Objective - Kill Point

Secondary Objective - Table Control.

Setup & Deployment - Separate the table into four equal sized sectors. Place on 50mm Command Post marker in the center of each of these sectors. Each player deploys their army within 10" of their board edge, make a KE roll of your highest deploying hero to determine who will decide who deploys first and who takes the first turn (the Winner can decide to deploy/play first, or concede deployment/play to the opponent).

Objectives - Whenever a model is killed because of combat (ranged or melee), remove it from the table, any model that flees off of the table is removed from the game, but set in a separate area from casualties. Players must also attempt to capture the table sections on the board. To control a table section, a player must have more models within 3" of the marker. If both players have an equal number of models within 3", then that table section is contested and no one controls it.

Result - After all of the turns have been played, or a player has had their army routed, tally the total FD+GD+LR cost of each model lost in combat but did not flee off a table edge for each player, and count up the number of objectives controlled by a player.

Victory Severity -

Pyrrhic Victory - A difference of 50 or fewer resources, less than 50% of your own army remains, and you control no more than 2 Command Post markers.

Close Victory - A difference of 50 or fewer resources, more than 50% of your army remains, and you control no more than 2 Command Post markers.

Hard-Won Victory - A difference of 100 to 51 resources, and you control at least 3 Command Post markers

Glorious Victory - A difference of 200 to 101 resources, and you control at least 3 Command Post markers

Mission Type 3 - *Supply Raid!*

Primary Objective - Objective Retrieval

Secondary Objective - Objective Destruction

Setup & Deployment - Each player takes two 40mm Powder Keg markers and place it 20" away from their table edge. Place five 30mm Supply markers along the centerline of the table. Each player deploys their army within 10" of their board edge, make a KE roll of your highest deploying hero to determine who will decide who deploys first and who takes the first turn (the Winner can decide to deploy/play first, or concede deployment/play to the opponent).

Objective - When a model ends its Movement Phase in base to base with a Supply marker, it may pick up the Supply marker. A model carrying the Supply marker takes a -2 to their Speed, and cannot Rush. Should this model flee as a Charge Reaction or from Fearsome, they immediately drop the Supply marker before beginning its move. When a model ends its movement in base to base with an enemy's Powder Keg marker, it may ignite it. A model in base to base with an ignited Powder Keg marker may reset the Powder Keg marker if it succeeds in a Tactical Action against the unit type that initially ignited the marker.

Results - After all of the turns have been played, or a player has had their army routed, tally the number of Supply markers that are held by a model or in a player's deployment zone, these markers are controlled by that player. Also, tally up the number of ignited Powder Keg markers, any ignited markers are considered destroyed. The player with the most Supply markers is the winner.

Victory Severity -

Pyrrhic Victory - If the winner controls at least 1 more Supply marker, and has destroyed 0 Powder Keg markers.

Close Victory - If the winner controls at least 1 more Supply marker, and has destroyed 1 Powder Keg marker than their opponent

Hard-Won Victory - If the winner controls 2 Supply markers, and has destroyed 2 Powder Keg markers.

Glorious Victory - If the winner controls 3 Supply markers, has destroyed both of their opponent's Powder Keg markers, and still has at least 1 of their own Powder Keg markers.