

ALLEGIANCE

War of Factions

Running Event Tournaments

Equipment needed:

- Tournament Event Card (see below for details)
- Prize Support (Participation and Prize cards provided by LRP)
- Reporting Sheet
- Current Rule Book and FAQ
- CCG Master Software for pairing (optional)

What an Event Tournament is

Event Tournaments are the storyline-advancing tournaments for Allegiance: War of Factions. Each one features a specific Tournament Event Card that alters the rules of the game, adding, altering or replacing rules and occasionally giving additional victory or defeat conditions. These Tournament Event Cards are available for download from the website; they are oversized cards that are not meant for use in decks. Instead, these cards are always active and their effects cannot be bypassed. Each Event Tournament has one, and only one, Tournament Event Card that accompanies it. For easy reference, it is recommended that you provide one copy of the card per table at the tournament, or at least provide each table with the text from the card.

Tournament Format

By default, all Event Tournaments are played as constructed tournaments using the default Allegiance: War of Factions pairing system (which is a Swiss pairing system set up for 3-4 player games). It is highly recommended that tournaments are not run in a sealed format due to the design of the Tournament Event Cards.

Tournament Event Card

The Tournament Event Card is available in the Event Tournament section at the official Allegiance: War of Factions website (www.allegianceccg.com), located at the following address:

http://www.allegianceccg.com/tournaments/event_tournaments.php

You can download the specific Tournament Event card in PDF format from the above link. Each Event Tournament has a section detailing the way that the Tournament Event works (including FAQs regarding the Event).

CCG Master

CCG Master is a program that was developed by Lannes Enterprises – it contains a section specifically for pairing and running Allegiance tournaments. It does require Microsoft .NET 1.1 to run. CCG Master is available in the downloads section of AllegianceCCG.com or at <http://www.lannes.org>. Note that there is a premium version of the software, but to run Allegiance tournaments the free version of the software is sufficient.

Running the Tournament

Note: Each player must be registered on the Allegiance website in order to play in an Event Tournament.

1. Record all players' usernames in CCG Master and/or the reporting sheet.
2. Pair players using CCG Master or using the Allegiance Pairing document available in the downloads section of AllegianceCCG.com.
3. Play the first round. A normal round lasts about 1 ½ hours, with a “final round” call made after 1 ¼ hours. After players have been notified that this is the final round, they simply finish the round out and perform a final check for victory. If no victory condition has been met, then the player that is nearest to the victory condition is declared the winner. Alternatively, a round may be run to be 1 ½ hours exactly, with play stopping after time has expired (with victory checks done as above).
4. Record all results from all players. This includes each player's final influence count for the game, as well as which player won. Enter these results in CCG Master and/or the reporting sheet.
5. Pair the second round, with an optional 5 to 15 minute break if the players desire. Generally, pairing in Allegiance is done in a standard Swiss style, with full details residing on the Pairing document available at AllegianceCCG.com.
6. Play and record additional rounds, as above with the first round. Note that standard tournaments are played to two rounds, though longer tournaments may be run at the discretion of the tournament organizer.
7. Determine the winner, as well as second and third place. Generally, the winner is determined by comparing win totals, with total influence points being the tie-breaker (high amount wins).
8. Award prizes in the following format:
 - Prize Card: One copy to each of the top three players.
 - Participation Card: One copy to each participant. If there are more cards than players, distribute additional cards randomly or based on another criteria (examples: best deal-making, fast-talk, manipulation, sportsmanship, etc.), or utilize the cards in a later Allegiance tournament. If there are more players than cards, priority is given based on registration (those registering first, especially pre-registrants on the website, receive cards first).
 - Additionally, the tournament organizer and any official judges receive one of each card.
9. Finish filling out the reporting sheet and fax it to 1-888-279-3060 Attn: Organized Play. Alternatively, you may email results to organizedplay@lucidraven.com

