



Moonstone Tournament

Sunday April 2nd
Bishopthorpe, York



Moonstone Tournament – Event Pack

Tickets: Please PayPal £15 to Nextgenyork@gmail.com “Reference Moonstone 2nd April”

Key Information:

When: Sunday 2nd April – Registration 11am. Finish around 6.30pm.

Where: Bishopthorpe Sports & Social Club, 12 Main Street, YO23 2RB

Food: Lunch is not included. There is a CO-OP across the street and the venue has a bar which serves drinks. You may bring own pack up and snacks also.

Roster: 8 Miniatures – You will play with 5 each round

Rounds: 4 x 90-minute matches

Maximum players: 16

Creating a Tournament List

To create a tournament list, select up to 8 characters all belonging to the same faction. Models which cannot be used in the same troupe together, such as Grub and Herbert Growbottom, may be taken in these 8 models but may not be used simultaneously in a game.

Models which can be summoned by other models in your tournament list such as Murder Bunnies, Striga Anaya and the Jackalope, do not need to be taken in the 8 to be summoned.

Upgrade and Campaign cards are NOT to be used in this tournament. Cards designed for scenario play, such as Drunk Fritz and Diana Enraged, cannot be included in your tournament list.

Matches

Matches will be played with the standard scenario with 2 players and 7 Moonstones which are dropped by a player from a neighbouring table.

90 minutes is the round time limit. Players should not deliberately stall to gain advantage and should alert a Tournament Organiser (TO) if they believe their opponent is doing so.

The TO will announce when there are 10 minutes left. When the time limit is hit the TO will announce: 'Sunrise - stop play'. Players should then finish resolving their current action and record how many moonstones they are in possession of to determine a winner if the match has not already been finished.

Players will use 5 characters in their games, leaving 3 aside from their tournament list, sideboarded and out of play in each game. These characters should be chosen during deployment by choosing a character and deploying it each time you need to deploy a model in setup.

Deployment

Whilst the standard scenario normally allows deployment in 1 of 4 table edges, we will only be allowing deployment on 2 sides of the board instead of 4. These sides will be on opposite edges of the board and will be determined at the start of the tournament.

Sportsmanship

Players should be polite and courteous to their opponents and the TO. Harassment, discrimination and hate speech (as well as other such behaviour) are reasonable grounds for immediate disqualification at the discretion of the TO. Disqualified Players are not eligible for any prizes and may not participate further in the event. Players should cooperate with their opponent to answer honestly any questions that arise before or during the game and should not obstruct open information from their opponents such as character rules, wounds and energy.

On the day players should bring all models they require, including any possible summonable models in addition to their 8 character tournament list. In addition, they should also bring everything they need to play a game including Measuring implements, Dice, Arcane deck, Melee deck & up-to-date Character Cards. Some players may forget or misplace some items and we would encourage the community to help out in these incidents and share resources wherever possible to ensure everyone can play!

Modelling

Miniatures must be fully assembled and on an appropriately sized base. All models must be Moonstone models but conversions are allowed. The majority of the model must consist of parts for the model converted in question and should be clearly identifiable as the

intended miniature. Fully painted models are preferred. Unpainted models are allowed on this occasion.

Pre-Match Sequence

Done before the 90-minute timer starts if possible:

- a. Discuss and agree on terrain types (as well as which 2 sides of the board should be used for deployment if this has not already been arranged).
- b. Players should show their opponent their 8 character tournament list.
- c. Neighbouring table (or TO) drops stones, each player can call 1 Mulligan. If players are still unhappy after these redrops they may ask the TO to make either additional drops or a final decision at the TO's discretion.
- d. Roll to see which player has initiative/who has board edge.
- e. Player choosing board edge chooses 1 of their 8 models and deploys them, followed by their opponent and so on and so forth until each side has deployed 5 characters. If both players have the same characters then both may be deployed ('Player A' using 'Doug the Flatulent' does not prevent 'Player B' from using 'Doug the Flatulent')
- f. Start playing!

Tournament Structure

The tournament will be run under Swiss-Pairings.

A players tournament score will be calculated by summing the results of all their games:

0 points for a loss
1 point for a draw
2 points for a win

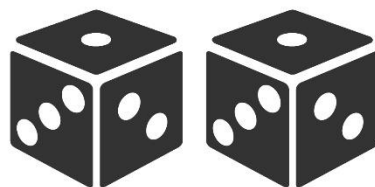
As well as recording the tournament points we will also record total Moonstones collected for tiebreakers (for final positions and to help determine matchups).

If there is an odd number of players then a random player on round 1 will receive a bye and from thereon the person with the lowest tournament score in the tournament receives the bye. Players receiving a bye record a win with 0 moonstones.

Questions?

Please email hello@ehgaming.com if you have any further questions about the event.

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