GODTEAR®
TOURNAMENT RULES

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Below, you'll find instructions on how to run or compete in a Godtear tournament.
Use this document in conjunction with the Godtear rulebook.

OVERVIEW

A Godtear tournament is a friendly competition with multiple rounds. In each round, players are paired 1 versus 1 for a game of Godtear.

After multiple rounds, all players are ranked on their performance. The player with the highest rank is the tournament winner.

TOURNAMENT ORGANISER RESPONSIBILITIES

LOGISTICS

The tournament organiser is responsible for making sure the event runs smoothly. This will require some pre-tournament preparation work.

First, the organiser will need to decide the event start time, the round timings, the finish time, and any prizes. When deciding round timings, the organiser should remember to allow time between rounds for game results to be processed; for new round pairings to be announced; and for players to move between tables.

Once player numbers are confirmed, the organiser must ensure they have enough tables and game boards, and sufficient space for participants to play. The organiser may ask players to bring their own game boards.

To assist the running of your tournament you could use tournament software or a tournament website. These can make pairing players and calculating tiebreakers easier.

PLAYER RESPONSIBILITIES

Players are responsible for bringing their own miniatures, stat cards, dice, and tokens (including objective hexes and battle ladder tokens).

During games, players are responsible for marking boons, blights, and wounds with the appropriate tokens. These tokens must be placed on player dashboards or above the relevant stat card. If a token is not present, then the effect is not present.

Sportsmanship

Remember: the aim of a Godtear tournament is to have fun in a fair, honest, and welcoming environment.

Bearing this in mind, players must follow the rules of the game and answer any questions honestly. Any stalling or slow play is prohibited. In addition, players should be polite and courteous to their opponents, the organiser, and all Judges.

In the spirit of the tournament, players should hold their opponents to the same standards. If any disagreements arise, call a Judge and respect their final ruling.

The Head Judge may choose to disqualify any player for inappropriate behaviour, such as stalling. Disqualified players forfeit their current game; are not eligible for any rewards or prizes; and may not participate further in the tournament.

Modelling and Painting

Painted miniatures are not required to participate in a Godtear tournament. That said, we do encourage players to field a fully painted warband. Fully painted warbands enhance the visual appeal of Godtear and can be a rewarding part of miniature gaming.

Tournament organisers can promote painting by offering a prize at their event for the best-painted warband.

All models used in a Godtear tournament should be appropriate Godtear miniatures. Tournament organisers may allow converted or modified miniatures at their discretion.

Warband Roster

Before the tournament begins, each player must create a warband roster. A warband roster is a list of all the champions a player may choose to play during the tournament.

To create their roster, players select 3 or 4 different champions and record them on their player record sheet. These can be any Godtear champions from the list on the following page.

WARBAND ROSTER

CHAMPION NAME	CHAMPION CLASS
KEERA The Dragon Princess	Slayer
LORSANN The Autumnal Wind	Slayer
MAXEN The Artificer	Slayer
MORRIGAN Lich Queen of the Frozen Wastes	Slayer
RANGOSH Scourge of the Broken Plains	Slayer
SKULLBREAKER The Dragonslayer	Slayer
SNEAKY PEET The Maligned	Slayer
BLACKJAW The Sweeping Flame	Maelstrom
GRIMGUT The Vile	Maelstrom
JEEN The Wandering Warrior	Maelstrom
KAILINN The Fury of the Forest	Maelstrom
LUELLA The Raging Storm	Maelstrom
TITUS The Disgraced	Maelstrom
LILY Thornsinger of the Azure Forest	Shaper
NIA The Crystalmancer	Shaper
RAITH'MARID The Rising Tsunami	Shaper
RATTLEBONE Prophet of the Ascended Past	Shaper
SHAYLE The Keeper of The Oath	Shaper
STYX Lord of Hounds	Shaper
FINVARR Lord of Mirages	Guardian
HALFTUSK Warden of The Stonekin Isle	Guardian

HELENA Inspiration of Hope	Guardian
JAAK The Dubious Alchemist	Guardian
MOURNBLADE The Souless	Guardian
RHODRI Thane of The Forsaken Holds	Guardian

Tournament Rules

Tournament Length

Godtear tournaments run until:

- there is a single undefeated player, or
- the maximum number of predetermined rounds have been played.

(Whichever comes first.)

After multiple rounds, all players are ranked on their performance. The player with the highest rank is the tournament winner.

Use the table below to determine the number of rounds required for your tournament:

Number of Players	Rounds
8 or fewer	3-round event
9 to 16	4-round event
17 to 32	5-round event
33 to 64	6-round event
65 to 128	7-round event

Tournament Round Length

When setting the round length for a tournament, the organiser should set a round time that suits the experience of those attending. For example, less experienced players should be given more time.

We suggest the following timings:

Tournament Type	Round Length
Champion Tournament	110 minutes
Ascended Tournament	90 minutes

The tournament organiser should start the round timer once most players have found their opponent and begun setting up.

At the start of each round, the organiser will choose a random scenario from the Godtear rulebook. Every game in that round will play this scenario. Each scenario can only be played once during a tournament, unless all scenarios have already been played.

If newer players are attending your event you may wish to periodically call out the amount of time remaining in the round. This will help them to keep their game on time and not have the end of a round come as a surprise.

Dice Down

At the end of the round, 'dice down' is called and play stops. Players finish their current activation, then compare their victory point total to their opponent's victory point total.

The player with the highest victory point total wins that game.

If victory points are tied, players should immediately resolve the end phase for the current turn and award relevant victory points. Players will then compare their victory point totals again to declare a winner.

Pairings

Each tournament round, players are matched with an opponent to play against. Godtear tournaments use the 'Swiss' system to match players, as follows:

- For the first round, players are randomly matched with an opponent.
- For subsequent rounds, each player will be randomly matched with an opponent who has the same number of wins—i.e. a player in their 'number of wins' bracket—starting with the player with the most wins.
- If there is an odd number of players in a 'number of wins' bracket, randomly select a player from the next-lowest win bracket to be paired up with the remaining player.

In the interests of fairness, the tournament organiser should avoid matching players with the same opponent multiple times during a tournament.

Odd Numbers of Players and Byes

To avoid the tournament running with an odd number of players, it's recommended that the organiser secures a 'standby player'.

If there are an odd number of players, one player will receive a bye in each round. A player with a bye does not play a game during that round and will instead receive an automatic win.

In the first round, the tournament organiser will choose a player at random to receive the bye. In the following rounds, the tournament organiser will randomly choose one player with the lowest number of wins to receive the bye.

The organiser must ensure the same player does not receive a bye more than once per tournament.

Tournament Pre-Game Sequence

A. The players set up the scenario for the round.
B. Each player shares their warband roster with their opponent.
C. In secret, both players select 3 champions from their roster to form their warband for that game. Both players then reveal their selected champions at the same time.
D. Both players roll four Godtear dice. The player with the highest total value is the first player. In the event of a tie on the dice roll, both players reroll their four Godtear dice. The players can reroll multiple times until one of them achieves a higher total.
E. Place the warband tokens and turn token on the battle ladder.
F. Begin deployment as normal, starting with the first player.

TOURNAMENT SCORING

At the end of every round, each player is required to enter the following information on their record sheet:

- Name of their opponent
- Game result (Win/Loss)
- Champions they used in the game
- Number of victory points they scored
- Number of victory points scored by their opponent.

Players score Tournament Points (TP) based on the outcome of each game.

- A player scores 1 TP for a win.
- A player scores 0 TP for a loss.

If at the end of the tournament there are two players with the same number of TP, the organiser should apply the first tiebreaker. If players are still tied, the organiser should apply the second tiebreaker.

First Tiebreaker: The player with the highest cumulative 'strength of schedule'.

Second Tiebreaker: The player with the highest cumulative 'opponent's strength of schedule'.

STRENGTH OF SCHEDULE

NOTE: The tournament organiser is responsible for calculating strength of schedule.

A player's win rate is the number of wins that player earned, divided by the number of rounds played by that player. Where a player's win rate is less than 1 in 3 (0.333333, or 33%) then that player's win rate is 1 in 3.

A bye should be counted as a losing player who has only played one match, and therefore has a win rate of 1 in 3.

A player's strength of schedule can be calculated as follows:

Take the win rate of each opponent that the player has faced. Add those win rates together. Then, divide the result by the number of opponents—including any byes—that the player faced.

For example:
Player A faced players B, C, and D. To calculate the win rate of player A, take the win rates of players B, C, and D, and add them together. Then, divide the result by the number of opponents that player A faced, including any byes.

A player's opponent's strength of schedule can be calculated as follows:

Take the win rate of each opponent that the opponent has faced. Add those win rates together. Then, divide the result by the total number of opponents that the player's opponents faced.

For example:
Player A's opponent for this round was player B. Player B has also faced players C and D. To calculate player B's win rate, take the win rates of players A, C, and D, and add them together. Then divide the result by the total number of opponents faced by players A, C, and D.

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PLAYER RECORD SHEET

PLAYER NAME:

ROUND	RESULT	VPs	OPPONENT's NAME	OPPONENTS VPs
1	Win / Lose			
2	Win / Lose			
3	Win / Lose			
4	Win / Lose			
5	Win / Lose			
6	Win / Lose			
7	Win / Lose			

WARBAND ROSTER	R1	R2	R3	R4	R5	R6	R7
CHAMPION 1							
CHAMPION 2							
CHAMPION 3							
CHAMPION 4							