SUMMONER WARS

Organized Play Guide

SECOND EDITION

v1.0

Introduction

This document will help you, the Tournament Organizer (TO), set up and run a Summoner Wars Organized Play (SWOP) Event! Be sure to visit plaidhatgames.com for the latest Rulebook, FAQ, match sheets, and any other Summoner Wars resources.

Errata

Summoner Wars OP events must use the most up to date card errata. Please refer to the latest Summoner Wars FAQ for the current card errata. The FAQ and print-and-play errata cards are available at plaidhatgames.com/board-games/summoner-wars/

Formats

There are two officially recognized formats for Summoner Wars Organized Play:

Base Decks

In the Base Decks format, each player selects a base faction deck for each round that the event will take place over. For example, for a five round event, each player would select 5 decks. The player must also select the order in which they will play those decks (which they will play in round 1, which they will play in round 2, etc).

Base decks are composed of only the cards that faction deck originally came with (no customization).

Custom Deck

In the Custom Deck format, players bring 1 custom deck, constructed by following the Deck Building Rules in the Summoner Wars Rulebook. They will use that same deck in every round of play.

Components

In addition to bringing their deck(s) to the event, players should also bring their own supply of dice and tokens.

Any time a card receives damage or boost, the owner of that card is responsible to place tokens from their own supply onto the card. When tokens are removed from a card, the tokens are returned to the owner's supply.

Card sleeves are not required for Organized Play as long as a player's deck has no marks or inconsistencies that could distinguish one card from another. The TO may elect to require sleeves be used by a player if their deck fails to meet the TO's standards and sleeves that are used by players must be in good condition with no wear and tear.

The last 2 pages of this document are Summoner Wars match sheets (one for each format type). As the TO, you should print out enough match sheets to provide one to every player at the start of the event. Each player should fill in their name and the date. If playing in a Base Decks event, players should fill in which faction they will be playing each round.

Tournament Setup

SWOP Events use the Swiss-Style Tournament format to facilitate the best play experience for attendees. Swiss tournaments feature a set number of rounds for all players to play, based on the number of attendees. Each player's win-loss record will determine their final placement. It is recommended, but not necessary, that at least 8 participants attend to run a Swiss tournament.

The number of tournament rounds is determined by the number of participants.

- For 3-4 players - run 2 rounds.
- For 5-8 players - run 3 rounds.
- For 9-16 players - run 4 rounds.
- For 17-32 players - run 5 rounds, and optionally run a 4 player Top Cut.
- For 33 or more players - run 6 rounds, and optionally run an 8 player Top Cut.

Players should be randomly paired for the first round. In each subsequent round, the TO should randomly pair players with the same win-loss record, starting with the group of players with the best record. If there is an odd number of players with a shared win-loss record, one of those players should be paired with a player in the next highest group. Players are never to face the same opponent in Swiss rounds, so any randomized pairing that results in a duplicate pairing should be revised by the TO. Searching online for "swiss tournament generator" should yield several options to automate this process.

Mirror Matches

In a Base Decks tournament, it is recommended that the TO revise pairings that result in a mirror match (both players playing the same deck) when possible.

Byes

If your tournament has an odd number of players, one player will get a bye each round. The player with the bye does not play during that round, and the round is counted as a win for that player. The first bye should be given randomly, and all subsequent byes are given to the player with the weakest tournament record who hasn't yet received a bye.

Top Cut

With more than 16 players, the TO may advance the top players to a single elimination top cut bracket. After running the Swiss rounds, rank players by their record and select the top players equal to the size of the top cut. Seed these players starting with the highest ranking player facing the lowest ranking player, and so on. The single elimination rounds will run until one player remains undefeated!

Timer Options

The TO may elect to use either of the following methods for timing each round:

Standard Timer

Each round can be set for 60 minutes. Once time is called, games proceed to the Sudden Death rules for any games that have not concluded.

Chess Clocks

If able, the preferred way to time rounds is to have each pair of players use a chess clock or chess clock app. Set each side of the chess clock to 30 minutes per player. Chess clocks begin with the first player at the start of the first turn of the game. Once a player's turn is over, they should hit their chess clock to pass time to the other player. Once time runs out for one player, they immediately lose the game at the end of their turn unless they win during that turn.

Sudden Death

When using a standard timer, after time is called, the Sudden Death penalty will be applied to each player at the start of their turn, starting with the next turn. At the start of this turn and each subsequent turn, the player whose turn it is adds 2 damage to their Summoner.

Slow Play

When using a standard timer, players are expected to play in a timely fashion with the intent of finishing each game by the time limit. Players are prohibited from stalling the game's progress by way of excessive thinking time, delaying resolution of effects, or any other manner. The TO should be actively monitoring the progress of all games to ensure they are being played at an appropriate pace. If a player suspects their game will not be completed within the time limit at its current pace, or if their opponent is not playing in a timely fashion, they may ask for the attention of the TO. If the TO agrees that slow play is happening, they will issue a warning. If a player issued a warning for slow play repeats this behavior, they may be issued an immediate game loss by the TO.

Recording Results

After each match, players should update their match sheets by recording the winner, loser, and how many blood points each player scored. Winning players score 25 blood points, and losing players score blood points equal to the number of wound tokens on their opponent's summoner at the end of the game. When recording a bye, the player's "opponent" scores 0 blood points. The TO should confirm the validity of the results, then collect all match sheets to determine the next round pairings.

Final Placements

After all Swiss rounds have been completed, tally up the total number of wins for each player to determine their final placement, or the entrants eligible for the Top Cut. If any players have a tied number of wins, use the following as tiebreakers:

1. Head to Head: If there are two tied players that have faced each other, whoever won their game places higher.

2. Strength of Schedule: If two tied players have not faced each other, or more than two players are tied, count up the total number of wins of each opponent a player faced. Players that faced opponents with more total wins place higher.

3. Blood Points Earned: If tied players faced opponents with the same total wins, players who scored more blood points place higher.

4. Blood Points Lost: If tied players earned the same number of blood points, the player whose collective opponents earned the fewest blood points when facing them places higher.

5. Opponents' Blood Points: If the players are still tied, the player whose collective opponents earned the most blood points places higher.

6. Random: If players are still tied, the TO may randomize their placement, or apply any other fair technique.

Summoner Wars

Base Decks Match Sheet

NAME: _____   DATE: _____

Round 1

| Opponent: | Blood Points: / |
| My Faction: | Circle your outcome: |

(mine) *(opponent's)*

Win   Loss

Round 2

| Opponent: | Blood Points: / |
| My Faction: | Circle your outcome: |

(mine) *(opponent's)*

Win   Loss

Round 3

| Opponent: | Blood Points: / |
| My Faction: | Circle your outcome: |

(mine) *(opponent's)*

Win   Loss

Round 4

| Opponent: | Blood Points: / |
| My Faction: | Circle your outcome: |

(mine) *(opponent's)*

Win   Loss

Round 5

| Opponent: | Blood Points: / |
| My Faction: | Circle your outcome: |

(mine) *(opponent's)*

Win   Loss

Round 6

| Opponent: | Blood Points: / |
| My Faction: | Circle your outcome: |

(mine) *(opponent's)*

Win   Loss

	Win/Loss	Strength of Schedule
Totals	/	

SUMMONER WARS

Custom Deck Match Sheet

NAME: _____ **DATE:** _____

MY DECK LIST *	
Card Name	**Qty**
Summoner:	1
Champion:	1
Champion:	1
Champion:	1
Common:	
Common:	
Common:	
Common:	
Common:	
Common:	
Common:	
Event:	
Event:	
Event:	
Event:	
Event:	

* Do not list starting units or epic event.

Round 1
Opponent:

Blood Points: ___ / ___ *(mine)* *(opponent's)* Circle your outcome: Win Loss

Round 2
Opponent:

Blood Points: ___ / ___ *(mine)* *(opponent's)* Circle your outcome: Win Loss

Round 3
Opponent:

Blood Points: ___ / ___ *(mine)* *(opponent's)* Circle your outcome: Win Loss

Round 4
Opponent:

Blood Points: ___ / ___ *(mine)* *(opponent's)* Circle your outcome: Win Loss

Round 5
Opponent:

Blood Points: ___ / ___ *(mine)* *(opponent's)* Circle your outcome: Win Loss

Round 6
Opponent:

Blood Points: ___ / ___ *(mine)* *(opponent's)* Circle your outcome: Win Loss

	Win/Loss	Strength of Schedule
Totals	/	