

Warlord: Saga of the Storm Tournament and Event Rules

Version 1.0.0

Kingswood Games

Introduction

Warlord: Saga of the Storm (“Warlord”) Tournament and Event Rules provides the infrastructure used to run Warlord events by defining appropriate rules, responsibilities, and procedures to be followed in all sanctioned Warlord events.

Kingswood-sanctioned events are to be run consistently regardless of their location. This ensures equal treatment of players in different regions and enables their smooth transition to worldwide events. All players are treated equally and share responsibilities of the event. Both players and officials should cooperate to achieve their common goal of running a proper Kingswood-sanctioned event. Players and officials must treat each other in a fair and respectful manner, following both the rules and the spirit in which those rules were created. They are responsible for following the most current version of the Warlord Tournament and Event Rules and Warlord: Saga of the Storm Comprehensive Rules. Spectators have their own set of responsibilities. Individuals violating these rules are subject to penalties, also defined in this document.

Information in this document may contradict (or have information not contained in) the Comprehensive Rules. In such cases, this document takes precedence.

Official event fact sheets located on the Kingswood Games or Warlord website for specific events may define alternative or additional policies or procedures. If a contradiction exists between this document and an official fact sheet, the information in the fact sheet takes precedence.

Kingswood Games reserves the right to alter these rules, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules without prior notice. Updates to this document are scheduled to be announced quarterly. There may be additional dates in which updates to the legality of individual cards in formats contained in this document will be announced. Those dates will be communicated with at least 4 weeks’ notice. Other updates not involving updates to card legality may occur without prior announcement. The latest versions are available at warlordsots.com/rules.

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1. Event Fundamentals

1.1 Event Types

There are two types of sanctioned Warlord tournaments: Premier and non-Premier. Premier tournaments are run by Kingswood Games or select Tournament Organizers. They have unique names and features. Non-Premier tournaments are tournaments that are not explicitly Premier.

Challenges to obtain Overlord, Dragon Lord, and Medusan Lord cards may be run alongside tournaments or as their own special events.

There are two major event formats: Limited and Constructed. Each has rules specific to its format. In Limited events, all product for play is provided during the event. In Constructed events, players compete using decks prepared beforehand. Some tournaments may consist of multiple formats within the same tournament.

1.2 Publishing Event Information

Kingswood Games reserves the right to publish Kingswood-sanctioned event information at any time (including during the event). Event information includes, but is not limited to, the contents of one or more players' decks, descriptions of strategies or play, transcripts, and video reproductions. Event Organizers are also allowed to publish this information once their event is complete.

Kingswood Games reserves the right to publish penalty and suspension information.

1.3 Event Roles

The following roles are defined for event purposes:

- Event Organizer
- Head Judge
- Floor Judge
- Scorekeeper
- Challenge Runner
- Player
- Spectator

The first five roles above are considered event (or tournament) officials. The Head Judge and floor judges are collectively considered judges. A single individual may act in any combination of event official roles. Individuals who are not judges at an event are spectators in any match in which they are not playing. Members of the press are also considered spectators.

1.4 Participation Eligibility

Anyone is eligible to participate as a player in a Kingswood-sanctioned event except for:

- Individuals currently suspended by Kingswood Games;
- Other individuals specifically prohibited from participation by Kingswood Games policy (such determination is at Kingswood Games' sole discretion);
- Individuals 12 years of age and younger who do not have their parent/guardians' permission;
- Anyone prohibited by federal, state, or local laws, the rules of the Event Organizer, or by a venue's management.
- Event Organizers may choose to age restrict any events that they organize. They must clearly indicate this in their marketing for the event in the official description as well as any other place they display the event information. (i.e., Event Organizers may advertise an event for only players aged 16 and under).

Anyone is eligible to participate as an event official except for:

- Individuals currently suspended by Kingswood Games;
- Anyone who has played in the tournament, unless it is a tournament that explicitly allows event officials to play while acting as an event official.

Tournament officials may play in a Kingswood-sanctioned tournament for which they are a tournament official only in non-Premier tournaments, or tournaments in which the official fact sheet specifically permits officials of that tournament to play. Tournament officials are required to officiate fairly and without regard to their own self-interest. If a ruling is required in a match being played by a tournament official, another tournament official should be involved if possible.

Some events have additional criteria regarding player and event official eligibility (e.g., invitation-only events). Individuals with questions regarding their event eligibility should contact Kingswood Games (support@kingswood.gg) or the Event Organizer.

1.5 Registration

In order to participate in Warlord: Saga of the Storm events, players must be able to provide their first and last name. If official tournament software is being used, players may be issued a unique identification number for use in registering for future tournaments.

1.6 Event Organizer

The Event Organizer is responsible for all event logistics including:

- Sanctioning the event.
- Providing a site for the event that meets the event's expected needs.
- Advertising the event in advance of the event date.
- Staffing the event with appropriate officials.
- Providing all materials necessary to operate the event (e.g., product for Limited format events).

1.7 Head Judge

Sanctioned events require the physical presence of a Head Judge during play to adjudicate disputes, interpret rules, and make other official decisions. The Head Judge is the final judicial authority at any Kingswood-sanctioned event and all participants are expected to follow their interpretations.

The Head Judge's responsibilities include:

- Ensuring that all necessary steps are taken to deal with game or policy rule violations that they notice or are brought to their attention.
- Issuing the final ruling in all appeals, potentially overturning the ruling of a floor judge.
- Coordinating and delegating tasks to floor judges as needed.

If necessary, the Head Judge may temporarily transfer their duties to any judge if they are unable to fulfill them for a period of time. Also, in exceptional circumstances, if the event's integrity would be damaged otherwise, the Event Organizer may replace the Head Judge.

Certain Premier tournaments may have Team Lead Judges for different portions of the tournament. Team Lead Judges share the same responsibilities and exercise the same authority as a Head Judge for their portion of the tournament, but may still be overruled by the Head Judge.

1.8 Floor Judges

Floor judges are available to players and spectators to answer questions, deal with illegal plays, or assist with reasonable requests.

Judges will not generally assist players in determining the current game state but can answer questions about the rules, interactions between cards, or provide the Accordlands wordings of relevant cards. In non-Premier tournaments, the judge may assist the player in understanding the game state in the interest of education. If a player wishes to ask their question away from the table, the request will usually be honored. Players may not request specific judges to answer their calls but may request an event

official to help translate. This request may be honored at the discretion of the original judge.

Judges do not intervene in a game to prevent illegal actions but do intervene as soon as a rule has been broken or to prevent a situation from escalating.

1.9 Scorekeeper

The Scorekeeper ensures the correct generation of pairings and all other tournament records throughout the event. The Scorekeeper's responsibilities include:

- Generating correct pairings each round and accurately entering the results of those rounds.
- Generating standings for posting before and after the final Swiss round. Other rounds may also be posted at the Head Judge's discretion.
- Solving all scorekeeping problems that arise in consultation with the Head Judge.
- Making sure all necessary information is included in the tournament's report.

The Head Judge has the final authority in determining corrective action for scorekeeping errors.

1.10 Challenge Runner

For challenges, the Challenge Runner performs all the same duties as an Event Organizer and a Head Judge. Any mention of these roles elsewhere in this document also apply to the Challenge Runner.

For Overlord challenges, the Challenge Runner is appointed by the Event Organizer for the tournament the challenge is associated with. Dragon Lord and Medusan Lord Challenge Runners are appointed by Kingswood Games.

The Challenge Runner may appoint one or more Floor Judges for the challenge or accept rulings from Floor Judges in a nearby tournament.

The Challenge Runner is responsible for playing the challenge lord's deck against the participating player. Rules for players apply to the Challenge Runner while playing, but they may deem some of those rules inappropriate for the challenge.

1.11 Players

Players are responsible for:

- Behaving in a respectful manner toward event officials, other participants, and spectators and refraining from unsporting conduct at all times.

- Maintaining a clear and legal game state.
- Complying with announced start times and time limits.
- Calling attention to any rules or policy infraction they notice in their matches.
- Bringing to a judge's attention any discrepancies in their tournament match record.
- Accurately reporting the results of their matches in a timely manner.
- Refraining from enrolling in events in which they are not allowed by policy to participate.
- Being familiar with the rules contained in this document.
- Being physically present for the event.

A player must bring the following items to an event in order to participate:

- At least one 20-sided die.
- A physical, visible, and reliable method to maintain and record game information (tokens, counters, damage markers, and so on).
- Any materials specifically required for a particular event format, such as assembled decks and/or decklists for constructed events.

Players retain their responsibilities even if a judge provides them with extra assistance.

In team tournaments, the individual members of a team are considered players, and are equally responsible for required procedures, such as accurately reporting the results of their match. Players are only responsible for the games they play themselves and not separate games being played by their teammates, but are expected to point out rules violations they observe in their teammates' matches.

Players who do not fulfill their responsibilities may be subject to penalties and review by Kingswood Games. Kingswood Games reserves the right to suspend or revoke a player's eligibility to participate without prior notice for any reason they deem necessary.

1.12 Spectators

Any person physically present at an event and not in any other category above is a spectator. Spectators are responsible for remaining silent and passive during matches and other official event sections in which players are also required to be silent. If spectators believe they have observed a rules or policy violation, they are encouraged to alert a judge as soon as possible. At non-Premier tournaments, spectators are permitted to ask the players to pause the match while they alert a judge. At Premier tournaments and challenges, spectators who are not members of the official coverage team must not interfere with the match directly.

Players may request that a spectator not observe their matches. Such requests must be made through a judge. Event officials may also instruct a spectator to not observe a match or matches.

2. Penalties

2.1 General Philosophy

Judges are neutral arbiters and enforcers of policy and rules. A judge shouldn't intervene in a game unless they believe a rules violation has occurred, a player with a concern or question requests assistance, or the judge wishes to prevent a situation from escalating. Judges don't stop play errors from occurring, but instead deal with errors that have occurred, penalize those who violate rules or policy, and promote fair play and sporting conduct by example and diplomacy. Judges may intervene to prevent or preempt errors occurring outside of a game. Knowledge of a player's history or skill does not alter an infraction, but it may be taken into account during an investigation.

The purpose of a penalty is to educate the player not to make similar mistakes in the future. This is done through both an explanation of where the rules or policies were violated and a penalty to reinforce the education. Penalties are also for the deterrence and education of every other player in the event and are also used to track player behavior over time.

In non-Premier tournaments and challenges, when a minor violation occurs, the Head Judge may choose not to issue a penalty.

If a minor violation is quickly handled by the players to their mutual satisfaction, a judge does not need to intervene. If the players are playing in a way that is clear to both players, but might cause confusion to an external observer, judges are encouraged to request that the players make the situation clear, but not assess an infraction or issue any penalty. In both these situations, the judge should ensure that the game progresses normally. More significant violations are addressed by first identifying what infraction applies, then proceeding with the corresponding instructions.

Only the Head Judge is authorized to issue penalties that deviate from the standard penalty listed for an infraction.

Judges are human and make mistakes. When a judge makes a mistake, they should acknowledge the mistake, apologize to the players, and fix it if it is not too late. If a member of the event staff gives a player erroneous information that causes them to commit a violation, the Head Judge is authorized to downgrade the penalty. For example, a player asks a judge whether a card is legal for a format and is told yes. When that player's deck is found to be illegal because of these cards, the Head Judge applies the normal procedure for fixing the decklist, but may downgrade the penalty to a Warning because of the direct error of the judge. If a player clearly acts on erroneous information provided by a judge during the game, the Head Judge may consider a backup to the point of the action taken, even if that action did not lead to a violation.

2.2 Warning

Warnings are used in situations of incorrect play when a small amount of time is needed to implement the corrective procedure. The purpose of a Warning is to alert judges and players involved that a problem has occurred and to keep a permanent record of the infraction. A time extension should be issued if the ruling has taken more than a minute.

2.3 Game Loss

A Game Loss ends the current game immediately and the player who committed the infraction is considered to have lost the game for the purpose of match reporting. If a Game Loss is issued before the match begins, neither player in that match may change their starting armies for the first game they play.

Game Losses are applied immediately if the game is still ongoing, or to the player's next game if it is not, unless otherwise specified. If a player would receive multiple Game Losses at the same time, they only receive one. If simultaneous Game Loss penalties are issued to each player, they are recorded, but do not affect the match score.

2.4 Match Loss

A Match Loss is a severe penalty that is usually issued when the match itself has been compromised.

Match Losses are applied to the match during which the offense occurred, unless the offender is not currently playing in a match, in which case the penalty will be applied to that player's next match.

2.5 Disqualification

A Disqualification is issued for activity that damages the integrity of an event as a whole or for severe unsporting conduct.

The recipient of a Disqualification does not need to be a player in the event. They may be a spectator or other bystander.

When this penalty is applied, the player loses their current match and is dropped from the event. If a player has already received prizes at the time they are disqualified, that player may keep those prizes but does not receive any additional prizes or awards they may be due.

When a player is disqualified during a tournament, they are removed from the tournament and do not take up a place in the standings. This means that all players in the tournament will advance one spot in the standings and are entitled to any prizes the

new standing would offer. If the Disqualification takes place after a cut is made, no additional players advance in place of the disqualified player although they do move up a spot in the standings. For example, if a player is disqualified during the quarterfinal round of a Premier tournament, the former 9th place finisher does not advance into the single elimination top 8, but they do move into 8th place in the standings.

Disqualification can occur without proof of action so long as the Head Judge determines sufficient information exists to believe the event's integrity may have been compromised. It is recommended that the Head Judge's report reflect this fact.

All Disqualifications should be reported by the Head Judge to Kingswood Games at support@kingswood.gg. Please write "DISQUALIFICATION" in the subject and include contact information of the disqualified player and that player's opponent.

2.6 Applying Penalties

If a judge believes their current investigation should result in a penalty of Game Loss or higher, they should report it to the Head Judge, and it is recommended that only the Head Judge issue penalties of this nature (with the exception of Tardiness [section 4.6] and Deck/Decklist Problems [section 3.6]). An investigation that may result in a penalty of Disqualification must involve the Head Judge as soon as possible.

Being enrolled in the event is not a requirement to receive a penalty. Although these guidelines refer to players, other people in the venue, such as spectators, staff, or judges may be enrolled into (and dropped from) the event in order to receive a penalty. Penalties are still issued even if a player drops from the event before it would take effect.

Any time a penalty is issued, the judge must explain the infraction, the procedure for fixing the situation, and the penalty to all players involved. If the Head Judge chooses to deviate from the standard penalty, the Head Judge is expected to explain the standard penalty and the reason for deviation.

Some infractions include remedies to handle the offense beyond the base penalty. These procedures exist to protect officials from accusations of unfairness, bias, or favoritism. If a judge makes a ruling that is consistent with quoted text, then the complaints of a player shift from accusation of unfairness by the judge to accusations of unfair policy. Deviations from these procedures may raise accusations against the judge from the players involved, or from those who hear about it. These procedures do not, and should not, take into account the game being played, the current situation that the game is in, or who will benefit strategically from the procedure associated with a penalty. While it is tempting to try to "fix" game situations, the danger of missing a subtle detail or showing favoritism to a player (even unintentionally) makes it a bad idea.

If an error leads to multiple related infractions, only issue one with the most severe penalty.

With the exception of Failure to Maintain Game State, which is never upgraded, the third or subsequent Warning for an infraction in the same category is upgraded to a Game Loss. For multi-day tournaments, the penalty count for these infractions resets between days.

2.7 Randomizing a Deck

The remedy for some infractions in this document includes shuffling the randomized portion of the deck. This requires first determining whether any portion of the library is non-random, such as cards that have been manipulated on the top or bottom of the library, and separating those. Check with both players to verify this, and check each player's play area, discard pile, and banish zone for deck manipulation cards, such as cards with the Survey keyword. Once the deck has been shuffled, any manipulated cards are returned to their correct locations.

Shuffles performed by a judge as part of a remedy are not considered shuffles for game purposes.

2.8 Backing Up

Some infractions in this document permit the judge to consider the possibility of a backup. Due to the amount of information that may become available to players and might affect their play, backups are regarded as a solution of last resort, only applied in situations where leaving the game in the current state is a substantially worse solution. A good backup will result in a situation where the gained information makes no difference and the line of play remains the same (excepting the error, which has been fixed). This means limiting backups to situations with minimal decision trees.

Only the Head Judge may authorize a backup. At large tournaments, they may choose to delegate this responsibility.

To perform a backup, each individual action since the point of the error is reversed, starting with the most recent ones and working backwards. Every action must be reversed; no parts of the sequence should be omitted or reordered. If the identity of a card involved in reversing an action is unknown to one of the players (usually because it was drawn), a random card is chosen from the possible candidates. Actions that caused a player to learn the identity of cards at a specific location in the deck are reversed by shuffling those cards into the random portion of the deck unless they were subsequently drawn; cards being returned to the deck as part of the backup should not be shuffled at that stage if their identity was known to only one player.

Backups involving random/unknown elements (such as die rolls) should be approached with extreme caution.

Some remedies state a simple backup may be performed. A simple backup is backing up the last action completed (or one currently in progress) and is sometimes used to make another portion of the prescribed remedy smoother. A simple backup should not involve any random elements.

3. Event Mechanics

3.1 Match Structure

A Warlord match consists of a series of games that are played until one side has won a set number of games, usually two. Drawn games do not count toward this goal. If the round ends before a player has won the required number of games, the winner of the match is the player who has won the most games at that point. If both players have equal game wins, the match is a draw.

The Event Organizer may change the required number of games to be won for any portion of the event as long as this choice is announced before the event begins. Match results, not individual game results, are reported at the end of a tournament.

3.2 Pregame Procedures

The following steps must be performed in a timely manner before each game begins:

1. Players present their starting armies. In games of a match after the first, players may choose different characters from their deck to use in their starting armies.
2. Players shuffle their decks.
3. Players present their decks to their opponents for additional cutting and/or shuffling.
4. Each player draws five cards. Optionally, these cards may be dealt face down on the table.

The game is considered to have begun once all players' Warlords have rolled for initiative for the first turn. Pregame procedures may be performed before time for the match has officially begun.

3.3 End-of-Match Procedure

Once the match is complete, players may not leave the table until the result of the match is recorded unless they are doing so to record the result.

If the match time limit (section 4.1) is reached before a winner is determined, the player whose turn it is to give an Order finishes that Order and five additional Orders are made in total. This usually means that one player performs three Orders and the other two, but a player performing Orders through Reacts may affect this.

Once time is called, no new games should begin.

If the game is incomplete at the end of additional Orders, the game is considered a draw.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason) the end-of-match procedure does not begin until the end of the time extension.

In single-elimination rounds, matches may not end in a draw. If all players have equal game wins at the end of additional Orders, the player with the fewest wounds on their Warlord wins the current game. In the event all players have equal wounds on their Warlords, both players roll a 20-sided die and add the number of characters they control, and the player with the higher roll wins.

3.4 Conceding, Intentionally Drawing, or Randomly Determining Results

Until the result of a match has been recorded, players may concede or mutually agree to a draw or random winner in that game or match. If any games were completed in the match, the result of those games must be recorded (for example, in a best-of-three match, if a player wins a game and then concedes the match, record the result as 2-1). Intentional draws where no games were played are always reported as 0-0.

If players agree to determine a winner randomly, the method must be truly random (such as a die roll). Games other than Warlord (such as arm wrestling, tic-tac-toe, etc.) are not acceptable.

Players may not agree to a concession or draw in exchange for any reward or incentive. Doing so will be considered Bribery (section 11.2).

If a player refuses to play, it is assumed that they have conceded the match.

3.5 Deck Registration

Players may be required to register their decks. This will be done at all Premier tournaments, or at the discretion of the Event Organizer or Head Judge.

Registered decklists record the original composition of each deck and starting army. Once your decklist has been accepted by an Event Official it may not be altered. If electronic decklists are used, decklists cannot be altered after the date and time that decklists are required to be submitted.

In Constructed events, decklists must be submitted to an event official prior to the start of the event.

In Limited events, decklists must be submitted prior to the start of the first round in which that player participates.

Players have the right to request to see their decklist between matches. Such a request will be honored if logistically possible.

Generally, decklists are not public information and are not shared with other players during a tournament. At some Premier tournaments, opponents' decklists may be provided to players. When and how opponents' decklists are provided will be in the tournament description or announced by event officials.

Additional information regarding digital decklists can be found in section 3.11 - Electronic Devices.

3.6 Infraction — Deck/Decklist Problem

Penalty — Game Loss

The deck or decklist is illegal, doesn't match what the player intended to play, needs to be modified due to card loss over the course of the event, or is presented to the opponent with errors in it.

This infraction does not cover errors in registration made by another participant prior to a sealed pool swap (see section 8.5 - Sealed Deck Pool Registration). Those should be corrected at the discretion of the judge.

Examples

1. A player in an Ancients event lists Daedelia (a banned card) on their decklist.
2. A player has a 47-card decklist. Their actual deck contains 50 cards, with 3 cards not listed.
3. A player lists 'Squire' in a format with multiple cards legal in the format including 'Squire' in their names.
4. A player loses some cards and is unable to find replacements, making them unable to play a deck that matches their decklist.
5. A player registers Treyik, but they are playing Treyik Netheryn.
6. A player presents a deck to their opponent for pre-game shuffling that has fewer cards than the format minimum.

Truncated names of storyline characters on decklists are acceptable as long as they are the only representation of that character in the format and are treated as referring to that card.

Penalties for decklist errors discovered outside the context of the match and its procedures (such as those discovered through decklist counting) are issued at the start of the next match unless the judge believes there is strong evidence the deck itself is illegal.

The Head Judge may choose to not issue this penalty if they believe that what the player wrote on their decklist is obvious and unambiguous, even if not entirely accurate.

If the deck contains illegal cards, remove them.

Alter the decklist to match the deck the player is actually playing. If the deck and decklist both violate a maximum cards restriction (usually too many cards of one type or more than three of a card), remove cards as directed by the player to make the decklist legal.

If the deck contains too few cards, the player chooses to add any combination of cards from the basic cards list below. If replacing cards from the original decklist, the replacement cards must be of the same type as the replaced cards, unless doing so would make the deck illegal, in which case they may be a different type. Alter the decklist to reflect this. These changes may be reverted without penalty if the player is subsequently able to locate identical replacements to legal original cards.

Basic Cards:

- Archivist Myrina
- Seeker
- Grovewarden Elumera
- Hunter Merrill
- Ramesh, Elder Sage
- Kazkah
- Coward
- Freelance Cavalier
- Misearean Scout
- Nisha
- Sarakian Sellsword
- Out of Options
- Tattered Armaments

Downgrade — If a player is found to have a card from another player's deck in theirs, and it cannot be mistaken for another copy of a card in the deck, the penalty is a Warning. Also issue a Warning to the owner of the card, then return the card to the appropriate deck. If there is a game in progress, shuffle it into the random portion of the deck.

3.7 Deck Checks

Deck checks must be performed at all Premier tournaments, and the Head Judge has the option to perform deck checks at any other tournaments. In events with deck checks, a goal of at least ten percent of all decks should be checked over the course of the event.

3.8 Appeals to the Head Judge

If a player disagrees with a judge's ruling, they may appeal the ruling to the Head Judge. In larger Premier tournaments, with prior approval, the Head Judge may designate additional Appeals Judges who are also empowered to hear appeals.

Players may not appeal before the full ruling is made by the responding floor judge. Rulings made by the Head Judge or designated Appeals Judges are final.

3.9 Dropping from an Event

Players may drop from an event at any time. If a player drops from an event before the first round of play has started, they are considered to have not participated and will not be listed in the finish order. Players choosing to drop from a tournament must inform the Scorekeeper by the means provided for that tournament before the pairings for the next round are generated. Players wanting to drop after the Scorekeeper begins pairing for the next round will be paired for that round. If a player does not show up for their match, they will be automatically dropped from the tournament unless they report to the Scorekeeper before the end of the round. Players that repeatedly and/or intentionally drop from tournaments without informing the scorekeepers of those tournaments may be the subject of penalties, up to and including suspension.

Players who drop during limited events own the cards that they correctly have in their possession at that time. This includes any unopened or partially drafted booster packs.

If a player drops from a tournament after a cut has been made, no other player is advanced as a replacement. If the remaining part of the tournament is single elimination, the player who would have been that player's next opponent receives a bye for the next round instead.

Players may not drop from an event in exchange for or influenced by the offer of any reward or incentive. Doing so is considered Bribery (section 11.2).

3.10 Taking Notes

Players are allowed to take written notes during a match and may refer to those notes while that match is in progress. At the beginning of a match, each player's note sheet must be empty and must remain visible throughout the match. Players do not have to explain or reveal notes to other players. Judges may ask to see a player's notes and/or request that the player explain their notes.

Players may not refer to other notes, including notes from previous matches, during games. This is considered Outside Assistance (section 12.4).

Between games, players may refer to a brief set of notes made before the match. They are not required to reveal these notes to their opponents. These notes must be removed

from the play area before the beginning of the next game. Excessive quantities of notes (more than a sheet or two) are not allowed and may be penalized as Slow Play.

In tournaments where opponents' decklists are provided to players, players are not permitted to transcribe the contents of their opponent's decklist as part of their notes for the match.

In limited events, players and spectators (other than authorized press) may not make notes while drafting. Players may not reference any outside notes during drafting, card pool registration, or deck construction.

Players may refer to Accordlands text at any time. They must do so publicly. Consulting online sources, such as theaccordlands.com, is allowed as long as those sources provide no strategic information. If a player wishes to view Accordlands text in private, they must ask a judge.

Artistic modifications to cards that indirectly provide minor strategic information are acceptable. The Head Judge is the final arbiter on what cards and notes are acceptable for an event.

3.11 Electronic Devices

Electronic devices are permitted, but players may not use them to access information that contains substantial strategic advice. For events that use digital decklists, players may only access the decklists of other players prior to the start of a game or in between games. Digital decklists may not be referenced during games. Device use during a match other than brief personal calls must be visible to all players. Players wishing to view information privately on electronic devices during matches must request permission from a judge.

In limited events during drafting and deck construction, players may not use electronic devices capable of taking and storing notes, communicating with other people, or accessing the internet.

The Head Judge or Event Organizer may further restrict or forbid the use of electronic devices during matches.

3.12 Video Coverage

Some events use video for live streaming or replay broadcast of matches. Players may decline to appear on camera; however, players in the playoff matches of Premier tournaments may not decline to appear on camera. Video commentators are considered spectators for the purpose of the event but may talk during the match as long as they

can't be heard by players being covered. They are responsible for behaving respectfully to all event participants during coverage.

Spectators are also permitted to record matches provided that they do so unobtrusively.

The Head Judge may, in their sole discretion, use video replay to assist in making rulings during a match. Players may not request that a judge consult a video replay. Video replays may also be used for investigative purposes at a later time.

4. Time Limits

4.1 Match Time Limits

The required **minimum** time limit for any match is 40 minutes.

The following time limits are recommended for each round of an event:

- Constructed and Limited tournament Swiss rounds—50 minutes
- Single-elimination quarterfinal or semifinal matches—90 minutes
- Single-elimination final matches—no time limit
- Overlord challenges—50 minutes
- Dragon Lord and Medusan Lord challenges—90 minutes

In timed rounds, players must wait for the officially tracked time to begin before starting their match.

4.2 Limited Deck Construction Time Limits

The following time limits are recommended for Limited events:

- Sealed Deck—20 minutes for deck registration and 30 minutes for deck construction. For Prereleases and Sealed Deck events that take place within a week of a new set release, 15 additional minutes for deck construction is recommended.
- Draft—25 minutes for deck registration and construction.
- Team Sealed Deck—20 minutes for deck registration and 60 minutes for deck construction. For Team-format Prereleases and Sealed Deck events that take place within a week of a new set release, 15 additional minutes for deck construction is recommended.
- Team Draft—40 minutes for deck construction and registration.

4.3 Booster Draft Timing

In a timed Booster Draft, the time allotted for each pick is based on the number of cards remaining in each pack, as follows:

- 14-15 cards—40 seconds
- 13 cards—35 seconds
- 12 cards—30 seconds
- 10-11 cards—25 seconds
- 8-9 cards—20 seconds
- 7 cards—15 seconds
- 5-6 cards—10 seconds

- 2-4 cards—5 seconds

In team Booster Drafts, 10 seconds are added to the time for each pick.

If a player has not picked a card in the allotted time, a random card will be chosen for them.

The time for review after the first booster pack is 60 seconds. Each subsequent review period increases by 30 seconds.

4.4 Time Limit Deviation

The Head Judge is the final authority on time limits for an event. However, any deviation from these recommendations must be announced prior to and during event registration.

Premier Tournaments may have different time limits. These time limits can be found in the tournament or tournament series fact sheet.

4.5 Time Extensions

If a judge pauses a match for more than one minute while the round clock is running, they should extend the match time appropriately. If the match was interrupted to perform a deck check, players are awarded time equal to the time the deck check took plus three minutes.

Feature matches at a tournament with online coverage receive a time extension equal to three minutes plus time elapsed in the round when players reach their table. This is not necessary if feature matches are being timed separately.

Certain Slow Play penalties may add Orders rather than a time extension. These additional Orders are added to the end-of-match additional Orders (see section 3.3 - End of Match Procedure).

4.6 Infraction — Tardiness

Penalty — Game Loss

A player is not in their seat at the beginning of a round, or has not completed tasks assigned within the time allocated. If a round begins before the previous round would have ended (due to all players finishing early), tardiness does not apply until the scheduled end of the previous round.

If, before or during a match, a player requests and receives permission from a judge for a delay for a legitimate task, such as a bathroom break or finding replacements for missing cards, that player has up to 10 minutes to perform that task before they are

considered tardy. If the player takes more than 10 minutes, a Match Loss will be applied. Otherwise, no penalty will be applied and a time extension given for the time taken.

Examples

1. A player arrives at their seat 5 minutes after the round begins.
2. A player hands in their decklist after the time designated by the judge or organizer.
3. A player loses their deck and cannot find replacement cards within the first 10 minutes of the round.
4. A player sits at an incorrect table and begins playing against the wrong opponent.

Downgrade/Upgrade — A player who arrives less than 1 minute late may receive a Warning instead. A player not in their seat 10 minutes into the round will receive a Match Loss instead, and will be dropped from the event unless they report to the Head Judge or Scorekeeper before the end of the round.

4.7 Infraction — Slow Play

Penalty — Warning

Players must take their actions in a timely fashion regardless of the complexity of the play situation and adhere to time limits specified for the event. Players must maintain a pace to allow the match to be finished in the announced time limit. Players may ask a judge to watch their game for slow play; such a request will be granted if feasible.

Examples

1. A player repeatedly views their opponent's discard pile without any significant change in game state.
2. A player takes an excessive amount of time to shuffle their deck between games.
3. A player gets up from their seat to look at standings or goes to the bathroom without permission of an official.

If a judge believes a player is intentionally playing slowly to take advantage of a time limit, they must alert the Head Judge as soon as possible to assist in investigating for Stalling (section 4.8).

A player may be playing slowly without realizing it. A comment of "I need you to play faster" is often appropriate and all that is needed. Further slow play should be penalized.

In the event that the match exceeds the time limit, two Orders are added to the number of additional Orders played (see section 3.3 - End of Match Procedure). This extension occurs before any end-of-match procedure can begin and after any time extensions that may have been issued.

No additional Orders are awarded if the match is already in additional Orders, though the Warning still applies.

4.8 Infraction — Stalling

Penalty — Disqualification

A player intentionally plays slowly in order to take advantage of the time limit.

Examples

1. A player has no options available to significantly affect the game, and spends excessive time “thinking” about what to do to eat up time on the clock.
2. A player is ahead in games and significantly slows down their pace of play so the opponent has little chance to catch up.
3. A player playing slowly appeals a warning in an attempt to gain advantage by having more time to make a decision.
4. A player intentionally spends excessive time changing their starting army before the third game in an attempt to make it harder for their opponent to win in time.
5. A player losing a game starts slowing down the pace of play in an attempt to run out the clock.

5. Communication

5.1 Player Communication

Communication between players is essential to the successful play of any game that involves virtual objects or hidden information. While bluffing may be an aspect of games, there need to be clear lines as to what is, and is not, acceptable for players to say or otherwise represent. This will confirm expectations of both sporting and competitive players during a game.

A player should have an advantage due to better understanding of the options provided by the rules of the game, greater awareness of the interactions in the current game state, and superior tactical planning. Players are under no obligation to assist their opponents in playing the game. Regardless of anything else, players are expected to treat opponents politely and with respect. Failure to do so may lead to Unsporting Conduct penalties.

There are three categories of information: free, derived, and private.

Free information is information to which all players are entitled access without contamination or omissions made by their opponents. If a player is ever unable or unwilling to provide free information to an opponent that has requested it, they should call a judge and explain the situation. Free information consists of:

- The number of wounds on each character.
- Details of current game actions and past game actions that still affect the game state.
- The name of any visible object.
- The number and type of any counter.
- The state (whether it's spent, attached to another card, face down, etc.) and current zone of any object.
- The game score of the current match.
- The current step and/or phase and which player has the initiative.

Derived information is information to which all players are entitled access, but opponents are not obliged to assist in determining and may require some skill or calculation to determine. Derived information consists of:

- The number of any kind of objects present in any game zone that are not defined as free information.
- All characteristics of objects in public zones that are not defined as free information.

- Game Rules, Event Policy, Accordlands content and any other official information pertaining to the current event. Cards are considered to have their Accordlands text printed on them.

In non-Premier tournaments, derived information is also considered free.

Private information is information to which players have access only if they are able to determine it from the current visual game state or their own record of previous game actions. Any information that is not free or derived is automatically private information.

The following rules govern player communication:

- Players must represent wounds and counters on cards with a physical designation.
- Players must answer all questions asked of them by a judge completely and honestly, regardless of the type of information requested. Players may request to do so away from the match.
- Players may not represent derived or free information incorrectly.
- Players must answer completely and honestly any specific questions pertaining to free information.

Judges are encouraged to help players in determining free information but must avoid assisting players with derived information about the game state.

5.2 Out-of-Order Sequencing

Due to the complexity of accurately representing a game of Warlord, it is acceptable for players to engage in a block of actions that, while technically in an incorrect order, arrive at a legal and clearly understood game state once they are complete.

All actions taken must be legal if they were executed in the correct order, and any opponent can ask the player to do the actions in the correct sequence so that they can react at the appropriate time (at which point players will not be held to any still-pending actions).

An out-of-order sequence must not result in a player prematurely gaining information which could reasonably affect decisions made later in that sequence.

Players may not try to use their opponent's reactions to some portion of an out-of-order sequence to see if they should modify actions or try to take additional ones. Nor may players use out-of-order sequencing to try to retroactively take an action they missed at the appropriate time. In general, any substantial pause at the end of a completed batch is an indication that all actions have been taken, the sequence is complete and the game has moved to the appropriate point at the end of the sequence.

Examples

1. A player plays multiple React cards during the same React trigger, then resolves them.
2. A player discards an action card before completing the action.
3. A player uses a character's Death React after putting it into their discard pile.
4. A player discards an equipped item before equipping a character with a new item of the same slot.
5. A player readies their cards for the next turn at the same time they are discarding characters that die at end of turn.
6. A player uses a multi-target action and begins its effects before declaring all targets.

5.3 Reversing Decisions

Players are expected to consider their options before taking an action and players are not usually allowed to take back an action that has been communicated to their opponent, either verbally or physically.

Sometimes, a player will realize that they have made a wrong decision after making a play. If that player has not gained any information since taking the action and they wish to make a different decision, a judge may allow that player to change their mind. Judges must carefully consider whether the player has gained information since making the play that might have affected the decision; in particular, players may not try to use opponent reactions (or lack thereof) to see if they should modify actions they committed to. If the judge cannot be sure no information was gained, they should not allow the decision to be changed.

Teammates intervening before information has been gained is acceptable when considering a backup.

Examples

1. A player puts a character into play and, before anything else happens, says "Sorry, I meant to play a different character."
2. A player says "ok" when their opponent announces an Order, immediately followed by "Wait, no, I have a React."
3. A player says "Pass. Wait, I want to maneuver this character."

5.4 Infraction — Communication Violation

Penalty — Warning

A player violates the communication policies listed in this document and the judge believes their opponent has acted (or chosen not to act) based on the erroneous information.

Examples

1. A player is asked how many cards they have in their hand and answers “Two.” A few moments later, their opponent uses an action to force them to discard and they realize they have three.
2. A player does not place an Armor with the character it’s equipped to, and their opponent attacks without realizing the character’s full AC.

A player may commit this infraction in situations where they have not spoken. A physically ambiguous board state is not automatically an infraction, but judges are encouraged to tell players to fix ambiguous placements before they might become problematic.

A backup may be considered to the point of the action, but not the erroneous communication.

5.5 Infraction — Forgotten Triggered Effects

Penalty — Warning

Players are expected to remember their own triggered effects; intentionally ignoring one is Cheating. Players are not required to point out the existence of triggered effects that they do not control, though they may do so if they wish.

Triggered effects are considered to be forgotten by their controller once they have taken an action past the point where the triggered effect would have an observable impact on the game.

The player’s opponent chooses whether or not to resolve the triggered effect now. If the player is in the process of, or has just completed, an action that indicates the trigger has been missed, and completing that action would change the effect of the trigger, a simple backup may be performed on that action.

6. Event Rules

6.1 Tiebreakers

The following tiebreakers are used to determine how a player ranks in a tournament:

1. Match points
2. Opponents' match-win percentage
3. Game-win percentage
4. Opponents' game-win percentage

Definitions of these tiebreakers can be found in section 13. Not all of these tiebreakers may be used in formats with single-game matches.

6.2 Format Categories

Kingswood Games sanctions the following formats as individual or team events:

Constructed Formats

- Saga
- Ancients

Limited Formats

- Sealed Deck
- Starter Deck Sealed
- Booster Draft

6.3 Authorized Cards

Players may use any Authorized Warlord Game Cards from Warlord: Saga of the Storm sets, supplements, and promotional printings. Authorized Game Cards must be standard-sized, genuine Warlord cards released by Kingswood Games, Alderac Entertainment Group, or Phoenix Interactive. Cards that are not Authorized Game Cards are prohibited in all sanctioned events.

Kingswood includes additional game material in packs, intended as game aids and not as traditional cards. Examples include tokens or reminder cards. These are not required for play and players are welcome to use any representation that is clear to both players when they are needed in the game.

Artistic modifications are acceptable in sanctioned events, provided that the modifications do not make the card unrecognizable, contain substantial strategic advice,

or contain offensive images. Artistic modifications also may not cover or change any text or game stats on the card.

The Head Judge is the final authority on acceptable cards for an event.

The Head Judge may issue a proxy (section 6.4) for a card that has become worn or damaged during the event.

6.4 Proxy Cards

A proxy card is used during competition to represent an otherwise legal Warlord card or substitute card that can no longer be included in a deck without the deck being marked. For a proxy to be issued, the card it is replacing must have been accidentally damaged or excessively worn in the current event, including damaged or misprinted Limited product. Proxies are not allowed as substitutes for cards that their owner has damaged intentionally or through negligence.

Players may not create their own proxies; they may only be created by the Head Judge who has sole discretion as to whether the creation of a proxy is appropriate. When a judge creates a proxy, it is included in the player's deck and must be denoted as a proxy in a clear and conspicuous manner. The original card is kept nearby during the match and replaces the proxy while in a public zone as long as it is recognizable. A proxy is valid only for the duration of the event in which it was originally issued.

6.5 Card Identification and Interpretation

A card is considered named in game when a player has provided a description (which may include the name or partial name) that could only apply to one card. In rare cases, two different cards may have the same name (for example, Dragon's Breath). In these cases, a player may need to clarify additional details beyond the card name. Any player or judge realizing a description is still ambiguous must seek further clarification.

Players have the right to request access to the official wording of a card they can describe. That request will be honored if logistically possible. The official text of any card is the Accordlands text corresponding to the name of the card. Players may not use errors or omissions in Accordlands to abuse the rules. The Head Judge is the final authority for card interpretations, and they may overrule Accordlands if an error is discovered.

6.6 New Releases

Unless otherwise specified, newly released cards become legal for sanctioned events one week after their release date.

For official Prerelease events, new sets are legal for use before the official format legal date. In these cases, any announced rules updates shall be in effect at these events, including informal explanations of new rules and mechanics. Judges may apply additional rules that they believe will be updated.

6.7 Game Markers

Small items (e.g., dice or glass beads) may be used as markers and placed in the play area or on top of a player's own deck or discard pile as a reminder for in-game effects. These markers may not disguise the number of cards remaining in that zone nor completely obscure any card.

6.8 Die Rolling

Many game actions use a die roll to determine their outcome. Dice with similar numbers clumped together (such as a spindown counter for other games) may not be used for these actions.

Dice must have clear and easy to read values, and not be so large as to be disruptive when rolled. They must not be weighted unevenly in any way. They must be rolled from a discernable height. Dice that leave the playing surface after landing, become mixed with similar dice, or do not land flat are ignored and rerolled.

Players are expected to be clear about why they are rolling a die. A player who wishes to react to a die roll is expected to prevent the rolling player from taking action, but the rolling player cannot rush through to preempt reactions. A die roll is complete once the result is visible to the opponent.

Some actions may require multiple dice to be rolled. If a player does not have access to the required number of dice, they may roll the same die more than once, noting the rolls. If a player rolls too many dice at once, all those dice are ignored and the correct number of dice are rolled.

6.9 Card Shuffling

Decks must be randomized at the start of every game and whenever an instruction requires it. Randomization is defined as bringing the deck to a state where no player can have any information regarding the order or position of cards in any portion of the deck. Pile shuffling may not be performed other than once each at the beginning of a game to count the cards in the deck.

Once the deck is randomized, it must be presented to an opponent. By this action, players state that their decks are legal and randomized. The opponent may then cut it or shuffle it additionally. Cards and sleeves must not be in danger of being damaged during

this process. If the opponent does not believe the player made a reasonable effort to randomize their deck, the opponent must notify a judge. Players may request to have a judge shuffle their cards rather than the opponent; this request will be honored only at a judge's discretion.

If a player has had the opportunity to see any of the card faces of the deck being shuffled, the deck is no longer considered randomized and must be randomized again.

At Premier tournaments, players are required to shuffle their opponents' decks after their owners have shuffled them. The Head Judge can require this at non-Premier tournaments as well.

6.10 Infraction — Insufficient Shuffling

Penalty — Warning

A player fails to sufficiently shuffle their deck before presenting it to their opponent, or fails to present it to their opponent for further randomization.

Examples

1. A player forgets to shuffle their deck after searching for a card.
2. A player searches for a card, then gives the deck a single riffle-shuffle before presenting it to their opponent.

Shuffle the appropriate portion of the deck thoroughly.

6.11 Sleeves

Players may use plastic card sleeves or other protective devices on cards. If a player chooses to use card sleeves, all sleeves must be identical and all cards in their deck must be placed in the sleeves in an identical manner.

Some older cards are slightly larger than cards currently produced by Kingswood Games. If using cards of different sizes, players must use completely opaque sleeves.

During a match, a player may request that a judge inspect an opponent's card sleeves. The judge may disallow the card sleeves if they believe they are marked, worn, or otherwise in a condition or of a design that interferes with shuffling or game play. In the interest of efficiency, the judge may choose to delay any change of sleeves until the end of the match.

Premier tournaments impose additional restrictions on sleeves. Highly reflective backs are not allowed. Sleeves with hologram patterns or artwork on their backs may be subjected to additional scrutiny, especially if there is no solid border around the edges.

The Head Judge is the final authority on what sleeves are allowed.

6.12 Infraction — Marked Cards

Penalty — Warning

Players are responsible for ensuring that their cards and/or card sleeves are not marked during the event. A card or sleeve is considered marked if it bears something that makes it possible to identify the card without seeing its face, including (but not limited to) scratches, discoloration, and bends.

Examples

1. A player has small marks on a few of their sleeves. The markings are on a variety of cards.
2. A player has several foil cards that have curled and stand out significantly from the rest of their deck.
3. The basic cards in a player's unsleeved limited deck are visibly worn.

If a player's cards are sleeved, the cards must be examined while in the sleeves to determine if they are marked. Players should use care when sleeving their decks and should randomize their decks prior to sleeving them to reduce the possibility of cards becoming marked with a pattern. Players should also keep in mind that cards or sleeves may become worn and potentially marked through play during an event.

The Head Judge has the authority to determine if a card in a player's deck is marked. Judges may request that a player remove their current sleeves or replace any of the deck's current sleeves immediately, or before the next round.

The player needs to replace the cards or sleeves with an unmarked version, or if no sleeves are being used, use sleeves to conceal the markings. If the cards themselves have become marked through play in the event, the Head Judge may decide to issue a proxy (section 6.4).

6.13 Hidden Information

Hidden information refers to the faces of cards and other objects at which the rules of the game and format do not allow you to look.

Throughout the match, a draft, and pregame procedures, players are responsible for keeping their cards above the level of the playing surface and for making reasonable efforts to prevent hidden information from being revealed. However, players may choose to reveal their hands or any other hidden information available to them, unless specifically prohibited by the rules. Players must not actively attempt to gain information hidden from them but are not required to inform opponents who are accidentally revealing hidden information.

6.14 Infraction — Looking at Extra Cards

Penalty — Warning

A player can accidentally look at extra cards easily and this infraction handles situations where a dexterity or rules error has led to a player seeing cards that they shouldn't have.

Examples

1. A player accidentally reveals (drops, flips over) a card while shuffling an opponent's deck.
2. A player pulls an extra card while drawing their hand at the start of the turn.

Players should not use this infraction to get a "free shuffle" or to attempt to shuffle away cards they don't want to draw; doing so may be Cheating. Players also are not allowed to use this penalty as a stalling mechanism. The deck is already randomized, so shuffling in the revealed cards should not involve excessive effort.

If the card has become mixed with other hidden cards, this is a Hidden Card Error instead.

If the cards were in the deck, shuffle any previously unknown cards from a deck back into the random portion of the deck, then put any previously known cards back in their correct locations.

6.15 Infraction — Hidden Card Error

Penalty — Warning

A player commits an error in the game that cannot be corrected by only publicly available information.

Examples

1. A player draws three cards when resolving Meet at the Inn! and those cards are now touching the rest of their hand.
2. A player looks at three cards instead of two when using the Survey keyword.
3. A player forgets to reveal a card before putting it into their hand with Farhaven Guide.

In cases where the infraction was immediately followed by moving a card from the affected group of cards to a known location, such as by discarding, putting cards on top of the deck, or playing a card, a simple backup to the point just after the error may be performed.

Information about cards previously known by the opponent, such as cards previously revealed while on the top of the deck or by a previous look at the hand, may be taken into account while determining the set of cards to which the remedy applies.

If the error involves one or more cards that were supposed to be revealed, the player reveals the group of cards that contains the unrevealed cards and their opponent chooses that many previously-unknown cards. Treat those as the cards that were 'revealed' and return them to the set that was being selected from; the player then reperforms the action.

If a group of cards affected by the error contains more cards than it is supposed to contain, the player reveals the group of cards that contains the excess and their opponent chooses a number of previously-unknown cards sufficient to reduce the group to the correct size. These excess cards are returned to the correct location. If that location is the deck, they should be shuffled into the random portion unless the owner previously knew the identity of the card/cards illegally moved; that many cards, chosen by the opponent, are returned to the original location instead. For example, if a player illegally draws a card, but the card was already revealed due to a card effect, that card should simply be returned to the top of the deck.

6.16 Spent/Stunned Cards

If a card must be spent or stunned, it must be turned approximately 90 degrees (spent) or 180 degrees (stunned), whichever is appropriate.

7. Constructed Event Rules

7.1 Deck Construction Restrictions

Constructed decks must contain a minimum of fifty cards, including the starting army. There is no maximum deck size.

Except for cards with text that specifies otherwise, a player's deck may not contain more than three of any individual card, based on its Accordlands text.

A player must use the same starting army for the first game of each match.

7.2 Card Legality

A card may only be used in a particular format if the card is from a set that is legal in that format or is considered the same card as a card from a set that is legal in that format.

Cards banned in a specific format may not be used in decks for that format. Cards that are epic in a specific format may only have one copy in a deck. Cards reserved in a specific format may not start in play in games of that format.

7.3 Saga Format Deck Construction

The following card sets are permitted in Saga events:

- Into the Accordlands™ (ITA)

Any cards with three-letter set codes from the above sets are legal to play in Saga, even if they are not available in that set's boosters. Cards from older sets with the same Accordlands text as a card legal in Saga may also be played.

There are currently no cards banned in the Saga format.

7.4 Ancients Format Deck Construction

Ancients decks may consist of cards from all Warlord card sets, as well as non-exclusive promotional cards. Ancients decks may not include exclusive promotional cards, such as Medusan Lords and their related cards. (Click [here](#) for a list of exclusive promotional cards.)

Cards from new sets become legal in the Ancients format one week after the set's release date.

The following cards are banned in Ancients events:

- Amber Gargoyle
- Apprentice Ramah
- Arcane Qor-teth
- Baraxton's Graveyard
- Brother Averil
- Children of Yscar
- Daedelia
- Day of the Raven
- Fields of Bone
- Gravity Flux
- Healer's Pact
- Lilah
- Limited Wish
- Locked Ring
- Malrog's Lair

- Medusan Lord's Guile
- Medusan Lord's Might
- Mirror Magic
- Olivark the Quiet
- One Last Time
- Orm Al'Ghast
- Overwhelm
- Phoenix Feather
- Rouse
- Sakarian Manticore
- Shadan Adler
- Sword of Chaos
- The Restless
- Tzin's Secret

The following cards are epic in Ancients events:

- Archer Tower
- Helm of Undying
- Improved Invisibility
- Incentives
- Into the Tunnels
- Kapix
- Nepheline Gargoyle
- Nightmaster Rress
- Nodwick
- Paradigm Shift

- Perfect Self
- Phantasm
- Rescue
- Suicidal Charge
- Supply
- Toren Yscar
- Trade Routes
- Winter Warfare
- Yeg-Igryll's Altar

The following cards are reserved in Ancients events:

- Archer Tower
- Ardanaalis
- Cocoran
- Brel
- Edwann Ruthard
- Makusog Cavalry

- Nelwys
- Ring of Blasting
- Ring of Guile
- Ring of Mending
- Ring of Piercing
- The Biting West Wind

8. Limited Event Rules

8.1 Deck Construction Restrictions

Limited decks must contain a minimum of thirty cards, including the starting army. There is no maximum deck size.

Players are not restricted to three of any one card in Limited play.

8.2 Card Use in Limited Events

Cards must be received directly from event officials. This product must be new and previously unopened. Premier tournaments may have had boosters opened in order to stamp them. Each player (or team) must be given exactly the same quantity and type of product as all other players participating in the event. For example, if one player receives three *Into the Accordlands* boosters for a Booster Draft, all other players must also receive three *Into the Accordlands* boosters.

Only cards from the sets of the boosters opened (and only cards opened or drafted in that player's pool) may be used in a player's deck. As an exception to this rule, the following "basic cards" may be added to a player's deck, regardless of set:

- Archivist Myrina
- Seeker
- Grovewarden Elumera
- Hunter Merrill
- Ramesh, Elder Sage
- Kazkah
- Coward
- Freelance Cavalier
- Misearean Scout
- Nisha
- Sarakian Sellsword
- Out of Options
- Tattered Armaments

If the Event Organizer is not providing basic cards for use in a Limited event, they must announce this before event registration. Event Organizers may require players to return provided basic cards when they leave the event. Players may use their own basic cards.

Players may ask a judge for permission to replace a card with another version of the same card.

Six boosters per player are recommended for individual format Sealed Deck events and 3 boosters per player for individual Booster Draft events.

If the Event Organizer allows players to provide their own product, that product must be pooled with the rest of the product for the event and randomly distributed.

8.3 Continuous Construction

Players participating in Limited events that do not use decklists may freely change the composition of their decks between games or matches by exchanging cards from their deck for any other cards drafted or opened without being required to return their deck to its original composition before their next match. The Head Judge or Event Organizer must inform players if this option is not being used prior to the start of deck construction.

8.4 Abnormal Product

Neither Kingswood Games nor the Event Organizer guarantee any specific distribution of card rarities or frequency in a particular booster pack or other sealed product. If a player receives an unconventional distribution of rarities or frequencies in a particular product, they must call a judge. The final decision to replace or allow the atypical product is at the discretion of the Head Judge and the Event Organizer.

8.5 Sealed Deck Pool Registration

In Sealed Deck events, the Head Judge may require players to perform a Sealed Deck pool registration procedure prior to deck construction:

1. Each player is distributed the appropriate number of boosters.
2. Players on one side of each table open their booster packs (Player A). The player directly across (Player B) observes this. Both players will observe and verify the contents of those booster packs. After this process, the opened cards are stacked face down in a single pile and placed near Player B.
3. Player B will now open their booster packs. Player A observes. Both players will observe and verify the contents. After this process, the opened cards are stacked face down in a single pile and placed near Player A.
4. Player A then sorts and registers the contents of Player B's pool, and vice versa.
5. After registration, each player returns the registered card pool to the player who originally opened the pool.
6. Players construct and record decks as normal.

8.6 Draft Pod Assembly

For Booster Draft events, players assemble into random drafting circles (called pods). Each pod will contain a roughly equal number of players between 6 and 11, with 8

players recommended, at the discretion of the Head Judge. A single pod of 4 or 5 players will only be used if those are the only players in the event. Event officials then distribute identical sets of boosters to each player.

Players within a pod may play only against other players within that pod. In non-Premier tournaments, the Event Organizer may elect to lift this restriction. This must be announced before the tournament starts.

8.7 Booster Draft Procedures

All players must open and draft the same type of booster at the same time. Players open their first booster pack and count the cards, removing basic cards, tokens, advertisement cards, and any other non-game cards. Players who receive an erroneous number of cards at any time must immediately notify a judge. Players choose one card from their current booster pack and then pass the remaining cards face down to the player on their left until all cards are drafted. Once a player has removed a card from the pack and put it on top of their single, face-down drafted pile, it is considered selected and may not be returned to the pack.

Players may not reveal their card selections or the contents of their current packs to other participants in the draft and must make a reasonable effort to keep that information from the sight of other players. Players are not permitted to reveal hidden information of any kind to other participants in the draft regarding their own picks or what they want others to pick.

Players are allowed to review their drafted cards between or during picks as long as they are holding no other cards at the same time. The Head Judge may choose to disallow this provided they announce it before the first draft. Between booster packs there is also a review period in which players may review their picks.

If the draft is not being timed, and two players do not wish to make a pick before the other player, the player closer to providing the other player with the pack picks first. If the players are equidistant, then the player in the lower seat number picks first.

After the first pack is drafted and the review period completed, players open the next pack and draft in the same fashion, except that the direction of drafting is reversed—it now proceeds to the right. This process is repeated, reversing the direction of drafting for each booster pack until all cards in all booster packs are drafted.

If a player is unable or unwilling to continue drafting, but wishes to remain in the event, they are suspended from drafting and must construct a deck from whatever cards they have drafted thus far. For the remainder of the draft, their picks are skipped and the draft continues with one fewer player. They retain ownership of any cards that they correctly

have in their possession at that time, including any unopened or partially drafted booster packs, but may not play any undrafted cards.

8.8 Infraction — Draft Violation

Penalty — Warning

A player commits a technical error during a draft.

Examples

1. A player passes a booster to their left when it is supposed to go to their right.
2. A player exceeds the amount of time allotted for a draft pick (see section 4.3 - Booster Draft Timing).
3. A player puts a card on top of their draft pile, then pulls it back.

9. Team Tournament Rules

9.1 Team Names

Kingswood Games reserves the right to disallow any team name it deems offensive and/or obscene. Event officials may disallow teams from registering team names that may be considered offensive and/or obscene.

9.2 Team Composition and Identification

A valid team consists of two or more members, as appropriate to the format. A team is identified by each of its respective members and all teams must provide the Event Organizer with the full information for each member when registering for the tournament. Individuals may be members of more than one team, though not during the same tournament. If a player drops from the tournament, the entire team is dropped. If a player is disqualified from the tournament, the entire team is disqualified.

Teams must designate player positions during registration. For example, in a three-player team tournament, each team must designate who is player A, player B, and player C. Players retain these designations throughout the entire event.

When two teams are paired against each other during the course of a tournament, the team members designated as “player A” play against each other, the team members designated as “player B” play against each other, and so on.

9.3 Team Communication Rules

Members of the same team may communicate between one another except during times where explicitly prohibited by the team format rules. However, team members that have an opportunity to acquire hidden information (e.g., by speaking to spectators following their own match while a teammate is still playing), are restricted from communicating with teammates for the duration of that match.

Prohibitions against written notes of any kind during drafts apply to team drafts as well.

9.4 Unified Deck Construction Rules

Team Constructed tournaments use unified deck construction rules: Except for cards with text that specifies otherwise, a team's decks may not contain more than three total copies of any individual card, based on its Accordlands text. (For example, if one player's deck includes two copies of Punitive Strike in a Team Constructed tournament, only one copy of Punitive Strike may be included in another player's deck on that team.) No players may use cards that are banned in that particular format.

Unified deck construction rules are only applied when all members of a team have decks of the same format.

9.5 Team Sealed Deck Tournaments

All the rules for individual Limited events (section 8) apply to Team Sealed Deck tournaments except as follows:

Each team must receive the same product mix. For example, if one team receives twelve *Into the Accordlands* boosters, every team must receive twelve *Into the Accordlands* boosters.

Eight boosters per team are recommended for two-person team tournaments, and twelve boosters per team for three-person team tournaments.

10. Sanctioning Rules

10.1 Participation Minimums

For a tournament to be sanctioned, a minimum of four individual players or teams must participate. Certain Premier tournaments require a higher minimum number of players.

If the participation minimum is not met, the event is no longer sanctioned. If participation minimums are not met for any sanctioned tournament, the Event Organizer should report the event as “Did Not Occur.”

10.2 Number of Rounds

The minimum number of rounds required for a sanctioned tournament is as follows:

- For individual tournaments, a minimum of three rounds
- For team tournaments, a minimum of two rounds

If the minimum number of rounds is not met, the tournament is no longer sanctioned. If the minimum number of rounds is not met for any sanctioned tournament, the Event Organizer should report the tournament as “Did Not Occur.”

The number of rounds should be announced at or before the beginning of the first round; once announced, it cannot be changed. A variable number of rounds can be announced instead, with specific criteria for ending the tournament. For example, a tournament with 20 players can be announced as five rounds unless only one player has four match wins after four rounds.

The recommended number of rounds for Swiss tournaments are as follows:

Players (or Teams)	Swiss Rounds
4	2
5-8	3
9-16	4
17-32	5
33-64	6
65-128	7
129+	8

10.3 Invitation-Only Events

Invitation-only events have additional qualification criteria for player participation. Typically, Invitation-only events are Premier tournaments run by Kingswood Games, but Event Organizers may hold and sanction any invitation-only events, as long as they are announced as such.

10.4 Pairing Algorithm

Unless otherwise announced, tournaments are assumed to follow the Swiss pairing algorithm. Some tournaments may proceed to single-elimination playoff rounds between the top 2, 4, or 8 (or other number) players after the Swiss rounds are over. The Swiss pairing algorithm is modified in booster draft tournaments as explained in section 8.6.

For constructed tournaments that have a single-elimination playoff (or Sealed Deck tournaments that do not use a Booster Draft for the playoff), the recommended pairing method is to pair the playoff players by the final Swiss standings.

For an 8-player playoff, the 1st place player plays the 8th place player, the 2nd place player plays the 7th place player, the 3rd place player plays the 6th place player, and the 4th place player plays the 5th place player. The winners of the 1st/8th place and 4th/5th place matches play each other in the next round of the playoff. The winners of the 2nd/7th place and 3rd/6th place matches play each other in the next round of the playoff. The remaining players play in the last round of the playoff.

For a 4-player playoff, the 1st place player plays the 4th place player, and the 2nd place player plays the 3rd place player. The remaining players play in the last round of the playoff.

For Limited tournaments that have a single-elimination Booster Draft playoff, it is recommended that only an 8- player playoff is run using the following method described below.

Use a random method to seat players around the draft table and conduct the draft.

After the draft has concluded, the player in seat 1 plays the player in seat 5, the player in seat 2 plays the player in seat 6, the player in seat 3 plays the player in seat 7, and the player in seat 4 plays the player in seat 8. The winners of the seat 1/5 and the 3/7 matches play each other in the next round of the playoff. The winners of the seat 2/6 and the seat 4/8 matches play each other in the next round of the playoff. The remaining players play in the last round of the playoff.

For most Premier Tournaments, the playoff options above are required, not optional.

11. Prizes

11.1 Sharing & Splitting Prizes

Players may share prizes they have not yet received in the current event and they may agree to such before or during their match, as long as any such sharing does not occur in exchange for any game or match result or the dropping of a player from the tournament.

Players in the announced last round of the single-elimination portion of a tournament may agree on a winner and how to divide the subsequent tournament prizes. In that case, one of the players at each table must agree to drop from the tournament. Players receive the prizes according to their final ranking.

Players in the single-elimination rounds of a tournament offering only cash, store credit, prize tickets, and/or unopened product as prizes may, with the permission of the Event Organizer, agree to split the prizes evenly. The players may end the tournament at that point or continue to play. All players still in the tournament must agree to the arrangement.

Examples

1. Before the semifinals of a tournament (in which first place gets 12 packs, second place gets 8 packs and 3rd and 4th get 4 packs each) begins, the players may get permission from the Tournament Organizer to end the tournament, with each player receiving 7 packs.
2. In the finals of a qualifying tournament that offers an invitation to a later tournament to the winner, the two finalists may agree to split the tournament prizes, but this agreement cannot alter the results of the match. One player must drop from the tournament, leaving the invitation to the player who did not drop from the tournament. That player is then free to split the remainder of the prizes as agreed upon.

11.2 Infraction — Bribery/Wagering

Penalty — Match Loss

The decision to drop, concede, or agree to an intentional draw cannot be made in exchange for or influenced by the offer of any reward or incentive, nor may any in-game decision be influenced in this manner. Making such an offer or enticing someone into making an offer is prohibited and is considered bribery. Players may not make any offers to event officials in an attempt to influence the outcome of a ruling.

Players may not reach an agreement in conjunction with other matches. Players can make use of information regarding match or game scores of other tables. However,

players are not allowed to leave their seats during their match or go to great lengths to obtain this information.

Event participants, officials, and spectators may not wager or bet on any portion (including the outcome) of a tournament, match, or game.

If the player was aware that what they were doing was against the rules, the infraction is instead Cheating (see section 12.7).

Examples

3. A player in a Swiss round offers their opponent \$100 to concede the match.
4. A player offers their opponent a card in exchange for a draw.
5. A player asks for a concession in exchange for a prize split.
6. Two players agree that the winner of the match will be able to choose a rare card out of the other person's deck after the match.
7. Two spectators place a bet on the number of games that will be needed to decide a match.

12. Miscellaneous Infractions

12.1 Infraction — Game Rule Violation (Misc)

Penalty — Warning

This infraction covers the majority of game situations in which a player makes an error or fails to follow a game procedure correctly. It handles violations of the Comprehensive Rules that are not covered by other infractions.

Examples

1. A player fails to discard a character that has enough wounds to kill it.
2. A player plays an action card without declaring which character is performing the action.
3. A player forgets to spend their character when performing a Spend Order.

While Game Rule Violations can be attributed to one player, they usually occur publicly and both players are expected to be mindful of what is happening in the game. It is tempting to try and “fix” these errors, but it is important that they be handled consistently, regardless of their impact on the game.

First, consider a simple backup. If a simple backup is not sufficient and the infraction falls into one or more of the following categories, and only into those categories, perform the appropriate partial fix:

- If a player forgot to ready/unstun one or more cards at the start of the turn, they may do so.
- If a player made an illegal choice (including no choice where required) for an ongoing or static effect that is still in effect, that player makes a legal choice.
- If a player failed to draw cards, discard cards, or return cards from their hand to another zone, that player does so.
- If an object is not in the correct zone, the exact object is still known to all players, and it can be moved with only minor disruption to the current state of the game, put the object in the correct zone. This only applies if the object being in the wrong zone is the Game Rule Violation, and not if it is the consequence of a different error.

For each of these fixes, a simple backup may be performed beforehand if it makes applying the fix smoother. Triggered effects or React windows are generated from these partial fixes only if they would have occurred had the action been taken at the correct time.

Otherwise, a full backup may be considered or the game state may be left as is.

If the game has proceeded past a point where an opponent could reasonably be expected to notice the error, the opponent has also committed an infraction. In most cases, the infraction is Failure to Maintain Game State. However, if the judge believes that both players were responsible for the Game Rule Violation, such as due to the opponent controlling the effect modifying the rules that led to the Game Rule Violation or a player taking action based on another player's instruction, they have instead committed a Game Rule Violation as well. For example, if a player uses Graveyard Librarian's Order to inflict fatal wounds on an opponent's character and the opponent puts the creature into the discard pile, once the game has continued both players will have committed a Game Rule Violation.

12.2 Infraction — Failure to Maintain Game State

Penalty — Warning

A player allows another player in the game to commit an illegal action and does not point it out immediately. If a judge believes a player is intentionally not pointing out other players' illegal actions, either for their own advantage, or in the hope of bringing it up at a more strategically advantageous time, they should consider a Cheating infraction.

Examples

1. A player's opponent forgets to fix their illegal ranks. It is not noticed until the end of the turn.
2. A player does not notice that their opponent's character has two copies of the same item equipped.

12.3 Unsporting Conduct

Unsporting conduct will not be tolerated at any time. Event participants must behave in a polite and respectful manner.

Officials are expected to investigate potential matters brought to their attention as soon as possible and take actions to discourage repeat behavior. All incidents of unsporting conduct are subject to further review by Kingswood Games.

Unsporting Conduct is divided into Minor and Major infractions.

12.3.1 Infraction — Unsporting Conduct (Minor)

Penalty — Warning

A player takes action that is disruptive to the event or its participants. It may affect the comfort level of those around the individual, but determining whether this is the case is not required.

Examples

1. A player uses excessively vulgar and profane language.
2. A player inappropriately demands to a judge that their opponent receive a penalty.
3. A player appeals to the Head Judge before waiting for the floor judge to issue a ruling.
4. A player throws their deck on the ground after losing a game.
5. A player leaves excessive trash in the play area after leaving the table.
6. A player fails to follow the request of an event official to leave the play area.

The player must correct the problem immediately. Subsequent Unsporting Conduct (Minor) infractions, even for different offenses, will result in a Game Loss. If a Game Loss is issued for repeated infractions, and it occurs at the end of a game, it is acceptable for the judge to apply the penalty to the next game instead.

12.3.2 Infraction — Unsporting Conduct (Major)

Penalty — Match Loss

A player takes action towards one or more individuals that could reasonably be expected to create a feeling of being harassed, threatened, bullied, or stalked. This may include insults based on race, color, religion, national origin, age, gender, disability, or sexual orientation.

It is possible for an offender to commit this infraction without intending malice or harm to the subject of the harassment.

Examples

1. A player uses a racial slur against their opponent.
2. A player intentionally misgenders their opponent.
3. A player takes inappropriate photos or recordings of another player without express permission.
4. A player asks a spectator for a date, is denied, and continues to press the issue.
5. A player purposefully obstructs another player with the intent of inducing physical contact.
6. A spectator uses social media to bully a player.

Because of the confrontational nature of this infraction, judges need to end any match in progress and separate the players. Care should be taken not to escalate the situation if at all possible. The offender will be removed from the area to receive the penalty, and education about why the behavior is unacceptable regardless of excuse. They may need a few moments to cool down afterwards. Apologizing is encouraged, but the desire of the other individuals to not interact with their harasser must be respected.

Officials must investigate these matters as soon as they are brought to their attention. If they determine that the infraction does not meet the criteria for Unsporting Conduct (Major), it is still recommended that the players be talked to to avoid future misunderstandings.

The player must correct their behavior immediately. If the offense occurs at the end of a match, it is acceptable for the judge to apply the penalty to the next match instead.

Upgrade — If the offense was committed with malicious intent, the player displays no remorse, or the offense is repeated at a later time, the penalty is Disqualification and removal from the venue.

12.4 Infraction — Outside Assistance

Penalty — Match Loss

During matches, players may not seek play advice from spectators and spectators may not give play advice to players.

At limited events requiring deck registration, during deck construction, players and spectators may not provide any advice or commentary to a player until that player's decklist has been handed in.

At booster draft tournaments, players and spectators will refrain from providing any information about draft selections or strategies between pod announcement and the end of the draft. At Premier tournaments, players and spectators are expected to remain silent during the draft.

If the offender is not currently in a match, apply the penalty to their next (or first) match.

Some of these restrictions may be waived due to official press or coverage; in these situations, the player will be informed of the revised expectations. Teammates in certain team tournaments are also excepted from these restrictions (see section 9.3 - Team Communication Rules).

12.5 Infraction — Aggressive Behavior

Penalty — Disqualification

A player acts in a threatening way toward others or their property. There will be no tolerance of physical abuse or intimidation.

Examples

1. A player threatens to hit another player who won't concede to them.
2. A player pulls a chair out from under another player, causing them to fall to the ground.
3. A player makes threats against a judge after receiving a ruling.

4. A player tears up a card belonging to another player.
5. A player intentionally turns over a table.

The offender should be asked to leave by the Event Organizer.

12.6 Infraction — Theft of Event Material

Penalty — Disqualification

A player steals materials from the event, including but not limited to cards or equipment.

Examples

1. A player steals cards from their opponent's deck.
2. A player steals the table number from a table.
3. A player realizes they have a previous opponent's card, but they hide it instead of telling an event official.

This infraction does not apply to instances of theft not involving event materials, but it is recommended that the Event Organizer handles those instances with a similar level of seriousness, and all other event staff are encouraged to help in any way possible.

The offender should be asked to leave by the Event Organizer.

12.7 Infraction — Cheating

Penalty — Disqualification

A person breaks a rule defined by the event documents, lies to an official, or notices an offense committed in their (or a teammate's) match and does not call attention to it.

Additionally, the offense must meet the following criteria for it to be considered Cheating:

- The player must be attempting to gain advantage from their action.
- The player must be aware that they are doing something illegal.

If all criteria are not met, the offense is not Cheating and is handled by a different infraction. Cheating will often appear on the surface as another infraction, and must be investigated by the judge to make a determination of intent and awareness.

Cheating will not be tolerated.

Examples

1. A player alters the results on a match slip without their opponent's knowledge.
2. A player lies to an event official about what happened in a game to make their case stronger.

3. A player allows their opponent to put a character into their discard pile even though the character does not have fatal wounds.
4. A player notices that their opponent resolved only half of an action with multiple effects and decides not to call attention to the error.
5. A player peeks at another player's picks during a draft.
6. A player adds cards to their Sealed Deck pool.
7. A player realizes they have accidentally drawn an extra card, then fails to call a judge in order to avoid a penalty.

13. Tiebreaker Definitions

13.1 Match Points

Players earn 3 match points for each match win, 0 points for each match loss and 1 match point for each match ending in a draw. Players receiving byes are considered to have won the match.

13.2 Game Points

Game points are similar to match points in that players earn 3 game points for each game they win and 1 point for each game that ends in a draw, and 0 points for any game lost. Unfinished games are considered draws. Unplayed games are worth 0 points.

Game points are not used in team tournaments; only the overall result of the match is used for tiebreakers.

13.3 Match-win percentage

A player's match-win percentage is that player's accumulated match points divided by the total match points possible in those rounds (generally, 3 times the number of rounds played). If this number is lower than 0.33, use 0.33 instead. The minimum match-win percentage of 0.33 limits the effect low performances have when calculating and comparing opponents' match-win percentage.

13.4 Game-win percentage

Similar to the match-win percentage, a player's game-win percentage is the total number of game points they earned divided by the total game points possible (generally, 3 times the number of games played). Again, use 0.33 if the actual game-win percentage is lower than that.

13.5 Opponents' match-win percentage

A player's opponents' match-win percentage is the average match-win percentage of each opponent that player faced (ignoring those rounds for which the player received a bye). Use the match-win percentage definition listed above when calculating each individual opponent's match-win percentage.

13.6 Opponents' game-win percentage

Similar to opponents' match-win percentage, a player's opponents' game-win percentage is simply the average game-win percentage of all that player's opponents.

And, as with opponents' match-win percentage, each opponent has a minimum game-win percentage of 0.33.

13.7 Byes

When a player is assigned a bye for a round, they are considered to have won the match 2–0.

Thus, that player earns 3 match points and 6 game points. A player's byes are ignored when computing their opponents' match-win and opponents' game-win percentages.

14. Challenges

14.1 Challenge Overview

Challenges to obtain Overlord, Dragon Lord, and Medusan Lord cards may be run alongside tournaments or as their own special events. Each challenge may have its own special rules, outlined on a separate rules sheet.

14.2 Overlord Challenges

Prior to the start of a tournament, it will be announced if Overlord challenges will be taken.

At the conclusion of the tournament, the player in first place may challenge the Overlord. If they win the challenge, they receive the Overlord and its deck as a prize. If they choose not to challenge or do not win, the second place player may challenge, and so on, until either the Overlord is defeated or all players from the top cut (or top 4 if there is no cut) have had the opportunity. If the Overlord is still not defeated, players who have earned a challenge via achievement points may challenge, starting with the player with the most points.

The Challenge Runner will be provided a deck to use. Players must use the same deck they played in the tournament for the challenge.

14.3 Dragon Lord Challenges

Dragon Lord Challenge Runners will announce where and when they will accept challenges. This will typically occur alongside a tournament, but may be set up as its own event at the Challenge Runner's discretion. Challenges will be taken in the order of registration.

To participate in a Dragon Lord challenge, a player must provide an Overlord with an unpunched target symbol. The Challenge Runner will then punch a hole in the Overlord on its target symbol, making it no longer valid for challenge redemption. With permission from Kingswood Games, the Challenge Runner may also accept other forms of entry, such as charitable donations.

The Challenge Runner and player will each construct a deck for the challenge. Unless otherwise specified by the Challenge Runner, both decks must be Saga-legal.

A player who wins a Dragon Lord challenge will receive the Dragon Lord as a prize. They must then submit their decklist to be published by the Challenge Runner and/or Kingswood Games.

14.4 Medusan Lord Challenges

Medusan Lord Challenge Runners will announce where and when they will accept challenges. This will be done entirely at their discretion. Challenges will be taken in the order of registration.

To participate in a Medusan Lord challenge, a player must provide an unpunched Dragon Lord with a target symbol.. The Challenge Runner will then punch a hole in the Dragon Lord on its target symbol, making it no longer valid for challenge redemption. With permission from Kingswood Games, the Challenge Runner may also accept other forms of entry, such as charitable donations.

The Challenge Runner and player will each construct a deck for the challenge. Unless otherwise specified by the Challenge Runner, both decks must be Saga-legal.

A player who wins a Medusan Lord challenge will receive the Medusan Lord as a prize. They must then submit their decklist to be published by the Challenge Runner and/or Kingswood Games.

14.5 Older Challenge Lords

Overlords and Dragon Lords made in previous editions did not have target symbols for punching. The Challenge Runners instead signed the card in permanent marker upon redemption. If they are unsigned, the Challenge Lord may accept these for redemption. They will punch a hole in the card in a place that does not remove any text or touch the edge of the card.