

FIELDS OF GLORY

➤ RULES DOCUMENT ➤



VER 2.0

© 2005-2020 Wyrd Miniatures, LLC

FIELDS OF GLORY

Fields of Glory is the official tournament format for The Other Side wargame. Every Fields of Glory tournament will include a Tournament Organizer, or TO, who is responsible for running the event. This includes organizing the rounds, setting pairings, and determining the winner(s).

The TO may choose to implement new rules or make alterations to this document as they see fit to adjust tournaments for their local communities, but any changes must be clearly noted before the event.

OVERVIEW

Fields of Glory tournaments are competitive events that pit players against a wide field of opponents to determine an overall winner. While Fields of Glory events are competitive, players of all skill levels are welcome.

Fields of Glory events have multiple paths to victory including sportsmanship, painting, and gameplay.

All players participating in the tournament will be matched against other players in a series of Rounds, with each Round earning a player points toward achieving victory.

Any player attending the event may also submit their models into the painting competition. At some point during the event, a pre-selected judge (or judges) will rate each paint job and select an overall winner.

RULES OF THE GAME

All Field of Glory games are played using The Other Side rules found in the Core Rulebook. Players are expected to be familiar with the game's rules, including those of any FAQ or Errata.

If any rules disputes arise and cannot be settled among the players, the TO is the sole authority on the rules at Field of Glory events, and they are expected to be fair and equitable in their decisions. Their decision at an event is final.

PLAYER RESPONSIBILITIES

While the Tournament Organizer is responsible for the organization of the event, players have a number of responsibilities when they attend the event.

The primary responsibility of the players is to be welcoming and respectful to other players at all times. Wargames are built upon communities, and Fields of Glory events welcome all members of the community. Players at events are expected to be respectful and practice good sportsmanship. A player who does not meet these expectations may be removed from the event by the TO.

The secondary responsibility of the players is to have all of the materials they need to play the game. This includes all of the models for their units (and any of their bases), a Fate Deck, a way to easily measure, a set of tokens, and all relevant game cards (unit cards, Stratagems, Asset cards, etc). Players are also encourage to bring a copy of the rules for easy reference, though this is not required.

Players are not required to have the most recent errata cards for Fields of Glory events. However, they must know and use the rules for the most recent version of any cards they use.

The final responsibility of the players is to assist the TO. Remember that the TO is not playing the game, and they have organized this for the benefit of the players. The main ways that players can assist the TO are by:

- Checking in when they arrive at the event, including providing the TO with all necessary information (such as the Allegiance being played and the Garrison for the player).
- Listening respectfully when the TO is speaking.
- Submitting game results in a clear and timely manner.

Proxies

Proxy models are not allowed in Fields of Glory Tournaments, players must use official Wyrd miniatures of their units. Summoned units may be also be represented by Wyrd official unit markers of the Summoned unit. This prevents a score of issues, most notably an opponent not being able to visually "read" the table.

PRIZES

All Field of Glory events are encouraged to provide some sort of prize pool. If organized by a Wyrd Henchman, the event should use an Other Side prize kit for the event. All pieces of the prize kit should be distributed at the event, but the manner of distribution is left up to the TO.

PUBLIC INFORMATION

All information in Fields of Glory games is considered public information unless it is specifically stated otherwise in the rules (such as their Control Hand or Stratagem selections before they are purchased).

If an opponent in a game wants to see a unit card, wants to know how many cards are in your hand, or other similar information, that information should be provided to them. Players may not lie or purposefully mislead their opponents about public information in the game.

Information about the outcomes of games and the status of the event is also public information.

DECK ETIQUETTE

Players may only touch a Fate Deck if the rules specifically call for them to do so (such as when drawing or shuffling) or if the deck needs to be moved because it is in the way. Picking up or fiddling with a deck when it is unnecessary is not allowed.

Whenever a player shuffles their Fate Deck, they must offer it to their opponent for a cut or shuffle. The opponent may then cut or shuffle the deck.

SPORTSMANSHIP

The Other Side is designed to be fun for all players. Players are expected to behave civilly and respectfully at all times.

When asked, players should provide the information and rules for models as well as any relevant additional public information. Players must be open and honest about the rules of their models. Activations should be played in a timely manner; players should not waste time.

There is zero tolerance for cheating. If the Organizer determines that a player is cheating, the player will be immediately disqualified from the tournament.

Players are given a single warning when the Organizer judges their behavior toward other players or the Organizer to be unacceptable. If the behavior persists and the Organizer determines the player to be a disruption, it is within the Organizer's authority to disqualify the player from the tournament.

Additionally, in order to speed up gameplay, players will often ask their opponent if they would like to modify a duel. If the player prompting their opponent currently has the opportunity to modify the duel, then prompting such an answer also represents the player's decision to decline to modify the duel themselves.

FOR THE ORGANIZER

Thank you for running a Fields of Glory event! Below is some information that will help in organizing and preparing the event.

LOCATION:

Make sure you have a location prepared that can accommodate the event. If your local game store will be hosting, ensure that they are aware and the space is reserved. You will also need terrain to place on each table, so having that prepared in advance will be helpful.

COMMUNICATION:

The only way you'll have players is if they know it is happening! Make sure you have communicated when the event is happening well in advance of the event so players can get it on their calendars. The more ways you advertise the upcoming event to potential players the better! Any communication should specify if there are any variants to the standard Field of Glory rules.

TRACKING SHEETS:

You will need some way to keep track of game results for each Round. Be prepared to collect game data from all the players. Some TOs like to give players score sheets that they may use to turn in their results.

RULES QUERIES:

You may be called upon to make rulings at some point during the event. Make sure you are familiar with the rules and any FAQ or Errata so you are prepared for common questions. If you need to make a ruling in the event, stand by it through the entire event.

COMMENTS ON GAMES:

Do not make any comments about ongoing games, even if you see someone playing a rule incorrectly. Instead, pull them aside after the game and let them know.

JUDGMENT CALLS:

Sometimes you may need to make a judgment call on sportsmanship (including things like slow playing). Be decisive but also respectful if you need to make a call.

PAINTING

Fields of Glory events do not require any players to have their models painted, but players are greatly encouraged to do so. The hobby aspect of a wargame is very rewarding, and a painted Company on the table looks much more intimidating to opponents!

Any player who wishes their models to participate in the painting competition should inform the TO when they check in to the event.

ENTRY REQUIREMENTS

A fully painted Commander and two full Squads, though some TOs may decide to do larger or smaller model counts for their painting competitions. The models entered into the competition must be from the Allegiance the player has chosen for the event, and within the player's Garrison for the event.

JUDGING CRITERIA

In most cases, the painting competition judge will be the TO of the event, but anyone without an entry can serve as the judge.

Judges should rate competition entries on the criteria below. These criteria are used to emphasize the overall look over advanced techniques, though all different aspects should play a role in determining the winner.

In smaller competitions, they may decide to forgo points and just select a winner.

PRESENTATION (0 TO 5 POINTS):

How does the overall presentation of the models look? This includes factors like basing, any diorama, and general visual appeal.

TECHNIQUE (0 TO 5 POINTS):

How strong is the technique used in painting the models? Are brush strokes visible? Are advanced techniques used?

THEME (0 TO 5 POINTS):

How well do the models fit in their theme? Are all pieces a part of a cohesive theme? Is that theme readily identifiable?

WOW FACTOR (0 TO 5 POINTS):

Did the model wow you? What was really cool about the model? Did they bring the character to life?

CONVERSIONS

Players are expected to use official models when playing The Other Side as this facilitates the ease of understanding for that player's opponents.

With that said, conversions are allowed at Fields of Glory events with the following restrictions:

- The model must be or be built off of the model it is intended to represent.
- The model must still clearly represent the model it is converted from.

REPEAT ENTRIES

No models that were part of a painting competition victory are eligible to win another painting competition put on by the same TO in the same year.

Players are encouraged to keep painting more models to add to their collection and submit new pieces for subsequent painting competitions.

JUDGING

At some point during the event determined by the TO, usually after the first round, painting competition entrants must set out their models for judging. The competition judge will then view each piece and score it. The highest scoring entry is the winner of the painting competition.



GAMEPLAY

Fields of Glory is a competitive tournament format, and the gameplay is at the front and center of that competition. It follows the format provided on the following pages.

TOURNAMENT STRUCTURE

Field of Glory events are played over a number of Rounds, each consisting of a single game of The Other Side. The number of Rounds in an event depends on the number of players in attendance.

The Organizer may choose to establish the number of Rounds based on time constraints or other reasons, but the suggested number of Rounds are:

- 4-15 Attendees: 3 Round Event
- 16-32 Attendees: 4 Round Event
- 33+ Attendees: 5 Round Event

ROUND TIME LIMIT

The amount of time for each Round is based on the number of Commanders in the game. A Round's time beginning should be announced by the TO.

The suggested Round time for a 1 Commander game is an hour and thirty minutes, including set up. The suggested Round time for a 2 Commander game is two hours and fifteen minutes, including set up.

After the TO announces pairings, they will start the Round. The TO is encouraged to announce the time remaining at regular intervals during the Round (usually about every half hour). Some TOs will have a visible timing clock so players may see how much time remains.

When there are fifteen minutes left in the Round, the Organizer will call last Turn. Players should complete the Turn they are on and not start a new Turn.

Regardless of what Turn a game ends on, it is treated as the final Turn of the game for all game effects.

SLOW PLAY

Since time is limited in a tournament, it is important that players make decisions quickly to move the game along.

If a player is taking too long to play, it may be considered poor sportsmanship. Players should make every effort to complete the entire game in the time allotted. Slow play concerns should be brought to a Judge's attention immediately as slow play will not be tolerated.

ODD NUMBER OF PLAYERS

If there are an odd number of players in the event, the TO will use a Ringer or Bye for the Tournament. When a Ringer is available, it's preferable over using a Bye.

During the first Round, a random player is paired against the Ringer or given a Bye. After the first Round, the lowest placed player (based on overall score) is matched up with the Ringer or given the Bye. A player should never be given a Bye or matched against the Ringer twice in a tournament. If they would be, assign it to the next lowest placed player instead.

The Ringer

The Ringer is a player who agrees to play only if there are an odd number of players. Whenever possible, a Ringer should be used. The Ringer is not eligible to win the tournament. If the TO is comfortable and has time, they may fill in as a Ringer.

The Ringer isn't listed in any final results and is ignored when determining final rankings. The Ringer is always matched against the player who would have otherwise received a Bye, but the games are otherwise scored normally.

Byes

When a player receives a bye, the player will earn 19 TP, +7 DIFF, and 7 VP.

OBJECTIVES

During Fields of Glory Tournaments, Objectives cannot be placed in a way that either one or both players cannot reach the Objective through normal play.

Close Objectives

For further variance and tactical gameplay, TOs may implement the following optional rule regarding Objectives:

- If an Action gained from an Operation would require a Fireteam to be within 3" and LoS of an Objective, the Fireteam is instead required to be within 1" and LoS of the Objective.

SCORING

At the end of each Round, players record the results of the game, based on the Operation used in the game and the formula below.

A player earns a number of Tournament Points (TP) based on the result of the game. Players earn 10 base TP for a game. Each player then adds their Differential (DIFF) to their TP for that game. If a player wins a game, they gain an additional +2 TP.

A player's DIFF is equal to the difference in the number of Victory Points between themselves and their opponent (to a maximum of +8 and -8). For example, if the final score was 8 to 4, the winning player would have a DIFF of +4 and the losing player would have a DIFF of -4.

The player also records the total number of VP scored in the game.

The final results of a Round should look something like this: 16 TP / +4 DIFF / 8VP. 10 TP for playing a game, +4 for DIFF, and an additional +2 for winning.

The TO will add the Round results to any previous results to get the overall tournament standings.

STANDINGS

Players are ranked from highest to lowest as follows:

1. Players are ranked by their total Tournament Points (TP), so players with higher TP finish above those with lower TP.
2. Players who are tied in TP are ranked by their Strength of Schedule.

Where two or more players are tied on all both categories then they receive a joint placing. For example, if two players are tied for seventh, they both place seventh and the player below them finishes ninth.

Strength of Schedule

If two players are tied for TP, then they are ranked by their Strength of Schedule. This value is the combined TP of all opponents that a player had played against throughout each of the Tournament Rounds.

UNUSUAL RESULTS

Under certain circumstances, games may end prematurely or be unable to be completed. The rules below should be used in these situations.

Agreed Results

If players are unable to finish a game for any reason or one player wishes to concede, they may use agreed results. Agreed results should only be used as a last resort when nothing else is possible. Players are always encouraged to play games through to their conclusion, as the primary purpose of a tournament is to have fun playing the game itself.

Players may not agree on a result that is not a likely outcome of the game as it stands. Players may not offer or receive any form of compensation to agree to the result of the game.

The players and the TO must all agree for the agreed result to count. If an agreement cannot be reached, the result of the game as it currently stands is used.

Forfeited Games

Under certain circumstances, the Organizer may decide a player must be required to forfeit a game. Normally this will happen as the result of a significant error the player has made which has invalidated the results of the game. Inappropriate conduct and/or any instance of cheating are also grounds for forfeiture.

The TO has the final judgment as to whether or not the issue warrants a forfeit.

Where a game is forfeited, the forfeiting player earns 0 TP/-8 DIFF/0 VP for the round. Their opponent will receive 20 TP/+8 DIFF/8 VP.

If a player forfeits a game due to inappropriate conduct, poor sportsmanship or similar, the player should also be removed from the event and not allowed to participate any further.

Decisive Victory

In order to speed up gameplay and limit excessive Tournament Scores, TOs may implement the following optional rule regarding Victory Points:

- If, at the end of any turn after the second, if a player's VP exceeds the VP of their opponent by 12 or more, the game ends immediately.

GAME STRUCTURE

Fields of Glory games are played using the standard rules and set up, except as noted below. In Fields of Glory games, Operations are determined before players pick their Commanders.

Select Game Size

This step is skipped in Tournaments. The game size is determined by the event instead of by the players.

Place & Define Terrain

In many tournaments, the terrain will already be set up. If it is not also defined, it is important to discuss the terrain ahead of time with the opponent. The table should have about 25%-30% of its surface covered in terrain, so that the terrain has a relevant impact on gameplay.

Determine Operation

The Operations and Deployments in use are always determined by the tournament and not flipped for randomly. Fields of Glory events use the Operations found on pages 10-13 of this document and those in the Core Rulebook.

The player with the higher standing at the event is considered the Attacker. On the first Round, the Attacker is randomly determined.

Pick Allegiance & Commanders

Allegiances in the tournament are always fixed across all Rounds, set when a player checks into the event.

Information about which Allegiance players are using is public, and therefore should be shared with the opponent before an Envoy and Commander(s) are picked. Players may only pick Commanders and Envoys contained within their provided Garrison.

Hire Company

Players may only hire Units and Assets provided in your Garrison. Each Player's Stratagem Deck must contain Stratagems listed in the player's provided Garrison.

Strategic Alliance

In order to add depth and tactical choice to the Envoy system, TOs may implement the following optional rule regarding Stratagems.

- When creating a Stratagem Deck, players may include up to two Stratagems from an Allegiance of which they have an Envoy and a Commander. When resolving these Stratagems "friendly unit/Asset/Fireteam" only refers those friendly units, Assets, and Fireteams of that Stratagems Allegiance.

GARRISONS

During Fields of Glory Tournaments, players must provide an Garrison to the TO before the start of the event. Garrisons consist of Commanders, Units, Assets, and any Envoys that a player may hire from during a game and all Stratagems they may choose from when creating their Stratagem Deck. A player's Garrison is Public Information.

A player's Garrison cannot contain more units with the same name than the number of Commanders that they may have in their Garrison.

While the size of the Garrison for any given Tournament is up to the TO, below is listed the recommended size of the Garrison, depending on the game size of the Tournament:

ONE COMMANDER:

Two Commanders, 40 Scrip worth of Units and Assets, and any 6 Stratagems.

ONE COMMANDER + 10 SCRIP:

In this tournament, the game size is that of a 1 Commander game, however players receive 10 extra Scrip to hire Units and Assets.

Two Commanders, 50 Scrip worth of Units and Assets, any 8 Stratagems, and one Envoy.

TWO COMMANDERS:

Three Commanders, 75 Scrip worth of Units and Assets, any 12 Stratagems, and one Envoy.

THEATER OF WAR:

In this tournament, the first two Rounds are 1 Commander games. All other Rounds are 2 Commander games.

In this case, each player's Garrison may contain:

Three Commanders, 75 Scrip worth of Units and Assets, any 12 Stratagems, and one Envoy.

NO MANS LAND:

This is a team tournament using the Confederation rules for multi-player, but still using the Operations detailed in this document.

Each player gets 1 Commander. Confederations share deployment zones, but only one player in the Confederation handles variable rules in the set up. In this case each player's Garrison may contain:


Two Commanders, 40 Scrip worth of Units and Assets, and any 8 Stratagems.

DEPLOYMENT ZONES

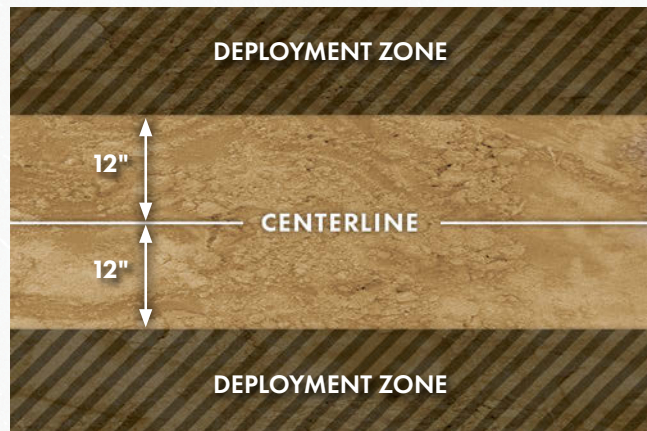
The Deployment Zones are determined by the suit of the Defender's card flip during the Determine Operations step.

The centerline is always the cut through the center of the table based on the location of the Deployment Zones. It is indicated in each deployment zone by a line.

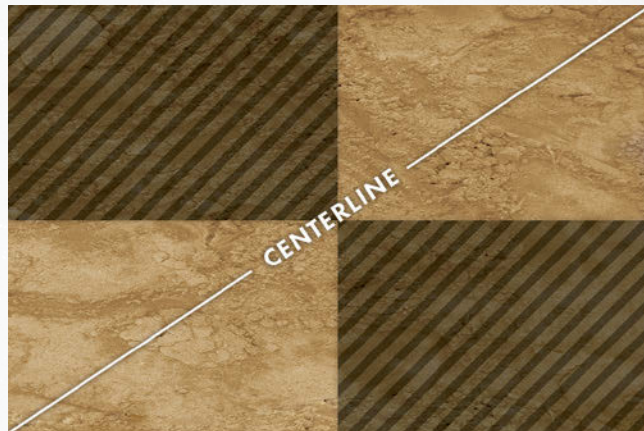
Your half of the table is everything on the half of the table that contains your Deployment Zone, as indicated by the centerline. The opponent's half of the table is the opposite half.

Should a Joker be flipped for Deployment, it is treated as  Deployment, however Commanders must be deployed before any other units.

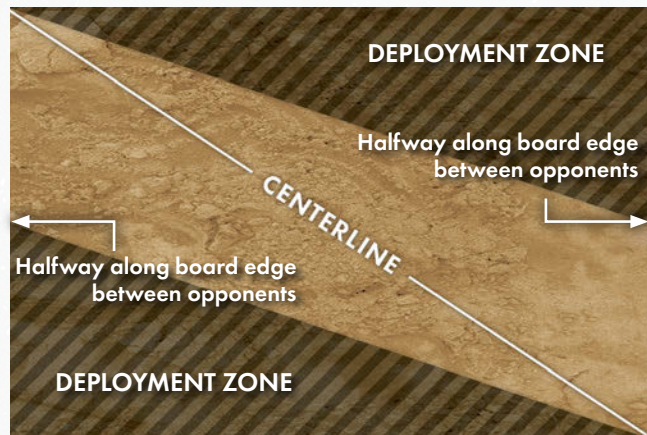
Confrontation



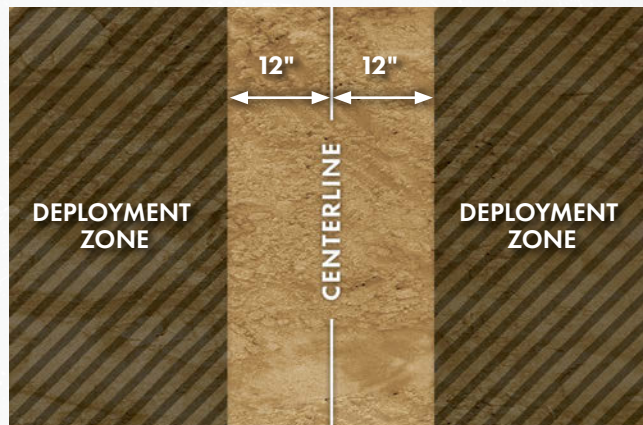
Corners



Sideways



Killing Field





GARRISON



| PLAYER NAME | ALLEGIANCE/ENVOY |
|-------------|------------------|
| | |

COMMANDERS

| COMMANDER | SCRIP PROVIDED |
|-----------|----------------|
| 1. | |
| 2. | |
| 3. | |

UNITS

| UNIT NAME | SCRIP |
|-----------|-------|
| 1. | |
| 2. | |
| 3. | |
| 4. | |
| 5. | |
| 6. | |
| 7. | |
| 8. | |
| 9. | |
| 10. | |

| UNIT NAME | SCRIP |
|-----------|-------|
| 11. | |
| 12. | |
| 13. | |
| 14. | |
| 15. | |
| 16. | |
| 17. | |
| 18. | |
| 19. | |
| 20. | |

ASSETS & STRATAGEMS

| ASSET | SCRIP |
|-------|-------|
| 1. | |
| 2. | |
| 3. | |
| 4. | |
| 5. | |
| 6. | |
| 7. | |
| 8. | |
| 9. | |
| 10. | |
| 11. | |
| 12. | |
| 13. | |
| 14. | |

| STRATAGEM NAME |
|----------------|
| 1. |
| 2. |
| 3. |
| 4. |
| 5. |
| 6. |
| 7. |
| 8. |
| 9. |
| 10. |
| 11. |
| 12. |
| 13. |
| 14. |

ROCKET PARTY

Uncovering abandoned shells and artillery on the battlefield isn't uncommon, and a lost cache can swing a fight in your favor. Best to fill the skies with rockets before your enemies get the same idea.

ADDITIONAL SET UP

During Scouting, place a fixed Objective Marker in the center of the table and two fixed Objective Markers on the centerline, each Marker centered halfway between the center of the table and one of the table edges.



SPECIAL RULES

Unengaged Fireteams gain the following Actions:

‣ **Reposition:** Discard a Tactics Token to target an Objective Marker within 3" and LoS and move it up to 8" in any direction.

Once per Activation, after a Fireteam in base contact with an Objective Marker moves from a non-place effect, it may place the Objective Marker it started the move in base contact with into base contact with itself, without overlapping.

VICTORY CONDITIONS

When a Commander unit is Killed, the opposing Company scores 2 Victory Points.

After an Objective Marker is moved into base contact with a table edge in a player's Deployment Zone, it is removed, the opposing Company scores 3 VP, and places an Objective Marker anywhere within 3" of the centerline at least 12" away from another Objective Marker.

At the end of the Turn, each Company scores 1 Victory Point for each Objective Marker in the opposing Company's Deployment Zone.



TRENCH WARFARE



No Man's Land has been a gray scar on the landscape for weeks. High Command has decided to change that. Your Company won't stop until they see their colors flying over the enemy trenches!

ADDITIONAL SET UP

During Scouting, players alternate placing variable Objective Markers completely on their table half, each Marker within 3" of the edge of their Deployment Zone, and at least 6" away from another friendly Objective Marker until there are 4 Objective Markers on their table half.

SPECIAL RULES

Unengaged Fireteams gain the following Action:

‡ **Plunder:** Discard a Tactics Token to remove target Objective Marker within 3" and LoS of this Fireteam.

VICTORY CONDITIONS

When a Commander unit is Killed, the opposing Company scores 2 Victory Points.

At the end of every Turn, each Company scores 1 Victory Point for each Objective Marker its units removed from their opponent's half of the table that Turn. If either Company has no Objective Markers on their Table Half, the opposing Company scores 2 additional Victory Points.

Then, players alternate placing variable Objective Markers completely on their table half, each Marker within 3" of the edge of their Deployment Zone, and at least 6" away from another friendly Objective Marker until there are 4 Objective Markers on their table half.

ONE COMMANDER TRENCH WARFARE

When playing Trench Warfare on a 4' x 4' board, each player only use three Objective Markers during set up and at the end of each Turn.



SLAUGHTER FIELD

The meat grinder, the butcher's block, and a dozen other grisly names: all titles for locations that can only be taken through heavy loss of life. You happen to be stationed in one such place. Claiming this territory is of utmost importance, so be prepared to pay the cost.

ADDITIONAL SET UP

During Scouting, divide the table into four equal quarters (divided by the centerline and an opposite line intersecting at the center of the table).

SPECIAL RULES

A Company is considered controlling a table quarter if it has more Authority completely within that table quarter than their opponent.

A Non-Squad Fireteam's Authority is equal to 1 + the number of non-disabled Assets on their unit. Squad Fireteams are always treated as having an Authority of 1.

VICTORY CONDITIONS

When a Commander unit is Killed, the opposing Company scores 2 Victory Points.

After a unit's Activation, if that unit removed at least as much Authority from enemy Fireteams than it has, its Company scores 1 Victory Point.

At the end of every Turn, each Company scores 2 Victory Points for each table quarter they control and an additional Victory Point for each table quarter they control that contains any portion of their opponent's Deployment Zone.





EXPLOSIVE ORDINANCES



Sappers and spies are an unfortunate complication, but it's what to do with the explosives they leave behind that brings up the real problems. The best solution is the simplest: mark them "return to sender"!

ADDITIONAL SET UP

This Operation uses Objective Tokens that cannot be affected by any game effects other than those listed in this Operation and have no additional battlefield effects.

During Scouting, place a fixed Objective Marker in the center of the table and two fixed Objective Markers on the centerline, each Marker centered halfway between the center of the table and one of the table edges.

SPECIAL RULES

Objective Markers are Blocking and Impassable.

Unengaged Fireteams gain the following Action:

† **Retrieve:** Discard a Tactics Token and remove target Objective Marker within 3" and LoS to gain an Objective Token.

After a Fireteam is Killed (before removing the Fireteam), it must discard all Objective Tokens its unit has and place an equal number of Objective Markers in base contact with itself.

VICTORY CONDITIONS

When a Commander unit is Killed, the opposing Company scores 2 Victory Points.

At the end of each Turn, a Company scores 1 Victory Point for each friendly unit with an Objective Token. If the unit is completely within the opposing Company's Deployment Zone, it scores an additional 1 Victory Point.

Then, the Company with the least number of Victory Points may choose to discard a Tactics Token to place an Objective Marker anywhere on the centerline at least 3" away from another Objective Marker or Fireteam.

