Moonstone

Organised Play V.1.2

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Creating a tournament list

To create a tournament list, select up to 8 characters all belonging to the same faction. Models which cannot be used in the same troupe together, such as Grub and Herbert Growbottom, may be taken in these 8 models but may not be used simultaneously in a game. Models which can be summoned by other models in your tournament list such as Murder Bunnies, Striga Anaya and the Jackalope, do not need to be taken in the 8 to be summoned. Upgrade and Campaign cards are not recommended for standard tournament play. Cards designed for scenario play, such as Drunk Fritz and Diana Enraged, cannot be included in a tournament list. 8 characters is recommended for tournaments with 5v5 games but TOs (Tournament Organisers) may want to expand this to 10 characters if playing 6v6 games.

Games

Games should be played with the standard scenario with 2 players and 7 stones which are dropped by the TO. If by turn 4 there isn't a winner, continue playing with sudden death. For larger tournaments where this isn't possible, the neighbouring table should drop these stones. 90 minutes is the recommended round time limit. The TO should announce when there are 10 minutes left. When the time limit is hit the TO should announce: 'Sunrise - stop play'. Players should then finish resolving their current action and record how many moonstones they are in possession of to determine a winner if the has not already been finished.

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

Deployment

Whilst the standard scenario normally allows deployment in 1 of 4 tables edges we would highly recommend allowing deployment on only 2 sides of the board instead of 4 for tournament play. These sides should be on opposite edges of the board and be determined at the start of the tournament. Deployment on 2 sides of the board can make the moonstone drop easier to balance at the start and additionally can help with logistics for venues where multiple boards are setup on a single long table which will make accessing 2 sides of the table awkward.

Sportsmanship

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

Players should not deliberately stall to gain advantage and should alert a Tournament Organiser (TO) if they believe their opponent is doing so. TOs should keep an eye on the current game and the player's future games and if they witness playing slow for advantage, offer verbal reminders to pick up the pace and warning that penalties for slow play can be applied. If the slow play continues after, a -1 penalty should be given to the players final moonstone total for their current game. A repeated offence should result in a -2 moonstone total to their current game and any further offences should result in a game loss for their current game, recording their opponent as a win with their current moonstone total and a score of 0 for the player who is stalling.

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

Modelling

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

models may be allowed at the TO's discretion.

Terrain

Before the tournament begins the TO should arrange the terrain for all the boards. The terrain should be dense enough to provide plenty of options for cover but should still leave an open enough space in the middle of the board for a good moonstone scatter, there should be no more than 2 terrain features that prevent jogging (water features or wooded patches). Larger terrain items such as buildings, rivers and wooded patches should be kept 6" away from the centre of the board but do include roughly 3 smaller terrain items in the centre.

Pregame sequence

Done before the 90 minute timer starts if possible.

a. Discuss and agree on terrain types (as well as which 2 sides of the board should be used for deployment if this has not already been arranged).

b. Players should show their opponent their 8 character tournament list.

c. TO (or neighbouring table) Drops stones, each player can call 1 Mulligan. If players are still unhappy after these redrops they may ask the TO to make either additional drops or a final decision at the TO's discretion.

d. Roll to see which player has initiative/who has board edge.

e. Player choosing board edge chooses 1 of their 8 models and deploys them, followed by their opponent and so on and so forth until each side has deployed 5 characters. If both players have the same characters then both may be deployed ('Player A' using 'Doug the Flatulent' does not prevent 'Player B' from using 'Doug the Flatulent')

f. Start playing!

Tournament structure

A recommended approach to organising games is with a swiss-style system. For this, the first round is drawn at random. All participants then proceed to the next round where they play opponents with the same or as similar as a possible tournament score. Players matched like this should have as similar an overall moonstone count as possible, but no competitor should be paired with the same opponent twice. A players tournament score is calculated by summing the results of all their games:

    0 points for a loss

    1 point for a draw

    2 points for a win

As well as recording the tournament points also record total moonstones collected for tiebreakers (for final positions and to help determine matchups) If there is an odd number of players then a random player on round 1 will receive a bye and from thereon the person with the lowest tournament score in the tournament receives the bye. Players receiving a bye record a win with 0 moonstones. Swiss rounds can be calculated by hand by the TO between games or using an appropriate app or website such as Longshanks https://moonstone.longshanks.org/. Please use the table below to determine how many rounds are usually required to determine a winner with this system:

Number of players	Rounds
5-8	3-round event
9-16	4-round event
17-32	5-round event
33-64	6-round event

For example, if 9 players completed round 1 with the following scores then round 2 should be organised as follows:

Round 1	Points	Moonstones
Player A	2	4
Player B	2	3
Player C	2	1
Player D (bye)	2	0
Player E	1	2
Player F	1	2
Player G	0	3
Player H	0	2
Player I	0	0

Round 2 Games

Player A vs Player B

Player C vs Player E

Player D vs Player F

Player G vs Player H

Player I (Bye)