Competitive play

The following rules were created for players who enjoy competitive play. They are the basis for organising tournaments and leagues. The following section contains 6 scenarios, the rules of which were created taking into account the limited time that players have during tournament games.

Rules for organising tournaments

Recommendations and conditions:
The dimensions of the battlefield are 150 cm x 90 cm.

Recommended game sizes for tournaments and leagues are 750, 1000, 1250 or 1500 points.

Each player's army **must** contain:
– **at least 40 bases** for 750 army points
– **at least 50 bases** for 1000 army points
– **at least 60 bases** for 1250 army points
– **at least 70 bases** for 1500 army points

The pairing of players is determined by the organiser, and after the first game is played, it takes place in the Swiss system. Information about the Swiss system can be obtained from the tournament organiser.

The number of games (tournament rounds) is determined by the organiser.

We recommend that **tournament** scenarios be disclosed at the time of announcement. In the case of a **league**, the organiser may also decide that the scenarios will be disclosed separately when announcing each round.

The rules from the main rulebook and the official Errata and FAQ apply, available to download in PDF from the **Downloads & FAQs** tab at *spellcrow.com*.

Tournament scenarios

We recommend that tournament organisers choose or draw scenarios from a list of **tournament scenarios** that have been specifically designed for competitive play. Scenarios from the Scenarios Compendium or the main rulebook can also be used, but the organiser should carefully analyse their selection.

Tournament scoring rules

Counting the earned Blood Points and converting them according to the table below guarantees a unified system for all tournament and league participants.

After the battle, each player must check the scored Blood Points, compare them with those of the opponent and convert them into Victory Points.

Difference in Blood Points earned		Victory Points **winner** / loser
0	BP	**10** / 10
1-4	BP	**11** / 9
5-8	BP	**12** / 8
9-12	BP	**13** / 7
13-17	BP	**14** / 6
18-24	BP	**15** / 5
25-32	BP	**16** / 4
33-40	BP	**17** / 3
41-50	BP	**18** / 2
51+	BP	**20** / 1
Walkovers		**12** / 0
Match not played (due to both players)		0 / 0

Example: Tomek won against Adam in the first round of the tournament. The winner scored 26 Blood Points and the loser only 10. The difference is 16 Blood Points. This means that Tomek, according to the table, gains 14 Victory Points and Adam 6.

Victory Points and Blood Points obtained by players are counted by the organiser or referee after each game. Once all tournament games have been completed, simply add up all Victory Points to determine the players' places. If, after all games have been played, certain players have the same number of Victory Points, consider which player won more battles. If they won the same number of battles, consider how many Blood Points they earned during all games.

The Official League of Argatoria (OLA) is an international ranking of players participating in Argatoria leagues and tournaments in accordance with the tournament rules.

Organising the league

If you are an active player, club member or you own a store and want to organise a league at your place, use the rules described for tournament games. General recommendations, tournament scenarios and tournament scoring will also work well when organising a league. It is important that the number of players' games during the league (league rounds) depends on the number of participants and that each player should play with each other player. You, as the organiser, should determine the time frame of your league and the round dates. A round is a time limit within which players must play a specific scenario.

If you want your event to be part of the Official League of Argatoria (OLA), you **must** follow the **tournament scoring rules**. This guarantees players consistent rules and the opportunity to climb the international ranking. We also recommend using tournament scenarios if you are not familiar with the scenarios in the Scenarios Compendium.

If the store or club where the league will be played has its own rules, check how similar they are to Argatoria's tournament rules. It may happen that the league you organise is a great event, but it cannot be part of OLA.

Reporting a league/tournament to OLA

This section is currently under construction. More information will be available soon.

1 Victory Point is 1 OLA League Point

Games whose results will count towards the Official Argatoria League must be played in stores, clubs or during the events. Other places will be accepted only after prior consultation of the organiser with Spellcrow.

As the organiser, you must inform the players taking part in your league that only battles played in the place designated by you are treated as having been played.

You can organise leagues whose ranking will not be included in OLA in various places, or even at home with friends.


What do leagues and OLA offer?

League and tournament games will allow you to meet new players and play battles with different armies and rosters. Your results and those of other players will be added to the OLA ranking and you will be able to not only win prizes for your places, but also take part in draws for special prizes for OLA ranking participants. Also remember that your active participation in leagues and tournaments motivates your friends and other players to take part in them!

Explanations

In scenarios and elsewhere, terms such as "table half" or "enemy's table edge" are used. We explain these terms in detail below.
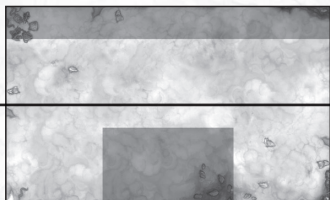
Player's A table half

Player's B table half

Table half

Regardless of the dimensions of the gaming table, after dividing it into two equal parts with a measuring tape, we get two identical halves. The diagram shows half the table halves of Player A and Player B. Even though players have different deployment zones, each half of the table must be the same.

Player's A table edge

Player's A deployment zone

Player's B deployment zone
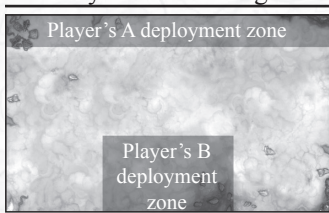
Player's B table edge

Enemy's table edge

This term means the place where the table ends and is closely related to the opposing player. **It is next to this edge of the table that the opponent stands, and most often it is at this edge that his deployment zone is the longest.** It may happen that the deployment zone also touches the side edge of the table, sometimes quite significantly, but it does not play a key role.
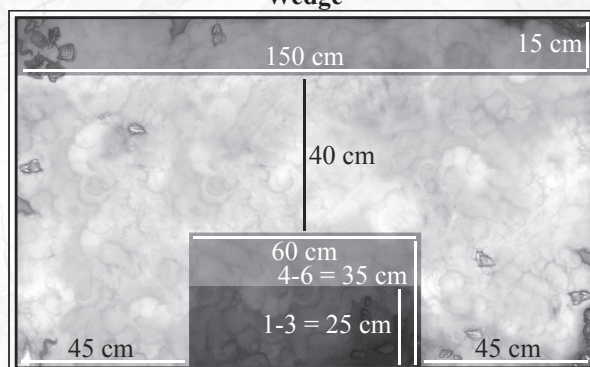
Tournament battlefield (150 x 90 cm)

Due to the mostly rigid time frames for tournament and league matches, we recommend using the battlefields shown below. In home games, players can also freely use them, replacing those presented in the main rulebook. Battlefields can be drawn or selected by the organiser.
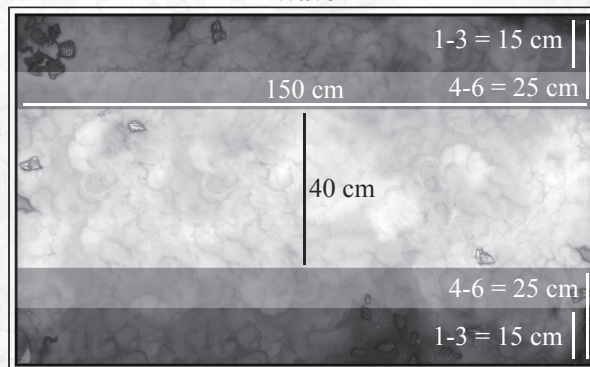
Roll a d6:
1-2 **Wedge**   3-4 **Wave**   5-6 **Wing**

If a player's deployment zone has two options, they must roll a d6 to determine its size.

Wedge
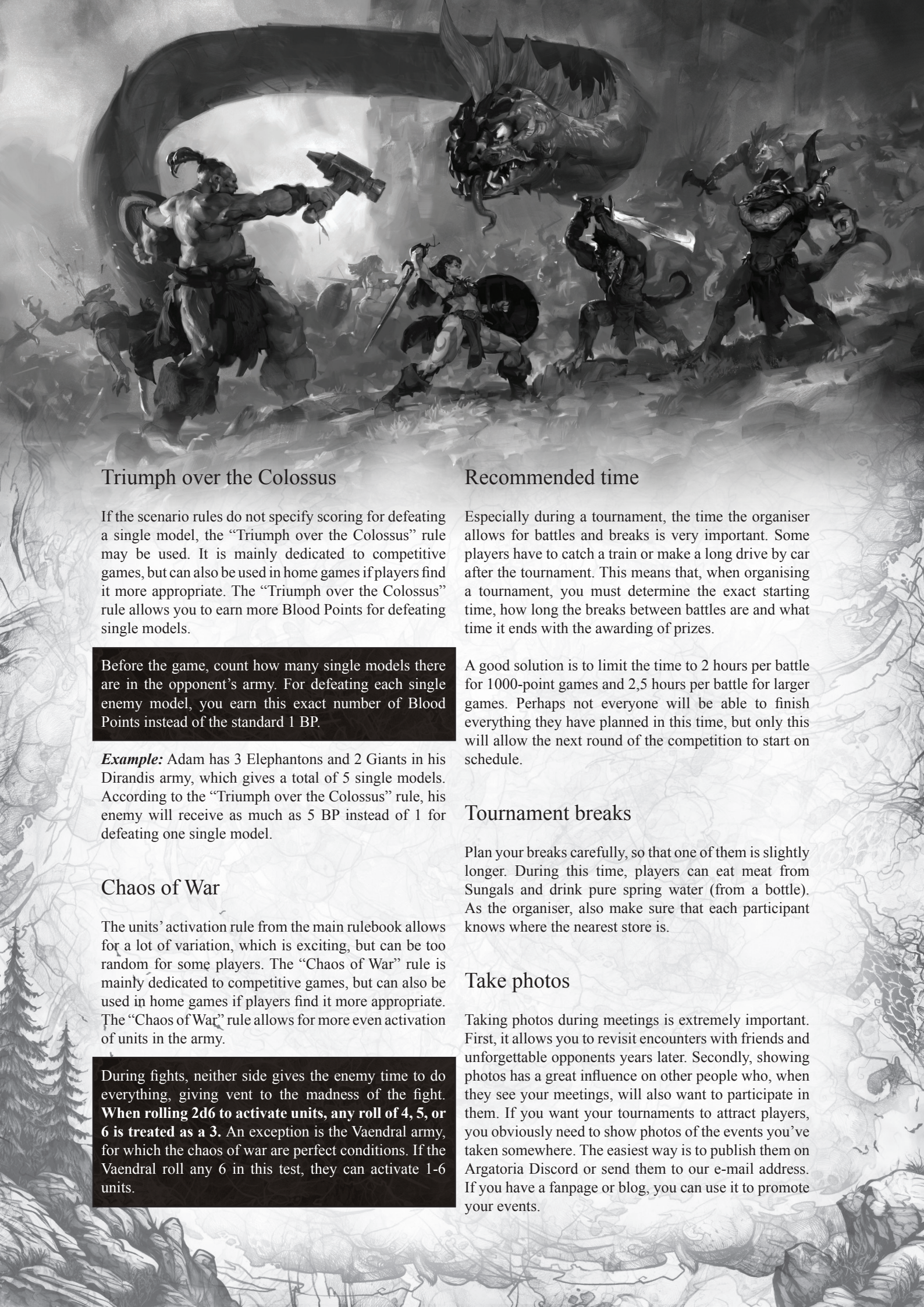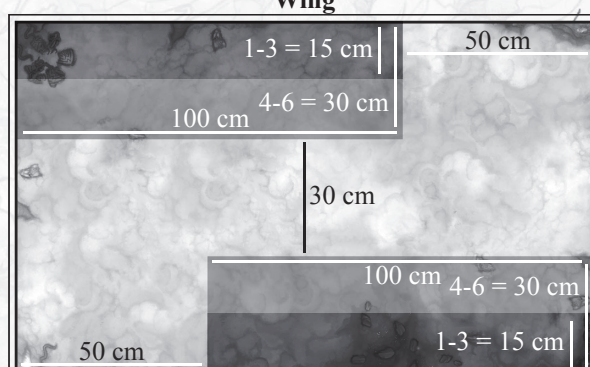
150 cm

15 cm

40 cm

60 cm
4-6 = 35 cm

1-3 = 25 cm

45 cm

45 cm

Wave

1-3 = 15 cm

4-6 = 25 cm

150 cm

40 cm

4-6 = 25 cm

1-3 = 15 cm

Wing

1-3 = 15 cm

50 cm

4-6 = 30 cm

100 cm

30 cm

100 cm 4-6 = 30 cm

1-3 = 15 cm

50 cm

Triumph over the Colossus

If the scenario rules do not specify scoring for defeating a single model, the "Triumph over the Colossus" rule may be used. It is mainly dedicated to competitive games, but can also be used in home games if players find it more appropriate. The "Triumph over the Colossus" rule allows you to earn more Blood Points for defeating single models.

Before the game, count how many single models there are in the opponent's army. For defeating each single enemy model, you earn this exact number of Blood Points instead of the standard 1 BP.

Example: Adam has 3 Elephantons and 2 Giants in his Dirandis army, which gives a total of 5 single models. According to the "Triumph over the Colossus" rule, his enemy will receive as much as 5 BP instead of 1 for defeating one single model.

Chaos of War

The units' activation rule from the main rulebook allows for a lot of variation, which is exciting, but can be too random for some players. The "Chaos of War" rule is mainly dedicated to competitive games, but can also be used in home games if players find it more appropriate. The "Chaos of War" rule allows for more even activation of units in the army.

During fights, neither side gives the enemy time to do everything, giving vent to the madness of the fight. **When rolling 2d6 to activate units, any roll of 4, 5, or 6 is treated as a 3.** An exception is the Vaendral army, for which the chaos of war are perfect conditions. If the Vaendral roll any 6 in this test, they can activate 1-6 units.

Recommended time

Especially during a tournament, the time the organiser allows for battles and breaks is very important. Some players have to catch a train or make a long drive by car after the tournament. This means that, when organising a tournament, you must determine the exact starting time, how long the breaks between battles are and what time it ends with the awarding of prizes.

A good solution is to limit the time to 2 hours per battle for 1000-point games and 2,5 hours per battle for larger games. Perhaps not everyone will be able to finish everything they have planned in this time, but only this will allow the next round of the competition to start on schedule.

Tournament breaks

Plan your breaks carefully, so that one of them is slightly longer. During this time, players can eat meat from Sungals and drink pure spring water (from a bottle). As the organiser, also make sure that each participant knows where the nearest store is.

Take photos

Taking photos during meetings is extremely important. First, it allows you to revisit encounters with friends and unforgettable opponents years later. Secondly, showing photos has a great influence on other people who, when they see your meetings, will also want to participate in them. If you want your tournaments to attract players, you obviously need to show photos of the events you've taken somewhere. The easiest way is to publish them on Argatoria Discord or send them to our e-mail address. If you have a fanpage or blog, you can use it to promote your events.

1

Tournament scenario
Get the banners

Conditions

The battle ends after **the 5th cycle** or after the time planned by the organiser for one game. The player who has scored more Blood Points wins the battle.

Battlefield and armies deployment

Both players roll a d6 and add their General's Leadership (LD).

The **lower result** selects or draws a battlefield type (see Tournament battlefield).

The **higher result** must choose the table side and deploy d6 of their units first. Then the opponent rolls a d6 and deploys their units, and so on until all units in both armies are deployed.

After deploying all units, players roll a d6. The player with the **lower score** must deploy his heroes first.

Each player then rolls a d6. A score of 4 or less means the player must set:

– **one terrain** (max. terrain size 15 cm x 15 cm) at a distance of min. 15 cm from enemy models and other terrains.

<p style="text-align:center">or</p>

– **two terrains** (max. terrain size 10 cm x 10 cm) at a distance of min. 15 cm from enemy models and other terrains.

Players set the terrains alternately, starting with the player who began deploying their army first.

Get the banners

The player scores 1 Blood Point for each defeated enemy base.

The player scores additional 8 Blood Points for each defeated enemy Command Group.

Basic Units in the army, after touching the enemy Command Group, do not have to roll for its defeat. Such a Command Group is immediately removed from play.

After the battle, the player scores 5 Blood Points for each of their Command Groups that is within 25 cm of the enemy's table edge with its whole base.

2

Tournament scenario
Usurper

Conditions

The battle ends after **the 5th cycle** or after the time planned by the organiser for one game. The player who has scored more Blood Points wins the battle.

Battlefield and armies deployment

Both players roll a d6 and add their General's Leadership (LD).

The **lower result** selects or draws a battlefield type (see Tournament battlefield).

The **higher result** must choose the table side and deploy d6 of their units first. Then the opponent rolls a d6 and deploys their units, and so on until all units in both armies are deployed.

After deploying all units, players roll a d6. The player with the **lower score** must deploy his heroes first.

Each player then rolls a d6. A score of 4 or less means the player must set:

– **one terrain** (max. terrain size 15 cm x 15 cm) at a distance of min. 15 cm from enemy models and other terrains.

or

– **two terrains** (max. terrain size 10 cm x 10 cm) at a distance of min. 15 cm from enemy models and other terrains.

Players set the terrains alternately, starting with the player who began deploying their army first.

Usurper

The player scores 1 Blood Point for each defeated enemy base.

The player scores additional 10 Blood Points for defeating the enemy General and additional 5 Blood Points for each defeated enemy Champion.

Elite Units in the army, after touching the enemy General or Champion, do not have to roll for its defeat. Such a General or a Champion is immediately removed from play.

The army whose General will be first to stand within 25 cm of the enemy's table edge with its whole base scores 15 Blood Points.

3

Tournament scenario
Test of strength

Conditions

The battle ends after **the 5th cycle** or after the time planned by the organiser for one game. The player who has scored more Blood Points wins the battle.

Battlefield and armies deployment

Both players roll a d6 and add their General's Leadership (LD).

The **lower result** selects or draws a battlefield type (see Tournament battlefield).

The **higher result** must choose the table side and deploy d6 of their units first. Then the opponent rolls a d6 and deploys their units, and so on until all units in both armies are deployed.

After deploying all units, players roll a d6. The player with the **lower score** must deploy his heroes first.

Each player then rolls a d6. A score of 4 or less means the player must set:

– **one terrain** (max. terrain size 15 cm x 15 cm) at a distance of min. 15 cm from enemy models and other terrains.

or

– **two terrains** (max. terrain size 10 cm x 10 cm) at a distance of min. 15 cm from enemy models and other terrains.

Players set the terrains alternately, starting with the player who began deploying their army first.

Test of strength

The player scores 1 Blood Point for each defeated enemy base.

The player scores additional 5 Blood Points for each destroyed enemy unit.

Tournament scenario
Command and conquer

Conditions

The battle ends after **the 5th cycle** or after the time planned by the organiser for one game. The player who has scored more Blood Points wins the battle.

Battlefield and armies deployment

Both players roll a d6 and add their General's Leadership (LD).

The **lower result** selects or draws a battlefield type (see Tournament battlefield).

The **higher result** must choose the table side and deploy d6 of their units first. Then the opponent rolls a d6 and deploys their units, and so on until all units in both armies are deployed.

After deploying all units, players roll a d6. The player with the **lower score** must deploy his heroes first.

Each player then rolls a d6. A score of 4 or less means the player must set:

– **one terrain** (max. terrain size 15 cm x 15 cm) at a distance of min. 15 cm from enemy models and other terrains.

or

– **two terrains** (max. terrain size 10 cm x 10 cm) at a distance of min. 15 cm from enemy models and other terrains.

Players set the terrains alternately, starting with the player who began deploying their army first.

Command and conquer

Each basic order is issued on a score of 5 or less instead of 4 or less.

The player scores 1 Blood Point for each defeated enemy base.

During the battle, the first Basic Unit that will enter the enemy deployment zone completely scores 8 Blood Points, and each further Basic Unit which does so scores 4 Blood Points.

The player scores 10 Blood Points for each basic order which their General (if alive) still has after the battle.

5

Tournament scenario
Fighting spirit

Conditions

The battle ends after **the 5th cycle** or after the time planned by the organiser for one game. The player who has scored more Blood Points wins the battle.

Battlefield and armies deployment

Both players roll a d6 and add their General's Leadership (LD).

The **lower result** selects or draws a battlefield type (see Tournament battlefield).

The **higher result** must choose the table side and deploy d6 of their units first. Then the opponent rolls a d6 and deploys their units, and so on until all units in both armies are deployed.

After deploying all units, players roll a d6. The player with the **lower score** must deploy his heroes first.

Each player then rolls a d6. A score of 4 or less means the player must set:

– **one terrain** (max. terrain size 15 cm x 15 cm) at a distance of min. 15 cm from enemy models and other terrains.

or

– **two terrains** (max. terrain size 10 cm x 10 cm) at a distance of min. 15 cm from enemy models and other terrains.

Players set the terrains alternately, starting with the player who began deploying their army first.

Fighting spirit

The player scores 1 Blood Point for each defeated enemy base.

The army whose unit will be first to make a successful charge scores 5 Blood Points.

The army that will be first to destroy an enemy unit scores additional 10 Blood Points.

The army that will be first to defeat any enemy hero scores additional 8 Blood Points.

6

Tournament scenario
Hostile lands

Battlefield and armies deployment

Both players roll a d6 and add their General's Leadership (LD).

The **lower result** selects or draws a battlefield type (see Tournament battlefield).

The **higher result** must choose the table side and deploy d6 of their units first. Then the opponent rolls a d6 and deploys their units, and so on until all units in both armies are deployed.

After deploying all units, players roll a d6. The player with the **lower score** must deploy his heroes first.

Each player then sets **two terrains each** (max. terrain size 10 cm x 10 cm) at a distance of min. 15 cm from enemy models and other terrains.

Players set the terrains alternately, starting with the player who began deploying their army first.

Hostile lands

The player scores 1 Blood Point for each defeated enemy base.

At the end of the 3rd cycle count all your units that are completely on the enemy's table half. For each such unit you score 5 Blood Points, before the further cycles are played.

At the end of the battle, for each of your Command Groups that is within 5 cm of any terrain you score 5 Blood Points unless an enemy Command Group is there too. If this is the case, neither side scores Blood Points for being within 5 cm of the terrain.

Conditions

The battle ends after **the 5th cycle** or after the time planned by the organiser for one game. The player who has scored more Blood Points wins the battle.