

ONSLAUGHT

RUNNING A TOURNAMENT

This packet delineates the roles and responsibilities of players and organizers during an official *Dungeons & Dragons: Onslaught* tournament, as well as how to run an event using the Swiss pairing system, determine the correct number of rounds to be played, and adjudicate the event.

ORGANIZER RESPONSIBILITIES

The tournament organizer, or TO, is the person, store, or convention organizer creating and running the event. The TO has the following responsibilities:

- ◆ **Determine Table Space:** A game of Onslaught is played on an 18" x 24" game board and players need room for their character cards and other game components. We suggest a 3' x 3' play area for each pair of players when planning space for your tables. When advertising the event, it is helpful to provide players with an idea of what the maximum number of players for the event will be.
- ◆ **Create Schedule:** Official Onslaught tournaments utilize a 90-minute round time. When creating a schedule, we recommend you allow at least 15 minutes between rounds to collect results and establish pairings.

SAMPLE SCHEDULE - 12 PLAYERS, 4 ROUNDS

10:45am – 11:00pm	Check-in
11:00am - 12:30pm	Game #1
12:30pm - 1:15pm	Lunch Break
1:15pm – 2:45pm	Game #2
3:00pm – 4:30pm	Game #3
4:45pm – 6:15pm	Game #4
6:30pm	Wrap up / Awards

- ◆ **Recruit Judge:** In addition to the TO, we suggest recruiting someone in your community to judge the event. This person should be excited for the game, fun, and dependable. Most importantly, they should be familiar with the rules, errata, and FAQ, and capable of making on-the-spot rulings during the event. They should not participate as a player but will receive prizes for their effort.

- ◆ **Choose Scenarios:** The TO is responsible for selecting the scenarios that will be played. If the TO wishes, they may provide a list of these scenarios to the players ahead of time. Each round must feature a different scenario, drawn from the official tournament scenarios found here:

www.dndonslaught.com/resources

PLAYER RESPONSIBILITIES

Players participating in the tournament are responsible for bringing their own miniatures, cards, dice, tokens, and game board. In addition, each player must create a roster of 5–7 characters and 15 Item cards for the tournament.

- ◆ **Create Roster:** A printable Roster form can be found at the back of this document. On this Roster, each player must record 5–7 characters from their chosen faction and/or the Sellswords faction. This is the pool of characters a player may select from when forming a party during each scenario, and therefore must include at least one legal party. A legal party is comprised of five characters, each with a different Role. In addition, a non-Sellswords faction party can include a maximum of 1 Sellsword character, while a Sellswords faction party cannot include characters from any other faction.

Players must build their rosters with these limitations in mind. For example, a non-Sellswords player could include two Sellswords in their roster, but they would not be able to include more than one of those characters in their party.

In addition to their characters, players must choose 15 item cards that match Loot tokens 1–15 and record those choices on their Roster. During the tournament, when a player Loots a chest, they will draw loot tokens from a common pool but use their own deck of item cards to determine what items they gain.

- ◆ **Supplies For a Convention Event:** This is an event where the game board, monsters, and neutral materials are provided. Each player must bring:
 - 5–7 character miniatures and associated character cards and tokens.
 - 15 item cards, as recorded on their roster.
 - 2 Twenty-sided Dice.
- ◆ **Supplies For a Store Event:** This is an event where the game board and monsters are not provided. In addition to the above, each player must also bring:
 - 1 Harpers vs. Zhentarim Core Set game board.
 - All loot tokens from the core set save for the two Portcullis Keys and the three Runestones.
 - 4 Kobolds, 2 Gnolls, 1 Ettin, and 1 Troll miniature and associated monster cards.
 - 1 Tracker Card.

THE SWISS FORMAT

Dungeons & Dragons: Onslaught tournaments are run using the Swiss pairing system, in which competitors play a set number of rounds depending on the size of the field and are paired off against opponents with similar records at the start of each round. After all rounds have been played, players are ranked according to their scores and a winner is determined.

- ◆ **Pairings:** For the first round, players are matched randomly against one another. For each round after the first, players are paired at random against another player with the same Score. However, a player should not be paired against the same opponent more than once. Keep track of each player's Score as follows:

- **Each Win** = 3 points.
- **Each Tie** = 1 point.
- **Each Loss** = 0 points.

When necessary, a player can be assigned a "bye" during a round instead of being paired against an opponent. That player receives a win and 10 Victory Points (see below).

If there is an odd number of players in the event, one player is chosen at random to receive a bye in the first round. In later rounds, if there is an odd number of players remaining in the event, the bye is given to the lowest-ranked player who has not yet received a bye.

- ◆ **Tiebreakers:** After the final round has been played, if two or more players are tied for the highest Score, use the following tiebreakers, in order, to determine the victor:

• **Strength of Schedule:** Each player's Strength of Schedule is calculated by dividing each opponent's total score by the number of rounds that opponent has played, adding each of those scores together, and then dividing that total by the number of opponents the player has played.

The player with the highest Strength of Schedule is ranked above all other players with equal Scores but a lower Strength of Schedule.

• **Victory Points:** Players should record the number of Victory Points they earn in each of their games on their score sheets. After calculating Strength of Schedule, if two or more players are still tied, the player with the highest number of Victory Points is ranked above all other players with equal Scores and Strength of Schedules.

CUT TO THE TOP

If the TO wishes, the tournament can set a predetermined number of rounds followed by a "cut" to the top players, who advance to the finals.

If a player who qualified for the finals drops from the event before the finals, the next highest-ranking player not in the finals should be added as the lowest-ranked player in the finals.

The finals are played as a single-elimination event, with the top-ranked player in the cut paired against the lowest-ranked player in the cut each round.

NUMBER OF PLAYERS	ROUNDS AND CUT
0-16	4 Rounds, No Cut
17-32	4 Rounds, Top 4
33-64	4 Rounds, Top 8
65 or more	5 Rounds, Top 16

END OF MATCH

Each match ends in one of the following ways:

- ◆ **Victory:** One player wins the match according to the victory conditions of the scenario they are playing.
- ◆ **Time:** The round timer runs out. The players finish the current round of the game. Then, the player with the most Victory Points is the winner. If they are tied, the player who has more undefeated characters is the winner.
- ◆ **Draw:** If players are tied on Victory Points and undefeated characters, the game is a draw.
- ◆ **Concession:** One player voluntarily concedes the match. The conceding player receives a loss and their opponent receives a win. The winning player receives 10 Victory Points or their current total of Victory Points, whichever is greater.

LEAVING THE TOURNAMENT

Players can leave an event early in several ways:

- ◆ If a player no longer wishes to continue playing, that player must notify the TO of their intent to drop. The TO will avoid pairing that player in future rounds by dropping them from the event. Players should notify the TO of their intent to drop as soon as possible.
- ◆ Players can also be dropped if they do not appear within a reasonable time limit for a round in which they are paired, or if they are no longer able to play for any other reason. A TO may assign a game loss instead of a drop at their discretion.
- ◆ Ejected players are removed from the tournament and cannot rejoin.

SPORTSMANSHIP

Players are required to conduct themselves courteously during the tournament. Disputes and disagreements are an inevitable part of any game, but players must remain respectful of other players, the judge and TO, and the space in which they are playing. Should a rules dispute arise the players should immediately call for a judge to resolve the issue.

- ◆ **Missed Opportunities:** Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is each player's responsibility to maintain a proper game state and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, they cannot retroactively use it.

Players are expected to refrain from intentionally distracting or rushing an opponent with the intent of forcing a missed opportunity.

- ◆ **Open Information:** *Dungeons & Dragons: Onslaught* is an open information game. Players can request to see an opponent's roster at the start of the game, and can always request to see the status of an opponent's cooldown dials or battle wheels.

• **Looting Chests:** During tournament play, when a player loots a chest, they must draw each Loot token one at a time and reveal it their opponent.



UNSPORTSMANLIKE CONDUCT

Players who do not behave respectfully or who are discovered to be cheating can be ejected from the tournament or issued a warning at the judge's or TO's discretion. Unsportsmanlike conduct includes:

- ◆ Treating other players, judges, TOs, or spectators disrespectfully.
- ◆ Intentionally misleading an opponent, judge, or TO.
- ◆ Intentionally disrupting the placement of miniatures, terrain, or tokens on the game board.
- ◆ Adjusting cooldown dials at any time other than during the End Phase or when a game effect allows for it (such as using that cooldown ability or an effect that allows a character to increase or decrease a cooldown dial) without alerting their opponent. If a player needs to adjust a dial because it is out of alignment, they should explain what they are doing to their opponent.
- ◆ Quickly removing dice from the table before an opponent can verify a roll.

PROXIES

A player who wishes to substitute the default miniatures for alternatives from the official proxy list for their faction may do so. However, at their opponent's request, they must mark these proxy miniatures on the game board with their associated character tokens to reduce confusion. Official proxy lists for each faction can be found here:

www.dndonslaught.com/resources



GAME 1

YOUR NAME		OPPONENT'S NAME	
<input type="checkbox"/> I WON THE GAME			<input type="checkbox"/> THEY WON THE GAME
YOUR VICTORY POINTS		OPPONENT'S VICTORY POINTS	
YOUR SIGNATURE / DATE		OPPONENT'S SIGNATURE / DATE	

GAME 2

YOUR NAME		OPPONENT'S NAME	
<input type="checkbox"/> I WON THE GAME			<input type="checkbox"/> THEY WON THE GAME
YOUR VICTORY POINTS		OPPONENT'S VICTORY POINTS	
YOUR SIGNATURE / DATE		OPPONENT'S SIGNATURE / DATE	

GAME 3

YOUR NAME		OPPONENT'S NAME	
<input type="checkbox"/> I WON THE GAME			<input type="checkbox"/> THEY WON THE GAME
YOUR VICTORY POINTS		OPPONENT'S VICTORY POINTS	
YOUR SIGNATURE / DATE		OPPONENT'S SIGNATURE / DATE	

GAME 4

YOUR NAME		OPPONENT'S NAME	
<input type="checkbox"/> I WON THE GAME			<input type="checkbox"/> THEY WON THE GAME
YOUR VICTORY POINTS		OPPONENT'S VICTORY POINTS	
YOUR SIGNATURE / DATE		OPPONENT'S SIGNATURE / DATE	



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- FACTION -
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