

PACIFIC RIM™

EXTINCTION

THE MINIATURES GAME



*Black Dragon Miniatures & River Horse
present*

PACIFIC RIM EXTINCTION

THE VERY FIRST TOURNAMENT!!!

SATURDAY 25TH JANUARY 2020

VENUE:

BLACK DRAGON MINIATURES

4-6 COVENTRY ROAD, HINCKLEY,

LE10 0JT

Tournament Schedule

09:00-9:50 registration and coffee

10:00-11:00 Game 1

11:15-12.15 Game 2

Lunch break

13:00-14.00 Game 3

14:15-15:15 Game 4

15:30-16.30 Game 5

16:45 prize ceremony

Tournament Rules

1. FORCES

In a Straight style tournament, players must bring a **20pts** mixed force.

Models in a mixed force can be from either the Kaiju or the PPDF side (see page 15 of the rulebook). Kaiju cost double their threat level in points. For example, Shrikethorn is 8pts.

In addition to models and pilots, players can add re-roll tokens to their force. Each reroll token costs 1pt. A re-roll token allows a player to re-roll a single die, any die (you cannot re-roll re-rolls!).

2. GAME TIME

After one hour of gameplay, the players must finish the current turn, and then the game ends automatically.

3. ARMY LIST

The players must write down the army list for the force they are going to use for the duration of the entire tournament (including which upgrades and mutation cards they have given their models). They must leave a copy of their list to the referee before the start of the tournament. The force list is public and the opponent can always look at it and ask you questions about your force.

4. MATCH-UPS

Players will be randomly matched for Game 1.

At the beginning of Game 2, the players will be matched with other players based on the Swiss System.

And so on...

5. BATTLE SCENARIOS

At the beginning of each Round, the tournament organisers will select (randomly or by choosing) a Mission and a Scenario card for that battle, which will be played by all players in that round.

Remember that if both players have mixed forces, you must determine randomly, at game start, which side is counting as PPDF and which is the Kaiju for the game.

6. TOURNAMENT POINTS (TP)

Victory is calculated as described in the Missions being played and Tournament points are awarded for victories, defeats and draws, plus a number of bonus TPs for special achievements, as shown below:

Result	Tournament Points
Victory	9 TP
Draw	4 PT
Loss	1 TP
Abandoned game	0 TP

Bonus Tournament Points:

No losses: +1 TP

Destroyed enemy leader: +1 TP

In addition, players must also record how many points of enemy models (and pilots) they destroy during their games. These destroyed enemies points (let's call them '**Casualty points**') are always added together in a running total and are used as a tiebreaker to pair players that are on the same level of Tournament Points.

From the second round, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order). In case of more than two players on the same number of TPs, players will be matched in descending 'Casualty points' total. If they have the same TP and Casualty points total, players will be paired in alphabetic order.

When two players that have already met in a previous turn are matched to play each other again, they must randomly select opponents from the players on the next table down. This rule does not apply on the top five tables during the last round of the tournament.

7. WINNING THE TOURNAMENT

The winner is determined at the end of the last round, according to the following criteria:

- The player with the most TP will be the winner.
- In case of same TP at the top, the winner will be the player with the highest Casualty points total.
- In case of same Casualty points total, we'll see if the players have played each other during the course of the tournament and the player that did best in their direct confrontation (in terms of TPs, and then Casualty points in case of even TPs) will be the winner of such match.
- If the players never met in the tournament, the tournament ends with a joint victory and the players share the first prize.

APPENDIX

MODIFYING THE TOURNAMENT PACK

This document is of course just a set of guidelines, a template. If you organise your own tournament, feel free to use it just as is, or to alter any part of it to accommodate your favourite way of enjoying the **Pacific Rim: Extinction** hobby!

As a rule of thumb, if you increase or decrease the size of the forces, we recommend increasing the time limit for each game.

RIVER HORSE PRIZE SUPPORT

If you run a tournament with at least 8 players and send us a report in the form of data (participants, forces, anecdotes, winner and runners up, worst player, etc...), pictures, short videos... basically enough content for us to create a social media and/or newsletter post about your tournament, we are going to mail a promotional, not for sale, Bladed Gipsy Avenger to your winner, free of charge!

If you have something bigger in mind, do contact us at info@riverhorse.eu

