Tournament Guide

Match Overview

- A Match consists of two Games.
- In Game 1, players randomly determine roles (Invader and Defender).
- In Game 2, roles are switched (Defender becomes Invader and vice versa).
- In Swiss Rounds, a Match is limited to **50 minutes plus one additional turn**.
- In Elimination Rounds, a Match is limited to **60 minutes plus one additional turn**.

Initial Match Procedure

At the start of each Game, players proceed in the following order:

1. **Reveal Factories.** Both players reveal their chosen Factories.

2. **Assign Roles.**

   o **Game 1:** Players randomly assign Invader and Defender.

   o **Game 2:** Roles are swapped; the previous Invader becomes the Defender and vice versa.

3. **Destinations.**

   o **Game 1:** The Defender reveals two Destinations, and the Invader chooses one as the final Location.

   o **Game 2:** No Destinations are revealed (the chosen Location remains in play).

4. **Objectives.**

   o **Game 1:** Each player selects and reveals 6 Objectives.

   o **Game 2:** Each player reveals their remaining 6 Objectives.

5. **Stack Objectives.** Each player arranges their 6 Objectives into three stacks of two cards each.

6. **Adjust Decks.**

   o **Game 1:** Both players may modify their HQ using their Extra deck.

   o **Game 2:** Only the loser of Game 1 may sideboard. If Game 1 was a Draw, both players may sideboard.

7. **Shuffle HQ.** Both players shuffle their HQ and present it to the opponent for a possible cut/shuffle.

8. **Draw Starting Hand.** Each player draws 4 cards, then may place up to 2 on the bottom of their HQ, then draw until they have 6 cards in Hand.

9. **Reveal Objectives.** The top card of each Objective stack (3 total) is revealed.

10. **Pregame Effects.** Resolve any effects that occur "before the game begins."

11. **Regroup.** Each player sets one Factory to Readied, one to Exhausted, and one to Depleted.

12. **Begin Play.** The Defending player begins their Main Phase.

Extra Deck Rules

- Each player may register an **Extra** deck of up to **20 cards, including Tokens**.
- **Make Adjustments** should be completed promptly; a recommended limit is 3 – 5 minutes.

Winning a Match

The winner of a Match is determined by:

1. The player who wins both Games.

2. If each player wins one Game before time expires, then the winner of **Game 2** wins the Match.

3. If time expires, players play **one additional turn**. After that turn:

   o **During Game 1:**

      1. If a victory condition is achieved, that player wins the Match.

      2. If **no** victory condition is achieved, the Match is a **Draw**.

   o **During Game 2:**

      1. If a victory condition is achieved, that player wins the Match.

      2. If **no** victory condition is achieved, the winner of **Game 1** wins the Match.

Victory and Draw Conditions

• A Game ends immediately if one player achieves a victory condition.

• If both players achieve a victory condition simultaneously:

- The player with more Victory Points in that Game is the winner.

- If tied, the Game is a **Draw**.

    o If **Game 1** is a **Draw**, then the next player to win a Game wins the Match.

    o If **Game 2** is a **Draw**, then the winner of **Game 1** wins the Match.

    o If **both Games** are **Draws**, the Match is recorded as a **Draw**.

Tournament Format

- **Swiss Rounds:** Players are paired each round, and standings are based on Match Points (Win = 3, Draw = 1, Loss = 0). Number of Swiss rounds depends on attendance.
- **Elimination Rounds:** Matches follow the same rules but use the **60-minute limit**.