DC UNIVERSE MINIATURE GAME

DC Tournament RULES
June 2017 v1.1

BASIC RULES

DC Tournament games will be played using the latest version of the DC Universe Miniature Game rules from **Knight Models™**, including expansions and online material such as errata, FAQs, and character cards, as well as supplemental rules contained in the **DC Tournament** packs.

DC Tournament will have as many games as required by the number of players registered.

A **DC Tournament** event must have at least four players. Games will be between two players (1 vs 1), and played on a 36″ x 36″ gaming area.

In order to qualify as an official **DC Tournament**, the Organizer must request an official **DC Tournament** pack, and must comply with all the rules contained therein.

PLAYER'S RESPONSIBILITY

Players participating in a DC Tournament must bring their own miniatures, character cards, dice, measuring tape, markers, counters and templates needed to play.

CREW LISTS

Players must use the same Team list for the duration of the **DC Tournament**, and this must comply to the Team configuration rules from the **DCUMG rulebook**. The Team must not exceed 60 Levels.

Each player must complete two copies of their Team list – one for the event organizer, and another for their game, which their opponent may see at any time.

SCORES

Each game in the **DC Tournament** uses a Victory Points (VP) system to determine a winner.

The difference of VP obtained will determine the **DC Tournament POINTS (DTP)** won, which will set the player's ranking.

VP difference at the end of the game:

VP	RESULT	WIN(KP)	LOSE(DTP)
0-4	Tie	3	3
5-15	Victory	5	2
16+	Total Victory	5	0

DC Tournament Point scores will be registered along with the VPs obtained in each game, as the actual Victory Points tally will be used as tie-breakers.

These **DC Tournament Points** will be registered in subsequent updates of the **DC Universe Miniature Game** official ranking.

TIE-BREAKERS

In case of a tie in **DC Tournament Points**, a tie-break will be determined by taking the following steps in order:

1. The player with the most accumulated VPs in all games wins.

2. If there is still a tie, the player who caused the most Incapacitateds in all their games wins (Level cost).

3. If there is still a tie, player with less Level cost spent in his Team will be put forward.

4. If the tie persist, randomize it.

PAINTING AND CONVERSIONS

Knight Models™ encourages players to paint all of the miniatures in their Team, as this enhances the gaming experience, but it is not mandatory to attend a DC Tournament.

Converted DCUMG miniatures are permitted as long as they comply with the following rules:

• The model has no recognizable registered material other than that of Knight Models™.

• Most of the converted model's volume must be composed by Knight Models™ parts. In order to avoid confusions, conversion must include iconic elements of the represented model.

• A weapon can be converted as long as the converted weapon represents the same type of weapon (a sword is a sword and not an axe, for example).

• Models must be mounted on their corresponding size base. Elements may be added to the base, provided that they do not impede measuring.

• Any converted model must be identified and declared to opponent before the beginning of the game. The DC Tournament organizer, after examining the model, will have the last word on whether the model complies with these rules or not.

Proxies are not allowed.

Alternative Character Card versions created by Knight Models™ are allowed.

Special editions models made of Knight Models™ are allowed.

Models that have not been released to the public by the date of the DC Tournament will not be permitted, unless such models are for sale during that DC Tournament.

SPORTSMANSHIP

The aim of any DC Tournament is to encourage fun, sportsmanlike games in the spirit of friendly cooperation and rivalry.
Should any discussion with a player escalate to an uncomfortable situation, stop and call the DC Tournament Organizer (or referee) so that he can evaluate the situation. The referee's ruling is final.

An organizer has the authority to disqualify a player if he considers their behavior to be unsporting or unduly uncooperative.

PAIRING

In the first game, pairings will be made randomly.
The pairings of subsequent games will follow the 'Swiss' system, based on player rankings.

BYES

Should the number of players registered be odd, the player left after first game pairings will be considered free and will receive a BYE. In subsequent games, the player in last position will be granted the BYE. If this player has already received one BYE, it will be given to the next player that has not received it, counting from the bottom up.
The player that receives the BYE will obtain 5 DC Tournament Points and 10 VP .

TERRAIN

We recommend the use of different size elements, from boxes and pallets to big buildings. As a minimum, try to provide the following elements (or their equivalents) on each table:

A minimum of three buildings sized more than 6" cm height, 6" length and 4" width.
Two buildings smaller than the above recommended size. Many small elements such as barriers, boxes, containers, cars, etc.

These are only recommendations and the organizer has the last word on the table set-ups.

BEGINING A GAME

A player can request to see his opponent's Team list before the game begins. A player can request to see any Character Card before and during the game, provided that he doesn't excessively slow the game by inspecting the cards.

Place the objects used in the scenario. Both players throw 1D8 (throw again in case of tie) and the player who obtains the higher number will choose whether to deploy first or second. If he chooses to deploy first, he will also choose where.

RECORDING SCORES

At the end of every game, both players must write down the following information on the **DC Tournament** sheet: name of their opponent, game score, number of VP obtained, and points of models destroyed (Level cost of models become Incapacitated). Models off the table when the game ends count as Incapacitated.

Once this information is recorded, game results must be reported to the organizer.

END OF THE DC Tournament

DC Tournament Points determine the player's final ranking.

NUMBER OF GAMES (recommended)

No. of Participants	No. of Games
4-8	3
9-16	4
17-32	5
33+	6

DC Tournament VARIATIONS

There are different variations that can be used; divided by category. We recommend not using more than one variation per category, although they might be used.

List Configuration Variations

Standard – One list required.

Two lists – Two lists of the same Faction can be taken.

Reinforcements – In this variation some "extra" Level points can be added to the standard list.

At the beginning of each game, players examine their opponent's Team list (including their Reinforcements), and may then make changes to their list (following the usual configuration restrictions). After this, the game begins and the final list with all the changes is revealed to the opponent. The amount of reinforcements varies depending on the number of points played; use the table below:

Points	Reinforcements
20-40	6
41-60	12
61+	24

For example: I make up my list for a 60 Level points event, so I can add 12 reinforcement level points and, therefore, my list is now 72 Level.

Level Points - Level points value different than standard.

Painting Variations

Standard - Models are not required to be painted.

Painted - Even if the model is unfinished, it must at least be base coated, with at least two distinct areas of color on display. Bases may be plain.

Advanced Painting – All parts of a model must be painted distinctly, with at least one shade and highlight on all areas. For example, hair color must be different than that of flesh or cloth. Bases must be finished.
If it is not clear whether a miniature complies with these requisites or not, the organizer will have the final word.

Number of Games Variations

Standard – All players must participate in an equal number of games, as described earlier, equal number of games established by the number of participants. The DC Tournament goes on until there is a clear winner.

(X) Games – A number of games is established by the organizer, regardless of the number of participants.
This variation also ends when a player has more **DC Tournament Points** than any other player. If a tie in **DC Tournament Points** happens, the winner is the player with more **DC Tournament Points** and VP.
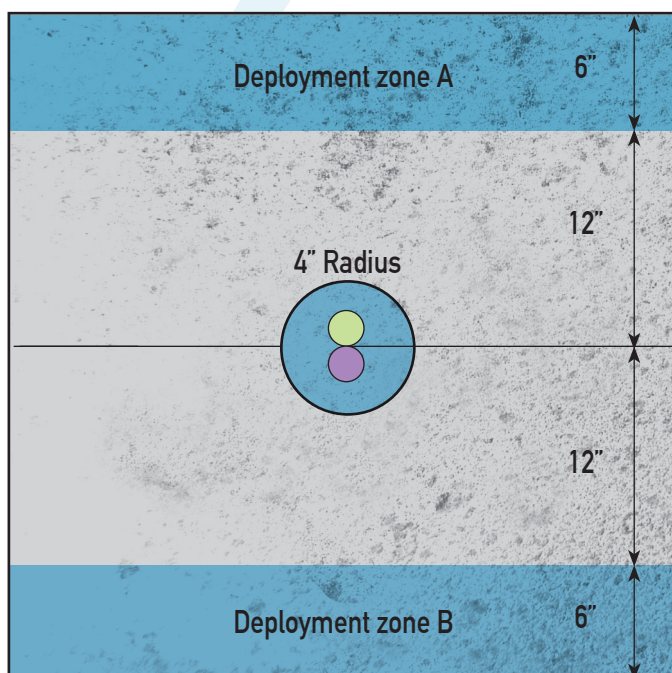
SCENARIOS

Each Game will be played in one of the different scenarios described in this document (all players in every game will play in the same scenario), without repeating any during the **DC Tournament**.

All the Scenarios have a duration of 6 Rounds.

Big Combat

- **Description:** The Champions take an individual combat.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board. Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

Special Rules

- **The Champion:** The Highest Level model (in case of a tie owner chooses) of each player will be the Champion.
- **Gladiator´s Arena:** Inside the marked centred zone cannot be deployed any model, The zone must be clear, only the Champion of each player must be deployed in the middle of the game zone in base-to-base contact (see map).
 The Champions models gains +2 to all defences during the first round of the game.

Victory conditions

- 2 Vp to a player who incapacites the opponent´s Champion.
- 1 Vp to a player whose Champion survive at the end of the Game.
- 1 additional Vp to a player whose lowest level model incapacite the opponent´s Champion.
- 1 Vp to a player for every friendly model which survive at the end of the Game.

Deployment zone A — 6"

12"

4" Radius

12"

Deployment zone B — 6"

Legend:
Champion Player A: ○
Champion Player B: ○

Power Zones

- **Description:** Two power zones appear; the Characters must go inside to control the strange power.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board. Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.
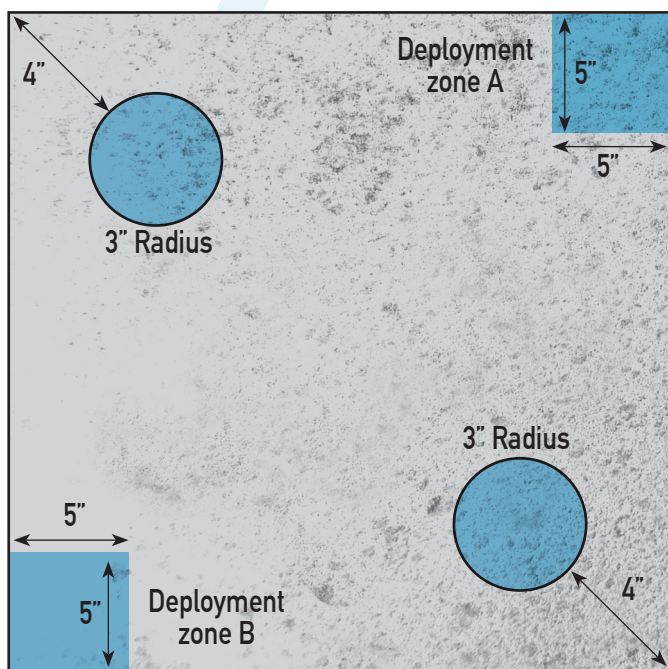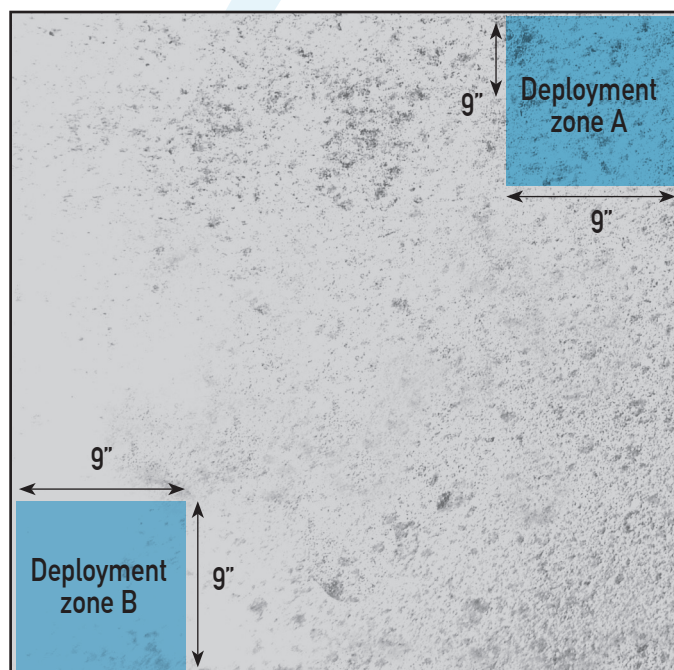
Special Rules

- **Power Zones:** To move a model into a Power zone the model must roll 2D8 plus its Power stat. If the result is higher than 15 the model may be move into or pass through the Power Zone.
  A model may only attempt this roll once per round it and may not be rerolled by any means.
  If a Thrown or Pushed model is going to enter the Power Zone they must attempt the roll. If it is failed, they will stop at the edge of the zone.
  Grab and Throw may not be used inside the Power Zone.

Victory conditions

- 2 Vp to the player who owns the only models inside one Power Zones at the end of each Round.
- 1 Vp to the player who owns the only models inside in both Power Zones at the end of each Round.
- 1 Vp to the player who incapacites an enemy model with power 10 or more.
- 1 Vp to the player whose models all survive until the end of the game.

Getaway

- **Description:** The characters must try to get to the enemy deployment zone.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board. Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.
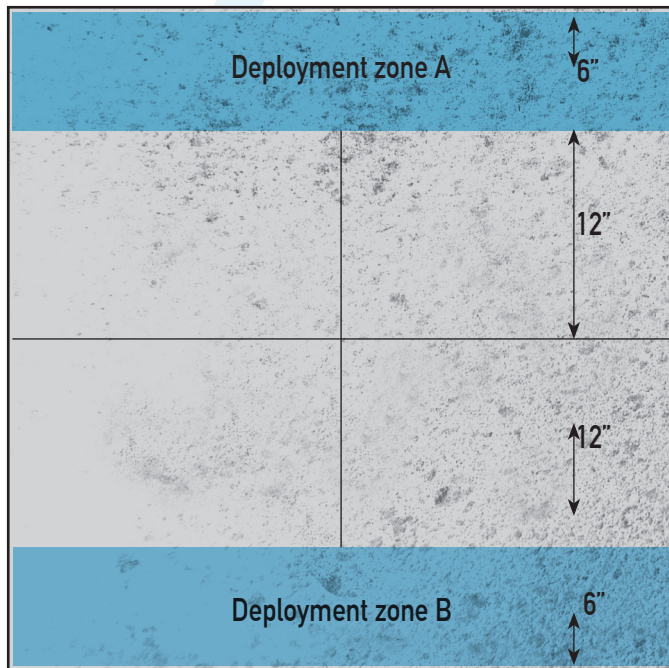
Special Rules

- **Disturbing Aura:** a model can't be placed or deployed in the enemy deployment zone in the first Round.
  The players can control the deployment zones, to control you must have more models inside than opponent.

Victory conditions

- 2 Vp to the player who control an enemy deployment zone. This Victory Condition is checked at the end of each Round.
- 1 Vp to the player who controls its own deployment zone. This Victory Condition is checked at the end of each Round.
- 2 Vp to the player whose all of its models survive at the end of the Game.
- 1 Vp to the first player who places 2 models in an enemy deployment zone in the same round.

Deployment zone A
9"
9"

Deployment zone B
9"
9"

Boom Tubes

- **Description:** The characters must try to activate all the Mother Boxes.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board. Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.
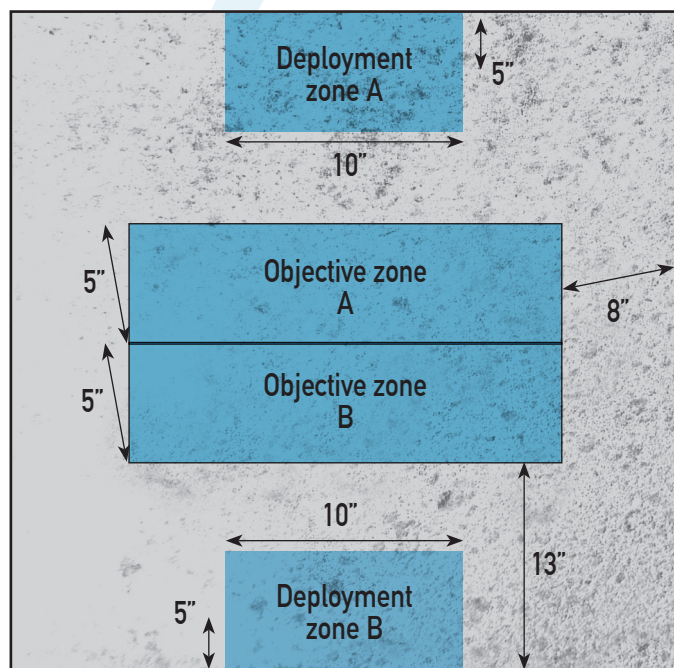

Special Rules

- **Mother Boxes:** Each player takes 4 Mother Box markers and places them alternately in the four zones, outside of the deployment zones. Mother Box markers have a 30mm base. In each zone cannot be placed more than 2 Mother Boxes markers.

  A model whose volume is in contact with a Mother Box marker may attempt to activate it by paying 1 Power Counter and making a successful Willpower roll. This will make it controlled by that team.

  To turn an activated Mother Box to your side you must be in contact with it, pay 1 POW and pass a Willpower roll. A model may use an activated Motherbox to move to another, selected randomly, by paying 1 POW and then placing the model in base contact with the new marker. These markers cannot be moved, displaced nor change its original position by any means.

Victory conditions

- 1 VP to each Mother Box controlled by their side. This Victory Condition is checked at the end of each Round.
- 1 VP to the player who has the most Mother Boxes activated by their side. This Victory Condition is checked at the end of each Round.

Siege

- **Description:** The time for making damage in the earth of the enemy has come.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board. Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

Special Rules

- **Headquarters:** For this scenario each player need two Headquarters markers. They are 40mm bases, Size 4 and are placed alternately in the objective zone. The marker has 10 to all defenses and it is immune to all Effects.
  Each marker has 30 Structure points. Once per round a model in contact with the marker can spent 1 Power Counter to try to repair it. The model must make a willpower roll, if the roll is sucessfull repair 1D8 structure points from it.
  These markers cannot be moved, displaced nor change its original position by any means.

Victory conditions

- 3 Vp to the player who destroy an enemy Headquarters Marker.
- 1 Vp to the player who causes more damage to enemy Headquarter Markers during each Round.
- 1 Vp to the first player who places 2 models in an enemy deployment zone in the same round.
- 1 Vp to each incapacite enemy model above lvl 8.

Rifts

- **Description:** Characters must try to close as many Rifts as possible.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board. Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

- **Rifts:** The Rifts Markers are 30 mm base. See the map to place the Rifts Markers. These markers cannot be moved, displaced nor change its original position by any means.

Special Rules

- **Planar Distortion:** Each player make 2D8 roll (if roll the same number, reroll it) at the beginning of the Round, the Rift with that numbers become open, to close a Rift need a model to in base contact with it spend 1 Pow and make a Stamina test. If fail that roll, the character suffer a 1 Physical Damage with Irresistible.

Victory conditions

- 1 VP to each Rift closed by your models at the end of each Round.
- 1 VP if close more Rifts at the end of each Round.

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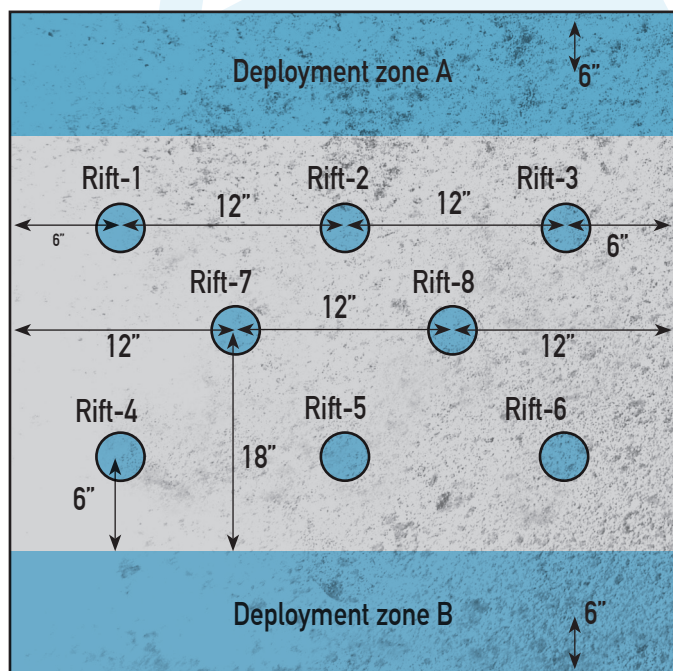
Claim the City

- **Description:** Both sides have battled so that only a few remain. If they're to win this fight, each team knows that it has to summon reinforcements – but will it be possible in the heat of battle?
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board. Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.
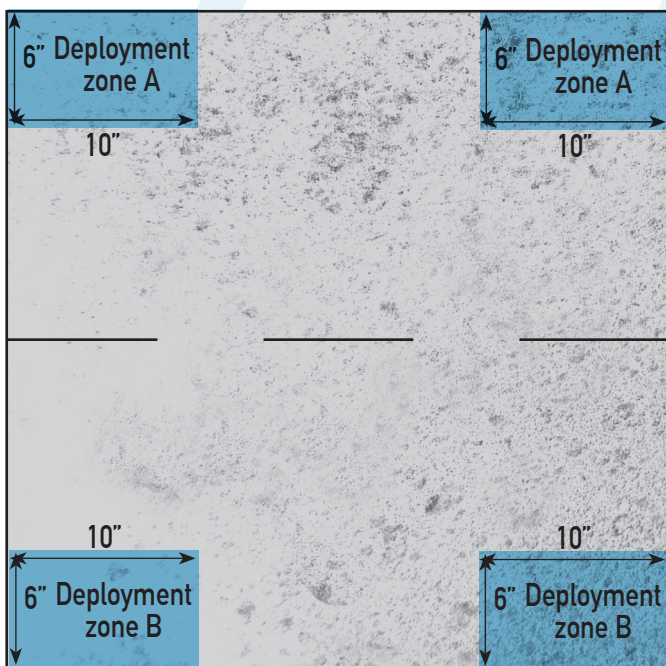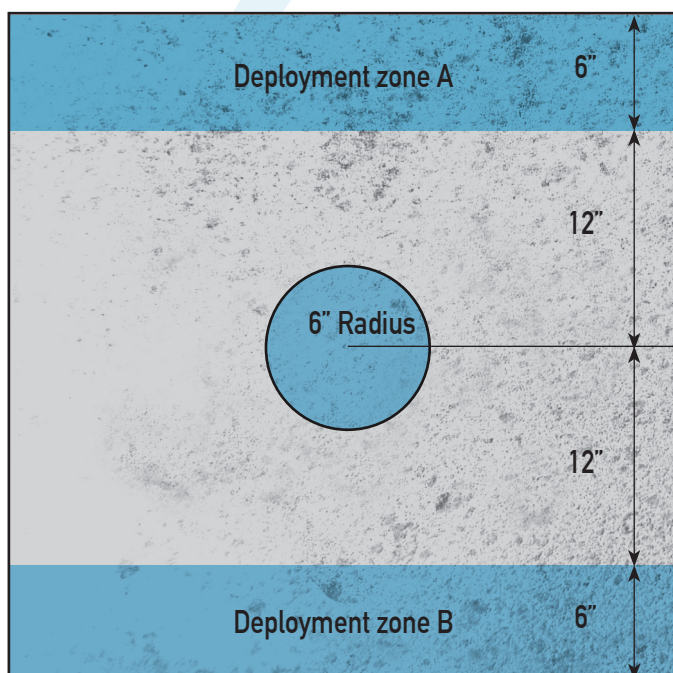

Special Rules

- **Call for Help:** When a model is in the opponent's half of the table, it may attempt to place a Call marker by spending 1 Power counter and passing a Willpower roll. The counter must be placed fully in the opponent's half of the table (over the center line), in base contact with the model who placed it.
  Any model in base contact with a Call marker may spend 1 Power counter and pass a Stamina roll to remove it from play.

Victory conditions

- 1 VP to a player for each Call marker placed by their models.
- 1 VP to the player with the most Call markers in play. This Victory Condition is checked at the end of each Round.
- 1 VP for each enemy model incapacitated.

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Danger Zone

- **Description:** The teams converge upon an anomaly of unknown provenance, sending forward their best and most agile members to explore it.
- **Game length:** 6 Rounds.
- **Deployment:** The game is played on a 36" square board. Players must dice off to see who chooses the deployment zone, and starts deploying first. Players must alternate placing models in their deployment zone, one at a time, until all models are deployed.

Special Rules

- **The Danger Zone:** Mark a zone of 6" radius, extending from the center point of the board. A model wholly within this zone can explore it by making a successful Agility roll.

Victory conditions

- 1 VP for each model that explores the Danger Zone. This Victory Condition is checked at the end of each Round.

- 1 VP for each enemy model incapacitated.

Deployment zone A   6"

12"

6" Radius

12"

Deployment zone B   6"

DC UNIVERSE
MINIATURE GAME

| Player Name: | | Team: | | |

Game	DC Tournament Points	Victory Points	Opponent Casualty Points	Opponent Name
1	/	/		
2	/	/		
3	/	/		
4	/	/		
5	/	/		
6	/	/		

List 1	
Character Name	Lvl Cost
Total	

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List 2	
Character Name	**Lvl Cost**
Total	