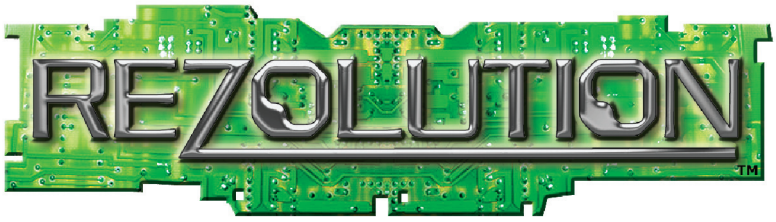

Tournament Packet

ABERRANT games

Rezolution Tournament Packet

Aberrant Games is pleased to present this organized play tournament structure of our award-winning miniatures game Rezolution. In the guidelines below is a simple structure to follow as part of this new organized play. We suggest running this tournament once a quarter. Aberrant Games will provide exclusive prize support for both the local winner and all participants. Any questions or comments regarding this event should be directed to Bryan K. Borgman, Organized Play and Events Coordinator at Bryan@AberrantGames.com.

Tournament Guidelines

These recommendations are for both the Starter Set Tournament and the Experienced Player Tournament.

Aberrant Games recommends running this tournament over the course of three game dates, however, some venues/adjudicators may choose to run it as a one-day event. Do what works best for you and your players!

Players may swap-out models between rounds to properly adjust for each assignment, but may not change crew factions during the course of the tournament. All proper crew builds must be followed in regard to team and leadership composition and the use of mercenary support units.

When the Tournament is completed, the Aberrant Adjudicator or Venue Representative attached to the event should report the results and any outstanding game activity to Bryan@AberrantGames.com. Please include a copy of your completed Tournament Record Chart either as a scanned image or PDF, or contact Bryan for a physical mailing address.

Starter Set Tournament

Starter Set Tournaments are played with approximately 200 points of miniatures comprised of only those pieces found in any of the five individual crew boxes or in Shadow War. All normal crew build rules apply. Players should not swap out models from blister packs or other sets in replacement for those found in each Starter Set. Stand-in (proxy) models should not be used in a Starter Set Tournament. Final ruling is with the Venue Adjudicator or Venue Representative (Owner / Manager / Event Coordinator).

Experienced Player Tournament

This 600 to 800-point tournament structure allows more experienced players to play with a larger variety of miniatures from their collection. The actual point level should be determined before the first round and remain the same throughout the entire tournament. It is generally acceptable to permit +/- 5 points over the agreed point level of the tournament (i.e. 595-605 is permitted in a 600-point game). Stand-in (proxy) models should not be used in an official Rezolution tournament. Models do not have to be fully painted, but we encourage players to purchase actual Rezolution miniatures and paint them up to the best of their ability as part of the fun of the hobby.

Table Size

For a 3’ x 3’ game table (recommended for games under 750 points), each player’s set-up sector should be an 8” x 8” area on opposite corners, or edges, of the table unless otherwise noted in the following assignments.

For a 4’ x 4’ game table (recommended for games larger than 750 points per crew), each player’s set-up sector should be a 10” x 10” area on opposing corners or sides of the table unless otherwise noted in the following assignments.

NOTES:

Running a Swiss-Style Tournament

Introduction:

An official Rezolution tournament utilizes a Swiss-style tournament structure. Swiss-style tournament pairing offers several advantages over single elimination and round-robin formats. First, everybody plays: all players participate in the same number of opening rounds, allowing everyone to enjoy a full day of play. Secondly, it is generally more fun because even inexperienced players have a chance to win Victory Points. Finally, it is easier to organize and run because even an odd number of players can participate without difficulty.

The Basics:

All players participate in all the rounds, paired according to their current tournament records (see **Tournament Rounds**)

Pairing Round 1:

To pair players for Round 1, simply have all participants roll 2d6, re-rolling ties, and pair the highest roller with the lowest and so on. Continue until all players are paired. If you have a participant left over after all the pairings are completed, that player receives a bye for the round.

Scoring Round 1:

When players finish their battles, record the results on the Tournament Record Chart. Remember, each round and assignment has its own specific method of calculating Victory Points (see **Tournament Rounds**)

Note: A player who has a bye receives Victory Points equal to the point value of their crew + 100 points.

Pairing Round 2:

To pair players for Round 2, simply pair the two highest winners of the preceding round, then the next highest winners, and so on. Repeat the process, matching players according to their total Victory Points until all are paired.

Note: Participants are only permitted one bye per tournament. **For example:** If you had a player take a bye in the first round and they are still the lowest scoring participant, look to the last pairing made. If the player with the lowest total Victory Points in that pair has not yet had a bye, give that player the bye for the round instead.

Scoring Round 2:

Round 2 is scored the same as Round 1. Record the results in the appropriate column for Round 2 on the Tournament Record Chart. A player who has a bye receives Victory Points equal to the point value of their crew + 100 points.

Pairing Round 3:

Players in Round 3 are paired just as in Round 2.

Scoring Round 3:

Round 3 is scored the same as Round 1. Record the results in the appropriate column for Round 3 on the Tournament Record Chart.

NOTES:

Tournament Round 1

Assignment: Incursion

Total Time: 3 hours

30 minutes for table and terrain set-up, Round 1 pairings, crew build, etc. Suggested 2d6 roll-off, re-rolling ties, to determine player pairings.

2-hour timed game play.

30 minutes post assignment for calculating and posting standings for the round, notifying players of the next event date, cleaning up the play area, etc.

Briefing:

"All you have to do is get in, get hardwired and get the data – how difficult can that be?"

One player must choose to be the attacker, while the other is the defender. A 2d6 roll-off should be used to determine who is choosing their role first. If players roll a tie, add in their highest model's REP score; re-roll 2d6 if still a tie until someone is declared a winner.

The attacker must have at least one model on their crew with the HAK attribute.

The attacker wins by getting the data off the table; the defender wins by stopping them.

Objectives:

Reach the terminal, spend one round downloading the data, and then get the information off the table.

Set-Up:

One plus d3 Hard-Point Terminals must be set up on the table. The terminals must be placed alternately by the players, beginning with the defender. They cannot be placed within 14" of either player's starting sectors and must be 6" or further away from each other and any table edge. Terminals are considered Armor 2 and BDY 4 with a Damage Gauge of 3.

Game Length:

Each round of the tournament is a timed 2-hour game; the game ends either when time runs out on the clock or after the end of the fifth round if not before (see **Special Rules**).

Special Rules:

During the control phase of the fourth round of the game and the subsequent round, the player who wins the control roll must also roll a d6 and compare it to the chart below. The result of the roll is incorporated into play immediately following the last section of the control phase.

1	**Game Over** Automatic security protocols lockdown the system.
2-4	**Continue Play**
5-6	**Continue Play** Reserves! Defender may bring in up to 50 points of additional team models from their starting sector if they have them available.

For the purposes of this particular assignment within the tournament, the system attempting to be accessed is Neutral. The system has a designated Target Number of 10 that must be equaled or beaten by rolling 2d6 and adding the model's HAK attribute; this allows the model access to the system and the download begins immediately. Models must be hardwired - no remote access. The hacking model must remain hardwired to the system for one complete turn before unplugging and retreating to a table edge.

If after successfully downloading the objective data, the model with the HAK attribute is killed, leave the model on the table in a prone position. Since the downloaded data is stored in the hacker's head, the dead model may be protected by its crewmates and the information retrieved will count toward the objective. The attacker must then attempt to use another model or team of models to carry the dead hacker off the nearest table edge following the appropriate rules for carrying (*Rezolution: A Dark Tomorrow*, pages 37 & 38). Likewise, the defender can attempt to retrieve the stolen data by successfully carrying the dead hacker back to their starting sector.

If a dead hacker model is successfully targeted and further damaged by a blast template weapon, the model's head is to be considered destroyed and the downloaded data stored within the head is permanently lost. This results in an assignment failure for both players.

Assignment Points:

The attacker is awarded 200 points if they successfully download the data and retreats to the nearest table edge within the allotted time. +100 points is awarded to attacker if they successfully download the data, but fails to retreat to the nearest table edge within the allotted time. The defender is

awarded 200 points if they prohibit the attacker from accessing the system and downloading the data. If all terminals are destroyed by the defender in an effort to keep the attacker from accomplishing their assignment, then the round is automatically forfeited – after all, that data is important!

Victory Points:

The winner is determined by tabulating Victory Points. Victory Points = Player Crew Points + Opponent Crew Points Removed + Assignment Points – Player Crew Points Removed.

Every round of the tournament should be judged by an Aberrant Adjudicator or Venue Representative. The judge has the final decision as to the winner of the assignment.

Hard-Point Terminal

ARM	BDY	DAMAGE GAUGE
2	4	O O O

Hard-Point Terminal

ARM	BDY	DAMAGE GAUGE
2	4	O O O

Hard-Point Terminal

ARM	BDY	DAMAGE GAUGE
2	4	O O O

Hard-Point Terminal

ARM	BDY	DAMAGE GAUGE
2	4	O O O

NOTES:

Tournament Round 2

Assignment: Assassins

Total Time: 3 hours

30 minutes for table and terrain set-up, Round 2 pairings, crew build, etc. Suggested 2d6 roll-off, re-rolling ties, to determine player pairings.

2-hour timed game play.

30 minutes post assignment for calculating and posting standings for the round, notifying players of the next event date, cleaning up the play area, etc.

Briefing:

"Your rise to prominence has been fast and has drawn unwanted attention and jealousy from others. They see you as a problem, a problem that needs to be fixed… fixed permanently!"

Objectives:

The attacker must destroy the defender's leader, while the defender must protect the leader at all costs! The winner is the player who succeeds. One player must choose to be the attacker, while the other is the defender. A 2d6 roll-off should be used to determine who is choosing their role first. If players roll a tie, add in their highest model's REP score; re-roll 2d6 if still a tie until someone is declared a winner.

Set-Up:

The defender must set up their crew's leader within 8" of the center of the table, with one of their teams or an independent model placed within 8" of the leader. The players alternate placement of their models anywhere on the table with the exception of within 12" of their opponents' models.

Game Length:

Each round of the tournament is a timed 2-hour game; the game ends either when time runs out on the clock or once the assignment is completed (see **Special Rules**).

Special Rules:

Game ends automatically if the defender's crew leader is destroyed.

Assignment Points:

The attacker is awarded 200 points if they successfully eliminate the defender's leader in the allotted time. The defender is awarded 200 points if they prevent the attacker from killing their leader in the allotted time.

Victory Points:

The winner is determined by tabulating Victory Points. Victory Points = Player Crew Points + Opponent Crew Points Removed + Assignment Points – Player Crew Points Removed.

Every round of the tournament should be judged by an Aberrant Adjudicator or Venue Representative. The judge has the final decision as to the winner of the assignment.

NOTES:

Tournament Round 3

Assignment: King of the Grid

Total Time: 3 hours

30 minutes for table and terrain set-up, Round 3 pairings, crew build, etc. Suggested 2d6 roll-off, re-rolling ties, to determine player pairings.

2-hour timed game play.

30 minutes post assignment for calculating and posting standings for the tournament, awarding the tournament winner, cleaning up the play area, etc.

Briefing:

"Both crews must race to erase falsely planted data that shows them in less favorable light, while at the same time upload incriminating evidence on their opponent!"

Objectives:

The first player to reach 5 points is the winner of this round of the tournament.

Set-Up:

Three Hard-Point Terminals must be set up on the game board. The first must be placed in the center of the table. Each player then takes a turn to place 1 additional terminal up to 8" away from this one. A 2d6 roll-off should be used to determine who places their HPT first. Terminals cannot be placed within 10" of a player's set-up sector and must be 6" away from any table edge.

Game Length:

Each round of the tournament is a timed 2-hour game; the game ends either when time runs out on the clock or when one player reaches 5 points (see **Objectives**).

Special Rules:

For every round a model with the HAK attribute is hardwired to a terminal, it gains 1 download point. If the hacker does not initiate combat or any other actions on the Grid that round, they also gain an additional 1 point toward the 5 needed for the objective. Models that defend against a Grid attack still gain the additional 1 download point. Hardwired models that attack and win a Grid combat do not do damage as normal; instead they 'steal' up to d3 of the loser's download points. The defending model is not able to steal if they win the opposed roll. Models cannot steal points the other player does not have. A hacker's first point is downloaded immediately after making a successful HAK test and the model is considered hardwired and prone. Additional points are obtained on the hacker's next activation following the control phase.

Only one model per crew can access the Grid system as it is considered closed to all additional hackers. Additional hackers can be used as back-up, or act normally on the Grid, but cannot affect any other models that are in the objective system, including those of their opponents.

If a hacker is killed during or after being hardwired to a terminal, leave the model on the table in a prone position. Since the downloaded data is stored in the hacker's head, the dead model may be protected by its crewmates and the information retrieved will count toward the objective. The player must then attempt to use another model or team of models to defend their dead Hacker until the end of the tournament. Likewise, a killed hacker model can be captured by its opponent and its points considered 'stolen'; they are then added to the opponent's necessary assignment points.

If a dead hacker model is successfully targeted and further damaged by a blast template weapon, the model's head is to be considered destroyed and the downloaded data stored within their head is permanently lost resulting in an assignment failure for both players.

Assignment Points:

+50 points awarded for every 1 download point successfully retrieved during this assignment. The player who reaches 5 points first also receives a bonus +50 points for a total of +300 victory points and is declared King of the Grid!

Victory Points:

The winner is determined by tabulating Victory Points. Victory Points = Player Crew Points + Opponent Crew Points Removed + Assignment Points – Player Crew Points Removed.

Every round of the tournament should be judged by an Aberrant Adjudicator or Venue Representative and the judge has the final decision as to the winner of the assignment.

Tournament Winner

Total victory points from all three tournament rounds should be added together to determine the winner. If a tie is declared, a fourth assignment must be immediately played with the Special Rules listed below.

Tournament Tie-Breaker

Assignment: Firefight

Total Time: 1 hour

15-minutes for table and terrain set-up, crew build, etc.

45-minutes timed game play

Briefing:

"Opposing forces have met and only one will walk away!"

Objectives:

Destroy them. Destroy them all!

Set-Up:

Use standard Table Size set-up as described previously in this Tournament Packet.

Game Length:

Timed 45-minute game; the game ends either when time runs out on the clock or after the end of the fifth round.

Special Rules:

If Tie-Breaker round is necessary for a Starter Set Tournament, the players are to use their full starting crew as in prior rounds. If the Tie-Breaker is to settle an Experienced Player Tournament, each player selects a crew of 400 points for this finale, +/- 5 points.

Assignment Points:

None

Victory Points:

The winner is determined by tabulating Victory Points. Victory Points = Player Crew Points + Opponent Crew Points Removed – Player Crew Points Removed.

Every round of the tournament should be judged by an Aberrant Adjudicator or Venue Representative and the judge has the final decision as to the winner of the assignment.

Tournament Winner:

If a tie-breaker was played, add the Victory Points from the Firefight to that of the first three rounds to determine the winner.

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For further information on Aberrant Games and Rezolution please visit the website at: www.AberrantGames.com

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Player's Name	Crew Points +	Opp. Killed +	Assgn. Points -	Crew Killed =	Round 1 VPs	Crew Points +	Opp. Killed +	Assgn. Points -	Crew Killed =	Round 2 VPs	Crew Points +	Opp. Killed +	Assgn. Points -	Crew Killed =	Round 3 VPs
01															
02															
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FIRST PLACE

NAME

EMAIL

SECOND PLACE

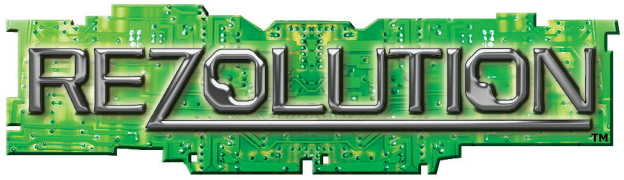
NAME

EMAIL

THIRD PLACE

NAME

EMAIL



TOURNAMENT RECORD CHART

ADJUDICATOR

STORE NAME

OWNER

STREET

CITY/STATE/ZIP

PHONE

EMAIL