

Gundam War Booster Draft Rules

With the release of the “First Strike Expansion” for the Gundam War CCG, viable booster draft events can now be held and sanctioned for organized play.

Gundam War Booster Draft Rules

Set-up

- 1) The host store, venue and/ or Meijin will have to provide the following:
 - a. Enough Booster packs of Gundam War First Strike (and Gundam War Now and Forever) expansion for each participant to receive 4 packs per player.
 - b. A pool of Generator cards that represent the six different factions in the Gundam War CCG.
 - c. Prize support.
- 2) Participants “buy in” to the tournament by purchasing 4 boosters from the First Strike expansion. The entry fee can be the exact retail cost of 4 booster packs or can be a flat rate that offers a substantial discount for the retailer that hosts the event. Gundam War “Now and Forever” booster can also be used if desired. Players will find that a mix of the two may offer more of a draft challenge.
- 3) Players are assigned to “draft pods” randomly by the Meijin using the guidelines below:
 - a. 4 players – one draft pod of 4
 - b. 5 players – one draft pod of 5
 - c. 6 players – one draft pod of 6
 - d. 7 players - one draft pod of 4, one draft pod of 3
 - e. 8 players – two draft pods of 4
 - f. More than 8 players – divide into 4 person pods and one 5 person pod.
- 4) Once the players randomly assigned to draft pods, product is distributed, four (4) packs per player.
- 5) Packs remain un-opened until the Meijin gives the signal to begin the draft.

Draft

- 1) A half hour time limit is observed for drafting.
- 2) Players draft cards from their booster packs as follows:
 - a. Players open their booster pack, choose one of card and place it face down in front of them. This will be known as the players’ “draft pile.”

- b. Once every player has chosen one card and placed it in their draft pile, they hold their remaining cards until all players have finished choosing their card.
 - c. Players then pass their remaining cards to the player on the left simultaneously.
 - d. Players then choose one card from the cards that have been passed to them and place it in their draft pile.
 - e. Repeat with step b above until all cards from the booster pack have been placed in the players' draft piles.
- 3) Once all cards from a booster pack have been drafted, players open their second pack of cards and repeat steps a-e above only passing the cards to the player on their right.
- 4) Players repeat this process for each booster pack, alternating passing cards to the left and right until all remaining cards have been drafted from all remaining booster packs.
- 5) Draft piles may not be arranged by card type and must remain face down in one single pile throughout the draft.
- 6) Players may not look at the cards in their draft piles at any time during the draft.

Deck Construction

- 1) Player now may construct their Gundam War decks using the following rules:
 - a. Players have fifteen (15) minutes to construct their deck.
 - b. Player must construct a forty (40) card deck using the cards in their draft pile and following the guidelines set forth on page 22 of the Gundam War CCG rulebook.
 - c. Players must observe the "1 card restriction / deck" rule as listed on page 58 of the Gundam War CCG rulebook.
 - d. Players may use Generator cards from their draft piles, and may supplement their decks with any number of Generator cards from the Generator pool provided by the Retailer or Meijin.
 - e. The card remaining after the 40 card deck is constructed will be placed to the side and will be referred to hereafter as the "side deck."

Tournament play

- 1) The Gundam War CCG Booster draft is played in a series of single games in a number of rounds that varies depending on the number of players involved. Following the rules below:
 - a. 4-6 players - 3 rounds
 - b. 7-12 players - 4 rounds
 - c. 13 or more - 5 rounds

- 2) Players are randomly paired for the first round at the discretion of the Meijin.
- 3) If there are an odd number of players, one random player per round is given a “bye” and automatically scores three (3) points for that round. The player with a “bye” does not play in the round.
- 4) Once all pairings are assigned, play may begin when the Meijin has announced that the round can begin.
- 5) Players have fifty (50) minutes to complete the round.
- 6) At the completion of the game the winner and loser of the round must report the outcome to the Meijin.
- 7) When 50 minute time limit has expired time is called. Any players still playing must finish the current turn and then end the game.
- 8) The round is then scored. (See “Scoring” below)
- 9) Players are then sorted into two groups. The second round pairings are then established. Players winning the first round are paired with each other. Players losing the first round are paired together. If there are an odd number of players, one winner must play one loser from the first round, but cannot have played each other in the first round.
- 10) Play begins for the second round.
- 11) For subsequent rounds, players are paired according to their score. Highest scoring players are paired, followed by the next two highest scoring players and so on until the two lowest scoring players are paired. Players cannot play each other twice.
- 12) Continue with subsequent rounds until a clear tournament winner is established.

Between Rounds

- 1) Players may swap out cards from their deck with their side deck. This exchange must be on a one-for-one basis. Each player must still play with exactly forty (40) cards in their deck.

Scoring

- 1) Players in the booster draft tournament score points and a differential. To establish their position in the tournament and determine a winner. Following the guidelines below:
 - a. The winner of a game scores three (3) points
 - b. The loser of a game scores one (1) point
 - c. A differential is scored for each player as well. This is attained by counting the number of cards left in the winner’s Nation Pile the number of cards left in the loser’s Nation Pile. This will result in a positive number for the winner and a negative number for the loser. This number is placed after the players score and will be used to sort players and determine winners in the case of ties.

- i. (Example: Player A has defeated Player B. Player A won the game with 12 cards left in their Nation Pile. Therefore, Player A has a score of 3 points +12 differential. Player B will have a score of 1 point -12 differential.
 - ii. In round two, these same players have opposite results: Player A loses his game, and Player B wins hers. Player A lost (1 point) and the player he played has 8 cards left in his Nation Pile. Player A's score is now 4 points (+4) differential (+12 minus 8 for the second game = +4) Player B won with 18 card left in her Nation Pile. Her score is now 4 (+6) Differential. (-12 diff. plus 18 = +6)
 - iii. Player B now has the higher score with 4 points (+6); Player A has 4 points (+4).
- d. In the case of a time out, the winner of the game is determined by counting cards left in the Nation Pile. The player with the most cards left in their Nation Pile is declared the winner and scores three (3) points. The loser scores one (1) point. The differential is applied as usual.

Results

- 1) After all round have been played a winner, runner up and third runner up are established using the points and differentials scored for each of the games.
- 2) If there are two players with identical point scores, the winner is the player with the higher differential score.
- 3) Players are ranked by point score first, then by differential if necessary.
- 4) Prizes are distributed based on the final standings.

Ending the Tournament

- 1) Players may keep the cards they draft.
- 2) Players must return any Generation Cards borrowed from the Generation pool.

Optional Rules

- 1) Gundam War Booster Draft tournaments without a Generation Pool may still be played using First Strike booster packs and using these optional rules:
 - a. Option 1 - Players may draft the Generation cards normally, as they would any other cards. This makes the draft much more difficult to build a working deck, but it is not impossible. More care will have to

be taken to draft not only the unit, command, operation and character cards a player wants but the Generation cards that match the faction(s) they have drafted. The key is for players to have fun making their drafted deck work, even though it is not a perfectly constructed deck they might make on their own.

- b. Option 2 - Upon opening their packs place all the generation cards pulled from the pack are placed in a pile face down in the middle of the table. This is done before the normal first card pull and before any cards are passed. After all normal cards have been drafted the pile of Generation cards is shuffled and dealt face down to each player. Players then drafts one Generation cards from their "hand" and passes the remaining cards to their left. This continues until all the Generation cards are drafted. Players will have to remember what factions they drafted out of the packs and then draft a majority of those Generation Cards for their deck.
- c. Option 3 – Any and all generation card are "colorless" for the tournament. That is, a Generation card can be used as a resource for any faction. This is not the preferred method for draft tournaments as half of the difficulty and challenge in a booster draft tournament is building a deck using less than perfect card distribution. Using the "colorless" option should be a last resort as it immediately makes the deck construction and draft strategy of the booster draft environment null and void.

Suggested Buy in

- 1) The suggested "buy-in" for a Gundam War Booster Draft Tournament is \$12.00 for four (4) booster packs of First strike and/or Now and Forever.
- 2) Retailers may provide a lower or higher buy-in based on their needs, but the entrance fee should not be less than \$10 or more than \$15.00.