

SNAP SHIPS TACTICS

This document is for UNOFFICIAL TOURNAMENT REGULATIONS and explains important tournament concepts and provides the details for Standard Play tournaments, which use squad building rules that mandate a 12 point maximum for squads. This is PLAYER MADE and meant to be temporary until Snap Ships Tactics has an official Organized Play document.

A tournament is a competition between Snap Ships Tactics players. After enrolling in a tournament, competitors are paired against one another in an organized fashion to play a game. After multiple games against different opponents, players are ranked according to their performance. Most tournaments conclude with the awarding of prizes to top finishers. Tournaments are played using the rules provided in the most recent version of the Snap Ships Tactics Rules Reference and this document.

There are multiple Game Modes available that designate specific pools of ship cards and part cards to choose from when building squads. When running an event using a specific variant or Game Mode, please also read any related rules documents or event outlines.

VERSION 2.0 / EFFECTIVE 06/16/2025

Tournament Participant Roles

Every person present at a tournament is a participant. Participants fulfill specific roles based on their responsibilities to the tournament. All participants share the responsibility of acting in a respectful manner toward one another. Please read the Fundamental Event Document for a detailed explanation of these roles. Participant leader roles are: organizer, marshal, and judge. Other roles include player and spectator.

Organizer

An event must have exactly one organizer. The organizer is responsible for the oversight of the entire event, including both planning and execution. If the organizer does not assign a marshal for the event, the organizer must also perform all responsibilities of the marshal role as needed.

Marshal

An event may have any number of marshals, including none. A marshal is an expert on the game's rules and regulations and provides final determinations for matters of rules interpretation. When a marshal is not actively performing the role's duties, that person is a spectator and should communicate this change in status clearly.

A marshal also determines if unsporting conduct has occurred and what the appropriate remedy is, referring any recommendations for disqualification to the organizer.

Judge

An event may have any number of judges, including none. A judge is well-versed in the game's rules and regulations. A judge's responsibilities include assisting players to resolve disputes and answering questions regarding the game's rules. When a judge is not actively performing judge duties, that person is a spectator and should communicate this change in status clearly.

When a judge is observing a game or an issue is brought to the judge's attention, the judge should inform players when they are not following the game rules. Players have an initial opportunity to resolve any situation among themselves, but any player may alternatively ask the judge to make a ruling.

If a marshal is present at an event, a player may ask a judge or the organizer to have a marshal review a ruling or otherwise provide a final determination on matters of rules.

Player

A player is an individual that plays Snap Ships Tactics at the event. A player must bring all components they need to play a game of Snap Ships Tactics. When a player is not actively engaged in a game of Snap Ships Tactics, that person is a spectator.

Spectator

A spectator is any individual physically at a tournament not actively engaging in another role. Spectators must not disturb an ongoing game and cannot provide any input or assistance to players during their games. If a spectator believes they have witnessed a breach of the rules in a game they are watching, a spectator may bring it to the attention of a leader. Note that a missed opportunity does not constitute a breach in the rules, and spectators should not comment on missed opportunities.

Online spectators must request permission from the players to enter the game room and should refrain from talking during the match. Suggestions and advice from the spectator after the match can only occur if the players involved request it.

Leader Participation

A leader may participate as a player in a Relaxed tier tournament for which that leader is responsible only if there is at least one other leader present. Additional leaders must be announced at the beginning of the tournament and are responsible for all rulings for games in which the first leader is playing. If two leaders play one another, the marshal is responsible for any rulings during the game.

During Formal and Premier tier tournaments, leaders cannot participate as players. Leaders for Formal and Premier tournaments are expected to commit their full attention to overseeing the event.

Conduct

All tournament participants are expected to act in a respectful manner during a tournament. If players have a dispute during a competition and cannot resolve it themselves, they must call for a judge to resolve it and provide any rulings that are needed. All card interpretations during a tournament are the responsibility of a marshal, and a marshal may overrule the rules documents when an error is discovered.

Unsporting Conduct

Players are expected to behave in a mature and considerate manner and to play within the rules and not abuse them. This prohibits intentionally stalling a game for time (such as by slow play), placing components with excessive force, inappropriate

behavior, treating an opponent with a lack of courtesy or respect, cheating, etc.

Collusion among players to manipulate scoring is expressly forbidden.

The organizer, at their sole discretion, may remove players from the tournament for unsporting conduct.

Tournament Materials

There are many materials and game components needed to facilitate a tournament. The organizer and players are both responsible for supplying certain items.

Organizer Materials

In addition to arranging a location, the organizer is responsible for securing tables that can hold a 3' by 3' play surface for each game of two players, as well as chairs. While the organizer can mark the required play area on a table with tape or another simple method, providing game mats or a similar material in 3' by 3' dimensions is strongly recommended.

The organizer should have table numbers on hand—or some other method of demarcation—so players can easily find their seats at the beginning of each tournament round. The organizer is responsible for having blank squad lists and pens available if they are required for the event.

Finally, the organizer is also responsible for having all required rules documents on hand for reference during the event. This includes the most up to date version of the Snap Ships Tactics Rules Reference, this document, and any Event Outline or other document relevant to the event.

Game Mats

In events where players provide their own game mats, the organizer is responsible for ensuring the mats are 3' by 3'. This is to guarantee a consistent experience for all players and prevent any advantage players may gain from familiarity with a particular game mat. If a venue provides game mats for their event, they may use third-party game mats. Players may replace third-party game mats if they provide their own official Snap Ships Tactics game mat to use.

Player Materials

Players are responsible for bringing all of the game components required to play a game of Tactics. This includes all ship components, plastic bases, pegs, ship cards, part cards, tokens, cubes, and markers.

In addition, they must bring sufficient dice for attack rolls, a maneuver template, and range rulers.

When a squad list is required, players should bring a completed list (with half points noted for each ship) or arrive at the venue early to fill one out.

Squad Building

Each player must build one squad to use in a tournament. A squad cannot exceed 12 points, though it may contain fewer than 12 points. Squad building rules can be altered for speciality tournaments.

Squad Lists

Some events require players to submit a squad list, including their name, ships in their squad, all associated part cards, and total squad points to the organizer before the start of the tournament.

If a leader discovers a player's squad list is missing appropriate information, that leader should find that player immediately and update the squad list based on the components the player is using. If this would result in a significant and potentially advantageous change, the leader should consider investigating possible cheating.

Component Modifications

During tournament play, each player is required to use the components included in official Tactics products. Questions about a component's eligibility should be directed to a marshal. If a necessary component is ruled ineligible and the player cannot locate a replacement for it, that player is dropped from the tournament.

Players are welcome and encouraged to personalize their squads according to the following rules:

- Players may paint their ship.
- Players cannot misrepresent a ship in any way that would create confusion about which ship it represents. Players should contact the Organizer before the tournament begins if it could be a problem.
- Players cannot modify ship bases to alter their size or shape. They may add weight to a ship base if it does not alter the shape of the base. Ship pegs may be modified or replaced with a different connecting method.
- Cards must remain unaltered, though they may be sleeved for protection.
- Players may mark their ship bases, tokens, markers, indicators, and their dials to indicate ownership as long as the function of the component is not compromised. Players may mark their obstacles and tokens to indicate ownership, but cannot otherwise alter them in any way.

- Players may mark dice with a permanent or indelible marker to indicate ownership in an unobtrusive manner but cannot otherwise alter them in any way.

If two or more miniatures in play could potentially touch, causing conflict with movement or placement of ships, players may remove models until future movement.

Lost and Damaged Components

If a player loses a component during a tournament, that player has an opportunity to find a replacement, if necessary. Any player that discovers they are missing an essential component at the beginning of or during a round should notify a leader. The leader will give the player a short time extension to their game in order to find a replacement. If the player cannot find a replacement within that time, they must concede the game. If the player is unable to find a replacement by the start of the next round, they should be removed from the tournament.

Damaged Dice, Range Ruler, or Maneuver Template:

The player keeps the original component near the rest of their squad and requests to share the opponent's component for each remaining round of the tournament.

Tournament Play

This section provides information and considerations for playing a game of Tactics at a tournament.

Tournament Setup

Before the tournament begins, the organizer must set up tables suitable for tournament play. Each table must contain a 3' by 3' square play area with clearly delineated edges. Players should have enough space on the table to comfortably place all of the components necessary for their squads. In addition, the organizer should clearly communicate the details of the event to players ahead of time, including the event's date, start time, and Game Mode(s) utilized.

Game Setup

The following steps must be performed before players can begin their game each tournament round.

1. Each player places their squad outside of the 3' by 3' play area next to their assigned player edge.
2. Both players reveal all components in their squads and assign ID indicators to all ships. If playing with the default components, one player must display only the red numerals of their ID tokens; the other player must display only the blue numerals (if both players already set the same color, the players should flip a coin or otherwise determine randomly which player must switch their indicators to the other color). If playing with appropriate

substitutes, each player's ships must be differentiable from their opponent's. Prior to the first round of a tournament, the marshal may mandate that each player manually verify their opponent's squad point total.

3. Players determine player order. The player with the lowest squad point total decides which player gains the initiative token. If both players are tied with the same squad point total, players must use a method to determine a player at random, such as rolling dice. The winner decides who gains initiative token.
4. Each player places all obstacle tokens next to the play area. The first player chooses one of these obstacles and places it into the play area. Then, the other player chooses one of the remaining obstacles and places it into the play area. The players continue to alternate until **five** obstacles have been placed and using the obstacle placement rules from the Snap Ships Tactics Rules Reference.

Once players complete the steps above, they must wait for a leader to announce the start of the round before beginning their game. If the round has already begun, players may begin playing immediately upon completing these steps.

Margin of Error

Ships are sometimes moved accidentally or placed inexactly during the normal course of the game. A small margin of error is allowed in the position and orientation of ships in these situations so that the pace of the game is not unnecessarily affected. Players must not abuse this margin of error, and they must use the components included with the game to be as accurate as possible. Using excessive force when placing components to intentionally move other components is expressly forbidden. In the event of a dispute, players should call a judge for assistance.

Missed Opportunities

Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is each player's responsibility to maintain a proper game state, and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, that player cannot retroactively use it without the consent of their opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent of forcing a missed opportunity.

Taking Notes and Outside Material

Players can take notes and may reference official rule documents or game components that do not contain hidden information at any time or ask a judge for clarification from official rules documents. Official rules documents include all rules documents and inserts available on the Snap Ships Tactics website.

Many Tactics tournaments set a predetermined number of rounds, at the end of which all players that meet certain performance criteria advance to the next stage of the tournament and all other players are dropped. This is commonly referred to as "making a cut," and is often accompanied by a change in the type of tournament rounds and the start of a new stage in the tournament. These tournament regulations cover the type of cut used for the Basic and Advanced tournament structures: a standings-based cut to the top 4, 8, 16, or 32 players. If a player who qualified for a standings-based cut drops from the tournament before any games are played during the next stage of the tournament, the next highest-ranking player should be added to the cut as the lowest ranked player in the cut, unless the progression cut is scheduled on a later day.

Player drop example: Steven finishes the Swiss rounds of a tournament in sixth place and makes the top 8 cut but has a family emergency come up before the single elimination rounds begin. He informs the organizer that he must leave the tournament and then departs. The organizer immediately calls over the ninth-place player, Eve, and informs her that she may play in the top 8 due to someone leaving. She accepts and is entered into the top 8 as eighth place. The former eighth place player moves to seventh place, and the former seventh place player moves to Steven's spot at sixth place. Then the organizer pairs all eight players based on these new rankings.

Single Elimination Rounds

Many Tactics tournaments use single elimination rounds, in which the winner of each pairing remains in the tournament and the losing player is eliminated and dropped from the tournament. Elimination rounds are usually used after a progression cut to the top 4, 8, 16, or 32 players and continue until only one player remains and is named the winner.

For the first round of single elimination that follows a progression cut, pair the highest ranked player against the lowest ranked player who made the cut. This is Game #1. Pair the second-highest player against the second-lowest player who made the cut. This is Game #2. Continue in this manner until all players are paired.

For tournaments which begin with single elimination rounds, byes will need to be utilized for the first round if there are a number of players not equal to an exponential power of 2 (4, 8, 16, 32, and so on). Randomly assign byes to a number of players equal to the difference between the actual player count and the next-highest exponential power of 2. Then pair all remaining players against each other at random. Assign each pairing and player with a bye a game number in a random order, starting with Game #1.

For additional elimination rounds, pair the winner of Game #1 against the winner of the last pairing (the game with the highest number). This pairing is the new Game #1. If there are more than

two players remaining, pair the winner of Game #2 against the winner of the second-to-last pairing (the game with the second highest number). This pairing is the new Game #2. Continue in this manner until all players are paired for the round.

In further single elimination rounds, follow the same method until all players are paired.

If a player drops from the tournament after single elimination rounds begin, that player's current opponent—or next opponent, if the player drops between rounds—receives a bye for the round.

Tournament Round Times

Each tournament round of Tactics is a predetermined length, giving players a certain amount of time to complete their games. A leader should start the timer for a tournament round after most players have found their seats and begun to set up. If a game has not concluded when the time for a tournament round runs out, the players finish the current game round and then calculate their scores. A tournament round's length varies depending on the type of round. A leader should announce the start, mid-point, and end of a round.

- Swiss Rounds: 90 minutes each
- Single Elimination Rounds (except Final): 90 minutes each
- Final Single Elimination Round: 90 minutes

Pairings

Each tournament round, players are paired with an opponent, against whom they play a game of Tactics. The method of pairing may change based on what type of rounds are being used. The organizer must announce the number and type(s) of rounds and what size any progression cuts will be before the start of the tournament.

When necessary, a player may be assigned a bye instead of being paired against an opponent. The rules for when to assign a bye to a player are detailed in the relevant sections below. Players should not be paired against the same opponent more than once during a single stage of a tournament. In general, a single stage of a tournament ends when a progression cut is made.

Players can leave a tournament early in several ways:

If a player no longer wishes to continue playing, that player must notify the organizer of their intent. The organizer will avoid pairing that player in future rounds by dropping them from the tournament. Players must notify the organizer of their intent to drop as soon as possible, and the organizer may apply penalties to players who fail to do so, such as withholding prizes at their discretion.

Players are also dropped if they do not appear within a reasonable time limit for a round in which they are paired, or if they are no longer able to play for another reason. Players can request that the organizer allow them to rejoin an event from which they were dropped, being assigned an unpaired loss for each round they did not attend.

Disqualified players are removed from the tournament and cannot rejoin.

Swiss Rounds

Most Tactics tournaments use a Swiss pairing system that awards tournament points to the winner of each game. Each Swiss round pairs players in head-to-head games, attempting to match players with the same number of wins together while preventing players from playing the same opponent more than once. At the end of Swiss rounds, the winner of the tournament is the player with the most event points, unless there are single elimination rounds. For the first round of Swiss pairings, players are matched randomly against an opponent. For each round after the first, players are paired at random against another player with the same number of wins.

To determine pairings, pair the group of players with the same number of wins and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group of players with the next most wins. Then, pair all remaining players in the second group at random. Continue this until all players are paired. After pairing the same number of wins, then pair the same number of Draws, then pair the same number of losses, and so forth.

If there is an odd number of players in the tournament, a player at random receives the bye in the first round.

Event Points

Players earn event points at the end of each round. At the end of an event, the player with the most event points wins.

In the case of a larger event, they are instead used to determine who makes the cut to elimination rounds. Players earn event points as follows:

- Win = 3 event points
- Draw Win = 2 event points
- Draw Loss = 1 event point
- Intentional Draw = 0 event points
- Bye = 3 event points

After event points, the following are the tournament ladder tiebreakers, in order.

Wins: A player will be ranked higher if they have more wins than a player with the same event points.

Margin of Victory: MOV is a measure of how much better a player performed relative to their opponents based on points they retained and the points they scored.

Base MOV is 12 squad points

Player A scores 12 points and player B scores 6 points.

Player A's MOV is base MOV - player B's scored points + player A's scored points = $12 - 6 + 12 = 18$

Player B's MOV is base MOV - player A's scored points + player B's scored points = $12 - 12 + 6 = 6$

Strength of Schedule: A player's strength of schedule is calculated by dividing each opponent's total event points by the number of rounds that opponent has played, adding the results of each opponent played, and then dividing that total by the number of opponents the player has played.

Random: If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group.

End of Round

Each tournament round ends in one of the following ways:

One Player Defeated: At the end of a game round, all of one player's ships have been removed by being destroyed and missile impacts have been resolved. The player with at least one ship remaining immediately earns a win and the opposing player receives a loss.

Mutual Destruction: At the end of a game round, all of both players' ships are destroyed.

Time: At the end of a game round, the round time limit has been reached. (If time is called during a game round, players must finish that game round, including missile impacts.) The player with the greater score receives a win, and the opponent receives a loss. If both players have the same score, they are awarded with a Draw (See Draws)..

Concession: A player voluntarily concedes defeat at any point during the game. All of that player's ships are destroyed. The conceding player receives a loss and the opponent receives a win.

Remember that collusion among players to manipulate scoring is forbidden, and the scores should still be calculated based on the

final game state (including the winner's destroyed and damaged ships).

Going to time example: Sal and Elaine are in the middle of the round and the time limit is reached. They finish the game round, and then add up their scores. Elaine destroyed 5 points of Sal's squad, while Sal destroyed 3 points of Elaine's squad. Elaine has the higher score, so she receives the win. Sal receives a loss.

Calculating a Player's Score

A player's score helps determine who won the game in certain circumstances. Each player calculates their score by adding together the total squad point value of their opponent's destroyed ships. In addition, each player receives half the total squad point value, rounded up, of each enemy ship whose health including any modifications to hull via parts has been reduced to half or below.

If a player destroys all of the opponent's ships, the opponent's squad is worth 12 squad points for the purposes of calculating score, even if the total ships are worth fewer squad points.

If a player concedes the game, all of that player's remaining ships are destroyed and removed before calculating each player's score.

Half points example: Scarab has taken 7 damage. It has 7 lost health, which is more than half of its 13 available health, so it is worth half its total squad point value rounded up.

Draws

A game can end in a draw via Mutual Destruction or both players having scored the same number of points at time. Players will each roll 5 dice, the player with most critical results will receive a Draw Win, the opponent will receive a Draw Loss. If players tie, then repeat the process.

Players can also elect an Intentional Draw BEFORE a match begins and they will both receive an Intentional Draw worth 0 event points.

Tournament Tiers

These tiers serve to establish the expectations of a Tactics tournament. Expectations are not intended to exclude people from participating, but to communicate the experience that players can expect from an event. Organizers of tournaments are encouraged to utilize the Relaxed tier, unless their tournament is specifically aimed at competitive players.

Relaxed

Tournaments at this level are welcoming to all players, regardless of experience level. Players are encouraged to help each other improve and learn, so long as it does not significantly disrupt the

game. The focus is on creating a fun and friendly environment. The Relaxed Tier is used for Store Championship-level events and below.

Formal

This tournament level expects players to possess at least a minimal amount of experience. Players should be familiar with the game rules and be prepared to exercise that knowledge to play at a reasonable pace. Players are expected to avoid bumping ships and refrain from other sloppy play mistakes. The focus is a friendly competitive environment. The Formal Tier is used for Regional Championship-level events.

Premier

Premier events National Championship-level events. At this top level of tournaments, players are expected to have a moderate amount of experience. Players should be familiar with not only the game rules, but also the most recent FAQ and tournament regulations. The focus is on a competitive and fair environment.

Tournament Structures

The structure of a tournament determines how many Swiss and single elimination rounds are used. All Tactics tournaments are encouraged to use one of the following three types.

Basic Structure

The basic tournament structure is designed to be very accessible, especially for newer participants. This structure provides a tournament experience that requires a modest commitment of time and resources from organizers and players. The Basic Structure is used for Store Championship-level events and below.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
4-11	3	No Cut
12-16	4	No Cut
17-24	4	Top 4
25-40	5	Top 4
41-44	5	Top 8
45-76	6	Top 8
77-148	6	Top 16
149 & Above	7	Top 16

Advanced Structure

The Advanced tournament structure caters to participants that enjoy competition. This structure provides a robust tournament experience that requires a substantial commitment of time and resources from organizers and players. The Advanced Structure is used for Regional Championship-level events.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
9-12	4	Top 4
13-24	4	Top 8
25-40	5	Top 8
41-76	6	Top 8
77-148	6	Top 16
149-288	6	Top 32
289-512	7	Top 32
513 & Above	8	Top 32

Custom Structure

The custom structure applies to all round structures other than the basic and advanced structures. Also included in the custom structure are tournaments that offer a number of rounds or size of cut that does not change based on attendance. The Event Outline of official custom tournaments will either include a specific structure tailored to that particular type of event or instruct the organizer to design a structure and communicate it to participants. The Custom Structure is used for Premier events, such as National Championship and World Championship events.