

ONSLAUGHT

Thank you for your interest in this Dungeons & Dragons: *Onslaught* Launch Kit. We hope this will provide a flexible and fun event to start building a community of D&D Onslaught players at your store!

This kit contains:

- ◆ 5 painted Mimic Miniatures
- ◆ 13 foil Mimic Monster Cards
- ◆ 1 Orientation Document / Results Sheet

This kit is intended to provide prizes for either a single day event or over an extended period of time for league play. Both of these approaches are discussed below with some helpful suggestions for making your event a success.

On the back of this sheet is a form for your players to fill out to track results. We suggest photocopying enough for each player. Alternatively, this form and many other resources can be found at:

WWW.DNDONSLAUGHT.COM

RUNNING A TOURNAMENT

If you would like to run this as a single day, in-store event, here are some things to consider when preparing your space and recruiting players:

- ◆ A game of Onslaught is played on an 18" x 24" game board and players need room for their character cards and other game components. We suggest a 3'x3' play area for each pair of players when planning space for your tables.
- ◆ A game of Onslaught should take in the neighborhood of 90 minutes. Allow for a little time in between rounds to collect results and establish pairings.

SAMPLE SCHEDULE - 12 PLAYERS, 4 ROUNDS	
10:45am – 11:00pm	Check-in
11:00am - 12:30pm	Game #1
12:30pm - 1:15pm	Lunch Break
1:15pm – 2:45pm	Game #2
3:00pm – 4:30pm	Game #3
4:45pm – 6:15pm	Game #4
6:30pm	Wrapup / Awards

- ◆ We suggest recruiting someone in your community to help you run the event. This person should be excited for the game, fun, and dependable. They should not participate as a player but will receive prizes for their effort.
- ◆ This kit is designed for 8-12 players who play 3 games each. For prize distribution, we suggest the following:
 - **Organizer** - 1 Miniature, 1 Card
 - **Top 4 Winners** - 1 Miniature, 1 Card
 - **Each Other Participant** - 1 Card
- ◆ Most tournaments use the Swiss system to determine pairings. Players are matched against others with a similar ratio of wins to losses over a set number of rounds. This should be at least three games for 8 players or four games for 12 players. Use the total points earned from each scenario from the results sheet to break any ties.
- ◆ To help track a player's score, they should keep a record of their opponents, their wins and losses and the number of points they scored each game. This can be done by providing each player with a photocopied results sheet, found on the other side of this page.
- ◆ You can find tournament rules and other resources online at **dndonslaught.com**. The tournament rules provide guidance on scenarios for each round, how to handle odd numbers of players, and anything else your organizer may need to know to run a successful event.

RUNNING A LEAGUE

This kit can also be run as a league. A league invites players back to your store multiple times to get their games in over a period of days or weeks as opposed to playing multiple games in a single day event.

- ◆ This approach is more flexible on your gaming space and player schedules, but requires some greater participation on the part of the organizer.
- ◆ Set a specific day for league play to get players into a weekly rhythm, but allow them to get their scheduled games in on a day that is flexible.
- ◆ Game results can be tracked on the player results sheets, but the organizer will need to collect the results each week to pair their players up for the next round. This can be done in store or via any online tools you use to communicate to your players. Facebook or Discord groups work well.
- ◆ Check **dndonslaught.com** for in store posters, league brackets, signage and more to help organize and inform your players.
- ◆ Consider running this kit as a month-long league where each player has one week to get one of four games in. Don't let your league run over 3-4 weeks as interest may wane over time.