

SENTINEL TACTICS TOURNAMENTS

OFFICIAL
RULES &
PLAYER
POLICY



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OFFICIAL TOURNAMENT RULES

Sentinel Tactics tournaments are held in a series of 50-minute matches. Each match will feature one 3-person team vs. another 3-person team. Teams are established as a part of tournament registration at the beginning of the tournament and cannot be changed, except in cases of emergencies or extreme circumstances, as allowed by GTG.

A match is won by whichever team scores 3 incapacitations first. Tournaments are played by the rules of Sentinel Tactics, as printed in the [Sentinel Tactics Rulebook](#). Rules questions will be handled by our tournament helpers, which are called "Referees". Any rules disputes will be adjudicated by GTG or a GTG appointed official.

MAPS, PANELS, CARDS, & MINIATURES

The tournament will be played with components owned by GTG. Outside components are not allowed in any of the matches in the tournament.

TOURNAMENT BRACKET

GTG will be using a randomly seeded, double-elimination tournament bracket up until the semi-finals. This means that if you lose your first match, you move to the secondary bracket and are not out of the tournament until you have lost a second match.

In the semi-finals, the two surviving teams from the primary bracket will face the two surviving teams from the secondary bracket, and the secondary teams must win twice to advance to the finals. If a team from the secondary bracket defeats a team from the primary bracket in the first match of the semi-finals, they will redraft before playing their second match. The final round is played best two out of three, with redrafting between each match.

If the tournament involves a number of teams not a power of two, one or more teams may be assigned a "bye" in the first match, which transfers them directly to the next match. Byes will be assigned randomly.

START OF MATCH

Each match begins with a coin toss, with the team in the first slot winning on heads and the team in the second slot winning on tails. The winner of the coin toss gets to pick whether they want First Draft, or First Turn.

- The team with First Draft gets to pick 1 character for their team first, followed by the other team picking a character, alternating back and forth until both teams have all three characters selected.
- The team with First Turn gets Turn Order Tokens 1, 3, and 5, while the other team gets Turn Order Tokens 2, 4, and 6. Those tokens are assigned to characters by their teams at the start of the match and cannot be changed throughout the match.

After the coin toss and the draft, each team places their characters in their assigned starting areas, and the match begins with Turn 1.

SCORING INCAPACITATIONS

Whenever a character is incapacitated, the other team scores 1 incapacitation. The incapacitation need not be as a result of damage from the opposing team - incapacitations can be scored via self-damage or environment damage.

TIE-BREAKERS AND TIME LIMITS

If the 50-minute mark is reached and neither team has scored 3 incapacitations, the team that has scored the most incapacitations wins. If both teams have scored the same number of incapacitations, the team with the current highest health percentage across their team wins. If both teams have the same current health percentage, the team that scored the most recent incapacitation wins.



PLAYER CONDUCT

All attendees at a Sentinel Tactics tournament are expected to comport themselves in a mature and considerate manner. Players are expected to play within the rules of the game and not abuse them. Players who engage in abusive behavior (such as attempting to cheat, intentionally stalling the game or running out the clock, throwing components or placing them with excessive force, yelling unnecessarily, or treating an opponent with a lack of respect) will be first given a warning and then ejected from the tournament. Depending on the severity of the infraction, GTG may choose to both warn and eject the player simultaneously.

Certain matches in the tournament, especially the semi-final and final rounds, will be streamed live online on the [GTG Twitch channel](#), so we are enacting a simple dress code: no clothing with obscene or pornographic words or images. If you have any questions on this matter, feel free contact us.

GTG is dedicated to a harassment-free tournament experience for everyone. Do not engage in unsportsmanlike conduct or harass other players or attendees. Our full harassment policy can be found below.

HARASSMENT POLICY

Greater Than Games is dedicated to providing a harassment-free tournament experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age, or religion. We do not tolerate harassment of participants in any form. Sexual language and imagery is not appropriate for any tournament venue. Participants violating these rules may be sanctioned or expelled from the tournament without a refund at the discretion of Greater Than Games.

Harassment includes verbal comments that reinforce social structures of domination related to gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age, religion, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately.

If a participant engages in harassing behavior, the conference organizers may take any action they deem appropriate, including warning the offender or expulsion from the tournament venue with no refund. If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a representative of Greater Than Games immediately, who can be identified by their shirts featuring the GTG logo.

Greater Than Games will be happy to help participants contact venue security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the tournament. We value your attendance.

We expect participants to follow these rules at all tournament venues and tournament-related social events.

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