RIOT QUEST
THROWDOWN

In Throwdown events, players face off in a series of Riot Quest games across several rounds to determine who will walk away with the sweetest loot (actual prizes, that is). Throwdown is ideal for groups of eight or more players.

PLAYER RESPONSIBILITIES

Players participating in a Throwdown event must bring all their own models, stat cards, dice, tokens, and maps required for play.

Proxy bases and proxy models are not allowed in Throwdown events.

RECORD SHEET

Throwdown events require a player to keep track of their performance each round using a player record sheet.

The event organizer (EO) should provide player record sheets at the event. Players are responsible for accurately tracking their results each round and ensuring they know what scoring method is used for the specific event to determine which player wins Best Finish.

MODELING & PAINTING

Privateer Press encourages players to have a fully painted Crew on the table. Games with painted models are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in Throwdown Organized Play events must be Privateer Press models from the Riot Quest hobby line of models. Each model must be fully assembled and mounted on a base of the appropriate size. The use of non–Privateer Press models, unassembled models, or inappropriately based models is not permitted.

Models that have not yet been released to the general public at the time of the event are not permitted in Organized Play events unless those models are readily available at the event venue (e.g., a convention-release model in a tournament held at that convention).

MODEL CONVERSIONS

The following rules apply to the use of converted models in Privateer Press Organized Play events. These rules are intended solely to ensure that models on the table are represented legally and unambiguously, not to unduly limit a player's modeling options. An EO can make exceptions to these rules to approve any reasonable conversions.

- Models cannot be converted in such a way that any part of the model represents the intellectual property of any party except Privateer Press, including copyrighted logos, symbols, iconic elements, or other iconography.

- The majority of a converted model's volume must be composed of parts from Privateer Press models. To avoid confusion, the conversion should include iconic elements of the model it is intended to represent.

- Conversions can include parts from models in the WARMACHINE & HORDES line of models.

- Models must be mounted on appropriately sized bases. Added scenic details can overhang the base's edge but must not obscure the edge in a way that makes accurate model placement during a game difficult or impossible.

- A player cannot use a model as a proxy (stand-in) for another model.

- Any conversions must be clearly pointed out to the opponent before the game, and the end result of any conversion must be clearly identifiable as the intended model.

The golden rule of converting models for tournament play is simply this: *If the EO cannot independently, easily, and accurately determine which model your conversion represents, the model is not tournament legal.*

SPORTSMANSHIP

A fair and honest in-game environment is required for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The EO will not be able to observe every game. A player who is uncomfortable because of something an opponent is doing—whether stalling, bending the rules, or outright cheating—should tell the opponent about it and explain what the opponent can do to maintain a fair, honest, and fun in-game environment. If the behavior continues or a dispute arises, the players should call the EO and explain the situation. The EO *always* has the final word on rules questions or debates.

Players must present a mature and polite demeanor to their opponents and the EO. Failure to do so will result in immediate disqualification. An EO can also disqualify a player for any incident that is deemed unsporting, including offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes and are barred from further participation in the event and any related event.

EVENT ORGANIZER RESPONSIBILITIES

The EO can, and is in fact encouraged to, modify any guidelines or rules found in this document to accommodate the specific needs of the players in an event.

BUILDING THE EVENT

A Throwdown event has several modular elements represented by event categories. These categories dictate specific rules that inform players how the event will be run, how their Crew-building process is affected, and how many opponents they will face each round and how often.

The EO must determine and announce which specific rules are used for each event category. Once determined, these rules should not change and should be in effect for the duration of the event. The modular categories that make up a Throwdown event are as follows: Player Matches, Rounds, Crew Selection, Scoring.

The following event rules are not modular and should be consistent for any Throwdown event: Map and Deck Selection, Pairings, Prizes.

EVENT CATEGORY: PLAYER MATCHES

This category determines how many players are playing in a given match (e.g., 1v1, three-player free-for-all, etc.) and how many matches are played in a single round. Choose one option for your event from the list below.

- **1V1 SINGLE MATCH**: Each round, players are paired against one other player (based on the round pairing rules below) and play a single match against that opponent. The winner of the match scores a Game Win for overall scoring totals.

- **1V1 BEST-OF-THREE MATCHES**: Each round, players are paired against one other player (based on the round pairing rules below) and play up to three matches against that opponent. The first player to win two matches scores a Game Win for overall scoring totals. Paired players do not play a third match if one player wins the first two matches in a round.

- **MULTIPLAYER SINGLE MATCH**: Determine if the event is a three-player or player-player free-for-all. The number of opponents a player faces each round should be consistent throughout the event if possible. Each round, players are paired against two or three other players (based on the round pairing rules below) and play a single match against those opponents. The winner of the match scores a Game Win for overall scoring totals.

- **MULTIPLAYER BEST-OF-THREE MATCHES**: Determine if the event is a three-player or four-player free-for-all. The number of opponents a player faces each round should be consistent throughout the event if possible. Each round, players are paired against two or three other players (based on the round pairing rules below) and play multiple matches against those opponents. The first player to win two matches scores a Game Win for overall scoring totals. Paired players do not play additional matches once one player wins two matches that round.

EVENT CATEGORY: ROUNDS

This category determines how many rounds of play the event will last. Choose one option for your event from the list below.

- **SET ROUNDS**: Determine a number of rounds the event will run; after that many rounds have been played, the event ends. Final scoring is determined based on the scoring method chosen for the event, and then prizes are awarded.

A 1v1 match typically lasts 30 minutes, and a free-for-all match lasts an hour. This information, when compared with the desired overall duration of the event and whether each round is a single match or best-of-three match, should inform your decision regarding the number of rounds.

For example, a three-round 1v1 single match event should last around an hour and a half. On the other hand, a three-round multiplayer best-of-three matches event could take up to nine hours.

- **UNDEFEATED (1V1 EVENTS ONLY)**: The event runs until one player has more Game Wins than any other player at the end of the round. When this occurs, the event ends. Final scoring is determined based on the scoring method chosen for the event, and then prizes are awarded.

The number of players in the event determines the maximum number of rounds usually required for this to occur, as shown in the following table.

PLAYERS	ROUNDS
8 or fewer	3-round event
9 to 16	4-round event
17 to 32	5-round event
33 to 64	6-round event
65 to 128	7-round event

ROUND TIMING

Throwdown events do not use timed turns or chess clocks per player. However, to keep an event on schedule, it is often helpful to use an overall round timer.

The EO maintains the timer each round and should update players as the round draws toward an end. We recommend the following amount of time per round based on the type of event being run, as shown in the following table.

EVENT	ROUND TIME
1v1 Single Match	40 minutes
1v1 Best of Three	120 minutes
Multiplayer Single Match	60 minutes
Multiplayer Best of Three	180 minutes

When the round time runs out, the EO must call "Dice Down." All players immediately stop playing, and any actions or dice rolls being performed are not resolved. If all matches finish before the round time runs out, however, then the next round begins without needing to call Dice Down.

If the event is single match, the player with the most VPs receives a Game Win. If there is a tie, the player with the most Bounty VPs wins, and if this is also a tie, the player with the most Scrap VPs wins. If there is no definite winner after these tiebreakers, then no player receives a Game Win. Players record their Bounty and Scrap VP totals normally.

If the event is best-of-three matches, the player who won the most matches receives a Game Win. If there is a tie, then the player with the most VPs in the match wins, followed by the player with the most Bounty VPs, and then the player with the most Scrap VPs. If there is no definitive winner after these tiebreakers, then no player receives a Game Win. Players record their Bounty and Scrap VP totals normally.

EVENT CATEGORY: CREW SELECTION

This category determines how players must build their Crews and starting hands of Riot Gear each match. Choose one option for your event from the list below.

- **VANILLA**: Players choose 5–10 Heroes for their Crew. Their Riot Gear hand size is equal to the number of Heroes in their Crew.

- **ADVENTURING PARTY**: Players must choose exactly 6 Heroes for their Crew and must choose one Hero from each Hero class. Their Riot Gear hand size is 6 cards.

- **CASH IS KING**: Players must choose exactly 6 Heroes for their Crew. Their Riot Gear hand size is not 6, however; instead, players add together the Loot cost of each Riot Gear card in their starting hand. This total Loot cost cannot exceed 25.

- **EVICTED**: Players choose 7–10 Heroes for their Crew. Their Riot Gear hand size is 10 cards. Players then roll a d6 to determine ban priority; if there a tie for highest result, those players should reroll to determine winner. The player who wins ban priority chooses two Heroes from the next clockwise player's Crew. Those Heroes are banned and cannot be played this match. That player then does the same to the next clockwise player and so on, until every player has had two Heroes banned from their Crew.

- **SPEC-OPS**: Players choose two Hero classes and then choose 5–10 Heroes for their Crew that belong to one of their chosen classes. Their Riot Gear hand size is equal to the number of Heroes in their Crew.

Players choose their Crew and Riot Gear each round after map and deck selection and can freely change them between rounds. However, if multiple matches are played in a round, the Crew and Riot Gear a player chooses for the first match must remain the same for all other matches that round.

EVENT CATEGORY: SCORING

This category determines how each round is scored to determine prizes and event winners. Choose one option for your event from the list below.

- **GAME WINS**: At the end of the event, the player with the most Game Wins wins the Best Finish award. The player with the next highest amount of Game Wins wins the Second-Best Finish award. Tiebreakers are resolved in the following order: players with the Most Bounty VPs scored, players with the most Scrap VPs scored, strength of schedule.

- **BOUNTIES**: At the end of the event, the player with the most Bounty VPs scored wins the Best Finish award. The player with the next highest amount of Bounty VPs scored wins the Second-Best Finish award. Tiebreakers are resolved in the following order: players with most the Game Wins, players with the most Scrap VPs scored, strength of schedule.

- **SCRAP**: At the end of the event, the player with the most Scrap VPs scored wins the Best Finish award. The player with the next highest amount of Scrap VPs scored wins the Second-Best Finish award. Tiebreakers are resolved in the following order: players with the most Game Wins, players with the most Bounty VPs scored, strength of schedule.

STRENGTH OF SCHEDULE

To determine strength of schedule, count the Game Wins scored by each opponent of the tied players. The player whose opponents have the highest total score has the best strength of schedule score.

RECORDING ROUND RESULTS

At the end of a round, each player must note the following information on their record sheet: their opponents' name(s), Game Win (Y/N), amount of Bounty VPs scored, and amount of Scrap VPs scored. Once this information is recorded, the results should be submitted to the EO.

Bounty VPs and Scrap VPs refer to the number of VPs scored, not the amount of cards claimed, as some cards are worth more than 1 VP.

In best-of-three match events, players only record their best Bounty VP and Scrap VP scores from any given match in that round, not the cumulative total for all matches.

MAP AND DECK SELECTION

Players can either agree on which Bounty and Treasure decks to use for the game or randomly determine which two to use by rolling a d6. The player who rolls highest chooses the Bounty deck, and then the player who rolled lowest chooses the Treasure deck. In the case of ties, reroll to determine highest and lowest rolls.

After the decks have been determined, players can either agree on which Arena map to use, or the player who rolled highest to determine which Bounty deck to use can also choose the map.

If multiple matches are played each round, the chosen decks and map cannot change between games.

PAIRINGS

Randomly determine all of the player pairings for the first round. If the event is 1v1 and there is an odd number of players, see "Byes" below.

In 1v1 events, players should not face an opponent they have already played earlier in the event. After each round, randomly pair players with the same number of Game Wins against each other. If the amount of players with a certain number of Game Wins is uneven, one player will be paired down to the group of players with the next highest number of Game Wins.

In multiplayer events, follow these same rules as best as possible. It is acceptable for a player to face an opponent they have played earlier in the event but avoid having the exact same group of players play more than once.

BYES

Multiplayer events do not use byes. In a four-player multiplayer event, it is acceptable to pair a few three-player games in a round if necessary; similarly, in a three-player multiplayer event, it is acceptable to pair a few four-player games. Do not pair 1v1 games in a multiplayer event.

1v1 events do use byes. If there is an odd number of players in a round, one player must randomly receive a bye. That player doesn't play that round. Instead, that player is counted as having received a Game Win, 3 Bounty VPs, and 3 Scrap VPs.

Byes should be randomly determined but from the group of players with the lowest Game Wins at the start of the round. A player should never receive a bye more than once per event.

CONCESSIONS

Conceding a game is never recommended, as there is almost always a chance for victory, but occasionally circumstances will prompt a player to concede a game during an event.

In a 1v1 game, the player who didn't concede is awarded a Game Win and Bounty / Scrap VPs scored as if they had received a bye, unless their current score at the time of concession is higher. In a multiplayer game, the conceding player simply stops playing, unless all of a player's opponents concede, in which case follow the concession rules for a 1v1 concession.

Conceding players score no points in any category.

PRIZES

Official prize kits for Throwdown events are available and include the following awards: Best Finish, Second-Best Finish, and Random Participation.

The winner of the Best Finish receives the alternate sculpt Hero found in the event kit, as well as a foil game card of their choice. The Second-Best Finish then receives a foil game card of their choice, and the two remaining cards are given out to two different randomly chosen participants.

THROWDOWN
PLAYER RECORD SHEET

PLAYER NAME:

ROUND	OPPONENT'S NAME	GAME WIN	BOUNTY VPS	SCRAP VPS
1		Y / N		
2		Y / N		
3		Y / N		
4		Y / N		
5		Y / N		