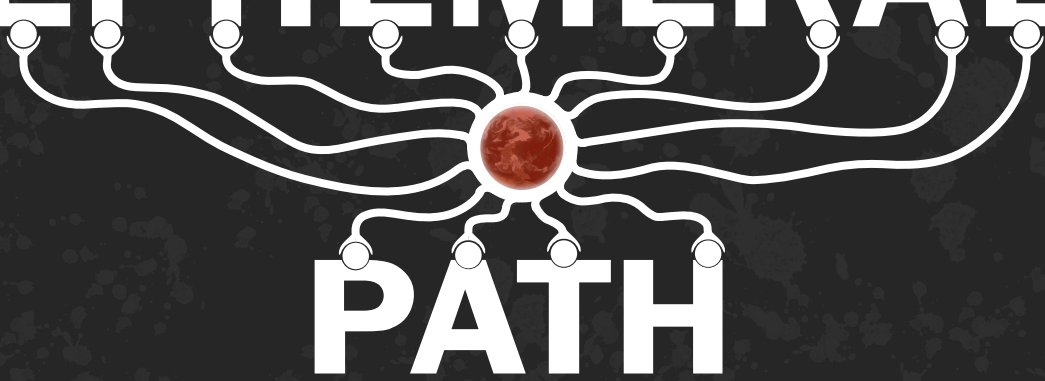


EPHEMERAL PATH



Organized Play Guide v0.1

This document is intended to provide possible formats for tournaments and leagues for Ephemeral Path. There are no 'official' formats for Ephemeral Path so the formats outlined in this document are only intended as suggestions and can be altered in any way the event organizer sees fit. This document is broken into three sections:

- ▷ Suggested Single Figure Set Tournament Format
- ▷ Suggested League Format
- ▷ Additional Comments

SINGLE FIGURE SET TOURNAMENT FORMAT

This format is a suggested format of a tournament event with a play time of approximately two hours. The intention of this tournament is for an event that is completed all in one gathering and not broken up over multiple days or times. The outline of the format is below:

What players need:

- ▷ A fully complete figure set and figure spec sheets
- ▷ cm ruler for measuring range
- ▷ Two sets of D4, D6, D8, D10, D12. One for foraging and another for rolling as needed
- ▷ Pen or pencil for marking stats

Optional player needs:

Players may need to bring their own terrain and play surfaces depending on what the organizer of the event is providing.

Format Specifics:

- ▷ Minimum number of players: 4
- ▷ Each player in the tournament plays three games
- ▷ Each round is against a new opponent chosen at random by the event organizer
- ▷ Each round, players play a standard game of Ephemeral Path and report a win, loss or tie to the event organizer after the game is finished. Players must also report the total number of figure spec points of figures that finished the game within the gate. Said another way, players add up the sum of the figure spec points for figures they control that finished the game within the gate.
- ▷ After three rounds the tournament ends and the winner is decided with the following method.

Determining places:

Places are first determined by the number of wins a player has. When players have the same number of wins then the total number of spec points for figures in the gate reported at the end of each game decides the order that players place.

If any player has a tie then a tie places higher than loss given the players have the same number of wins.

In cases where an odd number of players are playing in the tournament then one random player is assigned to not have a game in each round. The player should be different each round. If a player does not have a game in a particular round then they receive a win for that round and 25 spec points.

EPHEMERAL PATH TOURNAMENT TABLE

ROUND 1			ROUND 2		ROUND 3		FINAL	
1	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
2	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
3	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
4	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
5	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
6	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
7	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
8	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
9	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
10	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
11	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
12	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
13	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
14	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
15	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
16	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
17	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
18	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
19	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		
20	Player Name	W / L Spec Points	W / L Spec Points	W / L Spec Points	# Wins	Total Spec Points		

Example

EX	Player Name	W / L	Spec Points	W / L	Spec Points	W / L	Spec Points	# Wins	Total Spec Points
	Mira		20		16		36	2	72

LEAGUE FORMAT

This format is a suggested format of an Ephemeral Path league that is intended to be played on a regular basis over eight sessions. The number of sessions can be varied by the league organizer as they see fit. The frequency of the sessions can vary but this document suggests sessions to be held weekly.

What players need:

- ▷ A fully complete figure set and figure spec sheets. Figure spec sheets must be new each session based on the rules outlined below.
- ▷ cm ruler for measuring range
- ▷ Two sets of D4, D6, D8, D10, D12. One for foraging and another for rolling as needed
- ▷ Pen or pencil for marking stats

Optional player needs:

Players may need to bring their own terrain and play surfaces depending on what the organizer of the event is providing.

Format Specifics:

- ▷ Minimum number of players: 4
- ▷ During each session, players play two games against different random opponents.
- ▷ For each session, players cannot have the same combination of classes for their figures that were used in a previous week. Class combinations must be recorded each week to ensure no repetition.

It is recommended that the first letter of each class be used as short hand for recording classes. For league purposes, a figure without any abilities assigned to it is considered to be unclassified (U), the 'U' will count as that figure's class designation and not the class assigned in the 'Class' box of the figure's spec sheet.

For example: during session one, Emma brings a figure set with two disruptors (D) and one Leader (L). This set configuration should be listed as (DDL) for that session. No other session in this league cycle is Emma allowed to bring exactly two disruptors and one leader as a figure set. Emma could have any other variation that is not exactly DDL. For example, adding a figure, subtracting a figure, or only changing one class in the figure set are suitable changes as long as the classes are not exact.

Each game players report their wins and losses along with the number of spec points within the gate at the end of each game.

If a player is not present for a session, they are scored with neither a win nor a loss and no spec points are listed for that session.

Determining Places:

The places for the tournament are decided first by the player with the most wins and then by figure spec points reported after each game in cases in which players have the same number of wins.

Prize Considerations:

Although there are not any official prizes for Ephemeral Path there are several possible prizes that could be awarded listed below:

- ▷ Miniatures that are compatible with Ephemeral Path
- ▷ Pieces of terrain
- ▷ Play surfaces
- ▷ Range/line of sight measuring tools
- ▷ Dice
- ▷ Specialized gates