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## Overview

Although similar in nature to sealed deck, the booster draft format relies more on a player's deck-building skills and helps to level the playing field between new and experienced players. It helps newer players accumulate cards and gives them the opportunity to experience *Warlord*™ without a large initial purchase, while giving experienced players an opportunity for an exciting and challenging event.

Players are divided into small pools and use a limited number of booster packs to develop a playable deck, following the standard rules.

Different strategies must be explored when designing your deck, sometimes even changing during the draft! The challenge of building a deck based on random cards from different sets, encourages diversity and brings a unique experience to the game.

The formats included below are some of the standards that have emerged from within the CCG community as well as various mailing lists and fan sites.

## General Rules

- Standard tournament rules regarding length of play and tiebreakers are used.
- *Warlord*™ booster draft uses a BYOW (Bring Your Own Warlord) format. Any currently legal Warlord may be used, and should be registered with the Tournament Organizer before the event begins. You may not switch your chosen Warlord for another one once the draft process has begun.
- If the booster draft is being used as a pre-release event, players may switch their chosen Warlord for one they have drafted.
- All players are required to purchase packs from the same sets.
  - If more than one set is used:
    - All players are required to use the same number of packs (e.g. 1 *Good and Evil*, 1 *Siege*, 1 *Black Knives*)
    - When opening packs for a draft round, all packs of the same set are opened at the same time (e.g. All *Good and Evil* in Round 1, All *Siege* in Round 2)
- Characters in your deck do not suffer a loyalty penalty when being brought into play, however your starting army must use characters from your faction (if possible).
- If you do not draft enough characters of your faction to start with a standard army for-

mation, you may use characters of the same alignment as your Warlord instead. Your match will be considered forfeit if it's later determined that it was possible for you to start with the proper formation.

- Minimum deck size is 30 cards (including your starting army).
- Standard restrictions on deck construction (50% rule) still apply.
- Pack review time should be announced in advance of the round (e.g. 20 Seconds)
- If the booster draft is being used a pre-release event, the tournament organizer should increase the review period for the initial round. This gives the players time to familiarize themselves with new cards. Subsequent rounds should have less time for review.
- Players have 30 minutes at the completion of the draft to construct their deck.
- At the completion of the event, prizes are determined by pooling the cards. The 1st place player takes a card, then the 2nd place player, and so on. This continues until all the cards have been distributed. This encourages competitive play instead of "hoarding".
- The tournament organizer may opt to limit the number of "pick rounds" before equally distributing the remaining cards randomly.
- The tournament organizer may opt to allow players to keep their drafted cards instead.
- The method of prize determination should be announced before the drafting rounds begin.

### Optional Rules

- Players use 5 booster packs instead of 3. The first 3 packs are drafted as normal, and the remaining two are used by each player in their entirety.
- Minimum deck size is increased to 50 cards
- Players may make up to 2 trades with the other players in their pool. These trades can only be for level 1 and 2 characters.

### Standard Booster Draft

**Packs Needed:** 3 per player

**Number of Players:** 8 or more

Players should be divided randomly into "pools" of no more than 8 and no less than 5 players and arranged in a circle. Simultaneously, all players open their first pack. Each player has 20 seconds to review the cards in their pack and to pick one. Once all players have selected a card, the remaining cards in the pack are simultaneously passed face down to the next player on the left. Again, each player has 20 seconds to review and pick a card. This process continues until all the cards in the first pack are chosen. The remaining two packs are divided among the players in the same fashion, except that the second pack is passed to the right, and the third back to the left. At the end of the draft, each player should have the same number of cards (equal to the number of cards in the 3 booster packs).

### "Rochester" Booster Draft

**Packs Needed:** 3 per player

**Number of Players:** 7 or more

This format is often used for more experienced players. Although the standard booster draft helps to equalize the playing field, you can still find yourself overwhelmed by certain cards that you weren't expecting. The Rochester draft fixes that problem because you'll see the cards in the other decks that you'll be facing and there is nothing "hidden". Other players may draft powerful cards, but since you are expecting them, you should adjust your draft picks to compensate.

Players should be divided randomly into "pools" of 7 or 8 players and arranged in a circle with the seats numbered 1 to 8. Each player places their chosen Warlord in front of them. The Tournament Organizer opens the first pack of player one and places all the cards face-up in the center of the table. Starting with player one and continuing to the left, each player has 20 seconds to pick a card, and add it to their draft pile. Cards drafted by each player remain face up in front of them for the duration of the round.

Draft rotation follows a "horseshoe" pattern. So when the 8th player picks a card, they then picks a second card, and the rotation passes back to the right. Unlike a standard booster draft where player one got the 1st and 9th cards from the pack (assuming a 8 player pool), in this format player one only gets the 1st card and only one card per pack. If a 7 player pool is used, each player would get two cards, and the 15th card would be removed from the draft.

Once all the cards in the first round have been drafted, players may place their drafted cards in any position (including face-down). The Tournament Organizer would then open the first pack of player two, allowing them the first pick and proceeding in the same "horseshoe" rotation to the left. This continues with each player being given the opportunity at making the first pick. After all the first packs have been drafted, the second packs are used with the horseshoe rotation proceeding to the right. The final pack resumes a rotation to the left.

The Rochester format requires flexibility in your deck design. Others players may draft cards for the sole purpose of defeating a strategy that they may see you developing, while weakening their picks at the same time. Although you may be making early picks from the first few packs, you may be making the last picks in some of the later packs. Try to plan ahead and be ready to make the most of what you are given.

Before constructing your deck, the rares should be removed and given to the Tournament Organizer.

This format only uses 3 rounds, and the winner of each round should be given a random rare. The remaining rare cards should be randomly distributed among the players.

### "Dave Williams Showdown"

**Packs Needed:** 1 per player

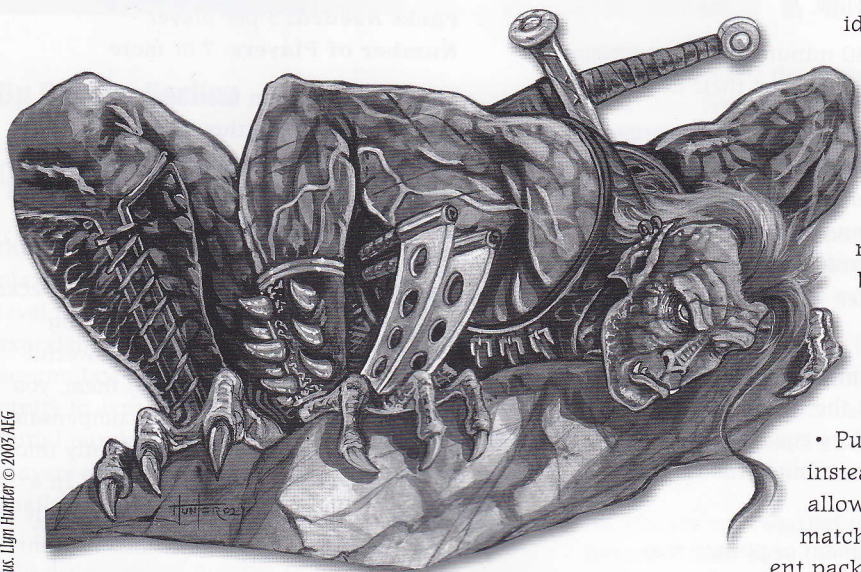
**Number of Players:** Any

In this format, there is no drafting of cards. Players simply use the 15 cards included in their booster. You start with all the characters you get in play in the proper ranks, ignoring loyalty requirements. If ranks are illegal, they should be made legal by spending and stunning appropriately. Choose one of the characters in play as your Warlord. Your hand consists of any remaining cards. Play all actions as if they had no class requirement, only a level requirement.

Although this is ideal for ultra-quick two player action, the downside is that it's very random, and skill might not play quite as big a part in this variation as some others.

#### **Variations:**

- Purchase 3 packs instead of 1. This allows for a best of 3 match, with a different pack being used for each match. Packs should not be combined or revised between matches.
- When a game is won, the winner keeps both packs of cards. Neither pack may be used for future games.



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### "Sealed Pack"

**Packs Needed:** 4 per player

**Number of Players:** Any

In this format, there is no drafting of cards. Players simply use the cards included in their booster packs. However, instead of having a pre-determined Warlord, each player must nominate one of the characters in their boosters to be their Warlord. This character is started in the 3rd rank, regardless of level, and the game ends when they are killed. There is no loyalty penalty for any character in your deck, and you may begin the game with characters who do not belong to your faction. The minimum deck size is only 25 cards.