

The Crap Game

The basic idea is to build a deck as bad as possible, while following the guidelines below so that it still has a chance to win. Then, everyone at the tournament puts their decks into a pool and you use a different deck every round. You are not allowed to play your own deck. Each round, you receive the tournament points from the games you play plus the points that your deck's *opponent* received that round (so the worse your deck does, the better). If your deck gets a bye, you receive the points *it* gets.

Deckcondition:

- All decks must be 35:35, plus 12 characters, 2 starting items, and three different wizards.
- All cards are considered unique for the purposes of deck construction (you can only put one of each card into your deck).
- For the purposes of fulfilling deck requirements (below), ignore "if Doors of Night is in play" and "if Gates of Morning is in play" sections. If you include a card with one of these sections, you must include the corresponding environment card. No cards that require Doors of Night or Gates of Morning may be included.
- All cards that you put in your deck must be playable; If a card requires another card, also that other one must be in the deck.
- Cards included to fulfill deck requirements may only fulfill one requirement each; you may not include Concealment as both a 'scout' card and an attack-canceller.

Resource Requirements:

- At least 12 possible item points, from at least 5 items. The 12 points must be outside of parenthesis. Each of the 5 items must give points. No more than 4 of these points may come from special or hoard items.
- At least 10 possible faction points. No Returned Exiles.
- At least 5 ally points.
- At least one skill card for each of the five skills.
- At least 3 cards capable of cancelling an attack (Dragon-feuds only if you have at least 2 dragon or drake)

Hazard Requirements:

- At least one creature keyable by type to each type of region and non-haven site. Each creature included for this purpose may only fulfill this requirement for one type (Assassin may only be included to fulfill the Free-hold OR Border-hold targetting requirement, not both) None of these creatures may be detainment against heroes.
- At least 4 corruption cards.
- At least 2 cards that can either force a company to do nothing during its site phase or force a company to return to its site of origin.

Character Requirements:

- You choose the 12 characters to be included in the deck, but the player of the deck chooses his starting company, placing the rest of the characters in the deck.
- There must be at least 10 character points in the deck, coming from no more than 7 characters.
- At least one non-wizard character with each skill.

Optional Rules:

- Require at least 4 hazard creatures that are detainment against hero companies. Not a normal rule since it requires cards beyond The Wizards.
- Increase the number of regions that companies may move, as resources will likely be very spread out.
- Allow 'requires' Gates of Morning and Doors of Night cards. Maybe require one each of GoM/DoN in the deck.