Renewal of Vows Format

At the beginning of the event, each player will be assigned a faction: Honored Guest or Failed to RSVP. Additionally, each faction will then be split evenly between an associated sub-faction. Honored guests will be either Guests of Mystique or Guests of Destiny. Failed to RSVP will be either Cavalier Celebrants or Dreaded In-Laws.

Whatever your designation, you will have access to special abilities associated with your faction. In the first round, when the festivities have just begun and we’re still waiting on the fashionably late, you’ll only have the energy to muster your first ability. As the party rages and people’s blood really gets pumping, further abilities will unlock cumulatively until the grand finale when everyone has access to all 3!

The faction with the highest total VP scored will be declared victors! The top 2 players on the winning team will be declared ‘Masters of Ceremony’ and be rewarded accordingly, with the top player on the losing faction declared ‘Life of the Party’ and receiving a nice consolation prize, courtesy of our generous hosts!

Games will be played using the Renewal of Vows Crisis Cards:

Round 1: ‘Invitations Left to Fate! Would-Be Partygoers Scramble!’

Break for Lunch

Round 2: ‘Gratuitous Gifts Beget Grievances!’

Round 3: ‘Gambit’s Music Infuriates Guests!’.

Rounds will be 1 hour and 45 minutes (15 minutes for setup, 90 minutes for gameplay) and the event will begin at 9:00 AM on Sunday October 2nd.

New releases, errata, or other rules updates are legal for the event if they have received an Official North American release at least two weeks prior to the event. I.E. No later than September 18th. Bring an assembled and painted force of up to 10 characters, 10 Tactics cards, and all tokens, dice, and other tools you require for your roster.

Custom or third-party models or gameplay tools must be approved to match official size requirements of official Atomic Mass Games products. Custom models must be clearly identifiable as the official model they are replacing.

Tiebreakers will be: VP scored, Margin of Victory, Strength of Schedule.

Tiebreaker for Faction Victory will be: Margin of Victory.

ORGANIZER NOTES:

AMG’s token reference sheet has FIVE(5) on the ‘Invitation’ token. The event actually requires SIX(6) of these tokens.