# Visual
Pairing Process

BRINGING TEAMS TOGETHER

Team Pairing Guide

Teams will pair off into 8 individual games every round. Individual pairing will take place as detailed below. Eight GW Layouts will be used, and each Layout has two Missions that the Attacker will choose from.

Due to having Layouts duplicated, the first Defender to pick a duplicated Layout, will also choose the corresponding Missions for the Layout too.

1. Teams will take a few moments to review the opposing Teams' lists, making decisions about who they hope to pair their Team's Players against, discussing strategies, looking over Layouts and Missions, etc. (If applicable, Team Captains and Coaches should work together to reset any terrain at this time.)

2. Team A and Team B place a Defender face down.

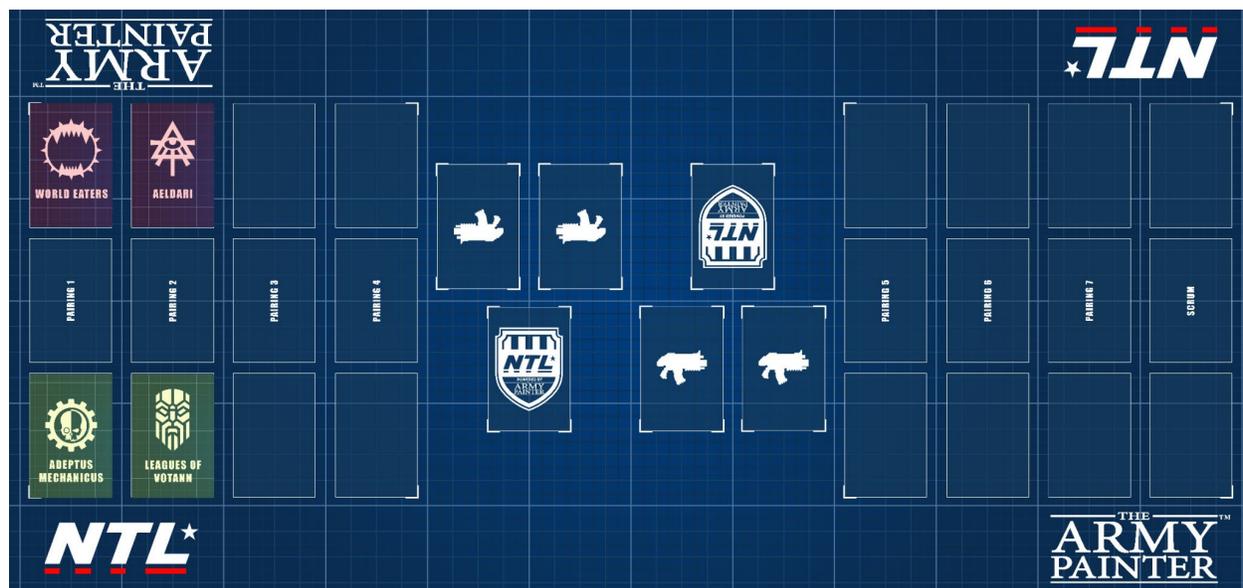   **a.** Once both Defenders are placed each Team will reveal them simultaneously.
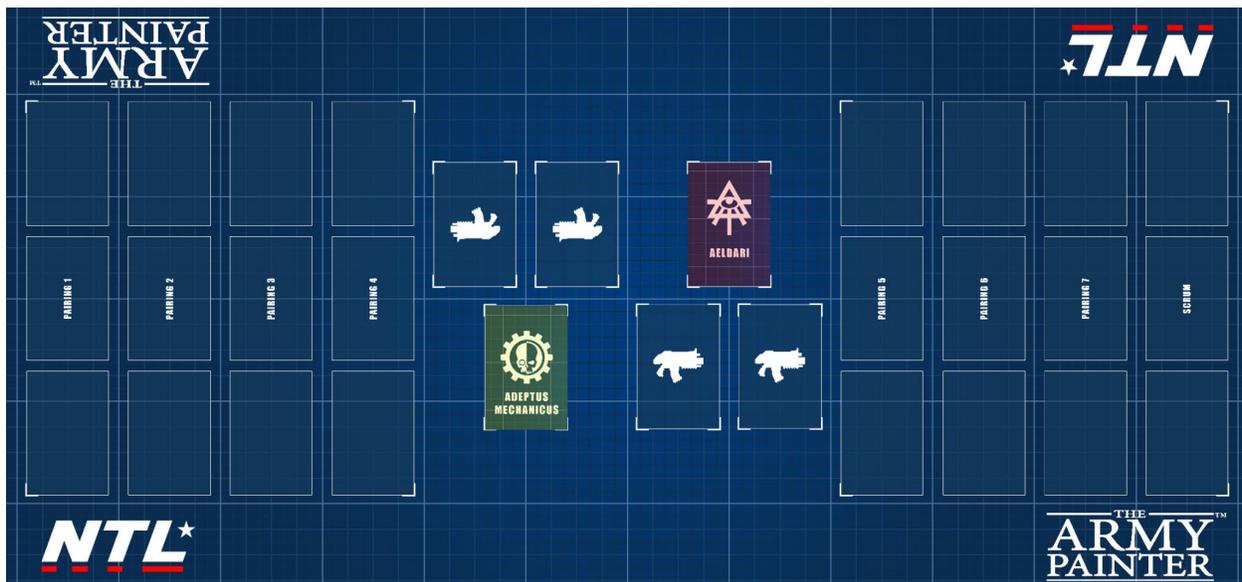
3. Team A and Team B will both place 2 Attackers face down.

    a. Once both Teams' Attackers are placed, Teams will reveal them simultaneously.

4. Both Teams will now roll a D6. The winner of the roll off will become the first Defender and pick their first Table. The Defender will always pick the Layout, and the Attacker will always pick the Mission. (Team A won the roll off and becomes first Defender.)

5. Each Team selects an Attacker for their Defender to play against.

    a. Once both Teams have selected the Attacker to play against, they will reveal them simultaneously and provide their non-selected Attacker back to their opponent.
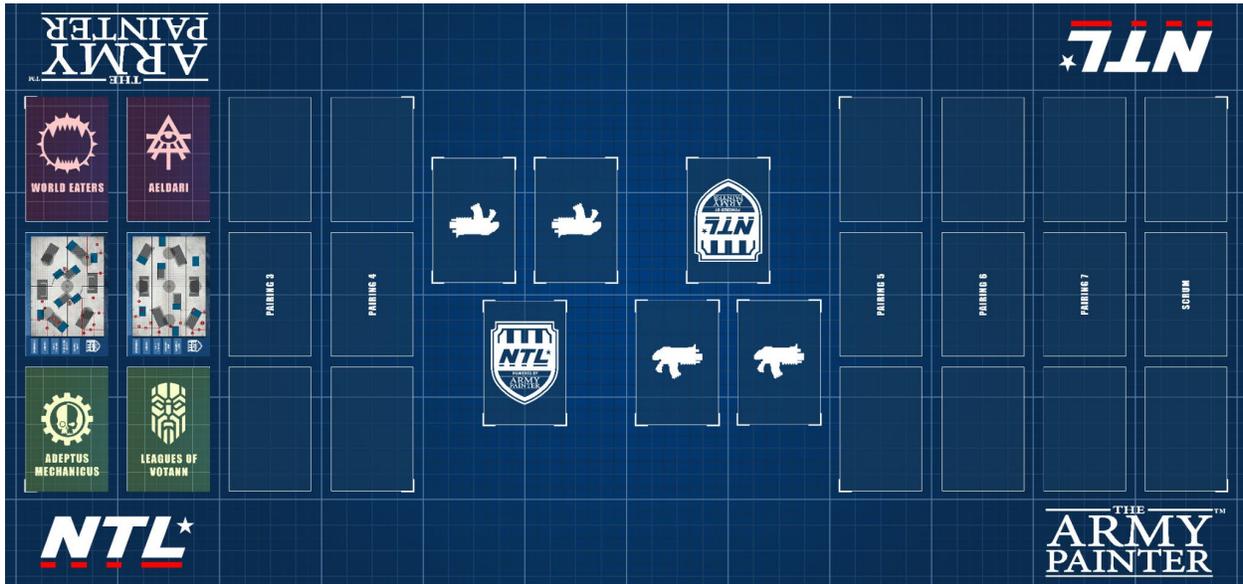
Pairing 1
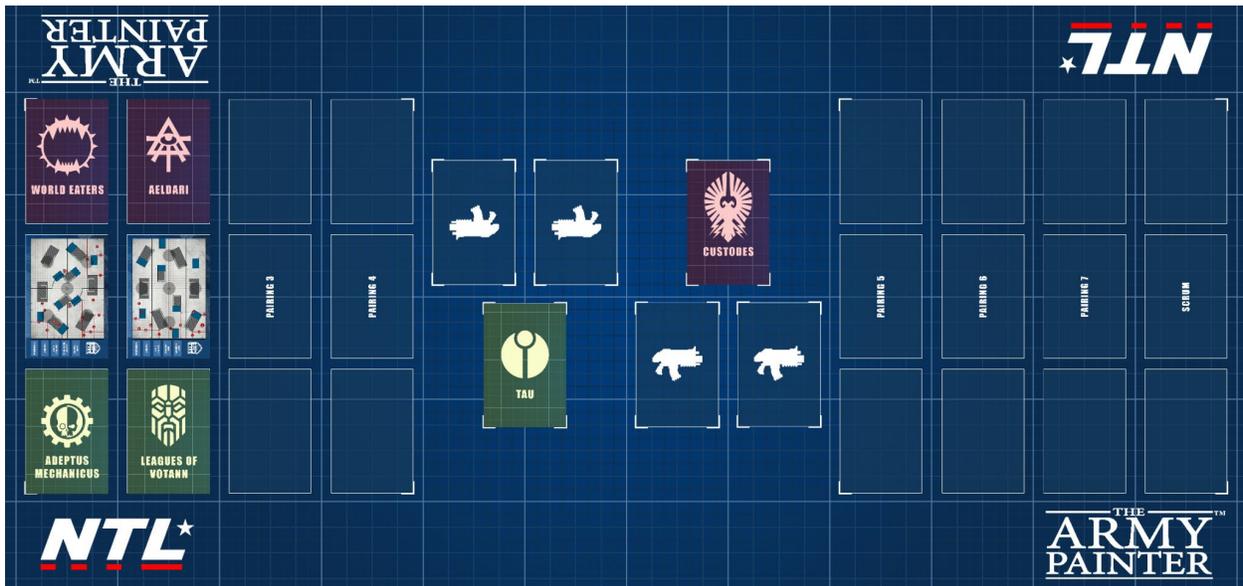
a. Team A selects a Layout

Pairing 2

a. Team B selects a Layout

b. Team A selects a Mission

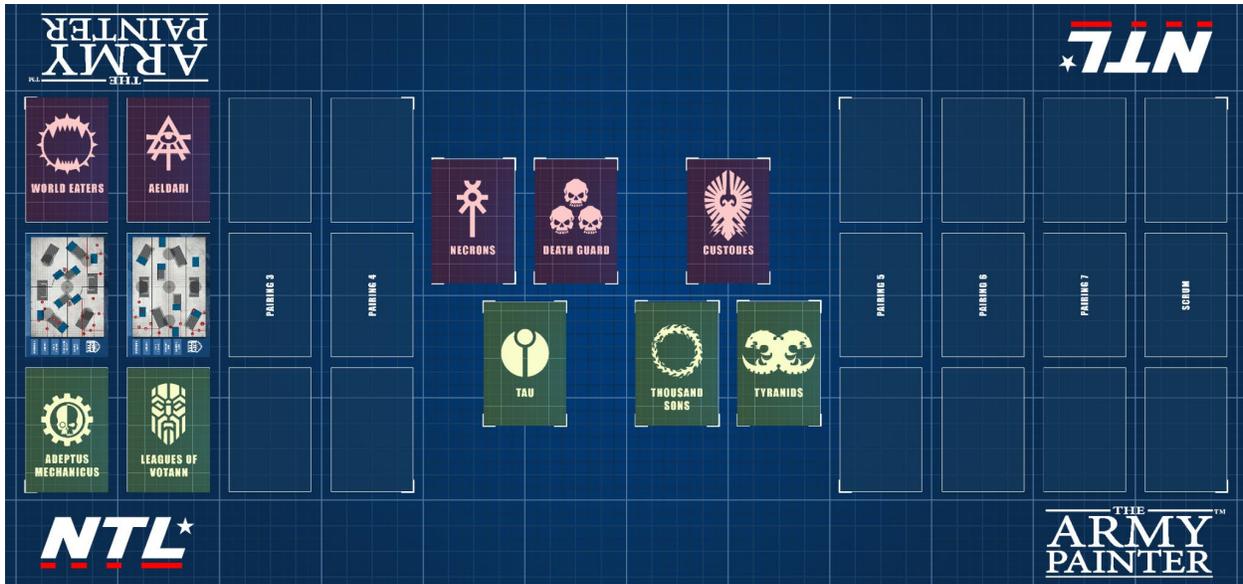(The first two pairings are set.)

6. Team A and Team B place a Defender face down.

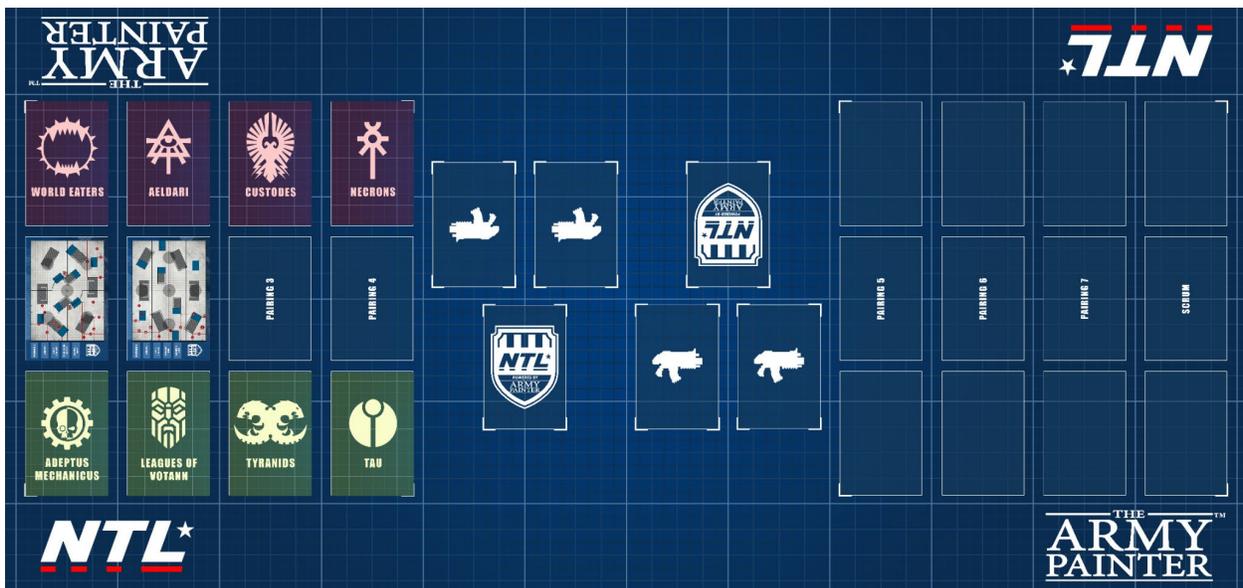**a.** Once both Defenders are placed each Team will reveal them simultaneously.

7. Team A and Team B will both place 2 Attackers face down.

    a. Once both Teams' Attackers are placed, Teams will reveal them simultaneously.

8. Each Team selects an Attacker for their Defender to play against.

    a. Once both Teams have selected the Attacker to play against, they will reveal them simultaneously and provide their non-selected Attacker back to their opponent.

Pairing 3

a. Team B selects a Layout

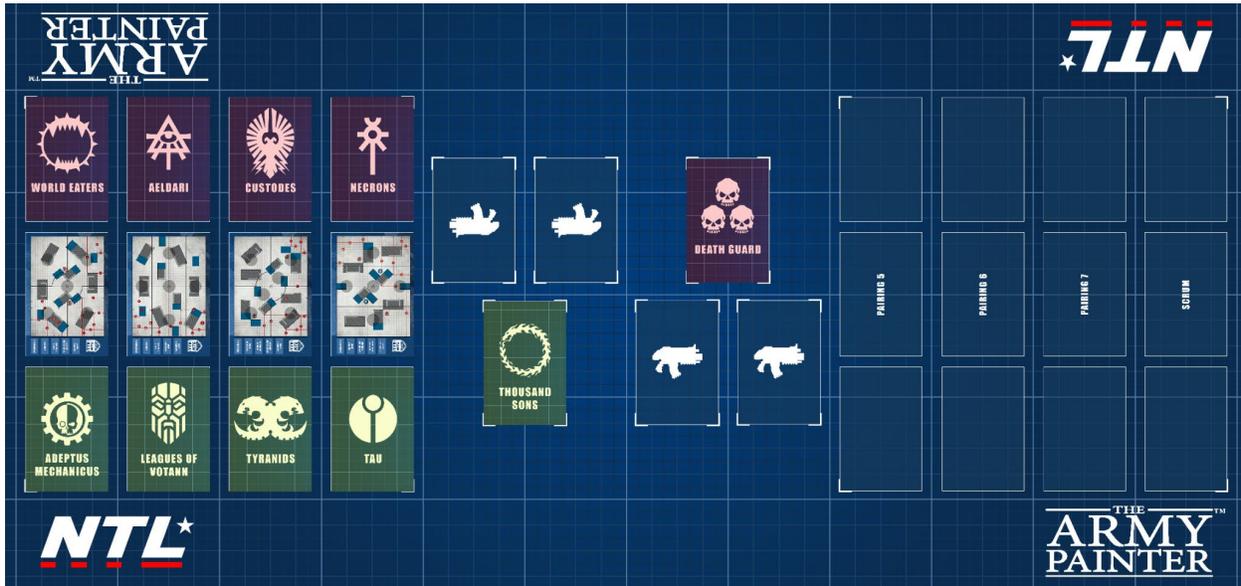**b.** Team A selects a Mission

Pairing 4

a. Team A selects a Layout

b. Team B selects a Mission

(Pairings 3 and 4 are set and the Teams now continue to the back half of the pairings.)

9. Team A and Team B place a Defender face down.

    a. Once both Teams' Attackers are placed, Teams will reveal them simultaneously.

10. Team A and Team B will both place 2 Attackers face down.

    a. Each Team's Faction that was not placed, will be placed in the SCRUM (Pairing 8) and NOT revealed until all other Pairings are completed.

    b. Once both Teams' Attackers are placed, Teams will reveal them simultaneously.
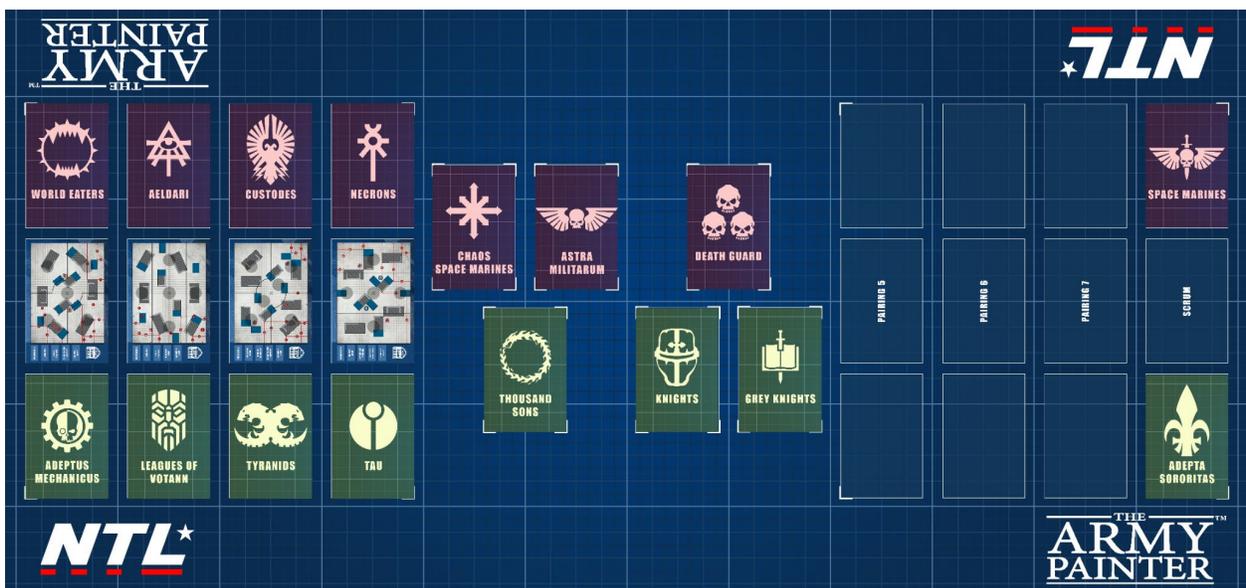
11. Each Team selects an Attacker for their Defender to play against.

  a. Once both Teams have selected the Attacker to play against, they will reveal them simultaneously.

  b. The Attackers that were not selected will result in the 7th Pairing.

Pairing 5

a. Team A selects a Layout

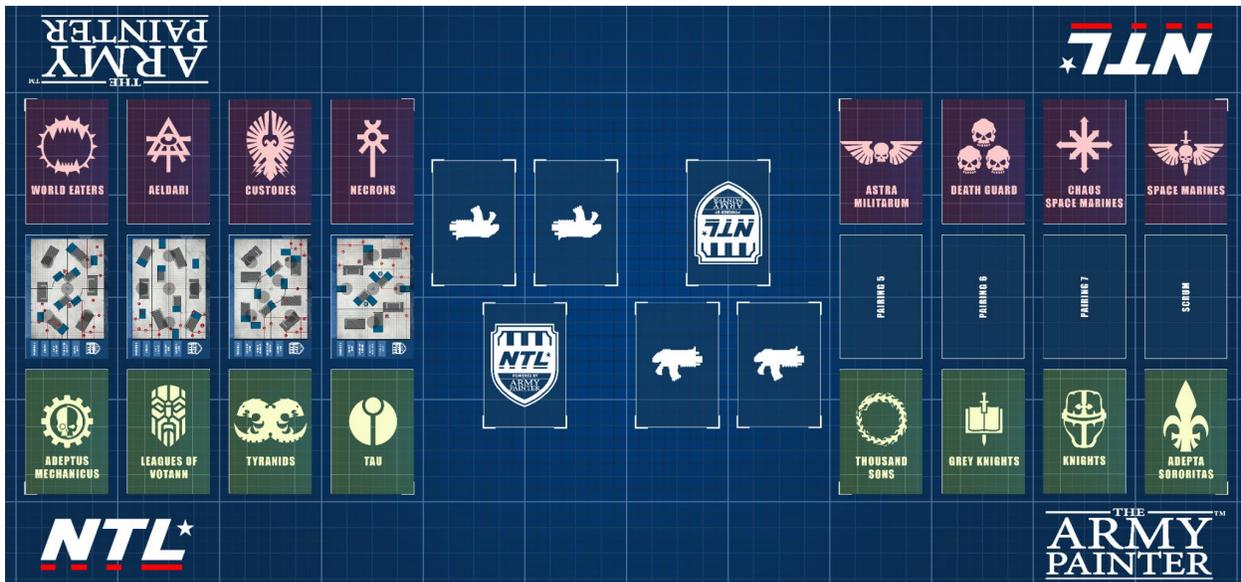**b.** Team B selects a Mission

Pairing 6

a. Team B selects a Layout

b. Team A selects a Mission

Pairing 7

a. Team A selects a Layout

b. Team B selects a Mission

Pairing 8

a.   Team B selects a Mission

12. Final Pairings; Pairings 5, 6, 7, and 8 are set and the Teams now have all the pairings. **(Team A will have picked Layouts for pairings; 1, 4, 5, and 7. Team B will have picked Layouts for pairings; 2, 3, 6 and the Mission for pairing 8.)**