

Crossroads 2023

Kings of War

4 Player Team Tournament

General Info:

Dates: September 28-29, 2024

Location: Clarion Inn Elmira, 760 East Water St., Elmira, NY 14901

Registration: [Registration](#)

Cost: \$65/player - \$260/team, by July 1st. After July 1st entry fee increases to \$70/player

Schedule:

Friday, Sept 22

4:00pm - Late: Setup, Check-in, Open Gaming

Saturday, Sept 23

8:45am - 9:15am: Check-in

9:15am - 9:30am: Opening Ceremony

9:30am - 12:15pm: Round 1

12:15pm - 1:00pm: Lunch

1:00pm - 3:45pm: Round 2

4:00pm - 6:45pm: Round 3

6:45pm: Dinner(provided at the venue)

7:00pm - Late: Open Gaming

Sunday, Sept 24

9:30am - 12:15pm: Round 4

12:15pm - 1:00pm: Lunch

1:00pm - 3:45pm: Round 5

3:45pm: Raffle and Awards

TEAM AND ARMY BUILDING GUIDELINES:

Each Team will be made up of 4 players. Each player on a team will use their own 2300 point army for the event. Each team should nominate one player to be the team's captain for the event. If you do not have enough players to make up a full 4-person team, please email the organizer at cmreyn@hotmail.com, I have a long list of people looking to get on a team or form a new team, so we will find someone for you!

A team may only have a max of two players using the same army as their primary force at the event. For example, only two Herd players are allowed on one team. Allies will not be allowed.

Armies available in the Mantic Companion app are legal for play.

Army lists must be submitted by the team captain by September 14th, 2023. All lists must be generated using Mantic Companion and have the PDF output submitted to the tournament organizer via email to cmreyn@hotmail.com. When submitting army lists, please use the following format for the PDF file names: [Team]_[Playername]_[Army]

After lists have been reviewed for legality, they will be released publicly to all players.

PAIRINGS:

Team Pairings: Teams will be matched up to face other teams each round. Matches will be determined randomly for the first round. After that, teams will be paired by overall team score for the remainder of the event. Teams will not play against another team more than once during the event.

Individual Pairings Each team must have 4 index cards of some type, each one with the name of a player on the team and their army. Once the teams have been matched, then the individual players from each team will be paired by their team captains in the following way:

There will be a selection of five scenarios that the teams will be able to select from, with one not being used every round. These scenarios will change round to round.

Pairing Steps:

1. The two teams roll off allowing the winning team to choose to be The Attackers or The Defenders.
2. The Attackers will then choose one of the five scenarios and remove it from the available scenarios this round.
3. The Attackers will select one member of The Defenders and chooses one player on The Attackers to protect.
 - a. The Defenders get to select their opponent for the selected player from The Attackers except for the protected player. After this first pairing, the protected player on The Attackers is no longer protected.
 - i. The Attackers then select a scenario for the pair to play from the available four.
4. The Defenders then select one of the remaining three players from The Attackers.
 - a. The Attackers will select who the chosen player will face from The Defenders.
 - i. The Defenders then select a scenario for the pair to play from the remaining three options.
5. The Attackers will then select one of the remaining two players from The Defenders.
 - a. The Defenders will select one of the remaining two players from The Attackers.
 - i. The Attackers will select the scenario from the remaining two scenarios.
6. The remaining two players are paired automatically playing the last remaining scenario.

The below steps are an example of how to pair two teams of four using Team 1 (T1) and Team 2(T2) as examples of the process.

Team 1 are:

- Luke Skywalker
- Han Solo
- Admiral Ackbar
- Lando Calrissian

Team 2 are:

- Darth Vader
- Jabba The Hutt
- Emperor Palpatine
- Grand Moff Tarkin

Scenarios Available:

- Pillage
- Invade
- Salt the Earth
- Push
- Raze

1. T2 wins the roll and opts to be The Attackers.
2. T2 removes Salt the Earth as an available scenario.
3. T2 selects Han Solo from The Defenders and opts to protect Darth Vader.
 - a. T1 select Emperor Palpatine from the three players still available for Han Solo to face.
 - i. T2 select Invade.
4. Darth Vader is no longer protected and can be paired freely in the remaining matchups.
5. T1 select Darth Vader.
 - a. T2 select Luke Skywalker for Darth Vader to face.
 - i. T1 select Pillage.
6. T2 select Lando Calrissian.
 - a. T1 choose Jabba The Hutt for Lando Calrissian to face.
 - i. T2 choose Push.
7. With Grand Moff Tarkin from T2 and Admiral Ackbar still left, they play automatically and play Raze as it is the only scenario left to play.

Team of 3 vs Team of 4:

Follow the above steps with the below changes:

- The Attackers no longer protects a player when doing the first step of the pairing process.
- Additionally the team with four players will select one of their players before the pairing process and remove them from the process entirely.
 - The teams then do the above steps as a three on three. At the end of this process there should be one scenario still in play that wasn't removed by The Attackers and hasn't been used in a matchup.
 - The fourth player that was left out of the pairing process will be randomly matched up with another un-matched fourth player from a different 3 v 4 Team match. These 4th players will roll to randomly determine which of the two scenarios they are playing out of the two available.

TABLE SETUP & TERRAIN:

There will be 10 pieces of terrain per table. All of the tables will have the same number and type of terrain pieces. Terrain will be pre-set for round 1. There will be maps for all tables, a different map will be used for each round, each map will use the same terrain that is already present on the table, just with a different layout. Team captains should arrange the terrain on the tables according to the maps for their team's tables prior to each round.

Captain's should review the tables of all their players and call over a staff member to fix any issues BEFORE the games begin. Terrain maps will be published before the event.

TIME CLOCKS, ROUND TIME & DICE DOWN:

Time Clocks will be required, (70 minutes per player), each player should be sure to bring one. 25 minutes will be provided prior to each round for the matchup process as well as terrain setup. The total time allotted for each round will be 2.75 hours.

SCORING:

Battle Scores: All individual game scores for each team will be Averaged together to get an overall team score. Individual game scores will use the Blackjack scoring method. The team score will be a Average of each player's battle points earned that round. Rounds 1-4 will be capped at a maximum of 16, the minimum will be 5. Round 5 will be uncapped.

We will be using the average score instead of the team's total so that Teams with last minute drops will still have a reasonable chance to compete at the event. It is also possible that some teams may try to "game" this change by only bringing 3 strong players. To make sure that this does not happen, a team must have 4 paid players in order to register for the event. Of course people may drop due to real life circumstances. As such, we will have a group of Ringers, many of which will be inexperienced, and the TO will randomize which teams will get a Ringer assigned to them so that a team with only 3 strong players is not guaranteed an advantage.

Paint Scoring: Each team will be judged as a team and a single Average painting score will be added to the team's total. Armies must be painted. The paint score will be 20% of the overall score, with the remaining 85% coming from the team's battle points. Coordinating armies and/or display boards within a team will earn extra points for the paint scoring.

PAINTING AND MODELING:

Mantic models are NOT required, but painted armies are. With the freedom of choice that Kings of War affords us as players, we should strive to use models that reasonably represent the game piece it is being used as. If there is a concern that a use of certain models will cause confusion for your opponents, please ask the TO first before bringing something that may be questionable.

TEAM INTERACTION:

Players or By-Standers may NOT help each other out during game play (unless your opponent chooses to help you out for some reason). Players doing this will receive One (1) warning and after that their team will have points deducted from their current round up to a max of total game points for the round per player involved depending on the seriousness of the impact towards the outcome of the game. By-Standers will be asked to leave the premises if this becomes an issue with them.

Players are allowed to ask their team captain how other games are going, or how the results turned out, as it could impact their own in-game decisions on whether to play more risky or conservative.

It is the captain's responsibility to inform the tournament organizer of any such issue.

CLEAN PLAY:

Please mark your unit's initial position prior to moving them, or bring unit templates that you can use to measure out tricky maneuvers and get mutual agreement from your opponent before you move a unit. If a situation arises where a judge is required to rule on the positioning of a unit, and its original location was not marked, then it is impossible for the judge to make an accurate ruling. The TO will have no choice but to automatically rule against the person who did not mark their unit's original position.

SPORTSMANSHIP AND TEAM SPIRIT:

We will be having an award for best Team Spirit. This will be a combination of sportsmanship voting for your team as a whole, as well as any themed uniforms, combo display boards, and intro videos that your team puts together.