

Crossroads Kings of War 2021 Grand Tournament

GENERAL INFO:

Dates: September 25-26, 2021

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

Registration: <http://www.crossroads-gt.com/registration.html>

Cost: \$60/player

SCHEDULE:

Friday, Sept 24:

4:00pm - ????: Room setup, check-in, open gaming

Saturday, Sept 25:

8:30am - 9:00am: Hall Opens, check-in

9:00am - 9:15am: Opening Ceremony

9:30am - 12:00pm: Round 1

12:00pm - 1:00pm: Lunch

1:00pm - 3:30pm: Round 2

3:45pm - 6:15pm: Round 3

6:30pm - ????: Open Gaming

Sunday, Sept 26:

9:30am - 12:00pm: Round 4

12:00pm - 1:00pm: Lunch

1:00pm - 3:30pm: Round 5

3:30pm - 4:00pm: Scoring and Cleanup

4:00pm: Results and Awards

ARMY BUILDING GUIDELINES:

Armies from the Kings of War V3 rulebook and Uncharted Empires may be used. Clash of Kings 2020 units and rules will be in effect. The points level will be 2300.

Army lists must be submitted by **September 12th, 2021**. All lists must be generated using mantic.easyarmy.com and have the PDF output submitted to the tournament organizer via email to cmreyn@hotmail.com. After lists have been reviewed for legality, they will be released publicly to all players.

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. Please set the terrain up with your opponent according to the map.

TIME CLOCKS, ROUND TIME & DICE DOWN:

Time Clocks will be required, (70 minutes per player), each player should be sure to bring one. The total time allotted for each round will be 2.5 hours.

GENERAL REQUIREMENTS:

You need to bring everything you need to play a complete game - FAQ(s), a copy of your Army Rule, templates, dice, tape measure, etc.

6 Copies of your army list generated from Mantic.EasyArmy.com are **REQUIRED**.

Battle Scoring: Black Jack

Over the course of 5 rounds there will be up to a possible 21 points per game for a total of 105 potential points throughout the event.

14 Win/ 10 Draw/ 7 Loss + Attrition Modifier + either Objective Modifier _or_ Score Modifier

Attrition Modifier - Difference in Attrition:

501-1100	[+1 / -1]
1101-1800	[+2 / -2]
1801+	[+3 / -3]

Objective Modifier - Difference in Objectives/ Tokens: (Pillage, Push, Occupy, Eliminate)

2	[+1 / -1]
3	[+2 / -2]
4	[+3 / -3]
5+	[+4 / -4]

Score Modifier - Difference in Scoring: (Dominate, Invade, Control)

2-3	[+1 / -1]
4-5	[+2 / -2]
6	[+3 / -3]
7+	[+4 / -4]

Special Modification "Loot"

Because the current iteration of Loot in the pack does not contain enough tokens to get a full 5+ separation for +4 points, the following Objective Bonus should be used specifically for Loot:

1	[+0 / -0]
2	[+2 / -2]
3	[+4 / -4]

PAINTING, MODELLING:

ALL models in your army must be painted to a minimum 3 colors and bases must be painted or flocked. Any army/models not meeting these requirements will be removed from.

Mantic models are NOT required, but the models used MUST accurately represent the game piece it is being used for. Any models that may cause confusion may be removed from the table at the TO's discretion, if you have a concern about whether a model/unit will be acceptable, ask the TO well in advance of the event for approval of anything that may be questionable.

SPORTSMANSHIP:

Sportsmanship will be taken into account. Sportsmanship is always a very important factor in all our events. We are playing a game and any unsportsmanlike behavior will not be tolerated. There will be a reasonable warning and penalty system in effect.

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. We will have no choice but to automatically rule against the person who did not mark their unit's position.

RULES CLARIFICATION:

If a unit carrying a loot token is also subject to the "Frozen" special rule, it's speed is reduced to 4.