**Crossroads 2017 – Sept 30th and Oct 1st**

**Kings of War – Singles Tournament**

Welcome to the Crossroads 2016 Kings of War singles championship!

**Tournament Format**

The tournament will be a 5 round tournament. Army lists are to be **2000** points. Currently there is space for 40 players. Army lists must be submitted via email to cmreyn@hotmail.com by September 1st.

**Friday Schedule-**

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| **Check-in, Registration, Open Gaming** | 6:00pm-1:00am |

**Saturday Schedule-**

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| **Registration/Initial Pairings and Welcome** | 9:30-10:00 |
| **Round 1-** | Scenario: Loot | 10:00-12:10 |
| **Lunch Break** | 12:10-1:10 |
| **Round 2-** | Scenario: Dominate | 1:10-3:20 |
| **Round 3-** | Scenario: Pillage | 3:35-5:45 |

**Sunday Schedule-**

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| **Round 4-** | Scenario: Invade | 9:30-11:40 |
| **Lunch Break** | 11:40-12:40 |
| **Round 5-** | Scenario: Kill and Pillage | 12:40-2:50 |
| **Awards** | 3:15 |

**Round Times:**

Each round will be 2 hours and 10 minutes in duration. The first 10 minutes are set aside for list discussion and terrain clarification. The rest of the time is “game time.” We will be using timed turns, each player will get 60 minutes on their clock. Please bring a device that you will be able to use as a player clock, whether it is a chess clock, smart phone, tablet, etc…

**Army Lists and Restrictions:**

All armies must be from army lists in the Kings of War Second Edition Rulebook, Uncharted Empires, and the Twilight Kin army list. Destiny of Kings characters are not allowed.

We will be using the suggested tournament rules and restrictions from the 2017 Clash of Kings book.

Scenarios will be selected from both the Kings of War Rulebook and Clash of Kings.

**Painting:**

Painted models are not required but there will be a painting score as part of the overall tournament score. The painting score will range from 0 for not having all models painted to 20 for an amazing looking army. All models must be based appropriately for their defined troop type, either on individual bases or regiment bases.

**Awards:**

There will be awards for 1st, 2nd, and 3rd place, as well as for Player’s Choice, Best Sportsman and Best Appearance.

**Other Notes:**

* All Hills and Forests will be height 2. Buildings will be Height 5. Walls and obstacles are height 1. Water features and fields are flat terrain that provide cover to units with half of their footprint within the terrain feature.
* Terrain will be preset, and maps will be provided at each table as terrain has a tendency to move during and between games. Prior to your games, make sure the terrain on your table is setup according to the map.
* Please bring a printed army list for each of your opponents which includes stat lines and special rules for each unit. An excellent and free online army builder can be found here: http://kow2.easyarmy.com/
* We will have score cards and scenario sheets printed out in the player packet at the event, so you will not need to provide your own.