

Crossroads 2022

Kings of War

4 Player Team Tournament

General Info:

Dates: September 17-18, 2022

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

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

Cost: \$60/player - \$240/team, by July 1st. After July 1st entry fee increases to \$65/player

Schedule:

Friday, Sept 16

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

Saturday, Sept 17

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

9:15am - 9:30am: 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: Dinner(provided at the venue)

7:00pm - Late: Open Gaming

Sunday, Sept 18

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

12:15pm - 2:45pm: Round 5

2:45pm - 3:30pm: Lunch

3:30pm: 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 be allowed as normal.

Armies from the main rulebook, Uncharted Empires, and the current Clash of Kings book may be used when building an army.

Army lists must be submitted by the team captain by September 2nd, 2022. 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.

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

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Team **A** vs Team **B**

Step 1 - Team captains roll off. (Team A is the winner of the roll off)

Step 2 - Both Team A and Team B will nominate two players from their own team to be paired in secret by putting two player cards out on the table face down.

Step 3 - Team A will decide if they wish to choose the matchups between the 4 nominated players or the scenario for the first two pairings

Step 4 - After team A decides, reveal the two players nominated by each team.

Step 5 - The team that was chosen to select the matchup will decide which of the nominated opponent's their players will face for this round.

Step 6 - The other team will now decide which scenario will be used for each of the first two pairings. There will be 6 potential scenarios to choose from each round. Once a scenario is chosen for one game this round, it cannot be chosen again for another game in the same round.

Step 7 - Now the team who selected the scenarios for the first 4 players, must choose the matchups for the remaining 4 players.

Step 8 - After the final 2 matchups have been determined, the remaining team will choose the scenarios for the last 2 pairings.

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.

Captains 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, (65 minutes per player), each player should be sure to bring one. 20 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 2.5 hours.

SCORING:

Battle Scores: All individual game scores for each team will be compiled together to get an aggregate team score. Individual game scores will use the Blackjack scoring method. The details on how team scoring will be done will be announced at a later date as we are considering some improvements on the scoring from previous years.

Paint Scoring: Each team will be judged as a team and a single combined painting score will be added to the team's total. Armies must be painted. The paint score will be 15% 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. We will have no choice but to automatically rule against the person who did not mark their unit's 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.