

The Green Knight

Presents

GODSLAYER[®]

Tournament

WHERE?

CM-building, Koningin Astridlaan 2, Sint-Michiels Bruges.

In case of emergencies we'll be available on the mobile nummer 0485/38.22.43

WHEN?

Saturday August 8, 2015

WHAT?

Godslayer 300 ptn

Register

Registrations are possible from June 23, 2015.

Mail to jens.casier@gmail.com

When you register. We'll need the following information:

- Your name
- Contact information. Email address; cell phone is nice to have if there are problems
- Your warband(s)

The warbandlist(s) (MS Word-/XLS- or HTML) are expected no later than August 5, 2015 (12 P.M.) at the same email address as for the registration. (All list received on the 6th won't get the early list points)

Registration cost : € 10

Payment can be done in cash or on TGK account: **738-0061184-96**.

Essentials

1. Warbandlist(s)
2. Army books, latest errata, dice, ruler, ARMY ... Remember that TGK isn't responsible for lost or damaged items!
3. Attitude: Play hard but fair, and remember to smile and have fun.

Shedule

09:30 Doors open
09:45-10:15 Preparation
10:15-10:30 Preparation game 1
10:30-12:00 1.st game
12:00-13:00 Lunch
12:45-13:00 Preparation game 2
13:00-14:30 2nd game
14:30-14:45 Break
14:45-15:00 Preparation game 3
15:00-16:30 3rd game
16:30-17:00 break
17:00 Announcement of the tournament winner, time for pictures, ...

To keep the course of the day on track, we apply a "10-minute wait"-rule for latecomers.

If this line is exceeded, then the judges can apply the following:

- If latecomers form up an even number: they play against each other
- If latecomers do not form up an even number: They play against the reserve-team, if they aren't already playing! If the reserve team is already playing, the latecomers can't play in that round!

Prizes

Just like previous years TGK can again assure that a large group of participants will not go home empty handed!

FOOD & DRINKS

Food & drinks will be available at competitive prices!

But keep in mind that not everyone likes it when someone handles their models with greasy or coke-sugar-sticky hands!

TOURNAMENT RULES

Warband composition:

One or two warband list(s)

300 points (+0/-10% tolerance),

Remember: 1 army general, Obey deployment limits, artifacts/potions/etc. only one time per list

army list(s) has/have to be sent to me until 3 days before tournament. (5th of August)

The player may choose the army list before every game (after mission and opponent has been announced). You'll need the lists on paper.

The two army lists of the two players are revealed simultaneously.

Any uncertainties or questions about the rules can be sent to jens.casier@gmail.com

Playing

The tournament will consist of three rounds.

1.st game random pairing,

2nd and 3rd round is swiss system. (Primary sort criteria: Quest points (=Victory Points)
secondary: Kill points)

If there are an uneven number of players one player receives a bye.

He receives 5 quest points and 0 kill +/-points

(We will try to avoid this. Normally we work with a back-up player)

Battlefields will be fixed. So no need to setup terrain at the start of a battle. Players roll of. Highest decides table side. Other sets up first unit/model. The player alternate setup.

Scenarios will be mentioned later.

Judging:

There are a number of judges available if you have questions.

However, it is expected that the players first try to solve a discussion themselves. If this does not work, then one can call upon a judge.

In order to avoid discussions, the judges handle the following motto:

If a judge has proclaimed a RULING, then this ruling is FINAL, even if it turns out not to be a valid ruling.

All teams can get a maximum of 3 warnings. Each warning has its consequences:

1° warning:

The player loses 2 sportmanship points (Total 5 points)

2° warning:

The player loses another 3 points of his sportmanship points (0/5 sportmanship points)

3° warning:

If the player gets a 3th and last warning, then this means:

- Massacre Loss for the current battle

- Exclusion of the tournament, with the friendly but firm request to leave the room within 30 minutes!

If a Judge has already proclaimed a ruling;

But a team keeps on nagging about it (insisting on a second/third/fourth/...-opinion);

Than this team will get a warning!

(Remember that a Judge can consult a fellow-judge before proclaiming a ruling !)

Victory/Quest points:

For mission: 5 for victory, 2 for draw, 0 for defeat;

In addition:

- 1 Quest point for enemy warlord killed.
- 1 Quest point for more than 75% of the enemy warband killed.
- 1 Quest point for less than 25% of own warband killed.

POINTS DISTRIBUTION: (MAX)

- Battle 1: 8
- Battle 2: 8
- Battle 3: 8
- Roster: 3
- Sportsmanship: 5
- Painting: 3

This is followed by further information on the composition of the above-mentioned points format. The format (max) indicates that you can have less points granted than the specified number of points!

- ROSTER: 3 points

The player has entered the armylist ahead of time. He has a clear and readable armylist. He has one copy ready for his opponent and one for the registration point.

-PAINTING: 3 point

1 point for WYSIWYG: What you see is what you get. The models all represent visually what is on the army list as close as possible.

2 points for painted army: If the whole army is painted you'll get 2 points. If half of the models are painted you'll get 1 point...

Tie Breakers

- Kill points will be used to break ties for best overall award.