

Bison Brawl GT

2023 Tournament Pack

August 26-27

Event Cost

\$60 entry fee (\$65 after June 1st) paid to Andrew Minton. Send PayPal to Mintonat@yahoo.com (Use friends and family please)

Event Location

Edmond Unplugged
117 S Broadway
Edmond, OK 73034

Parking

There is massive park behind the store.

Tournament Organizers (TO)

Andrew Minton

Schedule

Friday

Game room set up 1800-1900 (6:00-7:00PM)
Open Gaming 1900-2300 (7:00-11:00PM)

Saturday

Registration/Check in 0800-0830 (8:00-8:30AM)
Tournament Briefing 0830-0900 (8:30-9:00AM)
Game One 0900-1130 (9:00-11:30AM)
Lunch 1130-1245 (11:30AM-12:45PM)
Game Two 1245-1515 (12:45-3:15PM)
Game Three 1530-1800 (3:30-6:00PM)
Open Gaming 1800-2300 (6:00-11:00PM)

Sunday

Tournament Briefing 0830-0900 (8:30-9:00AM)
Game One 0900-1130 (9:00-11:30AM)
Lunch 1130-1245 (11:30AM-12:45PM)
Game Two 1245-1515 (12:45-3:15PM)
Final Scoring 1515-1540 (3:15-3:40PM)
Awards 1540-1600 (3:40-4:00PM)

Building Your Army

This Tournament uses the armies from Mantic's Kings of War 3rd edition Version 1.16. Kings of War historical will **NOT** be in use.

Army list will be up 2250 point. No allies allowed. Withdraw rule will be used.

Miniatures

All models must represent what they are supposed to be according to the rules they are being used under. Models must be based on the appropriate size base for what they represent and use standard minimum model count as specified in the Kings of War rulebook. Units under the recommend number of models may take a slight point penalty.

Models should be painted with at least three colors and have a painted base to be eligible for use. Player who are not using painted miniatures will not be eligible for winning any awards and will obviously receive 0 points for their paint score. You must paint the majority of the models in your army to be eligible for best painted, but you are still eligible for the other awards if someone else painted your army.

You are required to bring 1 additional character model to represent as you "Bison". This model will be on 50mm base.

Army List

Players are responsible for providing a copy of their army list for themselves, the TO, and their opponents (this is an open list tournament). Your list is due day of the tournament. Your army list should include the following:

- All the units/unit sizes in your army
- Their equipment/upgrades/special rules
- The point values for everything in your army
- Your name on all copies of the roster

It is highly recommended that you use an army build application such as easy army. If for whatever reason you make a mistake with your army list immediately call the TO over. The TO will attempt to resolve the discrepancy fairly. But reserves the right to reduce your score in that game and all previous games to 0. **Please double check your army list.**

Bison

General Stats:

Hero (LrgCav), Spellcaster: 1

Sp	Me	Ra	De	H	US	At	Ne
7	3	-	5	4	1	5	14/16
Thunderous Charge (1), Elite, Vicious (Melee) Spell: Bane Chant (2).							

Game 1 (Sweet BBQ)

Increase Me to 4, Decrease Ne to 12/14, Regeneration (5+), Radiance of Life.

Spell: Heal (5), Celestial Restoration (2)

Bison Heals more wounds than your opponent's Bison.

Being in a combo charge with another Character. (This can be a counter charge)

Game 3 (Caribbean Jerk)

Increase De to 6, Change Ne to -/16, Regeneration (3+), Thunderous Charge (2).

Spells: Drain Life (6)(only can heal self)

Damage opponent's Bison with Drain Life form your Bison.

Bison Regeneration more wounds than your opponent's Bison.

Game 2 (Thai Curry)

Reduce Sp to 6, Reduce De to 4, Increase Ne to 15/17, Crushing Strength (1) Stealthy, Dread, Aura of Spell Ward

Spells: Weakness (3)

Bison is alive at the end of the game.

Successfully cast weakness on your opponent's Bison in with your Bison.

Game 4 (Mango Habanero)

Increase Speed to 8, ensnare, Crushing Strength (1), Thunderous Charge (2), Inspiring, Mighty, Slayer d6

Spell: Alchemist's Curse (4)

Charge the opponent's Bison with you Bison. (This can be a counter charge)

Complete a solo charge while not disorder.

Game 5 (Blazin)

Crushing Strength (3), increase attack to 7, Fury, Vicious.

Spells: Fireball (10), Bant Chant (3)

Kill your opponent's Bison in combat with your Bison

Kill your opponent's unit with fireball form your Bison

Game Play

Each player has 70 minutes for each game. There will be a 10 minutes build into each round to allow each player to check list, introduce, discuss terrain, transport models, set up scenario, deploy, etc.

Typic game Sequence

- Introduction
- Exchange army list, set up model, and ask any relevant question about opponent's army.
- Discuss terrain
- Discuss and set up scenario
- Roll off to determine who pick sides.
- **Start** clock and begin game
- Deploy armies.
- Roll to see how go first.
- Fill out after game score sheet.

Rounds

Bison Brawl is a five-round tournament. The first round will be pair at random. You can contact the TO beforehand to ask for to challenge a specific play who agrees to play you. After the first round, the rest of the round will be based on scenario score. The first 2 rounds will have same club immunity if possible.

Terrain

The Terrain at the table will follow standard Kings of War rules. Terrain will be set before the game. Each table will have a picture on how the terrain should be laid out. Players are asked to return the terrain to its original position should they need to move it for whatever reason. All the terrain will have the following heights

Forest	-10
Buildings	-7
Hills	-3
Obstacles	-2 (but do not block line of sight)
Rough Terrain	-0

Scenarios

The scenarios will be randomly selected form the Kings of War rulebook.

Scenario Scoring

After a game scenario points will be assigned as follows:

- Win = 14 scenario points
- Draw = 10 scenario points
- Loss = 7 scenario points

Scenario Bonus Points. If you win the scenario by more than the minimum score, you can adjust the Base Points by up to ± 4 .

Also, player will gain or lose scenario points base on the difference in total killed between the two sides as per the following table.

Different in Points Killed	Scenario Points Awarded for the Greater Number of Kill Points	Scenario Points Subtracted for the Lesser Number of Kill Points
1500-2250	+3	-3
1000-1499	+2	-2
500-999	+1	-1
0-499	0	0

Bison. Each game will have a two objective. If you complete 1 object, you will receive 1 point. If you complete both objectives, you will receive 3 points.

Thus, there are 0-24 scenario points available each round. The total number of scenario points during the tournament a player can get ranges from 0-120 points.

Sportsmanship Score

Player will choose their favorite opponent. Each favorite opponent vote will receive 3 points and second favorite opponent vote will receive 1 point. Also, after every game both players will fill out the following questionnaire which can contribute up to five additional points per game.

Did your opponent arrive on time?	Yes / No
Did your opponent provide a copy of hie/her army list?	Yes / No
Did your opponent make his intentions clear? (i.e., when a unit was supposed to be within or outside of charge range)	Yes / No
Did your opponent avoid sweating the small stuff?	Yes / No
Would you look forward to playing this opponent again?	Yes / No

Each opponent can give you bonus points base on how enjoyable the game was. This is a sling scale. Where 0 = No. I would prefer not to play this opponent again, to 4 = Yes, this was Excellent Opponent!

Thus, there is a total of 60 sportsmanship point s player can earn.

Painting Score

Players will be judged for the painting quality of his or her army during preset intermissions during the tournament on Saturday during lunch and Saturday night after the last game. If the player earns full points under "Initial Judging," they are eligible for up to 15 further points based on painting, conversions, basing, etcetera. The maximum painting points a player can earn is 35.

Awards

Best Overall

Best General

Best Paint

Players Choice

Best Sportsmanship

Counter Charge

Tie Breaker

Tie breaker will be based on the highest kill point difference for Overall, General, Paint, and Sportsmanship. If the players have the same kill points, then the tie breaker will be based on scenario, paint, and then sportsmanship Score.

Painting Rubric

Initial Judging Points

- There is at least one model in the army that has undercoat as one of its three colors to meet tournament minimums. --0
- The army is fully painted, but only to the most basic requirements. --8
- Army is fully painted, and is painted beyond the minimum tournament standard. Give benefit to this unless there are models in the army that have an undercoat as one of its three colors. --15

Model Count

- <50% on any base – 0
- Minimal model count 50%+1 on all based -- 1
- Prefer model count on all bases. --2
- Full model count on all bases. -- 4

Model Basing Points

- Bare bases, no flock --0
- Basic one flock --2
- Multiple flock or highlights with one flock --4
- Bases with variety of flock, highlights, and additional elements. --6

Conversions Points

- No conversions of note (none, or just a couple rank and file models have head or arm swaps) --0
- Units or character models have multi-kit conversions (head/weapon/bits swaps). --2
- The army has difficult conversions including use of greenstuff for sculpting, putty, plasticard and/or has significant multi-kit conversions for the entire army. --4
- The army includes scratch-built conversions or sculpts, a large number of models with difficult conversions (see above description), or the entire army is extremely converted. --6

Painting Skills Points

- No advanced techniques --0
- The models incorporate basic highlight/shading --2
- The models incorporate layering with highlights or blending (but not seamless) --4
- The models have been shaded with seamless blending --6

Extras: Display Base

- Points Standard cookie sheet or Rubbermaid lid to move the army around --0

- A prepared display base for the army with some flock, painting, etc. --2
- An exception display base that blows the judge away –an impressive diorama --4

Extras: Details Points

- No extras --0
- The army has rough freehand work, basic unit markings and/or basic vehicle weathering --1
- The army has quality freehand work, clean unit markings, and/or vehicle weathering --2
- The army has exceptional freehand work, stellar unit markings, and/or realistic vehicle weathering --3

Mantic Points

- <50% by model count --0.
- 50-75% by model count --2.
- 75%-90 by model count -- 4.
- 100% mantic only -- 6.

Wow-Factor

- Judges may gran up to 10 extra points for excellent painted execution, cool theme, etc that catches their attention.

Final Scoring – 240 max

Scenario – 120 max

Sportsmanship – 60 max

Paint – 60 max

Game 5

Blazin

Player name:		Opponent:	
Results	Win/Tie/Loss	Win/Tie/Loss	Win/Tie/Loss
Victory points		Victory points	
Kill Points Difference		Kill Points Difference	
Bison Objectives		Bison Objectives	
Scoring			
Win 14		Draw 12	
Loss 7			
Base Points		Base Points	
0-1 = +0/-0	0-1 = +1/-1	0-1 = +2/-2	0-1 = +3/-3
0-1 = +4/-4			
Margin of Victory		Margin of Victory	
0-499 = +0/-0	500-999 = +1/-1	1000-1499 = +2/-2	1500+ = +3/-3
Attrition points			
0 objective = 0 points		1 objective = 1 points	
		2 objective = 3 points	
Bison Points			
Total Score		Total Score	

Did your opponent arrive on time?	Yes / No
Did your opponent provide a copy of his/her army list?	Yes / No
Did your opponent make his intentions clear? (i.e., when a unit was supposed to be within or outside of charge range)	Yes / No
Did your opponent avoid sweating the small stuff?	Yes / No
Would you look forward to playing this opponent again?	Yes / No
Did you enjoy your opponent 0-4. (0=Bad, 4= Excellent)	

Sp	Me	Ra	De	H	US	At	Ne
7	3	-	4	4	1	7	14/16
Nimble, Crushing Strength (2), Thunderous Charge (1), Elite, Vicious, Fury Spell: Bane Chant (3), Fireball (10)							

Bison Objective:

- Kill your opponent's Bison in combat with your Bison
- Kill your opponent's unit with fireball from your Bison

Favorite Opponents:

Favorite opponent	
Second favorite opponent	

Game 4

Mango Habanero

Player name:		Opponent:	
Results	Win/Tie/Loss	Win/Tie/Loss	Win/Tie/Loss
Victory points		Victory points	
Kill Points Difference		Kill Points Difference	
Bison Objectives		Bison Objectives	
Scoring			
Win 14		Draw 12	
Loss 7			
Base Points		Base Points	
0-1 = +0/-0	0-1 = +1/-1	0-1 = +2/-2	0-1 = +3/-3
0-1 = +4/-4			
Margin of Victory		Margin of Victory	
0-499 = +0/-0	500-999 = +1/-1	1000-1499 = +2/-2	1500+ = +3/-3
Attrition points			
0 objective = 0 points		1 objective = 1 points	
		2 objective = 3 points	
Bison Points			
Total Score		Total Score	

Did your opponent arrive on time?	Yes / No
Did your opponent provide a copy of his/her army list?	Yes / No
Did your opponent make his intentions clear? (i.e., when a unit was supposed to be within or outside of charge range)	Yes / No
Did your opponent avoid sweating the small stuff?	Yes / No
Would you look forward to playing this opponent again?	Yes / No
Did you enjoy your opponent 0-4. (0=Bad, 4=Excellent)	

Sp	Me	Ra	De	H	US	At	Ne
8	3	-	5	4	1	5	14/16
Nimble, Crushing Strength (1), Thunderous Charge (2), Elite, Vicious (Melee), Inspiring, Slayer (d6), Ensnare							
Spell: Bane Chant (2), Alchemist's Curse (4)							

Bison Objective:

Charge the opponent's Bison with you Bison. (This can be a counter charge)

Complete a solo charge while not disorder.

Game 3

Thai Curry

Player name:		Opponent:	
Results	Win/Tie/Loss	Win/Tie/Loss	Win/Tie/Loss
Victory points		Victory points	
Kill Points Difference		Kill Points Difference	
Bison Objectives		Bison Objectives	
Scoring			
Win 14		Draw 12	
Loss 7			
Base Points		Base Points	
0-1 = +0/-0	0-1 = +1/-1	0-1 = +2/-2	0-1 = +3/-3
0-1 = +4/-4			
Margin of Victory		Margin of Victory	
0-499 = +0/-0	500-999 = +1/-1	1000-1499 = +2/-2	1500+ = +3/-3
Attrition points			
0 objective = 0 points		1 objective = 1 points	
		2 objective = 3 points	
Bison Points			
Total Score		Total Score	

Did your opponent arrive on time?	Yes / No
Did your opponent provide a copy of his/her army list?	Yes / No
Did your opponent make his intentions clear? (i.e., when a unit was supposed to be within or outside of charge range)	Yes / No
Did your opponent avoid sweating the small stuff?	Yes / No
Would you look forward to playing this opponent again?	Yes / No
Did you enjoy your opponent 0-4. (0=Bad, 4=Excellent)	

Sp	Me	Ra	De	H	US	At	Ne
6	3	-	4	4	1	5	15/17
Nimble, Thunderous Charge (1), Crushing Strength (1), Elite, Vicious (Melee), Stealthy, Dread, Aura of Spell Ward							
Spell: Bane Chant (2), Weakness (3)							

Bison Objective:

Bison is alive at the end of the game.

Successfully cast weakness on your opponent's Bison in with your Bison.

Favorite Army: _____

Game 2

Caribbean Jerk

Player name:		Opponent:	
Results	Win/Tie/Loss	Win/Tie/Loss	Win/Tie/Loss
Victory points		Victory points	
Kill Points Difference		Kill Points Difference	
Bison Objectives		Bison Objectives	
Scoring			
Win 14		Draw 12	
Loss 7			
Base Points		Base Points	
0-1 = +0/-0	0-1 = +1/-1	0-1 = +2/-2	0-1 = +3/-3
0-1 = +4/-4			
Margin of Victory		Margin of Victory	
0-499 = +0/-0	500-999 = +1/-1	1000-1499 = +2/-2	1500+ = +3/-3
Attrition points			
0 objective = 0 points		1 objective = 1 points	
		2 objective = 3 points	
Bison Points			
Total Score		Total Score	

Did your opponent arrive on time?	Yes / No
Did your opponent provide a copy of his/her army list?	Yes / No
Did your opponent make his intentions clear? (i.e., when a unit was supposed to be within or outside of charge range)	Yes / No
Did your opponent avoid sweating the small stuff?	Yes / No
Would you look forward to playing this opponent again?	Yes / No
Did you enjoy your opponent 0-4. (0=Bad, 4=Excellent)	

Sp	Me	Ra	De	H	US	At	Ne
7	3	-	6	4	1	5	-/16
Nimble, Thunderous Charge (2), Elite, Vicious (Melee), Regeneration (3+)							
Spell: Bane Chant (2), Drain Life (6)(can only heal self)							

Bison Objective:

Damage opponent's Bison with Drain Life from your Bison.

Bison Regeneration more wounds than your opponent's Bison.

Game 1

Sweet BBQ

Player name:		Opponent:	
Results	Win/Tie/Loss	Win/Tie/Loss	Win/Tie/Loss
Victory points		Victory points	
Kill Points Difference		Kill Points Difference	
Bison Objectives		Bison Objectives	
Scoring			
Win 14		Draw 12	
Loss 7			
Base Points		Base Points	
0-1 = +0/-0	0-1 = +1/-1	0-1 = +2/-2	0-1 = +3/-3
0-1 = +4/-4			
Margin of Victory		Margin of Victory	
0-499 = +0/-0	500-999 = +1/-1	1000-1499 = +2/-2	1500+ = +3/-3
Attrition points			
0 objective = 0 points		1 objective = 1 points	
		2 objective = 3 points	
Bison Points			
Total Score		Total Score	

Did your opponent arrive on time?	Yes / No
Did your opponent provide a copy of his/her army list?	Yes / No
Did your opponent make his intentions clear? (i.e., when a unit was supposed to be within or outside of charge range)	Yes / No
Did your opponent avoid sweating the small stuff?	Yes / No
Would you look forward to playing this opponent again?	Yes / No
Did you enjoy your opponent 0-4. (0=Bad, 4=Excellent)	

Sp	Me	Ra	De	H	US	At	Ne
7	4	-	5	4	1	5	12/14
Nimble, Thunderous Charge (1), Elite, Vicious (Melee), Regeneration (5+), Radiance of Life. Spell: Bane Chant (2), Heal (5), Celestial Restoration (2)							

Bison Objective:

Bison Heals more wounds than your opponent's Bison.

Being in a combo charge with another Character. (This can be a counter charge)