

Bison Brawl GT

2021 Tournament Pack

August 21-22

Event Cost

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

Event Location

Holiday Inn Oklahoma City North Quail Springs
13800 Quail Springs Parkway
Oklahoma City, OK 73134

Covid Concerns

Mask will be required at this tournament if Covid is still concern. In the event that government mandate requires this tournament cancelled, we will seek at new date TBD.

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), and Uncharted Empires, and Hapli's Rift rulebooks. Kings of War historical will **NOT** be in use.

Army list will be up 1995 point. Up to 25% allies will be allowed, however allies may not take a magical item, no Legendary characters, and are limited to 1 war machine, 1 monster/titan, and 1 character.

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 paint 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 models to represent as you "Cowboy". This model will be on 20 or 25mm 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 game to 0. **Please double check your army list.**

Cowboy

General Stats:

Sp	Me	Ra	De	H	US	At	Ne
6	3	4	5	2	0	5	14/16
6 Shooter (12"), Steady Aim Individual, Influence Influence – Once per game . If this unit, or any Friendly Core unit within 12" of this unit, may reroll 1 dice of any nerve test.							

Game 1

Increase Speed to 7, ensnare, thunderous charge-2, Inspiring, Mighty

Objective:

Primary: Charge the opponent's Cowboy with you Cowboy – 2 points.

Secondary: Complete a charge – 1 point.

Game 2

Lose 6 Shooter, Crushing Strength (3), increase attack to 7, Fury, Mighty.

Spells: Fireball (10)

Objective:

Primary: Kill your opponent's Cowboy in combat with your Cowboy – 2 points.

Secondary: Kill your opponent's Cowboy with fireball form your Cowboy – 1 point.

Game 3

Increase Me to 4, Decrease De to 4, Decrease Ne to 12/14, Regeneration (3+).

Objective:

Primary: Being in a combo charge with another Character – 2 points.

Secondary: Complete a charge by himself – 1 point.

Game 4

Lose 6 Shooter Increase De to 6, Change Ne to -/16, Regeneration (5+), Crushing Strength (1).

Spells: Drain Life (3)

Objective:

Primary: Damage opponent's Cowboy with Drain Life form your Cowboy – 2 points.

Secondary: Damage a unit with Drain Life – 1 point.

Game 5

Lose 6 Shooter. Reduce Sp to 4, Reduce De to 4, Increase Ne to 15/17, Stealthy

Gains item: Boots of Levitation

Spell Weakness (3)

Objective:

Primary: Cast Weakness on your opponent's Cowboy with your Cowboy– 2 points.

Secondary: Cowboy is still alive at the end of the game – 1 point.

Game Play

Each player has 65 minutes for each game. There will be a 20 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.
- Deploy armies.
- Roll to see how go first.
- **Start** clock and begin game.
- 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. Kill will **NOT** be used.

Scenario Scoring

After a game scenario points will be assigned as follows:

- Win = 15 scenario points
- Draw = 10 scenario points
- Loss = 5 scenario points

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
1500-1995	+5	-5
1201-1500	+4	-4
901-1200	+3	-3
601-900	+2	-2
301-600	+1	-1
0-300	0	0

Cowboy. Each game will have a primary objective and secondary object worth two and one scenario points, respectfully. (**note:** you not be able to complete both each scenario.)

Thus, there are 23 scenario points available each round, 20 of which will be divided among the 2 players and additional 5 that both players might be able to claim. The total number of scenario points during the tournament a player can get ranges from 0-115 points.

Sportsmanship Score

Player will choose their favorite opponent. Each favorite opponent vote will receive 2 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

Thus, there is a total of 40 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

Cornhole (Mountain Only Clubs)

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 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

Final Scoring – 200 max

Scenario – 115 max

Sportsmanship – 40 max

Paint – 40 max

Game 5

You:			Opponent:		
Round:	5				
Scenario:					
Win/Tie/Loss	15/10/5		Win/Tie/Loss	15/10/5	
Margin of Victory	+5/-5		Margin of Victory	+5/-5	
Kill Points Difference	+1995 to -1995		Kill Points Difference	+1995 to -1995	
Cowboy Objectives			Cowboy Objectives		
Scenario Points			Scenario Points		

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

Sp	Me	Ra	De	H	US	At	Ne
4	3	4	4	2	0	5	15/17
Individual, Influence, Stealthy Item: Boots of Levitation Spell Weakness Influence – Once per game . If this unit, or any Friendly Core unit within 12" of this unit, may reroll 1 dice of any nerve test.							

Cowboy Objective:

Primary: Cast Weakness on your opponent's Cowboy with your Cowboy– 2 points.

Secondary: Cowboy is still alive at the end of the game – 1 point.

Favorite Opponents:

Favorite opponent	
Second favorite opponent	

Game 4

You:			Opponent:		
Round:	4				
Scenario:					
Win/Tie/Loss	15/10/5		Win/Tie/Loss	15/10/5	
Margin of Victory	+5/-5		Margin of Victory	+5/-5	
Kill Points Difference	+1995 to -1995		Kill Points Difference	+1995 to -1995	
Cowboy Objectives			Cowboy Objectives		
Scenario Points			Scenario Points		

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

Sp	Me	Ra	De	H	US	At	Ne
6	3	4	6	2	0	5	-/16
Individual, Influence, Regeneration (5+), Crushing Strength (1) Spells: Drain Life (3) Influence – Once per game . If this unit, or any Friendly Core unit within 12" of this unit, may reroll 1 dice of any nerve test.							

Cowboy Objective:

Primary: Damage opponent's Cowboy with Drain Life from your Cowboy – 2 points.

Secondary: Damage a unit with Drain Life – 1 point.

Game 3

You:			Opponent:		
Round:	3				
Scenario:					
Win/Tie/Loss	15/10/5		Win/Tie/Loss	15/10/5	
Margin of Victory	+5/-5		Margin of Victory	+5/-5	
Kill Points Difference	+1995 to -1995		Kill Points Difference	+1995 to -1995	
Cowboy Objectives			Cowboy Objectives		
Scenario Points			Scenario Points		

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

Sp	Me	Ra	De	H	US	At	Ne
6	4	4	4	2	0	5	12/14
6 Shooter (12"), Steady Aim Individual, Influence, Inspiring Influence – Once per game . If this unit, or any Friendly Core unit within 12" of this unit, may reroll 1 dice of any nerve test.							

Cowboy Objective:

Primary: Being in a combo charge with another Character – 2 points.

Secondary: Complete a charge by himself – 1 point.

Favorite Army: _____

Game 2

You:			Opponent:		
Round:	2				
Scenario:					
Win/Tie/Loss	15/10/5		Win/Tie/Loss	15/10/5	
Margin of Victory	+5/-5		Margin of Victory	+5/-5	
Kill Points Difference	+1995 to -1995		Kill Points Difference	+1995 to -1995	
Cowboy Objectives			Cowboy Objectives		
Scenario Points			Scenario Points		

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

Sp	Me	Ra	De	H	US	At	Ne
6	3	4	5	2	0	7	14/16
Individual, Influence, Crushing Strength (3), Fury, Mighty, Duelist. Spells: Fireball (10) Influence – Once per game . If this unit, or any Friendly Core unit within 12" of this unit, may reroll 1 dice of any nerve test.							

Cowboy Objective:

Primary: Kill your opponent's Cowboy in combat with your Cowboy – 2 points.

Secondary: Kill your opponent's Cowboy with fireball from your Cowboy – 1 point. (Fail a NV check during shooting if you hit your opponent's Cowboy with a fireball)

Kill your opponent's Cowboy with fireball from your Cowboy Kill your opponent's Cowboy with

fireball from your Cowboy **Game 1**

You:	Opponent:
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Round:	1				
Scenario:					
Win/Tie/Loss	15/10/5		Win/Tie/Loss	15/10/5	
Margin of Victory	+5/-5		Margin of Victory	+5/-5	
Kill Points Difference	+1995 to -1995		Kill Points Difference	+1995 to -1995	
Cowboy Objectives			Cowboy Objectives		
Scenario Points			Scenario Points		

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

Sp	Me	Ra	De	H	US	At	Ne
7	3	4	5	2	0	5	14/16
6 Shooter (12"), Steady Aim Individual, Influence, ensnare, thunderous charge-2, Inspiring, Mighty Influence – Once per game . If this unit, or any Friendly Core unit within 12" of this unit, may reroll 1 dice of any nerve test.							

Cowboy Objective:

Primary: Charge the opponent's Cowboy with you Cowboy – 2 points.

Secondary: Complete a charge – 1 point.