

Clash of The North Kingdoms

a one day tournament for

BLISHTO

VENUE

The Outpost
17th June 2012

TIMES

10.00 – 10.15	Welcome and setup
10.15 – 11.45	Game 1 - Idols
12.00 – 13.30	Game 2 - Keii
13.30 – 14.00	Lunch
14.00 – 15.30	Game 3 – The Message
15.45 – 17.15	Game 4 - Offerings
17.30 – 17.45	Prizes ceremony
17.45 – 18.15	Pack up & head off to pub >>



BEFORE THE EVENT

PREPARATION

- **CHECKLIST:** Two copies of each army list, rulebook, dice, tape measure, Scenario markers, your warband and their character cards, Ki counters and Dry wipe pens.
- Failure to bring a copy of your army list will incur a penalty.

SCENARIO MARKERS

- ⤴ All players must bring at least three scenario markers- 2 Idols, 1 Shrine. These don't have to be painted or expertly modelled, as long as they are obvious representations.
- ⤴ The Idols markers must be around 30mm round, the Shrine must be around 50mm round. Proxies are fine.
- ⤴ There are no height restrictions on these markers.
- ⤴ Each game players are free to decide who's markers will be used between them.

REGISTERING ON THE DAY

When you arrive on the morning you must register with the judges.

Please bring clearly named army lists:

1. One of 35 dice is required.
2. An optional second list of 50 dice.

THE GAMES

Players will compete in four games over the course of the day.

The first game will be pre-drawn. From the 2nd round, all games will be drawn using the Swiss system.

Please note that there is a nominated Scenario for each round as detailed later.

- ⤴ The game is played as normal, with tournament points awarded as shown later.
- ⤴ If you are drawn against an opponent that you have played before, please advise a judge who will organise a switch of opponents.
- ⤴ All games will last 6 turns or 1.5 hours, whichever comes first. A 5 minute warning will be given at 85 minutes. At the 90 minute mark time will be called. The active player may finish their current miniatures activation, but no more activations may be initiated.

ARMY LIST SUBMISSION

Players must submit at least one and at most 2 army lists. A 35 Rice list is required from all players. An optional 50 Rice list may also be submitted – this must be of the same faction as the 35 Rice list. A copy of both of these army lists must be submitted at the start of the event to the Judges desk before play commences. These must be legible (typed is best, but neat handwriting is also acceptable) and exactly match the lists you use in each game, the judges will check each list during the course of the day and if it is found to be incorrect/not the list you are playing with then you will be penalised and asked to re-write your list.

Failure to hand in a correct list will incur a penalty as follows-

- ⤴ Not submitting a fully correct list first time -1 TP
- ⤴ Not submitting a fully correct list second time -4 TPs
- ⤴ Each game played with an incorrect list: -5 TPst

WARBAND SELECTION AND GENERAL RESTRICTIONS

1. **Warband.** Each round can be played using either a 35 Rice list or a 50 Rice list. At the point of setup, if both players have a 50 Rice list and wish to use it, they may chose to do so. If either player does not have a 50 Rice list or does not wish to use their 50 Rice list then the scenario is played using each players 35 Rice list. This allows newer or more inexperienced players with smaller warbands to play at a starterset level, whilst also allowing more veteran / confident players (or someone after the Bloodiest General prize!) to play with bigger warbands. Either way, each game scenario will last 6 rounds or 90 minutes, whichever comes first. Think about that when you play a 50 Rice list – you will have to play quicker to get it all in! Unlike other systems the low Rice cost of characters and the limited availability of miniatures means you may not be able to field a round number, in this case for each bowl of Rice your warband value is below your opponents total value at the start of a game you may place one free Ki token on a model of your choice in the first Ki phase.
2. **Rule sets.** The tournament will be played using only the official rules from the most up to date version of the living rule book as well as any FAQs, clarifications etc from the official FAQ thread on the Forum, be warned- if you do not have a printed version of a clarification then do not expect your opponent to abide by that ruling, the judges cannot print off the entire rules forum for you!
3. **Bakemono Limits.** For the purposes of this tournament there will be a maximum of 1.5x the starting number of Bakemono on the table at any one time, each one must be represented by a unique card AND model. (for example the starter set contains 6 bakemono and 9 unique cards, 1.5x 6 is 9 so if you had 9 miniatures you could use all 9 of these Bakemono at once)
4. **Miniatures.** Ensure you are using the correct miniatures to represent your characters – no proxies. Whilst we do encourage conversions they still need to be based upon the official Bushido models, and be played using an official Bushido game card – no photocopies. If you are using a heavily converted miniature, please inform your opponent at the start of each game who they represent.

BEFORE EACH GAME

1. Each Player rolls a dice, the player who rolls highest places the four pieces of terrain, with a maximum of two in any single table quarter and no piece within 2" of another. His opponent may then move a single piece of terrain up to 6" in a direction of his choice, although it must follow the guidelines given above.
2. Both players decide on what attributes each terrain piece has.
3. The lowest scoring player chooses his deployment area.
4. The players make a tactical roll to decide who deploys first, then each player deploys.
5. Ensure all characters cards are clear of tokens, wounds etc from previous games, and that they are on the table in the 'rested' position.
6. Both players compare army lists, and any additional Ki tokens gained to equalize rice are added to the models cards.
7. Both players shake hands (or bow if you prefer!) and begin the game.

TERRAIN

Each Bushido game will be played on a 2" x 2" board and contain 4 pieces of scenery, before each game agree with your opponent what effect each piece will have on the game, based on the Following-

Visibility

Can the Terrain be seen through?

SOLID - No LoS can be drawn through this terrain

OBSCURING - models can see 3" through the terrain regardless of where the model is to the terrain

CLEAR - LoS may be clearly drawn through the terrain

Difficulty

How easy is it for a model to move across?

IMPASSABLE- cannot be moved through

DIFFICULT- can be moved through at 1/2 rate

EASY- no effect on movement

Note- some Terrain (buildings for example) may combine different attributes, as long as both players agree on these areas and they are clearly defined on the model this is fine.

RULES DEBATES

1. Please check the rulebook and FAQ first; most answers are there somewhere.
2. There will be two designated umpires who will be introduced at the beginning.
3. If an umpire is asked to make a ruling, that decision is final. Players arguing with an umpire may incur a penalty score, and will be docked Honour points.
4. Umpires are free to interrupt any game to clarify or point out mistakes to players.
5. The umpires decision is final, even if they are subsequently found to have made an incorrect judgement.
6. If players cannot agree on a ruling, and they do not wish to call on an umpire, one player may choose to accept their opponents ruling in return for a free KI token which they may immediately place on an allied model of their choice.
7. If a player forgets an action, special rule etc they may ask their opponent if they may complete that action out of sequence (for example- the player controlling Kato realises he has forgotten to declare his 'ghost' ability after the Ki Phase, he asks his opponent if he will allow him to cause fear from this time as it will have the least effect on the game at this point) The opponent does not have to grant this request, but if they do allow it to take place they gain a free KI token which they may immediately place on an allied model of their choice. This can only be allowed for actions and effects from the current game turn, and players found abusing this system will be penalised.

AFTER THE GAME

1. At the end of each game, swap army lists with your opponent again and check that the army list and the army you just played against are in fact one and the same and that there are no differences, If there is any problem with an army list, notify an umpire immediately. Any issues must be resolved straight away between the players and the umpire. Illegal army lists will have points deducted at the umpire's discretion.
2. For all games, players must determine the number of Tournament points scored. Use the VP=TP system in this pack to determine the winner of the game. Please record Tournament Points on results form provided.
3. At the end of each game, players must report their TP and BP scores. Fill in your Tournament points and any Blood Points earned on the result form provided, remember that it is you and your opponent's responsibility to complete the results forms correctly.
4. Make sure you both hand in your results forms in for game play after each game
5. Ensure you have all your cards/markers etc before you leave your table, with so many around it could get confusing!

CALCULATING BLOOD POINTS (BPs)

After each game both players add up the Rice value of all minis destroyed / removed from play. Each player then receives a number of Blood points equal to the total Rice value of miniatures your opponent lost. In the case of summoned miniatures these have the same Rice value as their non-summoned counterparts, ie Kairai = 4.5, Rat swarms = 1 and Bakemonos = 3.5. In any other case where there is no non-summoned Rice cost, the value is 0 – specifically, the Wrath & Marionette have a value of 0.

If you manage to completely destroy your opponents warband, you receive an additional 5 BPs.

CALCULATING TOURNAMENT POINTS (TPs)

After each game both players note down on their results card how many Victory Points (VPs) they scored and compare their results. Once you have a final score check on the table below to see how many tournament points you have scored in the game.

There are a total of 10 tournament points available in each game, which will be split between the players, even a resounding defeat will still earn you part of this split so the tournament will hopefully remain a close contest right up to its final stages.

In the case of a tie between 2 players at the end of the day the number of Victory points scored over the day will decide the winner. If it is still a tie then the number of Victory points scored over the day will decide the winner.

If it is still a draw then it's a draw - you can't mess with Karma like that!

VP = TP chart

3 - 0	= 9 pts
2 - 0	= 8 pts
2 - 1	= 7 pts
1 - 0	= 6 pts
0 - 0/1 - 1	= 5 pts
0 - 1	= 4 pts
1 - 2	= 3 pts
0 - 2	= 2 pts
0 - 3	= 1 pt

WINNING THE EVENT

The winner of the event will be the player who scores the most Tournament points in each game. The points scored in each category will be added together and the player with the highest total will be the winner. A range of prizes will be available and should (numbers permitting) include:

SHOGUN OF JWAR.

For the player with the highest tournament points.

£30 Store Credit

DAIMYO OF THE EAST AND WEST.

For the players with the second and third most tournament points.

£20 and £10 Store Credit respectively

BLOODIEST GENERAL.

For the player with the most Blood Points.

£10 Store Credit

BEST WARBOARD.

For the player voted to have the best overall painted and modelled warband - this will be voted for by the players at lunchtime.

£10 Store Credit

BEST GENERAL IN EACH FACTION.

The player with the most tournament points in each faction - the respective blister pack from Wave 6 for their faction –

Seishin na Goei (Prefecture of Ryu)

Hotaru (Temple of Ro-Kan)

Rat Swarm (Cult of Yurei)

Tra'Peng (Savage Wave)



SCENARIOS

GAME ONE- THE IDOLS

The ancient ruins of great temple complexes and family houses pockmark the Jwar isles, built by forgotten hands in years gone by. Though worn and ravaged by time these places still have a vestige of their old power however, and it is common to find three statues together, their purpose to harness the Ki of the land and channel it toward their creators homes or shrines. Conflicts have raged for many years now as the forces of order and anarchy fight to turn these statues to the best advantage of their unseen overlords.

DEPLOYMENT

Baseline deployment

Place a marker in the Centre of the board, and then one 8" to the left and right of it exactly 12" from either forces deployment board edges.

All three Idols must be facing the same left or right board edge.

SETUP

One player sets up the terrain

The second player chooses deployment area

Winner of the tactical roll chooses which player deploys first.

GAME LENGTH

The game lasts six turns or 90 minutes, whichever comes first

VICTORY CONDITIONS

1 VP for each Idol facing your deployment table edge at the end of the game.

SPECIAL RULES - IDOLS

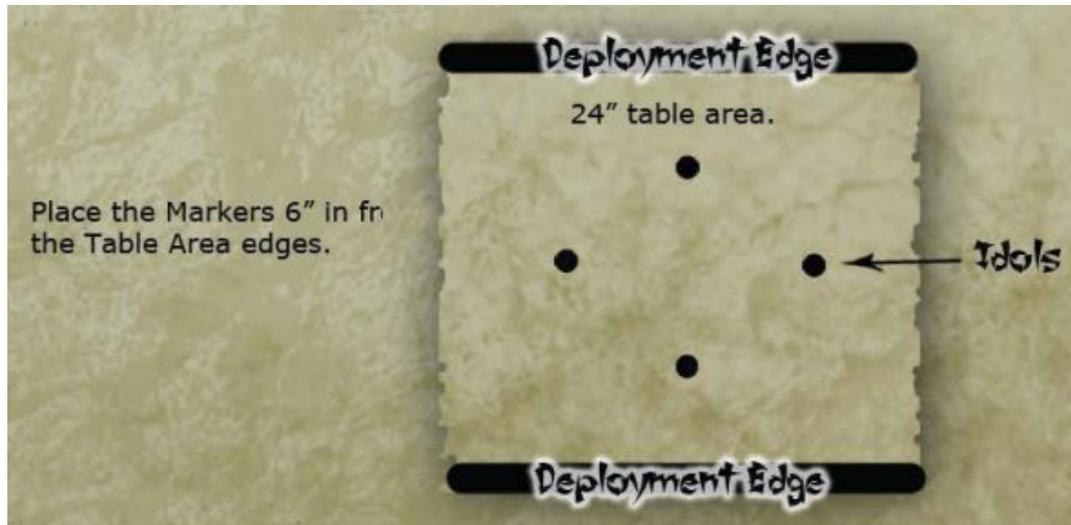
If a model starts its activation in base to base with an Idol Marker and not in Base to Base or the Zone of control of an enemy it may take a simple action to turn the Idol 90 degrees in any direction. Models with the insignificant special rule may not turn Idol markers.

GAME TWO – KEII

Deployment

Baseline Deployment

Place 4 Idol markers as per the diagram below



Setup

One player sets up the terrain

The other player then chooses a deployment area

Winner of the tactical role nominates which player deploys first. That player then deploys their force.

Victory Conditions

1VP for the player who scored the most gift tokens placed at the end of Turn 2, 4 and 6.

Special Rules - Gifts.

Each Player starts the game with 5 gift tokens. This is placed in a gift token pool for each player. To score with a gift token a model must be in Base to Base contact with an idol and not in Base to Base or Zone of Control of an enemy model, perform a simple action and have gift tokens in the player pool. The player then removes the gift token from their pool. The value of the gift Token depends on which Idol the gift Token was scored on.

Home (closest to deployment) = 1 point

Home (middle of the board) = 2 points

Home (closest to enemy deployment) = 3 points

At the end of the End Phase of turns 2, 4 and 6 the number of points each player has scored on each Idol is calculated and the VP awarded. The scores are then reset to 0 for each Idol.

GAME THREE- OFFERINGS

There are many Shrines scattered across the Jwar Isles, from the simple roadside examples of the house Kami to the elaborate shrines of the temples themselves, you can find them hidden in almost any location. Military forces have traditionally come to this ancient temple site to place offerings to the local Kami in order to gain their support in the coming war, but today two Warbands have arrived at the same time, with obvious results.

DEPLOYMENT

6" corner square deployment:



SETUP

One player sets up the terrain

The second player chooses deployment area

Winner of the tactical roll chooses which player deploys first.

VICTORY CONDITIONS

1 VP First player to place an 'Offering' in your own shrine.

1 VP More 'Offering' counters in your shrine at the end of the game.

1 VP First player to 'Despoil' an opponents Shrine

SPECIAL RULES - SHRINES

Each player places their Shrine objective marker anywhere entirely within their opponents table edge but outside their deployment (ie 6" from each board edge) these are the objectives of the game.

5 Models that are NOT insignificant start the game with a single offering token.

If a model starts any activation in Base to Base with a Shrine and not in an enemies Zone of control they may use a simple action to 'Appease' the ancestor within (if it is your shrine) or attempt to 'despoil' the sacred ground (if it is your opponents)

To 'Appease' a Shrine the model removes it's offering marker and places it on the shrine.

To 'Despoil' a Shrine the model may remove one enemy offering token

GAME FOUR- THE MESSAGE

A message of vital importance has been entrusted to your Warband to carry through the No-mans land of Jwar, avoiding the main thoroughfares across the islands you are astonished to encounter an enemy force on a similar mission in an isolated area, your message must get through, but thwarting the machinations of your foes as well will surely bring great honour to your banner.

DEPLOYMENT

6" corner square deployment (See Offerings above)

SETUP

One player sets up the terrain

The second player chooses deployment area

Winner of the tactical roll chooses which player deploys first.

VICTORY CONDITIONS

1 VP your messenger is still in play at the end of Turn 6

1 VP Assassinating your opponents messenger in a turn yours survives until the end phase

1 VP Your messenger is in the enemy deployment before his is in yours

SPECIAL RULES – THE MESSENGER

Each player secretly assigns one their characters as the 'messenger', and writes this on his army list. This is not revealed to your opponent until the end of the game

Players don't declare when the messenger is killed but write on your list which turn it is killed, then at the end of the game you can work out how many TP's you have scored.

If the messenger uses any ability that causes it to be removed from play and placed in a different location (ie 'from the darkness') it is considered assassinated.

