

ORC TOWN GT 2018 (21+)

Welcome to ORC TOWN! It's time to **make Orc Town great again** and come play in the War Kings of Cape Cod's amazing inaugural GT.

The Orc Town GT will be a 5 round, 2500 pt Kings of War tournament, using the second edition rules of Kings of War and the Clash of Kings 2018 supplement.

Please read the next two important notices before any other event details.

Important Notice #1

Orc Town GT is a 21+ event and takes place in a bar.

IDs are REQUIRED AT THE DOOR - even if you are not drinking!

Any and all players, regardless of age, will be required to produce an ID at the door on both days of the event. **NO ID MEANS YOU CANNOT PLAY.** There will be NO refunds for your ticket, and you WILL be turned away!

MAKE SURE YOU HAVE YOUR ID!

Due to Massachusetts liquor laws, alcohol will not be available until 12PM.

Important Notice #2

Please, ladies and gentlemen, remember that we are playing our tournament in a bar, and alcohol will be served throughout the tournament. We are all here to have a good time. As such, with the purchase of your ticket, you are expected to act as you would in any other bar and follow all rules within.

The Improper Bostonian reserves the right to throw anyone out at any time. If you are asked to be removed from the event, your ticket will NOT be refunded. They also reserve the right to cut off anyone at any time.

Please, no outside alcohol in the venue, or bringing drinks outside the venue.

Where? When?

Orc Town GT 2018 takes place at the Improper Bostonian, in Dennisport, MA. The main event begins Saturday June 2nd and carries on for the final rounds on Sunday June 3rd. Additionally, the venue will be open for board games and hanging out on both Friday (the 1st) and Saturday night.

Address

Improper Bostonian
626 Main St.
Dennisport, MA 02639

Cost

The event costs \$60.00 - payable via PayPal to wkofcapecod@gmail.com - and includes a pizza lunch on Saturday. Vegan options will include pasta and salad. Any dietary concerns should be brought to our attention at the time of purchase and we will do our best to accommodate your circumstance. Once bought, the ticket is non-refundable, so please make sure you are able to come *before* paying for the event.

We only have room for 40 players, so please make sure you pre-pay and reserve your spot!

Travel

We anticipate that most people will drive to the event and use GPS or Google Maps. If you have trouble finding the location, feel free to reach out to the TO (Josh Rosado) to help you along the way. You can holler out on the War Kings of Cape Cod Facebook group or send Josh a message on Facebook and he will get his phone number to you.

We don't really see this happening, but, if you are not driving to the event, you may want to fly. Unfortunately, the venue is 2+ hours from Logan airport in Boston. If you decide you want to fly in, we can arrange for someone to pick you up and drop you off at the airport. Just reach out and let us know that you plan on coming and we can make arrangements to get you here.

Lodging

There will be a block of hotel rooms for Orc Town goers at the Holiday Hill Inn and Suites - www.holidayhillinnandsuites.com - located under a mile away from the venue.

Rooms will be \$89.99 for two full beds or \$99.99 for a king and a pull out sofa. These rates require a minimum 2 day stay and need to be booked by May 30th.

Please reserve your room directly using this URL:

<https://clients.innroad.com/Holidayhill/GroupSearchResult.aspx?GroupNo=103>

Or you can reserve using the group code: **103**

Other Hotels

Doryman Motel - www.dorymanmotel.com

The Gaslight Motel - www.gaslightmotel.com

All Seasons Resort - www.allseasons.com

Gaming Details

Rounds: 5

Points: 2500

Army Composition

All armies from the Kings of War second edition rulebook, Uncharted Empires, and Twilight Kin are legal. NO HISTORICALS.

All special characters, formations, and new units from Destiny of Kings, Edge of the Abyss and CoK18 are legal. Duplicate formations from Edge of the Abyss and CoK18 will use the CoK18 rules, not Edge of the Abyss.

All rules for army composition provided by CoK18 will apply (ex. "Max 3" of heroes, monsters, war machines and similar) will be in effect.

In addition to the CoK18 rules, you will only be able to select a MAX 4 of any given unit type, regardless of size. For example, only 4 Goblin Rabble units, regardless of being a regiment, horde or legion.

Allies must follow all of the requirements set by CoK18, and the following: Allies may only be selected from ONE army list, and are restricted to a MAX 1 of any given unit type.

List Submissions

Army lists will be due for checking on May 19th, 2018. Late submissions will be subjected to a - 1 tournament point penalty.

Please use Easy Army - <http://kow2.easyarmy.com/clash-of-kings-2018.aspx> - to complete your army list, and email it to wkofcapecod@gmail.com. Stay tuned for our first round match up cast happening the week before the event!

Scenarios

Scenarios will be chosen at random from three different categories: Unit Strength, Objective-based, and Loot-based. Two of the three categories will have two scenarios played over the course of the event, while one of the categories will have one played.

The nine scenarios chosen to generate from each round are on the following table:

Unit Strength	Objective-based	Loot-based
Dominate	Pillage	Loot
Invade	Ransack	Scavenge
Control	Occupy	Push

Clocks

Chess clocks will be in effect at this event. Each player will have 70 minutes on their clocks to complete their turns.

In the event that a player clocks out, all dice must be put down and all units will bounce back 1" from all combats they are currently fighting. The player DOES NOT finish their turn. The remaining player may play out the rest of the game on their clock, while the clocked out player may only make pivots with their units and may no longer roll any dice or move anything. Please, be quick about your pivots with your units, don't be rude, your opponent deserves their time!

What to Bring

Please bring your own gaming materials such as a tape measure, dice, templates and tokens.

Also, players are required to bring their own chess clocks as well as 6 copies of your army list. One copy you will keep for yourself, while the other 5 will be handed out to your opponents.

Schedule of Events

Friday, June 1st

7:00pm - 12:00am Open Gaming, Alcohol Served

Saturday, June 2nd

9:30am - 10:00am Registration and setup

10:00am - 12:20pm Round 1

12:20pm - 1:20pm Alcohol Served, Lunch Break and Paint Scoring
 1:20pm - 3:40pm Round 2
 3:40pm - 4:00pm Break
 4:00pm - 6:20pm Round 3
 6:40pm Matchups for Round 4 posted
 8:00pm - 12:00am Open Gaming

Sunday, June 3rd

9:30am - 10:00am Setup
 10:00am - 12:20pm Round 4
 12:20pm - 12:40pm Break
 12:40pm - 3:00pm Round 5
 3:00pm - 3:30pm Tallying and results
 3:30pm - 4:00pm Awards Ceremony

Scoring Breakdown

In typical Northeast fashion, this will be a battle-based tournament supplemented by soft scores.

The best overall score based on battle, paint, and sportsmanship will be the winner of the event. There will be 100 points available to earn in battle over 5 games, 20 points available to earn for paint, and 20 available to earn for Sportsmanship for a total of 140 points for the event.

Battle - 100/140 points

Tie breaker: Attrition

Your battle score will represent how well you defeat your enemies on the table top!

Each round, there are 20 available points. You earn 15 battle points for a win, 10 battle points for a draw, and 5 battle points for a loss.

After recording the winner of the game and the base score, you and your opponent will tally up the difference in attrition points and modify the scores. The player who gets more attrition than his opponent gets the positive modifier to their score, while the player with the lower attrition score gets the negative modifier to their score. Attrition is how many points of the enemy you have routed at the end of the game.

Attrition Table

Attrition Difference	Modifier(+/-)
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0-249	+0/-0
250-749	+1/-1
750-1249	+2/-2
1250-1749	+3/-3
1750-2249	+4/-4
2250+	+5/-5

Appearance - 20/140 points

Tie breaker: Sportsmanship

Painted armies are *required*. Unpainted models must be removed from the tabletop. Armies that have not been painted by the player will not be eligible for painting awards, but will still receive a score.

Models must accurately represent the unit to the extent possible. This is somewhat subjective, so if you have any units that might be questionable it'd be better to get them approved ahead of time by sending a picture to wkofcapecod@gmail.com.

Each army will be scored into one of 3 tiers. Winners for appearance awards will be chosen from the top tier. Beyond the general categorization, the judges will assign bonus points as they see fit for something that stands out.

Tier 1: 5 Points

This army is meeting the criteria for being fully painted. This means every model has paint on every area of the model and mostly in the right places! Joking aside, the model should be painted without primer showing and a finished base (unit or model, depending on how you have it organized). A finished base is either textured, painted, or both.

Tier 2: 10 Points

This army has some elements that bring it above Tier 1. Shades or highlights show some depth on the model. Cool, well done conversions or unique elements may bring you into this category. Overall neat appearance, not sloppy. Most armies will score in this category.

Tier 3: 15 Points

This army has caught the judge's eye and might be in the running for a Best Appearance award. It definitely has clean layering or blending, probably some freehand, a well-executed color scheme and well done details like belt potions, scroll work, object source lighting, and stuff like that.

Judge's Discretion

Once an army has been placed into a tier, the judge may add up to 4 points within that tier depending on the army's look. The max points an army of any tier can get is one less than the tier above. The only tier that can go below the minimum points awarded is Tier 1, where the judge may knock off 1-5 points maybe for a few unpainted models here and there.

Sportsmanship - 20/140 points

Tie breaker: Lower attrition

After each game, players will fill out a good game/bad game report. A bad game vote must be explained by the person giving it and has to be explained to the TO. A bad game vote should not be given to somebody because they won or had a hard list to deal with; it should only be reserved for genuine bad behavior on the table top.

The first bad vote will result in a warning. The second bad vote will result in a -5 TP penalty to your score. A third bad vote will result in ejection from the event and your ticket will not be refunded.

At the end of the tournament, people will rank their opponents from their most fun games to least. We understand this can be difficult, but sometimes it's not your "least" favorite game when you've played great games all weekend, just certain ones stood out more than others. Sports points will be awarded as follows:

Rank 1 Vote: 4 Points.

Rank 2 Vote: 3 Points.

Rank 3 Vote: 2 Points.

Rank 4 Vote: 1 Point.

Rank 5 Vote: 0 Points.

Prize Levels

For this event, there will be several really cool trophies to give away - anything from certificates, to foam battleaxes and choppas, to a really sweet handmade bust of Skullface himself!

Aside from trophy level prizes, we will be entering everyone's name who plays in the tournament into a prize raffle. Player's names will be drawn out of a hat and will be able to choose one prize off the prize table in order.

The winner of the event and rankings of the event will be determined by overall score only.

Trophy-Level Prizes

Overall 1st, 2nd, 3rd

Best Appearance 1st, 2nd, 3rd

Sportsmanship	1st, 2nd, 3rd
“The Slasher”	Be the exact middle player between counter charger and the top!
“The Counter Charger”	Be “Perfectly Mediocre” and hit the middle of the pack!
“The Skulk”	Be the exact middle player between the counter charger and the bottom!
“Orcling Tried”	Be the player in last place. Better luck next time, orcling!

Contact Info

For any questions regarding the event or any of the details in this pack, feel free to email us at wkofcapecod@gmail.com or the TO, Josh Rosado, directly at typhonblacksea@gmail.com.

Check out our website for event updates, a list of sponsors, and other helpful links: orc.town

Or visit the Orc Town GT Facebook event page:

<https://www.facebook.com/events/1003398609797851/>

Join the War Kings of Cape Cod Facebook group:

<https://www.facebook.com/groups/1400914850210012/>