



Test of Honour Tournament
5th Annual Warlord Games Convention
Oklahoma City, OK

TOURNAMENT RULES

Forces will be 24 points chosen from the following Test of Honour Warlord sets. At least one third of your recruitment points (8 points) must be spent on commoners. No force may contain more than three Samurai (i.e. one samurai hero and two samurai). All miniatures must be painted and on bases.

Forces can be built from any of the ToH sets available and forces can be mixed provided force building rules are followed.

ToH Starter Set
Ninja of Iga
Ronin

Diamyo's Retinue

Samurai Warband
Bandits and Brigands
Pauper Soldiers

Mounted Samurai

Sohei – Warrior Monks
Chobei's Renegades
Masked Men

You may include one of the following special characters in your force but you must still follow the force building rules:

Geisha-Ninja

Oda Nobunaga

Swordmaster

Non-Warlord or Customized figures may be used but ONLY if they conform to standard ToH force cards.

All participants will need to bring the following:

Activation tokens for their forces

Three fate tokens

Cautious move tokens for their forces

Token draw bag

Ten blood drop tokens

ToH Battle Dice

Reload tokens for musketmen in your force (only if your force contain musketmen)

Players will select a "Fate Deck" made up of 15 Skill Cards from any of the available box sets (including special character unique Fate cards) that will be used in ALL games and will be approved by tournament organizers. Fate decks reset at the start of each round.

Terrain will be provided by Tournament Organizers and may not be moved unless approved by tournament organizers.

SCOREKEEPING

Points will be awarded as follows:

The card cost of each unit killed or eliminated.

Major Victory - Win by more 3 or more points: 5 tournament VP's to the winner, 3 VP's to the loser

Minor Victory - Win by 2 points: 3 tournament VP's to the winner, 2 VP's to the loser

Mutual Destruction - Win by 1 point or same points: both players get 2 tournament VP's

Additional VP's will be awarded for specific scenarios. Scenarios will not be revealed until the start of each round.

VP's will be used to determine finishing placement of the players at the end of the tournament and prize awards.

TOURNAMENT SPECIAL RULES: Mounted figures MAY enter buildings to search for objective markers. The mounted figure will move into contact with the side of the building with a DOOR. The rider is assumed to go inside, search and then remount. He/She may move away on a subsequent activation. If attacked while in contact with the building the mounted character is assumed to be outside and mounted.

Tournament Schedule Sunday, May 20th 2018

Registration/Check-in:	9:00 am – 9:30am
Round One:	9:30 am – 10:30 am
Round Two:	10:50 am – 11:50 am
Break for Lunch	11:50 am – 1:00 pm
Round Three:	1:15 pm – 2:15 pm
Awards Ceremony	2:45 pm

