SCHEDULE

Friday

Game Room Set Up	5:00-6:00
Registration and Open Gaming	6:00-12:00

Saturday

Late Registration	8:00-8:30
Tournament Kick Off	8:30-9:00
Game One	9:00-11:30
Lunch (Please leave armies out)	11:30-1:00
Game Two	1:00-3:30
Game Three	3:45-6:15
(Please leave armies out after Game 3)	
Open Gaming/Paint Judging	6:15-12:00

Sunday

Set up	8:30-9:00
Game Four	9:00-11:30
Lunch	11:30-1:00
Game Five	1:00-3:30
Vote for best opponent/Cleanup	3:30-4:00
Awards	4:00-4:30

TERRAIN

Initial Placement: Each table was carefully, meticulously laid out on Friday night to be balanced and ready for Game 1. However, sometimes players bump things around with their display boards, or scenarios dictate that something shouldn't be where it was. Fortunately, there are pictures and measurements on or near each table to show where things should be! Generally, all measurements are made roughly to the center of the terrain piece. If in dispute, you can always grab the TO.

Terrain Height/Categories:

- Hills (2/table; includes Elevated Platforms and Bridges) Height 3. You cannot see through them, even if the model might indicate you can.
- Forests (2/table) are Height 9.
- Area terrain (1/table) with barrels/ruins/bookcases/battle debris/treasure chests/etc is treated as Height 3.
- Small Buildings (2/table) are Height 4, Large Buildings (1/table) are Height 9.
- Obstacles (2/table) are Height 2.
- Water Features (1/table) are Height 0

REROLLS

Rerolls will be available for purchase before the event for $10, or for $15 on Friday and Saturday morning. They will allow a reroll of a single die, once per game. All money raised by this effort benefits Extra Life, which is a fundraiser to benefit the Children's Miracle Network of hospitals (in San Antonio, the money goes to the Christus Santa Rosa, less than a mile from our venue). Cancer sucks; we should help kids who have it.

SCORING

To determine the winners for each round, and how many points they earned, use the following guidance:

In the **Legends** bracket, check the Main Condition. The player that satisfies that condition gets 20 points, and their opponent gets 8.

If you are tied, check the first tiebreaker condition (T1), and the player who fulfilled that condition is the winner. If still tied, check the second tiebreaker condition (T2), and the player who fulfilled that condition is the winner. If the players are still tied after all three conditions, use the SUDDEN DEATH method to determine the overall winner.

If the losing player satisfies any of the tiebreaker conditions (even if they lost the Main Condition or other tiebreakers), they gain the bonus points indicated. Thus, the winner should have a solid 20 points, and the loser between 8 and 11 points depending on how they performed on the tiebreakers.

In the **Texian** bracket, determine how many points each player has earned, and look up the difference on the chart for each scenario to determine how many points each player gets.

COMMAND DICE

Games 4 and 5 will feature the Command Points optional rule from Clash of Kings 2025, which we have copied below.

Generating the Command Pool:

d6 roll	Red	White	Blue
1	0	0	1
2	0	1	1
3	1	2	2
4	1	2	2
5	1	2	2
6	2	2	3

A Player generates a new Command Pool at the start of each Turn, excluding Turn 7. Roll one Red, one White, and one Blue Command Dice. Roll additional dice provided by units in your army (the Scenarios grant these) with the *Command (n)* special Rule that have not been routed.

Add the total of all dice rolled. This is your Command Pool for the turn.

Spending Command Dice:

During a Player's Turn, Command Points are spent in a number of ways to increase the utility of their army. Unused Comand Points are discarded at the end of Every turn, except Turn 6. At the end of the 6th Turn, Command points are not discarded, but will carry over into the 7th turn (if there is one). No new Command Pool is created for Turn 7.

Command Orders:

Players are restricted to the Command Orders listed below and any special Commands granted by the Scenario. Each Command Order may only be used once per Player Turn. A unit may only benefit from a single Command Order, including orders with a persistent effect, per turn. If a unit could be affected by multiple Orders, it must choose which to benefit from before any actions are taken or dice are rolled. All Orders must be declared before relevant dice are rolled.

To use a Command Order on a unit, spend the appropriate Command Point(s) for the Order and then apply the listed effects. Each Command Order only lasts until the End of the current Turn unless otherwise stated.

Name	Cost	Phase	Description
Accuracy	1	Any	When the unit rolls to hit in Melee or at Range, it can re-roll one of the dice that failed to hit. A unit given this Order may not use the Blast Special Rule for this Turn
Strength	1	Any	When the unit rolls to damage in Melee or at Range, it can re-roll one of the dice that failed to damage.
Endurance	2	Movement	The unit regains one point of damage it previously suffered.
Reposition	3	Movement	When issuing a Sidestep Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn
Tactical Retreat	3	Movement	When issuing a Back Order, this unit may instead use its full Speed. The unit may not use a ranged attack or be targeted by the Surge Spell this Turn
Stubborn	5	Movement	The Unit loses its Wavered Status but remains disordered and cannot issue a charge or countercharge order this Turn
Vigilance	6	Melee	The unit may, after rolling to hit and to damage in the Melee phase, discard all damage caused and start again. Roll to hit and to damage again. The second result stands. Rerolling in this way must take place before testing for Nerve or rolling any other attacks from other units in the same Melee.

THE PINATA

Bored of guard duty, your scouts have reported the appearance of one of the most sacred objects of your people- the Piñata of War! Dios Mio! Inside the Piñata are wondrous treasures - so whack the heck out of it and get them! The rash decision is made to leave your ancestral home undefended in search of candy, but your scouts failed to mention that others also seek the sweet, sweet rewards of a sugar high! There's only one solution: you'll have to smash both to get what you want!

The Battlefield: The Piñata is deployed in the exact center of the table.

Scenario: Loot – Do not place Loot Tokens – the Piñata will drop all the Loot tokens you need for this scenario. Units may not hold more Loot Tokens than their Unit Strength during this game.

Special Rules:

The Piñata [1]: The Piñata is a Living Legend with the following profile and special rules:

Sp	Me	Ra	De	Att	Ne
-	-	-	5+	-	∞

Individual, Fly, Inspiring, Height 3, 50mm x 50mm base

Piles of Candy: At the start of each player turn, that player may use a non-wavered unit within 6" of the Piñata to Scavenge candy from it – they gain a Loot counter and follow the normal rules for carrying Loot. In addition, the first time the Piñata takes damage in each player turn, and for every 10 full points of damage it takes in a phase (starting at 11 points, then 21 points, etc.) it will drop another Loot token. If it took the damage in Melee, the Loot token goes to one of the units in the Melee, otherwise (or if they already have their hands full), it drops underneath the middle of the Piñata's base (before it moves)

Swing Wildly**:** The Piñata treats all sources of damage as causing Wind Blast instead of damaging its Nerve. Resolve the movement immediately for shooting or magical attacks. In combat, resolve the movement after all units have fought , in which case it moves based on the damage dealt (for example, if it takes 4 damage from the front and 6 from the flank, it moves 4" backwards, and 6" sideways). Units in combat may not advance d6" after the Pinata moves (as they did not rout it) but may Reform. If the Piñata's move would stop it on top of a unit it instead stops 1" in front of the unit.

The Miracle of Papier Mâché**:** Weapons cannot use their Piercing value when damaging the Piñata, and the Piñata does not lose its Fly rule if it is Disordered.

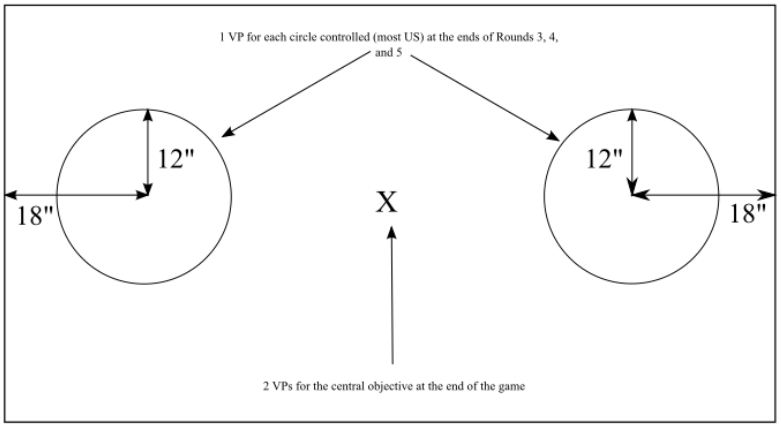
Terms of Victory (Legends Bracket):	Bonus Pts
Main: Control more loot tokens than the other player	--
T1: Cause more damage to the Pinata	+2 pts
T2: Control more loot tokens on your opponent's half of the board	+1 pts
SUDDEN DEATH: Each player rolls a d6. The highest roll wins.	--

Loot (Texian Bracket)		
Diff in Pts	Victor	Opponent
10+	20	0
9	19	1
8	18	2
7	17	3
6	16	4
5	15	5
4	14	6
3	13	7
2	12	8
1	11	9
0	10	10

STUFF THE BALLOTS

"We cannot wake up the day after election day wishing we had done more." This is the most divisive election in the Texian wilderness since at least the previous election! Taking this advice to heart, you have led your men to several Early Polling stations, so that you can help the Uneducated know which candidate to vote for!

The Battlefield: Place an Objective marker in the exact middle of the board. There are two Polling Stations set 18" from the short table edges, and 18" away from the Center Objective.



Victory Conditions: Wrack and Ruin. At the end of Rounds 3, 4, and 5, add up the Unit Strength of all your units that have the majoriity of their footprint with 12" of each Polling Station. You get 1 Victory Point for each circle you control at the end of these three rounds.. At the end of the game, the player who controls the Center Objective gets +2 points.

Terms of Victory (Legends Bracket):	Bonus Pts
Main: Earn more Victory Points throughout the game	--
T1: Control more Polling Stations than your opponent at the end of the game	+2 pts
T2: Earn the most points ONLY on Round 5 and the end of the game than your opponent	+1 pts
SUDDEN DEATH: Democracy! Each player may make a 2 minute speech to the people around them after the game is over to explain why they should have won. The players then vote on who won. It may not be fair, but that's Democracy for ya!	--

Wrack and Ruin (Texian Bracket)		
Diff in Pts	Victor	Opponent
8	20	0
7	19	1
6	17	3
5	16	4
4	15	5
3	13	7
2	12	8
1	11	9
0	10	10

"People often say that, in a democracy, decisions are made by a majority of the people. Of course, that is not true. Decisions are made by a majority of those who make themselves heard and who vote—a very different thing."

— Walter H. Judd

DIA DE LOS MUERTOS

Leaving your homeland has backfired on your men – the rearguard grieves to report that as you went out to kill that one group that annoyed you, an enemy force marched on your ancestral stronghold and has seized control of it, putting its skeleton crew of defenders to the sword. Rallying what remains of your people, you start the trek to recapture your homeland, with the spirits of the dead defenders bolstering you on. Use their support to drive your army forward, and seize a foothold back into your home!

Victory Conditions: Dominate – After the game is over, total up the Unit Strength of each player's units that have the majority of their footprint within 12” of the center of the board.

Special Rules:

Spirits of the Dead: After a unit with Unit Strength is routed, place a marker on the board in the center of the removed unit. This marker gives Rallying (Unit Strength) to all units on the deceased unit's side within 6” until the end of the NEXT player turn. (Bear in mind that the Rallying bonus caps at 2).

Terms of Victory (Legends Bracket):	Bonus Pts
Main: Have more unit Strength with the majority of their footprint within 12” of the center of the board	–
T1: Have more Unit Strength on your opponent's half of the board than they do on yours	+2 pts
T2: Rout more points of your opponent's army than they do of yours	+1 pts
SUDDEN DEATH: The player who took the first turn flips a coin. The player who took the second turn calls it in the air. Wherever the coin lands, the side up dictates the winner.	--

Control (Texian Bracket)		
Diff in Pts	Victor	Opponent
20+	20	0
18-19	19	1
16-17	18	2
14-15	17	3
12-13	16	4
10-11	15	5
8-9	14	6
6-7	13	7
4-5	12	8
2-3	11	9
1	10	10

COME AND TAKE IT

It turns out that tyrants don't like democracy. After your attempts to 'influence' the election, the Other Side has demanded you surrender your weapons to them so you can be brought in for re-education! Echoing the heroes of the past, you bellow "COME AND TAKE THEM!"

The Battlefield: After rolling off to choose sides, roll off again to see who places the first Bluff Counter. Bluff Counters must be placed on the opponent's half of the board, following the usual placement restrictions on Objective Markers. Command dice will be used for the next two games.

Special Rules:

The Gonzalez Cannon: The Gonzalez Cannon has the following profile and special rules:

Sp	Me	Ra	De	Att	Ne
4	-	5+	5+	-	10/12

Secured Position, Fortified, Command (Blue (1))

Fortified: All ranged attacks against the Gonzalez Cannon are made at an additional -1 to hit, and cannot use their Piercing value.

Ranged Attacks: Cannon (48", Blast (d3+1), Ignores Concealed, Piercing (3), Reload, Shattering); Grapeshot (12", Att: 10, Piercing(1))

The cannon may be given the following order:

Name	Cost	Phase	Description
Move it, Boys!	3	Movement	The Unit loses it Reload keyword until the end of this Turn.

Victory Conditions: Smoke and Mirrors – Victory points are awarded based on control of the Bluff tokens

- 1 point for each Bluff counter marked with a 1 that you control
- 2 points for each Bluff counter marked with a 2 that you control
- 2 points if you control ALL FOUR Bluff counters marked with a 0.

Terms of Victory (Legends Bracket)	Bonus Pts
Main: Control more Victory Points worth of Bluff Tokens (1 for each point, and 2 for controlling all four 0s)	--
T1: Rout more points of your enemy's in the first four turns than your opponent does	+2 pts
T2: Control more 0-point Bluff tokens than your opponent	+1 pts
SUDDEN DEATH: Players stand back-to-back with a judge to act as officiant. On the word "SHOOT" of "Rock, paper, scissors, SHOOT" each player will reveal a rock, paper, or scissors. The officiant will determine which player won the round. The first to win two rounds wins the game.	--

Smoke and Mirrors (Texian Bracket)		
Diff in Pts	Victor	Opponent
10	20	0
9	19	1
8	18	2
7	17	3
6	16	4
5	15	5
4	14	6
3	13	7
2	12	8
1	11	9
0	10	10

REMEMBER THE ALAMO!

Soaked in blood, exhausted from slaughter, your men plead for an end to the chaos, and to return home with their plunder. The invading enemy force has been devastated, and has drawn up their ranks for one last stand. The bastards are in your sights, and they can't get away. The gods, and your ancestors, cry out for revenge! REMEMBER THE ALAMO!

Victory Conditions: Hold the Line – After the game is over, draw an imaginary corridor across the table, 6" to either side of the center line. Divide this corridor equally into three scoring zones.

Add up the total Unit Strength of each player's units that have the majority of their footprint inside each scoring zone. If a unit is straddling the line between two zones, it is considered to be in whichever zone is covered by more than 50% of the unit's base. If there is not a clear majority, the unit is not considered in either zone. Victory points are awarded as follows:

- 3 Victory Points if you control the scoring zone in the middle of the board
- 2 Victory Points for each other scoring zone you control.

Special Rules:

Alamo Commanders. Assign three of your units as the Commanders of the Alamo. These units gain the Command (Blue (1), Command (White (1)), and Command (Red (1)) special rules, and must be assigned, in order, to units with the following rules: Very Inspiring, Inspiring, Individual, and Rallying. If your army does not contain three units with those rules, you may then choose from units who are Titan or Monster. So if you have an individual with Very Inspiring, a monster with Inspiring, no other individuals, and a Horde with Rallying, the Very Inspiring character would get Command (Blue), the Inspiring Monster would get Command (White), and the Horde would get Command (Red). If multiple units have these rules, you may choose in what order to assign the Command rules.

In addition, the following Command Orders may be used:

Name	Cost	Phase	Description
Deguello	3	Any	This unit gains the Brutal (+1) Special Rule until the end of the Turn
King of the Wild Frontier	4	Movement	Cavalry, Infantry, or Heavy Infantry only. The unit gains the Ordered March Special Rule until the end of the turn
Knife Skills	4	Movement	Whilst Counter-Charging, this unit has Crushing Strength (+1) until the end of the Turn.
Line in the Sand	4	Movement	This unit gains the Rallying (+1) Special Rule until the end of the Turn.
REMEMBER THE ALAMO!!	3	Melee	The unit may, after rolling to hit or damage, reroll a number of dice equal to the amount of Alamo Extra Life Reroll tokens the player has (to a maximum of 1 token for each year). These rerolls must be made at the same time as any rerolls for Elite or Vicious (pick up your 1's, then pick up any other misses, then reroll everything together).

Terms of Victory (Legends Bracket)	Bonus Pts
Main: Have more Victory Points from getting your units in the middle of the board	–
T1: Have more Unit Strength in your opponent's deployment zone than they do in yours	+2 pts
T2: Rout more points of your opponent's army than they do of yours	+1 pts
SUDDEN DEATH: You came all this way, on the top table, and you still couldn't break the tie? Fine. The tiebreaker for the last game is your Soft Score total. You don't get to know who won the game until the awards ceremony.	--

Dominate (Texian Bracket)		
Diff in Pts	Victor	Opponent
7	20	0
5	18	2
4	16	4
3	14	6
2	13	7
1	12	8
0	10	10

Player Tracker for

_____

Army Composition	Yes	No	Yes	No	Yes	No	Yes	No	Yes	No
Did your opponent's army make this game unpleasant? (Yes is bad, blank means it's fine)										
Did your opponent provide you with a copy of their army list?										
Best Games/Bad Games										
This opponent gave me the **Best Game** of the tournament (check only one)										
This opponent gave me the **Second Best Game** of the tournament (check only one)										
My opponent's attitude, hygiene, or play style was unacceptable. We had a **Bad Game**, and it negatively impacted my tournament experience.										

Player's Choice Vote for

_____

(your name)

I certify that I find the army belonging to

_____

to be my choice for Player's Choice.

May the Dice Gods smite me down if I am lying, or trading my vote with a club mate.

_____

(signed)