



# WARRING STATES

## TEST OF HONOUR CAMPAIGN EVENT

30<sup>th</sup> SEPTEMBER 2017

TEST OF HONOUR  
THE SAMURAI MINIATURES GAME

HOSTED BY



VENUE



Lenton Business Centre  
Lenton Boulevard  
Nottingham  
NG7 2BD  
United Kingdom

**Event details:**

**Cost:** £20

To be paid via friends and family PayPal transaction to the following account please ensure all fees are paid etc.

**infamouswargames@yahoo.com**

Note ticket price non-refundable but players are welcome to sell their places on.

**Timetable:**

0900 – Door open and registration

0930-1000 – Announcements

1000-1130 – Battle 1

1130-1300 – Battle 2

1300-1400 – Lunch (No lunch provided, venue bar may be open for refreshments TBC)

1400-1530 – Battle 3

1600-1730 – Battle 4

1730 – Presentations

**Player required to bring:**

Total 24 point warband of your choosing including unit cards

Set of Skills Cards, set up details of the skill decks can be found in event guidelines pack

Set of Dishonour cards

Set of Injury cards

Full set of activation tokens for your force including fate tokens

Note, if you are using other party tokens please bring enough to cover what could be your opponents force but preference is for Warlord token as per core game set.

Set of other in game tokens, blood drops and reloads etc.

Measuring device of choice, tape measure for example

Set of Test of Honour dice

Token draw bag

Writing implement for record keeping of your battles

**Battles:**

Opponents and table numbers will be advised before the commencement of each battle.

If a number of players are coming from the same club please advice on your booking and we will do our best to prevent battles between you as far as possible.

## Infamous Wargaming & Warlord Test of Honour Campaign Day:

Below are the guideline notes for the campaign event. This event is not designed as a fully competitive event.

The first and most basic rule is the event is aimed at the enjoyment of the game.

We as many other feel that the Test of Honour ruleset is not aimed at this competitive style but we also think that a lot of potential is available to create some quite powerful combinations which maybe would not be in the interest of supplying the best gaming experience for all attendees.

Therefore we have put into place the following guidelines for how the event will run, and I hope you can see the type of event we are aiming to provide.

These guidelines are in their initial version and the organisers retain the right to make amendments at any stage, but note there will be a cut-off date for when we can do this so no last minute changes are made prior to the event.

### 1. Base format.

- Each player selects a war band up to **24 points** following force set up in the Battle Guide.
- Each round either one of the Battles from the Battle Guide or a special written Battle is selected by the organiser, all tables to play that Battle for that round.
- Players then select a war band for that mission's total points level from their 24 point war band total.
- Mission is played out under its victory conditions and game ends at stated turn or when timer for that round runs out.

### 2. Cards.

- Each player to have their own set of skill, dishonour, and injury cards.

#### Skill Cards:

- Player start with the basic deck from the core rules plus the card expansion pack.
- Plus to that all quest cards for any expansion pack that has a unit choice from that expansion included within the 24 points total
- Plus to that include one of the skill cards from any expansion pack for a unit card selected from that expansion in their 24 point total war band.
- **Example:** I have 2 units from the Ronin expansion and 1 from the mounted Samurai so I include all the quest skill cards from the Ronin and mounted expansion plus a total of 3 extra skill cards, 2 from the Ronin set and 1 from the mounted Samurai set
- At the start of each round each player draws a number of skill cards from their deck and can assign to units in their force as per the rulings contained within the Battle Guide.

Round 1 – 1 skill card

Round 2 – 2 skill cards

Round 3 – 3 skill cards

- **Note:** You may choose to retain card from a previous round. If not all skill cards are returned to the deck and re dealt from the deck at the start of the following round
- **Note:** If your Hero is from one of the expansion sets and gets assigned a skill card as per the description on that card that counts as part of the total for the above.

## Injury and dishonour cards:

- Player can have all cards from core set and expansion set in the relative decks if available.

### 3. Points awarded per game.

- Win the mission – 20 points
- Draw the mission – 10 points
- Lose the mission – 5 points
  
- Extra 1 point per game are awarded to your total for the following:
  - 1) Your Hero alive at the end of the game.
  - 2) Your opponent's Hero killed in the game.
  - 3) Your opponent's Hero killed with one of you lowest pointed units.  
**Example:** Lord taken down by singular Ashigaru spearman
  - 4) Complete a QUEST skill card.
  - 5) Way of honour, have finished the game without drawing any dishonour cards.
- A number of awards may be made at the end of the event where above scoring system may be utilised to determine the recipients

### 4. FAQ and Optional rules

- The following rules from the Optional Rules PDF as issued by Warlord Games will be in effect.
- Unexpected Actions
- Varying Ability Score Heroes and Samurai  
**Note:** All these to be presented to the organisers prior to the event for confirmation of acceptance
- Rivers, Lakes, & Paddy Fields
- Shot in the Back
- Victory Points
- Special Events
- All FAQ clarifications  
**Note:** Organisers again retain right to add or remove any of these optional rules.

We hope that we have made these guidelines as clear and as simple as possible but any further clarifications you require please do not hesitate to contact us through the Facebook group:

<https://www.facebook.com/groups/1878847779064227/>