

HoN Tournament Rules

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- The Tournament will be played on the 22nd and the 23rd of October 2022, during the Roma Wargame Gathering RWG 2022 at the presence of Clément Seraut (Clem), he who together with Yann has designed the Heroes System.
- There will be played 3 rounds: Sat22 Morning, Sat22 Afternoon and Sun23 Morning. Each round will last a maximum of 2 hours.
- Players should build in advance two Armies, one for the Axis and one for the Allies. These could be built choosing among all the units available in HoN, Hos and their official published expansions. If they need, the Players will find 2 pre-built armies available.
- Players have 300 Army Points available for each of the two armies.
- Just before each game Players can swap 75 pts of their army for 75 points of units they think are more suitable for the scenario that will be played.
- The Battlefield will be the same for all the games in each round. It will be composed of HoN base box tiles only.
- Players are kindly requested to bring their own mapboards and units if possible.
- Only Hon/Hos DPG dice and order blocks are allowed.
- Players must use 2.0 card decks.
- The winner of each game will be the Player who scores more points adding up loss inflicted and objectives.
- For ranking purposes it will be taken into account the points differential: each player subtracts from his score, the opponent score, obtaining a positive (in case of win) or negative (in case of loss) number.
- The sum of the three differentials of each player will give the Player's position in the Final Ranking.
- PRIZES: First three Players will be awarded of a prize chosen among the following kindly offered by DPG:
One prize is a Kickstarter pledge with the storage solution, to choose between Battle for Caen or Heroes of Pacific
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One prize is an original drawing from Clem!
The first Player chooses first, then the second chooses, then the third.
Each of them will have a Devil Pig Games embroidered patch.
- Here are the Rounds in detail:

I° Sat22Morn - "Attack/Defense" scenario (BROSB pag 7). Opponents will be chosen randomly. A die roll will decide who Attacks and who Defends. Higher roll chooses. Attacker has the Initiative. Defender places 4 Terrain Elements from HoN base Box. Game length 6 turns.

II° Sat22Eve - "Attack/Defense" scenario (BROSB pag 7). Opponents will be chosen depending on their actual overall score. Who was the Attacker in the previous Round will now play as the Defender and vice versa. Attacker has the Initiative. Defender places 4 Terrain Elements from HoN base Box. Game length 6 turns.

III° Sun23Morn - "Confrontation" scenario (BROSB pag 7). Opponents will be chosen depending on their actual overall score. Players will have 2 Terrain Elements each to set up alternatively from the HoN base Box. Once set up the terrain roll for Initiative. Higher roller chooses or the Deployment side or to have Initiative. Each Player will set up a 5 pts Secondary Objective for the opponent in his Deployment area. A Neutral Primary Objective is set up in the Middle of the mapboard. Game length 6 Turns.