

Player Initial Table placing

| Ref | Name | Group | First Table | Faction Type |
|-----|-----------------------|-------|-------------|--------------|
| 1 | Andy Leon | A | A | D. A. |
| 2 | Andy Powell | A | A | D. A. |
| 3 | Christopher Ainsworth | A | B | D. A. |
| 4 | Chris Rogers | A | B | D. A. |
| 5 | Dan August | A | C | D. A. |
| 6 | David Clarke | A | C | D. A. |
| 7 | Gareth Parfitt | A | D | D. A. |
| 8 | John Fry | A | D | D. A. |
| 9 | Karl Farell | A | E | D. A. |
| 10 | Mark Birch | A | E | D. A. |
| 11 | Mick Holman | B | F | D. A. |
| 12 | Murray Palmer | B | F | D. A. |
| 13 | Neil Moulden | B | G | D. A. |
| 14 | Nick Shaw | B | G | D. A. |
| 15 | Paul Hutchinson | B | H | D. A. |
| 16 | Richard Hardy | B | H | D. A. |
| 17 | Richard Malpas | B | I | D. A. |
| 18 | Steve Taylor | B | I | D. A. |
| 19 | Stuart Davies | B | J | D. A. |
| 20 | Tracy Beech | B | J | D. A. |
| 21 | | B | K | D. A. |
| 22 | | B | K | D. A. |
| 23 | Andy Thurgood | C | M | C & C |
| 24 | Cameron Mather | C | M | C & C |
| 25 | Carl Gailey | C | N | C & C |
| 26 | Ian Mackay | C | N | C & C |
| 27 | David Mather | D | O | C & C |
| 28 | James Joynson | D | O | C & C |
| 29 | Joe Messenger | D | P | C & C |
| 30 | Nick Brown | D | P | C & C |

Tournament Scoring and Prize allocation details

Allocation of Prizes

- 1st Prize: C&C Crusader Foot Warband - 4 points - (25 foot figures)
- 2nd Prize: Jomsviking starter warband – 4 points - (25 foot figures)
- 3rd Prize: C&C Crusader Sergeants with crossbows (8 foot)
- 4th Prize: C&C Mutatawwi's Chosen warriors (8 foot)
- 5th Prize: Jarl Sigvaldi & 3 Jomsvikings (4 foot)
- 6th Prize: C&C - Godfrey de Bouillon
- 7th Prize: C&C - Mutatawwi'a Warlord
- 8th Prize: Frankish hero - Roland
- 9th Prize: Scots Hero - Macbeth
- 10th Prize: Wandering Bard
- 11th Prize: [SAGA Measuring Sticks](#)
- 12th Prize: [SAGA Measuring Sticks](#)

- 1st Place: The overall winner after 4 rounds accumulating points as described below for each scenario.
- 2nd Place: The next best overall winner after 4 rounds accumulating points as described below for each scenario.
- 3rd Place: The next best overall winner after 4 rounds accumulating points as described below for each scenario.
- 4th Prize: The next best overall winner after 4 rounds accumulating points as described below for each scenario.
- 5th Prize: The next best overall winner after 4 rounds accumulating points as described below for each scenario.
- 6th Prize: The next best overall winner after 4 rounds accumulating points as described below for each scenario.
- 7th Prize: Best at the 'Battle at the Ford' Scenario but has not won a previous placed prize.
- 8th Prize: Best at the 'Chance Encounter' Scenario but has not won a previous placed prize.
- 9th Prize: Best at the 'Village Pillage' Scenario but has not won a previous placed prize.
- 10th Prize: Best at the 'Clash of Warlords' Scenario but has not won a previous placed prize.
- 11th Prize: The best presented/painted warband (judged by all players)
- 12th Prize: The worst overall result accumulated over 4 rounds

The scoring of each Scenario is as follows:

First two rounds: For 'Battle at the Ford' and 'Chance Encounter': For matching up of the next player for the next game. Players are ranked within their scenario group based on the number of VP's achieved and not played the same player before. If there is a draw, the player with the higher kill points is ranked higher. [Note: For the 'Battle at the Ford' scenario, troop points across the river are counted as if they were kill points].

For prize selection, after elimination of previous winners, the winner is the player with the greater number of VP's and if there is a draw, the player with the higher kill points is ranked higher.

Third Round: For 'Village Pillage': For matching up of the next player for this game. Players are ranked based on the number of VP's achieved in the previous 2 scenarios. If there is a draw, the player with the higher kill points is ranked higher.

For prize selection, after elimination of previous winners, the winner is the player with the greater number of VP's and if there is a draw the player with the higher kill points is ranked higher.

Fourth Round: For 'Clash of Warlords': For matching up of the next player for this game. Players are ranked based on the number of VP's achieved in the previous 3 scenarios. If there is a draw, the player with the higher kill points is ranked higher.

For prize selection, after elimination of previous winners, the winner is the player with the greater number of VP's and if there is a draw the player with the higher kill points is ranked higher.

Overall winner places (prizes 1 to 6) are based on the accumulated score of the VP's gained from all scenarios. If a position is drawn by more than one player, then the following rules will be applied to separate out the players. The player with the higher total kill points is ranked higher and then the player with the most Wins. If still a draw, the player with the best Clash of Warlords result. Finally if still a draw, give up and dice for the winner.