



CHESTERFIELD OPEN GAMING SOCIETY PRESENTS

COGS OF WAR 2026

A KINGS OF WAR TOURNAMENT

SUNDAY 12TH JULY 2026

SCENARIO PACK AND SCORING SHEET



YOUR NAME:

ROUND 1 - SEEK AND DESTROY

Before rolling for sides players alternate placing loot counters until there are a total of seven counters on the board. The winner of a roll-off places the first counter. Loot counters must be at least 12" from other markers, and 3" from blocking terrain including the board edges.

If a unit Routs an enemy unit that is carrying Loot in melee, they may elect to destroy the Loot and remove it from the table rather than picking it up.

Each player scores one victory point for each loot token their units hold.

	You	Opponent
Number of loot counters	_____	_____
Total points routed	_____	_____

ROUND 2 - HOLD THE LINE

At the end of the game, divide the area within 6" either side of the centre line into 3, equal 24" long scoring areas. Add up the unit strengths of each unit that has at least 50% of its base in the area.

If a unit ends a move with exactly 50% of its base in each of two of the scoring zones, its controlling player must declare which zone it is in. If a player has more unit strength in a scoring zone than their opponent, they control that zone.

- If you control the centre area, score three points
- For each of the flank areas, score two victory points

	You	Opponent
Controls the central zone	☐	☐
Number of flank zones	_____	_____
Total points routed	_____	_____

ROUND 3 - CONTROL

Before rolling for sides players alternate placing objective markers until there are a total of seven markers on the board. The winner of a roll-off places the first marker. Objective markers must be at least 12" from other markers, and 3" from blocking terrain including the board edges.

At the end of the battle score one point for each objective marker you control.

	You	Opponent
Number of loot counters	_____	_____
Total points routed	_____	_____

MOST SPORTING

	Opponent's name
1st	_____
2nd	_____

BEST ARMY

Player's name	Votes
_____	_____
_____	_____