



Hera's Discord is proud to announce "Hera's Dojo - KOTD EDITION", new and improved edition! The Dojo is an Arabia league for all ELOs, targeting a specific civ matchup each week! Players can expect to be grouped into groups of 6 similarly ranked contestants. Contestants will play 5 sets, one set a week for 5 weeks. The sets will be BO3 with the following format...

Game 1 - Player 1 (Civ A) vs Player 2 (Civ B)

Game 2 - Player 1 (Civ B) vs Player 2 (Civ A)

Game 3 (mirror) - Player 1 (Civ they lost with) vs Player 2 (Civ they Lost with)

Civilizations will be picked based on the best matches of the King of the Desert tournament, hosted by Memb!

All players are encouraged to discuss matchups in #aoe2-discussion channel and schedule matches in #aoe2-games in Hera's Discord.

We will announce the civ matchups in Hera's Discord (#heras-doj channel)

Points will be awarded as follows:

Win set: 3 points

Lose set: 1 point

No show/fail to schedule: 0 points

All games will be played on the KOTD Arabia map. Please subscribe to the "King of the Desert 3 - Official Map" mod.

Calendar:

20 September: AOEZONE Announcement and Solicitation

26 September: Signups close

27 September: Groups Announced. Civ Matchup 1 Announced.

04 October: Set 1 Complete, Civ Matchup 2 Announced.

11 October: Set 2 Complete, Civ Matchup 3 Announced.

18 October: Set 3 Complete, Civ Matchup 4 Announced.

25 October: Set 4 Complete, Civ Matchup 5 Announced.

01 November: All Matches Done, winners crowned!

In order to sign up you must be in Hera's Discord. <https://discord.gg/XtHzdSe>

If you'd like to participate please sign up here as follows:

Name: Brohio

Discord Tag: Brohio#0971

AOE2.Net Profile: <https://aoe2.net/#profile-296704>

Highest DE 1v1 RM ELO: 1510

2. Lobby Settings

Visibility: Public

Players: 2

Password: No

Allow Spectators: Yes

Hide Civilizations: No

Spectator Delay: none

Game Settings

Game: Random Map

Map Style: Custom

Location: KotD3 - Arabia

Map Size: Tiny (2 Players)

AI Difficulty: Standard

Resources: Standard

Population: 200

Game Speed: Normal

Reveal Map: Normal

Starting Age: Standard

Ending Age: Standard

Treaty Length: <None>

Victory: Conquest

Lock Teams:

Team Together:

Team Positions:

Shared Exploration:

Lock Speed:

Allow Cheats:

Turbo Mode:

Full Tech Tree:

Record Game:

3. Laming Rules

No laming boar with scout (vill blocking ok).

No palisading trees unless the tree is part of a wall.

4. Restarts and Bugged Maps

A Map is considered bugged if:

Villager or Scout is stuck

8 Sheep, 2 Boars and 3/4 Deer need to be available for moving or luring to TC Berries (6 Forage Bushes), Main Gold (7 tiles), 2nd and 3rd Gold (each with 4 tiles), Main Stone (5 tiles) and 2nd Stone (4 tiles) must be accessible in a way that you can place the respective Building to gather the resources; Main Gold needs at least 5 sides free to mine, Main Stone needs at least 4 sides free to mine