

Kings of War Tournament Rules Pack

Preparing for the Event

Players must choose a Single Force List up to this points limit and no more and this will be used for all the games on the day.

Tickets

One ticket is required per person to play in the tournament. The tournament organiser will be able to let you know where you can buy a ticket. Remember to bring a copy of your ticket with you to the event.

Your Force List must be chosen from one of the official army lists noted below (however, allies are permitted following the normal limitations).

What do I need to bring?

You will need an army to take part, as per the 'Building Your Army' section. In addition, you will also need to make sure you bring the following:

Players may choose from the following official, core Kings of War army lists: Elves, Orcs, Dwarfs, Kingdoms of Men, Abyssal Dwarfs, Undead, Goblins, Twilight Kin*, Ogres, Basileans, Forces of Nature and Forces of the Abyss.

- At least two copies of your army list
- All dice, tape-measures, rule-books, damage markers, pencils and other gaming accessories you will need. Please bring dice that are clear to read for both you and your opponents.
- A copy of the score-sheet – you can download this from the Mantic Website.
- You will need a chess clock, stop-watch, phone or other similar time-tracking device.
- It will be a good idea to have your units mounted on unit bases or movement trays – if you insist on individually moving all the models in a Zombie Legion, you'll soon run out of time! Unit footprints must conform to the appropriate size of course.
- Having a large tray to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion.

The extra army lists from the forthcoming list expansion book will not be permitted for this event. It is unlikely these new lists will be fully developed and tested in time for this year's event.

* The Twilight Kin temporary army list is available on the Mantic forums and/or via the Mantic web site.

Fan Lists

Fan-lists are considered unofficial and may not be used.

Army Composition

- All the normal army selection rules in the Kings of War rulebook apply
- Unique units, or "Living Legends" (i.e. those marked with a [1] after their name in the list), can be included in tournament armies (but not in any allied contingent should you have one).
- You may take allies from one other army list up to 25% of your total force, following the normal selection rules. As an example, 25% of 2000 means, at most, you can spend 500 points on allies. Note that this includes all options (including magic artefacts) that you purchase for them.

Building your Army

Armies

This tournament uses the Kings of War 2015 2nd Edition rules, with a maximum army total of 1,500 or 2,000 Points (check with the tournament organiser) adhering to the standard rules of army composition as detailed in the Kings of War rulebook.

Miniatures

Players are permitted to use any miniatures in their armies. Models must be based on the appropriate base size and shape for their type. Unit-basing (or "multi-basing") is permitted so long as the unit footprint is accurate for the unit size. Model counts for multi-based units or those on movement trays must be greater than 50% of the 'expected' model count the unit is representing. For example, an infantry regiment should be 11+ models. The preferred model count is 66% or more to maintain the visual spectacle of mass-battles.

If any model is used as a "counts-as" or a proxy for another, this must be made clear to your opponent before a game begins (and during if required). Count-as and proxy models should be appropriate replacements (no Treemen representing Orclings!) and their unit footprint must be accurate.

They should fill the same approximate volume as the models they are replacing to avoid confusion. If you have any doubt, consult your event organiser in well in advance.

Players will receive bonus points for bringing a prepared and painted army. Playing with unpainted models is acceptable but such an army will be at a slight disadvantage at the start of the event.

- All models fully painted & based. This is worth 10 TPs.
- Fully painted is as it sounds, paint on all parts of the miniature to show of its features.
- Based means paint and/or basing materials/flock on the miniatures base.

Force Lists

You are required to submit a copy of your Force List to the organisers at the start of the tournament . Please write out all units, points costs and any additional equipment in full. You should also have at least one copy for yourself that your opponents can look at on request. Using a program or list-builder application to create and print out your sheet is often the best option.

Your army list must include:

- All of the models in your army.
- Their equipment and the points value of everything in your army.
- Your name on all copies of the roster.

Please do not use acronyms on any copy of your Force List. If any mistakes are found during the tournament that were not picked up on, the results of all the games in which the player has used the illegal list will immediately be changed to 20-0 Tournament points, in favour of their opponents.

This will apply even if the mistake was a totally honest one, so please do double check your Force List before the tournament.

Tournament Rules

Game Time and Victory Conditions

The tournament consists of three games in a one day event, and six games in a two day event, and will make use of chess clocks, phone timers or other devices for enabling Timed Games. Each player has forty five (45) minutes for each game, including deployment.

Schedule

The tournament organiser will let you know the start and finish time(s) and will run through the schedule on the day.

Note that the time allocated for each game is 70 minutes for a 1,500 pt game (60 minutes for the game itself, 30 minutes per player, and 10 mins for discussing rules & completing score sheets) or 100 minutes for a 2,000 pt game (90 minutes for the game itself, 45 minutes per player, and 10 mins for discussing rules & completing score sheets). The schedule may be adjusted on the day if things are running behind (or ahead!).

Game Sequence

The scenario for each game will be announced by the organiser at the start of each game. All six standard game scenarios will be played.

- Roll-off to decide who is going to take the first turn. Once the winner of the roll off decides who will start to setup, that player's clock IS STARTED. Players alternate setting units up using the clock as described in the Timed Games section of the Kings of War rules. Once the last unit is set-up, both clocks are stopped.
- Vanguard moves. Roll-off to decide who is going to start making Vanguard moves. Once the winner of the roll off decides who will start to move Vanguard units, that player's clock IS STARTED. Players alternate making any Vanguard moves using the clock. Once the last Vanguard move is made, both clocks are stopped.
- Roll-off to decide who is going to take the first turn. Once the winner of the roll off decides who will start to play, that player's clock IS STARTED. Players alternate taking turns using the clock.
- The game lasts 12 turns (each player taking 6 turns). At the end of turn 12, the player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends – work out the winner as normal.
- If a player runs out of time during of his turns, the game ends instantly and his entire army routs – immediately remove all of his remaining units, as if they suffered a Rout! result, and then work out the victory conditions as normal. Note that players cannot decide to suddenly end a turn without completing all actions they have initiated (for example, without resolving the melee against enemy units they have charged in the Move phase). They can, however, simply declare that they are ordering all units to halt in the Move phase, and that no unit is Shooting in the Shoot phase.
- Meet your opponents at the table and discuss the terrain and how you will treat it during the game. Use the terrain as it is laid out on the table. Place any objective markers, and finally roll-off for table side. Players should discuss before the game how they will deal with cocked dice and in what circumstances they should be re-rolled.
- Sit on your own side of the table and place you army on your side of the table, so that the opponent can see your models and your force list and ask any questions.

Rounds

The match-ups of the first round (Game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. Once players have completed their game in a given round they should jointly complete the result sheet provided and hand it in to the tournament organisers as soon as possible so that the next rounds can be organised in time.

Tournament Points

Make sure you have downloaded and printed off a copy of the score-sheet from the Mantic website. After a game the points will be assigned as follows:

Result	Tournament Points (TP)
Victory	15 TPs
Draw	10 TPs
Loss	5 TPs
Time out/Concede	0 TP (with no bonus for attrition score)

Margin of Victory

This is the difference of the total number of points the winner has left on the table, compared to the loser. This

difference in totals adjusts the Tournament Points by a positive or negative amount. This means that you may score a victory, but should your army be decimated by your opponent, that victory will be a hollow one. Include any points scored for objectives in this calculation in scenarios where it is applicable. The winner of the game subtracts the points value of the losers remaining army from their own army's remaining points value. The players then consult the table below for the adjustment to both players' scores.

From the second game, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order).

In the case of more than two players on the same number of TPs, players will be matched in order of descending 'Attrition Score'.

By 'Attrition Score', we mean the amount of points of enemy units routed by the player until that point in the Tournament (excluding points for objectives – it's routed enemy units only). Players will therefore have to record the score they get for each game in addition to the overall game result. At all times, the tournament organiser will endeavour to avoid player's re-playing an opponent they have already faced but on occasion, this may become unavoidable and a minor adjustment made.

POINTS DIFFERENCE	WINNER ADJUSTS THEIR TP SCORE BY	LOSER ADJUSTS THEIR TP SCORE BY
+2000	+5	-5
+1500 to +1999	+4	-4
+1000 to +1499	+3	-3
+500 to +999	+2	-2
+1 to +499	+1	-1
0	0	0
-1 to -499	-1	+1
-500 to -999	-2	+2
-1000 to -1499	-3	+3
-1500 to -1999	-4	+4
-2000	-5	+5

For example: Fred wins a Kill! game (15 TPs) by beating Sam (5 TPs). Fred has 1255 points of units left on the table and Sam has 750 points of units left on the table. 1251-750 is 505. Consulting the table, the final TPs for the game are 17 for Fred and 3 for Sam.

Winning the Tournament

The winner is determined at the end of the last game (game 3 or 6), according to the following criteria:

- The player with the most TPs will be the winner
- In the case of players having the same highest TPs, the winner will be the player with the highest 'Attrition Score'.
- If both the TP and Attrition Scores are matched, games where these players have played each other during the course of the tournament will be evaluated and the winner will be the winner of such a match (based on result and then Attrition scores for that game).
- Finally, if the players cannot be split, the tournament ends with a joint victory and the players share the first prize.

Prizes

There will be prizes for 1st, 2nd and 3rd places.

There will be additional prizes for Most Sporting player and Best Painted army.

Sportsmanship

There are no sportsmanship scores at this tournament but there will be an award. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2015 hardback book. In addition, any official FAQ rulings and errata from Mantic Games (published on their website or official forums) will also be used. Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being

done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves. Please also respect the time each player has. If a question cannot be resolved quickly, please stop the clock until the answer or a solution is decided upon.

If you are unable to amicably resolve a ruling amongst yourselves, you can call upon the organiser to make a ruling. Their ruling is final.

The organisers reserve the right to take appropriate action for any player they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty or even a forced Time Out result. In extreme circumstances a player may be ejected from the Tournament for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).

Crowd at the Table

If one player feels discomfort with the amount of spectators present at his table, he may request them to step aside. Please respect the player's space if you're asked to do so.

Reporting Battle Results

As noted previously, players will be given enough time to play a full game of Kings of War and enough time to hand in results. In order to ensure that the tournament runs smoothly, TP penalties (2 points) may be given to players that report battle results after the scheduled time is over at the tournament organiser's discretion. This penalty will always affect both players.