

War Kings GT 2022

TL;DR

- 2300 points
- KoW 3rd Edition and Uncharted Empires, Clash of Kings 2022
- (We WILL NOT be using the new one-book-to-rule-them-all as it will only have started shipping 2 weeks prior to the event, so some people may not even have it yet).
- War King required (see below)
- Grudge Matches 1st round
- Roll for 7th turn (7th turn NOT timed)
- 70 minutes on the clock
- Lists due November 4th 2022 for full points

War King GT takes place November 12th and 13th, 2022, in Newark Oh at Game Table Adventures - 400 Granville St, Newark, OH 43055.

Cost is \$50. Limit of 40 players

Registration : To register please send \$50 via paypal (please use the Friends and Family option) to ohiowarkings@gmail.com. Please include your name and the army you will be playing.

This is a game tournament – the main deciding factor will always be game play. Painting and Sportsmanship are important and are major factors, however at the core this is about playing the game.

Remember: The goal is to win, but the purpose is to have fun. These are not mutually exclusive.

Prizes

There will be plaques for Best Overall, Best General, Best Sportsman and Best Appearance. In addition, all players will vote for the Player's Choice and Best War King. We may also have certificates based solely on the TO's discretion.

Age limit

Players must be aged **14** or over. Any player under the age of **16** must be accompanied by an adult (playing or non-playing).

Items you should provide

In addition to your army and copies of your army list, you need to make sure you bring the following:

- All dice, tape-measures, rule-books, damage markers, pencils and other gaming accessories you will need. Make it clear to your opponents how you will be tracking damage. Please bring dice that are clear to read for both you and your opponents.
- 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.

Building your Army

In addition to the rules below, please review the **Special Event Rules** section when building your army.

Armies

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This tournament uses the **Kings of War 3rd edition rules**, with a maximum army total of **2300** Points and adhering to the standard rules of army composition as detailed in the Kings of War rulebook.

Your Force List must be chosen from **one** of the official army lists from the Kings of War 3rd edition rule book, Uncharted Empires, or Clash of Kings 2022.

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
- “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 plus the noted changes in the **Specific Event Rules** section. 25% of 2300 means, at most, you can spend 575 points on allies.
- You **MUST** take a War King. This is **NOT** part of your 2300 points.

War King

- The War King is a custom Living Legend hero who will lead each player’s forces in the tournament. There will be special scenarios and objectives centered on the War King.
- This Living Legend should be named.
- Choose one of these two base profiles:

War King						Hero (Cav)			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Cost
1	8	3	-	5	3	1	5	12/14	150
Crushing Strength (1), Thunderous Charge(1), Individual, Mighty, Very Inspiring Keyword: WarKing									

War King						Hero (LrgInf)			
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Cost
1	6	3	-	5	3	1	6	13/15	150
Brutal, Crushing Strength (1), Inspiring, Nimble Keyword: WarKing									

- The War Kings may take a unique artifact by combining up to 3 artifacts for a total of no more than 50 points (these artifacts may be duplicates of other artifacts taken in the army).
 - The Sacred Horn **MAY NOT** be part of the new unique artifact
 - If the Scrying Gem is part of the War Kings artifact, and it is also taken by another unit, then the effects **DO NOT** stack – roll for both and choose the result to use.
- Increase **ONE** base stat by one point (nerve gains +1/+1)
- Choose **ONE** aura for the War King (note, those with numbers **DO NOT STACK**)
 - Iron Resolve (1)
 - Thunderous Charge (1)
 - Phalanx
 - Fury
 - Headstrong

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- Dread
- Rallying (1)
- Lifeleech(1)
- Radiance of Life
- Cloak of Death

Miniatures

Players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models.

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. All units must contain the Minimum Model Count as specified in the official FAQ.

Painting is **STRONGLY** encouraged, though not absolutely required. However your appearance score is a significant part of your overall score.

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.

Force Lists

You are required to submit a copy of your Force List to the organizers either before (see below) or at the start of the tournament. You should also have at least one copy for yourself and another spare for your opponents to reference on request. Using a program or list-builder application to create and print out your sheet is often the best option (<https://mantic.easyarmy.com/>) is highly recommended). If you can show the TO at the start of the tournament that you have at least 2 PRINTED copies of your army list, then you will receive 5 sportsmanship points.

Your army list must include:

- All of the models/units in your army.
- The 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 favor 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.

If you are unsure of your army list, please feel free to submit it to the tournament organizers prior to the event for checking.

Players who submit their army lists to the event organizer (emailed to ohiowarkings@gmail.com, with subject “War Kings III Army List”) by Midnight EST November 4th EST will receive 10 sportsmanship points. Those received by Midnight EST November 10th EST will receive 5 sportsmanship points.

When submitting your army list, you must include your War King Profile.

Tournament Rules

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Game Time and Victory Conditions

The tournament consists of **five** games over the course of the weekend (3 games on Saturday and 2 on Sunday), and will make use of chess clocks or other devices for enabling Timed Games. Each player has **sixty (70)** minutes for each game, including deployment.

Schedule

The tournament will take place over two days and will use the following schedule (this may be changed as needed):

Saturday

- 10:00 Doors Open
- 10:00 – 10:45 Event Check in
- 10:45 – 11:00 Welcome / Briefing
- 11:00 – 1:30 Game 1
- 1:30 – 2:30 Lunch / Paint Judging
- 2:30 – 5:00 Game 2
- 5:30 – 8:00 Game 3

Sunday

- 10:00 – 10:20 Day 2 check in
- 10:30 – 1:00 Game 4
- 1:30 – 4:00 Game 5
- 4:30 Awards

Note that the time allocated for each game includes 150 minutes for the game itself (70 minutes per player maximum) plus 10 minutes for meeting, discussing rules and completing and turning in results. 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 organizer at the start of each game.

- 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 your army on your side of the table, so that the opponent can see your models and your force list and ask any questions.
- Deployment: The player who chose sides clock IS STARTED and that player deploys the first unit. The players alternate deploying units using the clock as described in the Timed Games section of the Kings of War rules. Once the last unit is deployed, 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. 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 **6** turns (each player taking **6** turns). At the end of the 6th turn, the 2nd player rolls a die, and on a 4+ a 7th turn is played.

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- **At the end of the 6th turn, both chess clocks are STOPPED. The 7th turn, if played, is NOT TIMED.**
- **If a player runs out of time, they must immediately put their dice down and make no further dice rolls for the rest of the game.** If there are any unresolved combats, then all charging units bounce back 1 inch as if failing to rout the enemy unit, and the charged units all receive a result of “Steady” for their nerve check. During the remainder of the game, the player remaining units all receive an order of “Halt” and no dice are rolled, including for rules such as Regeneration. The timed-out player will also receive a -1 tournament point penalty.

Timed Games

Timed games add a sense of urgency to the game and can present a challenge in time management to the players. In addition, they prevent games from running over time and keep the entire tournament running smoothly.

All games in the tournament are timed. Each player is responsible for bringing their own timing device (i.e. chess clock). Use of chess clocks is **NOT OPTIONAL – players may NOT decide to not use the clock.** If any table is found to not be using chess clocks for their game, then each play will receive a 10-point sportsmanship penalty for that game.

Clocks may be stopped if players have a game question while the question is resolved. If the players cannot resolve the question quickly then they need to have a tournament organizer come over and make a ruling.

If there is a 7th turn, it is not timed.

Rounds

The matchups 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 organizers as soon as possible so that the next rounds can be organized in time.

Scenarios will **NOT** be announced beforehand. Any scenario from the Kings of War 3rd edition book as well as **CUSTOM SCENARIOS** is fair game.

Tournament Scoring

Each game will be scored 15 / 12 / 10 / 8 / 5 points based on major win / minor win / tie / minor loss / major loss. In addition, each game will have 5 scenario points that either play can earn. If a player times out, they take an additional -1 Battle Point

Battle

- + 15 / 12 / 10 / 8 / 5 Battle Points (win, tie, loss)
- + 0-5 Battle Points (scenarios)
- -1 Battle Point (timing out)

Sportsmanship

- +10 Sportsmanship point – turning your list in to the TO before Nov 4th at midnight EST
- + 5 Sportsmanship point – turning your list in to the TO by Nov 10 at midnight EST
- + 5 Sportsmanship point – showing the TO you have at least 2 printed copies of your list

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- -10 Sportsmanship point – not using a chess clock
- + 4 Sportsmanship points – each favorite opponent vote
- + 2 Sportsmanship point – each 2nd favorite opponent vote
- + 1 Sportsmanship point – each 3rd favorite opponent vote

Appearance

Each army will be judged on appearance according to the score sheet available at http://puggimer.net/documents/AppearanceScoring1_5.pdf

- + 0-25 Self Scored Appearance points
- + 0-10 Judge Scored Appearance Points

Voted Awards

After the final game, each player MUST vote for their top three opponents, their favorite army, and their favorite war king model. Use whatever criteria you like for these – picking your favorite army and war king are NOT about technical painting skill – it could be the best theme or composition (there are some fantastically painted armies that, honestly, people don't remember. And there are armies and models that people remember even though the technical skill may not earn them Best Appearance)

Winning the Tournament

Best Sportsman – Highest total Sportsmanship points (tie breaker battle & scenario points)

Best Appearance – Highest total Appearance points

Best General – Highest total combined battle and scenario points

General's Choice - This will be based solely on favorite army votes

Best War King - This will be based solely on favorite war king votes

Overall Champion - Highest combined total of the following (range 25-150):

- Battle Points (25 - 75)
- Scenario Points (0 – 25)
- Sportsmanship score (including favorite opponent votes) – max of 25 points towards overall
- Judged Appearance points (including favorite army votes) – max of 25 points toward overall

A person can only win ONE of Champion, Best General, Best Sportsman and Best Appearance. In the case where a person would qualify to win more than one, the give one award to the player with the next highest qualifying score. Voted awards are awarded regardless of other awards.

Ties for overall will be broken using attrition score, with the higher player winning. If both players have the same attrition, then if one beat the other in a game, the winner wins. Last resort will be a single D6 roll off. Ties for other categories will be based on battle score, then attrition.

By 'Attrition Score', we mean the amount of points of enemy units Routed by the player until that point in the Tournament. 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 organizer will endeavor to avoid player's re-playing an opponent they have already faced but on occasion, this may become unavoidable and a minor adjustment made.

Notes

Sportsmanship

9/5/22

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Sportsmanship is scored via bonus points as well as occasional penalties, as well as player voting. 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.

Players will choose their three favorite opponents after the last game. These votes as well as points awarded for turning in your list ahead of time (and penalties for not using chess clocks) will be used to determine the winner of the best sportsman award.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 3rd edition (2019) book. In addition, any official FAQ rulings and errata from Mantic Games (published on the 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. If in doubt, the organizers are available to resolve your problem. 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.

Judges will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

The organizers 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 behavior (such as cheating, excessive swearing, shouting or verbal abuse).

Crowd at the Table

If one player feels discomfort with number of spectators present at their table, they may request them to step aside. When this happens, a referee will ask everyone around to step away from the table.

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 organizer's discretion. This penalty will always affect both players.

Updates

All judge rulings are final. In addition, changes may be made as necessary.