

# War Kings GT 2019

## TL;DR

- 2250 points
- CoK 2019 updates
- War King required, up to 250 pts
- Grudge Matches 1<sup>st</sup> round
- Roll for 7<sup>th</sup> turn (7<sup>th</sup> turn NOT timed)
- 55 minutes on the clock
- Lists due May 19<sup>th</sup> for full points

War King GT takes place May 25<sup>th</sup> & 26<sup>th</sup>, 2019, in Springfield Oh at Epic Loot Springfield - 1475 Upper Valley Pike, Ste 654 Springfield, Ohio 45504

Cost is \$50. Limit of 40 players

Registration at <https://www.ohiowarkings.org/2018/12/warkings-2019.html>

**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

This tournament uses the **Kings of War 2015 ("2<sup>nd</sup> edition")** rules, with a maximum army total of **2250** Points and adhering to the standard rules of army composition as detailed in the Kings of War rulebook (with the modification from Clash of Kings 2019).

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

From the main rulebook: Elves; Orcs; Dwarfs; Kingdoms of Men; Abyssal Dwarfs; Undead; Goblins; Twilight Kin\*, Ogres, Basileans, Forces of Nature and Forces of the Abyss.

From Uncharted Empires: The Brotherhood, Salamanders, The Herd, The League of Rhordia, The Trident Realms of Nertica, The Empire of Dust, Night-stalkers, Ratkin and Varangur.

\* *The Twilight Kin army list is available for download from the Mantic web site.*

## Fan Lists

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

The only supplement that is legal is Clash of Kings 2019

Kings of War: Historical book ARE allowed with the following restrictions:

- Your army list MAY NOT include allies, however mercenaries are allowed as listed for each army.
- Your army MAY include up to 25% Mythical units
- Units with the individual rule are NON SCORING units
- The rules for hills in the book will NOT be used (standard Kings of War hill rules will apply)
- If you have any questions, please contact [puggimer@gmail.com](mailto:puggimer@gmail.com) so we can get the straightened out.
- Historical units may ONLY take items from the Historical book.
- Your War King may be mythical, however if so then you may only take an additional 500 pts of Mythical units.

## 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 2250 means, at most, you can spend 562 points on allies.
- You **MUST** take a War King with a maximum of 250 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.
- Rules for creating your War King are as follows:
  - Choose a normal hero (not a Living Legend) allowed by your main force. You MAY NOT choose a hero of type Hero(Mon) - sorry, no upgraded dragons!
  - A unique artifact may be created by choosing up to three legal artifacts. The rules for those three artifacts are combined into a single artifact which is given a new name for the Living Legend.

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The total cost of the artifacts chosen is added to the cost of the hero. This does not restrict the use of those individual artifacts by other units in the main army force.

- Any upgrades normally allowed by the basic hero chosen may also be chosen by this Living Legend.
- The War King may NOT duplicate unique living legend spells (just like any other caster) though he may take them if eligible.
- The Living Legend is given a single stat line improvement of 1 point to any stat of their choosing. Upgrades are made AFTER any improvements from the unique artifact are added. The following values may be upgraded
  - Speed
  - Melee (may not be better than 2+)
  - Range (may not be better than 2+)
  - Defense (may not be improved better than 5+, however if the hero already has a 6+ defense then they keep it)
  - Attacks
  - Nerve (increases both waver and route values)
  - Piercing (either add to existing or give War King Piercing(1))
  - Crushing Strength (either add to existing or give War King Crushing Strength(1))
  - Thunderous Charge (either add to existing or give War King Thunderous Charge(1))
  - Spell values (increase the number of dice for a single spell by 1 – this cannot change legendary spells)
  - Regeneration (may not be better than 3+)
- This hero DOES NOT need to be unlocked via a regiment/horde/legion. Everyone MUST take one, regardless of any other heroes they take in the army.
- The maximum total point value allowed for this Living Legend is 250 points.
- Your War King **MAY NOT** be part of a formation.

## 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 base 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 (<http://kow2.easyarmy.com> is highly recommended). If you can show the TO at the start of the

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tournament that you have at least 2 PRINTED copies of your army list (in addition to any you need to turn in) 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](mailto:ohiowarkings@gmail.com), with subject "War Kings Army List") by Midnight EST May 19<sup>th</sup> will receive 10 sportsmanship points. Those received by Midnight EST May 23<sup>rd</sup> will receive 5 sportsmanship points.

## Tournament Rules

### Game Time and Victory Conditions

The tournament consists of **six** games over the course of the weekend (4 games on Saturday and 2 on Sunday), and will make use of chess clocks or other devices for enabling Timed Games. Each player has **fifty-five (55)** 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 – 1:00 Game 1
- 1:00 – 2:30 Lunch / Paint Judging
- 2:30 – 4:30 Game 2
- 5:00 – 7:00 Game 3

#### *Sunday*

- 12:00 – 12:20 Day 2 check in
- 12:30 – 2:30 Game 4
- 3:00 – 5:00 Game 5
- 5:30 Awards

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Note that the time allocated for each game includes 110 minutes for the game itself (55 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 6<sup>th</sup> turn, the 2<sup>nd</sup> player rolls a die, and on a 4+ a 7<sup>th</sup> turn is played.
- **At the end of the 6<sup>th</sup> turn, both chess clocks are STOPPED. The 7<sup>th</sup> 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 player 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 7<sup>th</sup> turn, it is not timed.

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## 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 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 Clash of Kings 2019 book as well as **CUSTOM SCENARIOS** is fair game.

## Tournament Scoring

Each game will be scored 15 / 10 / 5 points based on win / tie / 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 Per Game

### Battle

- + 15 / 10 / 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 May 19<sup>th</sup> at midnight EDT
- + 5 Sportsmanship point – turning your list in to the TO by May 23<sup>rd</sup> at midnight EDT
- +5 Sportsmanship point – showing the TO you have at least 2 printed copies of your list
- -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\\_4.pdf](http://puggimer.net/documents/AppearanceScoring1_4.pdf)

- + 0-20 Appearance points - Category 1: Tabletop Quality
- + 0-10 Appearance Points - Category 2: A Little Something Extra
- + 0-5 Appearance Points - Category 3: The Finer Details
- + 0-5 Appearance Points - Category 4: Wow! Factor

## Voted Awards

After the final game, each play MUST vote for their top two 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

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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 army votes

Overall Champion - Highest combined total of the following (range 30-199):

- Battle Points (win, loss, tie) 30 – 90)
- Scenario Points (0 – 30)
- Sportsmanship score (including favorite opponent votes) (0 – 39)
- Judged Appearance points (0-40)

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

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 2015 hardback 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

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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 amount 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.

## **Special Event Rules**

The unit and rule updates (as well as additional units and formations) from Clash of Kings 2019 will be used.