

Gem City Massacre 2016

Registration

Due to space restrictions, the tournament is limited to 24 participants. Cost for the tournament is \$10.00. In order to guarantee your spot in the tournament, it is recommended you pre-register. To pre-register, you must pay the tournament fee either in person, or via the paypal to puggimer@gmail.com (paypal registration is \$11.00, to cover the pay pal fees). All that is required is your name, email, payment and the army you will be playing (though this can change). Registrations will be accepted in a strict first come – first play order.

Building your Army

Armies

This tournament uses the Kings of War 2015 rules (2nd edition), with a maximum army total of **2000** Points and adhering to the rules of composition as detailed below. Players must choose up to this points limit and no more and this will be used for all the games on the day.

Players may choose from any of the official Kings of War army lists in either the main rule book or Uncharted Empires. The characters from Destiny of Kings are NOT allowed.

In addition they may use the Twilight Kin list available here <http://www.manticgames.com/SiteData/Root/File/FREE%20RULES/twilightkin-v006.pdf>

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 individuals, 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 plus the noted changes in the **Specific Event Rules** section. 25% of 2000 means, at most, you can spend 500 points on allies.

Miniatures

While Mantic models are encouraged, players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models. (However you must have models – paper cutouts are NOT allowed)

Models *must* be based on the appropriate base size and shape for their type. Unit-basing is permitted so long as the unit footprint is accurate for the unit size.

Painted models are strongly encouraged, but in the end are not required. However unpainted forces will not be eligible for “Best appearance” awards and there is a base painting score worth 20 points of your overall tournament 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.

Scenic basing

Many people like to create mini dioramas or bases with integrated scenery. When multi-basing, you must have at least 60% of the number of models for the unit (i.e. infantry troops need at least 6, infantry regiments at least 12, infantry hordes at least 24 and infantry legions at least 36). If your scenic basing is exceptionally cool then even these requirements can be waived – however please confirm this with the judges before the event. A single model in an empty tray is not cool.

Force Lists

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Force lists submitted to puggimer@gmail.com (use the subject "Gem City Massacre Army List") by midnight at 11/6/16 will earn 5 sportsmanship points.

You are required to submit a printed copy of your Force List to the organizers 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. If you DO NOT have at least 3 printed copies of your lists, you WILL be penalized 5 tournament points. Trying to read someone else's list on their tiny phone screen is not easy to do, nor is it easy for the organizer to attempt to read your chicken scratch handwriting.

Your force 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 30-0 Tournament points, in favor of his 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.

Special Event Rules

Terrain

All players are asked to bring in a piece of terrain for the tournament. This cannot be more than 10" in any direction. This needs to be something other than a forest, hill or obstacle, as we already have an abundance of those provided. Each player who brings in a terrain piece will receive a bonus of 5 points to their tournament score. The Organizer will classify and label each piece of terrain (height, blocking or difficult or normal, and if it blocks line of sight or not).

All hills are height 1. All forests are height 4.

Before the first round, each player must pick three pieces of terrain to use for the day. A player may not pick the terrain piece they brought, nor may they pick more than one hill, forest and/or obstacle (though if you want to be boring you could pick one of each instead of anything interesting or different).

After table assignments, players will roll off to deploy their terrain, high roll (re-roll ties) placing first. Terrain may be placed ANYWHERE on the table, as long as it is at least 12" from any other terrain piece. After all terrain has been placed, then it will be scattered D6". To do this use the provided scatter die, rolling for each piece and moving it in the appropriate direction. (If the scatter die comes up with a hit symbol instead of an arrow, then the terrain does not move). After scattering, the terrain is now set for the game.

If objective counters are being used, they are placed after the terrain is set.

Players now roll for sides (again re-rolling ties) with the high roll picking a side by deploying their first unit. Game rules now proceed as normal.

Unit Entry Changes

- Cursed Pharaoh – This unit has Defence 5 not 6. The points value remains the same.
- Ahmunite Pharaoh – This unit has Defence 5 not 6. The points value remains the same.

Special Rules

Note the amendments to the following special rule:

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Fly

The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the *Nimble* special rule.

While Disordered, units lose *Fly*. Note that this also means they lose the *Nimble* that *Fly* provides too, unless they have it by another means (such as *Individuals*).

Army Selection

Within your main force, you cannot select the same unit entry of type War Engine, Hero or Monster more than **3** times. *For example, in a goblin army, you could take a maximum of 3 War Trombones and a maximum of 3 Wiz heroes. You could still then take up to 3 Biggits of course.*

Allies

If you include allies, you cannot select the same allied unit entry of type War Engine, Hero (all types) or Monster more than **once**. *For example, in a goblin allied contingent, you could take a maximum of 1 War Trombone and a maximum of 1 Wiz hero.*

In addition, magic artifacts **cannot** be given to any allied units you take.

Scenarios

Invade! and Dominate!

In games using the Invade! and Dominate! scenarios, only count **half** the points value of units with the *Individual* special rule and/or War Engines that are in the defined scoring area at the end of the game.

Loot! and Push!

While carrying one or more loot counters, units cannot use the *Fly* or *Nimble* special rules.

Pillage!

War Engines cannot capture/control objectives in this scenario.

Tournament Rules

Game Time and Victory Conditions

The tournament consists of **three** games over the course of a single day.

Schedule

The tournament will take place on a single day and will attempt to adhere to the following schedule:

- 11:00 Event Registration
- 11:30 – 1:30 Game 1
- 1:30 – 2:30 – lunch & appearance judging
- 2:30 – 4:30 Game 2
- 4:45 – 6:45 Game 3
- 6:00 - Awards

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 the completing and submitting paperwork afterwards. Chess clocks **WILL BE USED** for this tournament. In addition, an overall timer will be used, and any game which is not complete within the two hour window will be stopped immediately when time is called. If you are experiencing excessive distractions that are resulting in you having to stop your chess clock please notify the tournament organizer who will deal with the situation.

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Game Sequence

- The scenarios for each game are set on the score sheets at the end of this document.
- Meet your opponent at the assigned table and discuss the terrain and how you will treat it during the game.
- Roll-off to decide who begins placing terrain. Players alternate placing terrain until all six pieces have been placed. Each piece of terrain must be placed at least 12” from any other piece.
- Once all terrain is placed, used the provided scatter die and a D6 to randomize placement of the terrain. Each piece will move D6” in the direction rolled on the scatter die. If a Hit is rolled, then the terrain does not move. Once each piece of terrain has been scattered then they will not move for the rest of the game.
- Place any objective markers according to the scenario, 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.
- Both players chess clocks should be set to **55** minutes.
- Roll-off to decide who is going to which player is going to choose table sides (and deploy first). 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.
- 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 6 turns for each player. At the end of turn 6 the second 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 one of their turns, ***they must put down their dice immediately. From that point onward, all of their units are given a halt order for the rest of the game. If they are in the middle of an attack it stops immediately, and the unit being attacked automatically is steady on their route test (as if a 1-1 were rolled for the nerve test). Because of this it IS possible for both players to time out.***
- 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.

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 a swiss style style based on 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.

Tournament Points

After a game the points will be assigned as follows:

| Point Difference | Winner BP | Loser BP |
|------------------|-----------|----------|
| 401 or more | 30 | 10 |
| 400 – 200 | 25 | 15 |
| 199 or less | 20 | 20 |

In addition, each scenario will have up to 5 additional scenario points that may be earned. These are in addition to the Tournament points earned by winning the game itself.

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From the second round, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order). In 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 (including in Pillage! games). 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.

Appearance Points

Kings of War is a hobby as much as it is a game, so points are also given for appearance. A maximum of 20 tournament points will be awarded for tabletop standard armies (as judged Category 1 of the Appearance Scoring document). In addition, one tournament point will be awarded for each Favorite Army vote. Best Appearance will use the full score from the Appearance Scoring sheet (max of 38 points), as well as the tournament points earned from favorite army voting.

Winning the Tournament

- The winner is determined at the end of the last round, according to the following criteria:
- The player with the most TP will be the winner
- In the case of players having the same highest TP, 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.
- 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 Overall Champion, Best General, Best Appearance, Best Sportsman, and Best Terrain.

Items you should provide

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

- One terrain piece, no larger than 10" in any direction. This should NOT be a hill, forest or obstacle, as plenty of these will be available. Every person who brings a terrain piece for use in the tournament will receive 5 tournament points.
- 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.
- 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 an infantry legion, you'll soon run out of time! Unit footprints must conform to the appropriate size of course.
- Having a display board to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion, and is included in your painting scores.

Notes

Sportsmanship

There are no sportsmanship scores at this tournament. However 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. You will be able to vote for your favorite opponent, and each vote will add one tournament point to that persons overall score.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2015 (2nd edition) hardback book (or gamers edition). 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

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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 amount of spectators present at his table, he 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) will be given to players that report battle results after the scheduled time is over. This penalty will always affect both players.

Note the attached game reporting sheets. These are labeled with the first game being the last sheet so that as each game is reported, the sheet for the game can be removed and handed in to the organizers. For the third game, there is also a place to note your choice for favorite opponent and favorite army. For favorite army this can be any army in the tournament, not just one which you played.