

Gem City Massacre 2017

Registration

Due to space restrictions, the tournament is limited to 24 participants. In order to guarantee your spot in the tournament, it is recommended you pre-register at <https://ohiowarkings.org/2017/09/gem-city-massacre-2017.html>. Registrations will be accepted in a strict first PAID – 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. In addition any clarifications from the most recent FAQ will also be used (available at <http://www.manticgames.com/SiteData/Root/File/FREE%20RULES/Kings-of-War-Version-1.5-Errata-and-FAQ.pdf>).

The tournament recommendation from the Clash of Kings 2017 book will be used.

Players may choose from the eleven Kings of War army lists available in the book (Elves, Orcs, Dwarfs, Kingdoms of Men, Abyssal Dwarfs, Undead, Goblins, Ogres, Basileans, Forces of Nature and Forces of the Abyss), as well as any of the nine lists in the Uncharted Empires Book (League of Rhordia, Brotherhood, Ratkin, The Herd, Empire of Dust, Varangur, Salamanders, Night Stalkers and Trident Realm of Neritica).

In addition they may use the Twilight Kin list available here

<http://www.manticgames.com/SiteData/Root/File/KINGS%20OF%20WAR/twilightkin-v006.pdf>

Finally, the Living Legends in the Destiny of Kings and Edge of the Abyss books may also be used. The Edge of the Abyss formations MAY NOT be used.

Fan Lists

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

Army Composition

- Select your army using the rules for *Picking a Force* on page 76 of the Kings of War book (pg 27 of the Gamers Edition). Allies are allowed up to 25% (i.e. 500 pts), so long as good and evil forces are not in the same list. Living Legends are allowed, but only in the main list.
- 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.*
- 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.*
- Magic artefacts cannot be given to any allied units you take
- If you DO NOT take any living legends in your main force, you may take one (1) living legend from the Edge of the Abyss campaign book in your allied list.

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.

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 the Minimum Model Count (MMC) as defined in the FAQ. All units **MUST** conform to the unit footprint listed in the FAQ as well. Heroes, monsters and war engines may be on bigger bases, but should be on the smallest base necessary. If your war engine base is greater than 50mm wide, then the 50mm firing arc **MUST** be marked on the base.

Force Lists

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 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 submit your full army list to the TO by November 26th then you will receive 5 bonus TP. Please submit lists along with your full name (I need your email address as well – but I can get that from your email) to ohiowarkings@gmail.com. Please use the subject "GCM17 tournament army list".

Terrain

All terrain will be preset on the tables. Terrain is not to be moved – if you must move a piece please make sure it is returned to its original position at the end of your game.

Tournament Schedule

Saturday	
11:00 am - 11:20 am	Tournament Check-in
11:30 am - 1:30 pm	Game 1
1:30 pm – 2:00 pm	Lunch / Paint Judging
2:00 pm – 4:00 pm	Game 2
4:15 pm – 6:15 pm	Game 3
6:30 pm	Awards

Tournament Rules

The tournament consists of **three** games on Saturday. The first game will be randomly paired, while all other games will use a swiss style pairing – so you should always be playing someone with a similar record to your own. Grudge matches are allowed for the first round, so long as both players agree.

Game Time and Victory Conditions

Note that there is 2 hours allocated for each round. Chess clocks **WILL BE USED** for this tournament. Chess clocks should be set to 55 minutes per player – giving you plenty of time to play the game and turn in your paperwork. time allocated for each game includes 120 minutes for the game itself (55 minutes per player maximum) plus 10 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards. 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.

If any table is found to **NOT** be using a chess clock for their game, **BOTH PLAYERS** will receive a 5 point sportsmanship penalty.

Scenarios will NOT be announced beforehand. Any scenario from the main rule book or this document is fair game, so bring a balanced list that can handle any of them.

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.
- 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.
- We will be using the optional 7th turn – so manage your time accordingly.
- If a player runs out of time during one of their turns, they must immediately put down all dice, and may not issue any orders for the remainder of the game, nor may they roll the dice for ANY reason (including regeneration etc). All units will act as if they have a halt order for the remaining turns. If in the middle of an attack, the attack stops and the target unit acts as if double ones were rolled for the nerve check.

Rounds

The match-ups of the first round (Game 1) will be random (with the exception of grudge matches). In the following rounds (Game 2 onwards) players will be paired using a swiss 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

Tournament points are broken down into four categories. Battle and scenario points are accumulated each round, while appearance is judged and added once, and final sportsmanship points are added after the final game.

Battle Points

Battle points will be assigned as specified on the round score sheet.

Scenario Points

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

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

In case of more than two players on the same number of BPs, 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 (Please note that favorite army is a person's army playing in the tournament – so anyone writing down something like "Orcs is da best!" will be thoroughly mocked

(unless of course there is an army names “Orcs is da best!” in the tournament. (and yes, we have seen votes for “orcs” and “dwarfs” before)) 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. There is no minimum number of Mantic models required.

Sportsmanship

Players will be asked after all their games to indicate their favorite opponent they played that day, with each player receiving 1 Sportsman ship point for each vote they receive. These points will be added to the tournament score. In addition the person with the most sportsmanship points will win an award.

Winning the Tournament

Tournament Points are the total of battle points, scenario points, base appearance points and sportsmanship points.

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

A player can only win one prize. If they qualify for more than one, then they receive the highest prize. There will be prizes for the following

- Best Overall – highest combined TP, (Battle, Scenario, Appearance and Sportsmanship scores)
- Best General – highest battle and scenario points
- Best Painted Army – highest appearance score
- Best Sportsman – highest sportsmanship score

In addition to these, there will be several door prizes. To be eligible you must complete all three rounds and not win a prize during the event. Each player gets one entry for registering. During each game there will be special “gift” tokens placed in standard positions on the battlefields. Gift tokens may be collected and carried as per the normal rules of gathering and carrying a token with the following exceptions:

- A gift token has no weight and therefore does not impede movement in any way.
- It also does not count for any victory conditions and has no other in game mechanics other than the unit carrying a tiny object until the end of the game.
- It cannot be removed from the board.

At the end of the game, any gift tokens acquired by each general should be recorded on the result sheet. At the end of the event each gift token will count as an additional entry for the door prize drawing. So gather those tokens to take home some special holiday gifts!

Finally, being the holiday season there will be a holiday raffle. This will be for a larger prize to be decided. Entries for the raffle can be obtained by donating either a non-perishable food item or purchased with cash. Let’s show everyone what big hearts gamers have and make a great donation to a local food bank for the holidays!

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.
- 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

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 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.

Clash of Kings Changes

For those who do not have this book, here are the RULE changes that are in effect. For spell or artifact references you have to get the book – sorry.

Army Composition

In a standard 2000 point tournament, players may only take the same Hero, Monster or War Engine a maximum of three times. Elves could take a maximum of three Bolt Throwers in 2000 points for example. This limit includes units with artefacts or other upgrades, so an Undead player could only take a maximum of 3 Necromancers, regardless of what options or upgrades they take.

For other game sizes, please consult the table below.

Point Limit	Max Duplicates
0 – 1499	1
1500 – 1999	2
2000 – 2999	3
Each Additional 1000 pts	+1

If you include allies, you cannot select the same allied unit entry of type War Engine, Hero (all types) or Monster more than once

Special Rules

Breath Attack, Fireball and Lightning Bolt

When targeting enemy units in cover these attacks hit on a 5+ instead of 4+.

Fly

While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (e.g. Individual) then they will remain Nimble while Disordered.

Bane-Chant (Spell)

This will only grant or improve Piercing if two or more hits are scored from the same casting.

Unit Changes

Cursed Pharaoh – Undead

This unit has a Defense of 5+, not 6+.

Vampire Lord – Undead

This unit has a Defense of 5+, not 6+.

Ahmunite Pharaoh – Empire of Dust

This unit has a Defense of 5+, not 6+.

Fiends – Nightstalkers

Nerve values reduced to the following:

- Regiment: 12/15
- Horde: 15/18

Mind-screach – Nightstalkers

Nerve reduced to 14/17.

Herja of the Fallen – Varangur

Replace Judgement rules with: This is a ranged attack that can be used once per game. It follows the same rules as a Heal (5) that can be used on any friendly non-allied unit on the board, regardless of range or Line of Sight.

Death Engine – Ratkin

Defense is reduced to 4+ if the Vile Sorcery upgrade is chosen.

Salamanders

The following units have Vicious: Kaisenor, Lancers, Fire Drake, Clan Lord, Clan Lord on Fire Drake
Fire Drake.

Trident Realm of Neritica

The following units have Ensnare: Placoderms, Placoderm Defender, Riverguard, Riverguard
Captain, Nokken.

Orcs

The following units have Fury: Fightwagons, Morax, Krudger, Krudger on Slasher, Krudger on Gore Chariot,
Gakamak.

Removed Artifacts

We recommend disallowing the following Artefacts:

- Ensorcelled Armour
- Brew of Keen-eyeness
- Medallion of Life

Name: _____ Army: _____

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This sheet is intended for you to keep track of your games (and opponents) so that you can more easily vote for favorite opponent and favorite army after round 3.

Game 1	
Opponents Name: _____	Opponents Army : _____
Your BPs: _____	Opponents BPs _____
Your Attrition: _____	Opponents Attrition: _____

Game 2	
Opponents Name: _____	Opponents Army : _____
Your BPs: _____	Opponents BPs _____
Your Attrition: _____	Opponents Attrition: _____

Game 3	
Opponents Name: _____	Opponents Army : _____
Your BPs: _____	Opponents BPs _____
Your Attrition: _____	Opponents Attrition: _____

Favorite Army (did not have to play) : _____

Favorite Opponent _____