

# Kings of War: How You Use It - Origins 2018

## TL;DR

- Bring your dice / tape measure / wound markers / wavering tokens
- No chess clocks – strict 1 hour time limits
- Grudge Matches 1<sup>st</sup> round

## Registration

Due to space restrictions, the tournament is limited to 16 participants. In order to guarantee your spot in the tournament, it is recommended you pre-register at <http://originsgamefair.com/>. (Event number 1431) (Registration for the tournament does require the purchase of a badge to Origins). Registrations will be accepted in a strict first come – first play order.

## Armies

For this tournament, all armies are provided. The armies are pre-set on each table. Each round a player will be assigned to a table and an army – so you will be playing 4 different armies during the tournament.

## What to bring

Each army will have a printed copy of its army list. Feel free to bring your own dice, markers, counters and tape measure. There will be some tubs of dice/counters/tape measures available, but not enough for everyone.

## 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

<b>Saturday</b>	
6:00 pm – 6:20 pm	Tournament Check-in
6:30 pm – 7:30 pm	Game 1
8:00 pm – 9:00 pm	Game 2
9:30 pm – 10:30 pm	Game 3
11:00 pm – 12:00 am	Game 4
12:15 am	Awards

## Tournament Rules

The tournament consists of **four** games on Friday. For the first game players 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 1 hour allocated for each round. Chess Clocks WILL NOT be used, however there is an overall time limit that will be called for each round.

Scenarios will NOT be announced beforehand. Any scenario from the Clash of Kings 2018 book as well as **CUSTOM SCENARIOS** is fair game.

## 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.
- Roll-off to decide who is going to which player is going to choose table sides (and deploy first). Players alternate setting units up.
- Roll-off to decide who is going to start making Vanguard moves The winner of the roll off decides who will start to move Vanguard units and then players alternate making any Vanguard moves.
- Roll-off to decide who is going to take the first turn. The winner of the roll off decides who will start to play, and players alternate taking turns.
- We will be using the optional 7<sup>th</sup> turn – so manage your time accordingly.
- **If you do not complete your game by the end of the round, both players will receive a 1 sportsmanship point penalty for the game.**

## **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 three categories. Battle and scenario points are accumulated each round and 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**

There are no appearance points as all armies are provided and pre-painted.

## **Sportsmanship**

Players will be asked after all their games to indicate their favorite opponent they played that day, with each player receiving 1 TP for each vote they receive. These points will be added to the tournament score (max of 10). 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 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place – these will be ranked by their combined total Battle, scenario and sportsmanship scores).

### **Notes**

The Clash of Kings 2018 scenarios and rules changes will be in effect for this tournament. Since there are no magical artifacts in any of these armies those changes are not relevant, but the spell and unit changes are. Also, none of the wizards will have the new spells from the CoK book.

### **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.

## Special Event Rules

The unit and rule updates (as well as additional units and formations) from Clash of Kings 2018 will be used. If needed you can download the rule and unit CHANGES at <http://puggimer.net/documents/COK2018.pdf> , however to get the new units and formations you must have a copy of the book.

## Definitions

All rule updates from Clash of Kings 2018 will be used. See each individual scenario for victory conditions.

## Unit strength

Unit Strength	Unit
0	Individuals, War Engines
1	Troops, Heroes (without the Individual rule), Monsters, any unit with a Height of 0
2	Regiments
3	Hordes, Legions

In addition, Large Infantry and Large Calvary Units with the **Fly** or **Nimble** special rules reduce their unit strength by 1 to a minimum of 1 (Units which start at Unit Strength 0 remain Unit Strength 0)

## Scoring Units

Scoring units are any units that are not War Engines and do not have the Individual rule.

## Objective markers

If, when determining who controls an objective (usually at the end of the game), you have a Scoring unit within 3” of an objective and there are no enemy units within 3” of it, then you control that objective. A single unit can control any number of objectives.

If your opponent also has a scoring unit within 3” of the objective, then add up the unit strength of both yours and your opponent’s units within 3” of the Objective and whichever army has the highest total controls the objective. If both players have the same total unit strength, then neither controls the objective.

## Loot counters

During the game, when one of your scoring units ends a phase of its own turn (excluding Vanguard moves) on top of or in contact with a loot counter, it can pick it up as long as there is no enemy unit also in contact with it. That unit then carries the loot counter.

When carrying a loot counter, a unit’s speed is reduced to 5 (unless it is already less than 5). It cannot be targeted by Wind Blast or Surge and it loses both the Fly and Nimble special rules.

A unit can drop a loot counter **at the start of any move** – place the counter in base contact with the unit and then move the unit.

If a unit carrying a loot counter is routed, place the loot counter within the unit's footprint before removing the unit. If it is routed in melee, then the units in combat with the routed unit distribute the loot counters

Non-scoring may stand on loot markers to defend them (keeping any other unit from picking it up), but cannot pick them up themselves, and do not count as carrying the loot marker at any time.

Objective Markers and Loot Counters should ALWAYS be placed at least 12" from each other and at least 3" away from any Blocking Terrain.