

Mantic Kings of War CharCon Tournament Rules 2014

Building your Army

Armies

This tournament uses the Kings of War 2012 rules (3rd edition), with a maximum army total of **1000** Points and adhering to the rules of composition as detailed below. Players must choose a **single** Force List up to this points limit and no more and this will be used for all the games on the day.

Your Force List must be chosen from **one** of the official army lists noted below (allies are **not** permitted).

Players may choose from the twelve official Kings of War army lists: Elves; Orcs; Dwarfs; Kingdoms of Men; Abyssal Dwarfs; Undead; Goblins; Twilight Kin, Ogres, Basileans, Nature and Forces of the Abyss.

Magic items and spells from the Basilean Legacy book are permitted to be used.

Fan Lists

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

Army Composition

- Unique individuals (i.e. those marked with a [1] after their name in the list) **cannot** be included in tournament armies.
- No unit of a given size can be included more than **3** times. *So as an example, you could take up to 3 individual Drakon Riders, but no more. However, you could still take up to 3 of another unit size of Drakon Riders (Troops for example).*
- Allies are **NOT** allowed

Apart from these exceptions, please select your army using the rules for *Picking a Force* on page 42 of the Kings of War book.

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.

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. This is fine so long as it's not giving an advantage (or disadvantage) for LOS purposes. If necessary, players can call a judge over who will determine from what level LOS should be taken for a unit. For War Engines, the owning players should use crew member's eye-view for taking LOS if there is any dispute.

Force Lists

You are required to submit a copy of your Force List to the organizers at the start of the tournament – please write out all units, point costs and any additional equipment in full. You should also have at least one copy for yourself and another spare for your opponents to reference on request.

You will require spare copies of your Force List, which you should keep with you when you are playing. Your army list must include:

- All of the models in your army.
- Their equipment and the points value of everything in your army.

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- 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.

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 strictly adhere to the following schedule:

- 10:00 Event Registration
- 11:00 – 12:15 Game 1
- 12:15 – 1:15 – lunch and appearance judging
- 1:15 – 2:30 Game 2
- 2:45 – 4:00 Game 3
- 4:30 Awards

Note that the time allocated for each game includes 60 minutes for the game itself (30 minutes per player maximum) plus 15 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards. Chess clocks will NOT BE USED for this tournament.

Game Sequence

The scenarios for each game are set on the score sheets at the end of this document. All three standard game scenarios will be played.

- 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 you 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 set up first. The winner of the roll chooses who deploys first. Players alternate deploying units until all units are deployed.
- Vanguard moves. Roll-off to decide who is going to start making Vanguard moves. \
- Roll-off to decide who is going to take the first turn
- The game lasts **12** turns (each player taking **6** turns). At the end of turn 12, the 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.
- Time during the games will be announced. Once there are 10 minutes left in the game, no new turns should be started. At one hour all games will be stopped, only the current action will be allowed to be completed.

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.

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Scoring Objectives

In some games, claiming objectives will be used to help determine the winner (e.g. Pillage scenarios). These follow the normal rules in the Kings of War main rule book (pg 47) with the following additions:

- 1) Only solid units may control an objective (i.e. 20 infantry, 10 cavalry, 3 large infantry or 3 large cavalry). A unit may control more than one objective (this is generally only possible with a horde).

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

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 32 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 1st and 2nd places as well as best appearance

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 Endless Zombie Swarm, 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

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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. Remember at all times that Wheaton's Law applies. 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 2012 (3rd edition) hardback book, as well as the official Kings and Legends and Basilean Legacy supplements. 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 best appearance. This can be any army in the tournament, not just one which you played.

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Zap!

The Basilean Legacy expansion added new rules for Zap! Spells. These have not yet been released for free on the web site, so are included here.

Any hero that has the Zap!(n) rule as part of their original profile (i.e. it cannot be added by a magic item, such as the Boomstick) may use any of the following spells as their Zap! attack. These all work the exact same way as the original Zap! (which is represented here by the Lightning Bolt (n) spell) – they have no to hit modifiers and all cancel regeneration.

Spell	Range	Hits on...	Special Rules
Sword of Light (n)	2"	3+	Piercing(5), once per game
Fireball (n)	6"	5+	Blast(D6)
Mind Blast (n)	12"	5+	Piercing(1), no line of sight required
Bladestorm (n)	18"	5+	Piercing(2)
Lightning Bolt (n)	24"	4+	Piercing(1)
Frostwind(n)	30"	3+	-

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What was your favorite part of the event?

What would you change about the event?

Did you like the Venue?

Did you feel the Paint Judging/Sportsmanship was fair?

What can we do to make this better next time?

Did you enjoy the Atmosphere promoted by the organizers?

Did you like the Prizes given?

Would you come to another event like this?

Would you recommend to others to come to another event like this?

Is there any other feedback you would like to give the organizers?

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Game 3 – Kill!

Setup : In the center of the table is a magic portal. Its powerful mystic energies are critical to your plans, and you must control it.

Deployment: After setup, each player rolls a die (re-roll ties). The higher roll chooses a side by deploying a unit up to 12” from his long table edge. Players then alternate deploying units until all are deployed.

Turns: The game lasts **12** turns (each player taking **6** turns). At the end of turn 12, the 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.

Special Rules: At the end of every player’s turn, the portal sends out a lightning bolt to the nearest unit with 12”. This is a Zap!(3), Piercing(1) attack. Damage causes a nerve check as normal, and if a unit is routed because of this then the opponent DOES get victory points for it.

Scoring: Add up the cost of each of the opponents units routed as your score. In addition the player who controls the portal receives 100 victory points. Subtract the lower total from the higher one and consult the following chart for your battle points:

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

Objective Points:

- 1 point – Have a solid unit in the opponent’s deployment zone at the end of the game.
- 1 point – Have no enemy units in your deployment zone at the end of the game.
- 1 point – turning in all paperwork on time.

Game 3 Results

Name: _____

Table: _____

Victory Points: _____

Battle Points: **30 / 25 / 20 / 15 / 10**

Objective Points: **1 / 2 / 3**

Opponent: _____

Victory Points: _____

Battle Points: **30 / 25 / 20 / 15 / 10**

Objective Points: **1 / 2 / 3**

Favorite Opponent : _____

Favorite Army (did not have to play) : _____

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Game 2 – Kill and Pillage!

Setup : 6 objective markers will be provided. Both players roll a die – higher die roll (re-roll ties) places an objective anywhere on the battlefield, and then players alternate placing objectives a minimum of 12” apart.

Deployment: After setup, each player rolls a die (re-roll ties). The higher roll chooses a side by deploying a unit up to 12” from his long table edge. Players then alternate deploying units until all are deployed.

Turns: The game lasts **12** turns (each player taking **6** turns). At the end of turn 12, the 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.

Scoring: Add up the cost of each of the opponents units routed as your score. In addition add 150 victory points for each objective counter you control at the end of the game. Subtract the lower total from the higher one and consult the following chart for your battle points:

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

Objective Points:

- 1 point – Having more standards (including army standards) on the battlefield at the end of the game than your opponent. If you did not take any standards then you CAN NOT claim this point.
- 1 point – Route your opponent’s lowest cost unit. (If multiple units with the same cost, any counts).
- 1 point – Completing a rear charge with a non-individual unit during the game.

Game 2 Results

Name: _____

Table: _____

Victory Points: _____ Attrition Score: _____ Battle Points: **30 / 20 / 10 / 0** Objective Points: **1 / 2 / 3**

Opponent: _____

Victory Points: _____ Attrition Score: _____ Battle Points: **30 / 20 / 10 / 0** Objective Points: **1 / 2 / 3**

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Game 1 – Kill!

Setup : There is no special setup for this scenario.

Deployment: After setup, each player rolls a die (re-roll ties). The higher roll chooses a side by deploying a unit up to 12” from his long table edge. Players then alternate deploying units until all are deployed.

Turns: The game lasts **12** turns (each player taking **6** turns). At the end of turn 12, the 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.

Scoring: Add up the cost of each of the opponents units routed as your score. Subtract the lower total from the higher one and consult the following chart for your battle points:

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

Objective Points:

- 1 point – Have a unit pass a route check because of a re-roll due to the “Inspiring” rule during the game.
- 1 point – Routing an enemy war engine. If your opponent has no war engines then you automatically get this point.
- 1 point – Routing an opposing unit with the individual rule. If they do not have any units with the individual rule then you automatically get this point.

Game 1 Results

Name: _____

Table: _____

Victory Points: _____

Battle Points: **30 / 20 / 10 / 0**

Objective Points: **1 / 2 / 3**

Opponent: _____

Victory Points: _____

Battle Points: **30 / 20 / 10 / 0**

Objective Points: **1 / 2 / 3**