

Mantic Kings of War LGF Tournament Rules 2015

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 a **single** Force List up to this points limit and no more and this will be used for all the games on the day.

You may use any of the forces in the Kings of War 2nd edition rulebook. In addition, the beta list for Twilight Kin may be used from the Beta 2.5 excel spreadsheet.

Army Composition

- Select your army using the rules for “Picking a Force” on page 76 of the hardback Kings of War 2nd edition rulebook. Since this is our first 2nd edition tournament, there is no additional composition rules

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. In addition there is a ‘tabletop standard’ component to your overall score. 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.

Multi-basing

Many people like to create mini dioramas or bases with integrated scenery. This is perfectly fine and acceptable, so long as your opponents can clearly tell what each unit is (i.e. the difference between a troop and a regiment).

Force Lists

You are required to submit a 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.

Your army 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.

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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 follow the following schedule:

- 4:00 Event Registration
- 4:30 – 6:30 Game 1
- 6:30 – 7:30 Dinner break / appearance judging
- 7:30 – 9:30 Game 2
- 9:45 – 11:45 Game 3
- 12:00 - Awards

Chess clocks **WILL** be used for this tournament. Each player will have **45** minutes, given each game an additional 10 minutes for meeting, discussing armies and completing / submitting paperwork afterwards.

Game Sequence

The scenarios for each game are set on the score sheets at the end of this document. Three of the six 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.
- Set each player's time to **45** minutes.
- Roll-off to decide who is going to set up first. The winner of the roll chooses who deploys first. The player deploying starts their clock and players alternate deploying units until all units are deployed. Once all units are deployed the clocks are stopped.
- Vanguard moves. Roll-off to decide who is going to start making Vanguard moves. Clocks are started again for the vanguard moves, and stopped once all have been completed.
- Roll-off to decide who is going to take the first turn High roll chooses who goes first. The first player starts their clock and begins the game.
- Clocks may be stopped if there are questions at the table, or if one player must take a break. However be aware that when time is called at the end of the game, all dice are down and everything stops, even if you are in the middle of an attack.
- The game lasts until each player has taken six turns. At the end of turn 6, one 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 described in the scenario conditions.
- The TO *may* announce time, however since each player has a strict time limit, there should not be any issue with games running over.

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

- 1) Individuals cannot capture objectives. Any other unit may.

Tournament Points

After a game the points will be assigned as follows:

- Major Victory 30 TP
- Minor Victory 25 TP
- Draw 20 TP
- Minor Loss 15 TP
- Loss 10 TP
- Concede / Time out 0 TP

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'.

In addition, each game will have different bonus points available for achievements during the game. These will be added to your Tournament Points.

By 'Attrition Score', we mean the amount of points of enemy units routed by the player until that point in the Tournament (including those that do not use victory points to determine the winner of the game, such as 'Pillage!'). 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 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.

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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 rules (2nd 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 best appearance. This can be any army in the tournament, not just one which you played.