

Origins 2013 Kings of War Tournament

Welcome to the Origins 2013 Kings of War Tournament. This is the first year for running Kings of War at Origins, and we hope it is successful enough to grow and become an annual event.

This rules packet contains all the information needed for the tournament. The number one rule to remember is we are all here to have fun, roll some dice, and show off our miniatures.

Schedule

9:00 – Check in / registration

10:00 – 11:30 – Round 1

11:30 – 12:30 – Painting judging

12:30 – 2:00 – Round 2

2:30 – 3:30 – Favorite Army Voting

3:30 – 5:00 – Round 3

5:30 – Awards

Since there is a lot more going on at Origins than just our event, time has been left in the schedule between rounds. Please be on time for each round so we can keep things running smoothly.

Army Selection

Armies must be legal, 1750 points lists with the following restrictions:

- The Kings of War 2012 3rd edition (hardback) rules will be used, with the most recent FAQ's available from the Mantic web site.
- Only the official Kings of War Army lists are to be used (no fan lists are allowed):
 - o Elves
 - o Dwarfs
 - o Abyssal Dwarf
 - o Goblins
 - o Orcs
 - o Kingdom of Men
 - o Undead
 - o Twilight Kin
- No allies are allowed – only 'pure' armies
- Unique individuals (those marked with a [1] after their name in the list) are NOT allowed.
- While Mantic miniatures are encouraged, any manufacturer's miniatures can be used. They must be identifiable as the appropriate unit.
- Army lists – you must submit a copy of you army list detailing all units, magic items and point costs. In addition, lists will be exchanged AFTER each game, so it is recommended you have several additional copies.
- Painting – painted models are strongly encouraged, and your paint score is approximately 20% of your tournament total. However you can play with unpainted models if necessary, though all models MUST be fully assembled (no empty bases, no riderless horses, etc.)

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Scoring

Each player will be awarded battle points for each game based on the following chart:

Victory Margin	Battle Points
1600+	20 / 0
1400 – 1599	18 / 1
1200 – 1399	16 / 3
1000 – 1199	15 / 5
800 - 999	14 / 6
600 – 799	13 / 7
400 – 599	12 / 8
200 - 399	11 / 9
0 - 199	10 / 10

Bonus points – each game will have up to three bonus points available.

Sportsmanship / Composition – Players will be judged by their opponents, and can earn 0-3 points for sportsmanship and 0-2 points for composition.

Favorite Opponent – At the end of round three, players will vote for their favorite opponent. Each vote will add to that players score (1 vote = 1 pt, 2 votes = 2 pts, 3 votes = 4 pts).

Painting - Painting is worth 24 points total. The following criteria will be used. Each item is worth 0-3 points. Please let the judges know if you did not paint your army yourself. While you will receive a painting score in this case, the army will not be eligible for the best appearance award.

- There are no unfinished models
- There are no unfinished bases
- Models are painted to a table standard (three colors minimum, no bare plastic/metal)
- There is consistent shading and highlighting on painted models
- Sides of bases are painted and tops have some type of texture on them
- Some number of bases (more than a handful) have additional finished terrain features
- There is extra detail on the miniature's paint jobs, or conversions in the army, or a good centerpiece.
- Wow factor – very high standards and visually impressive. Only the best armies will receive any of these points.

Favorite Army – After the first and second rounds, please leave your armies out for paint judging and favorite army voting. Each player will vote on their choice for favorite army.

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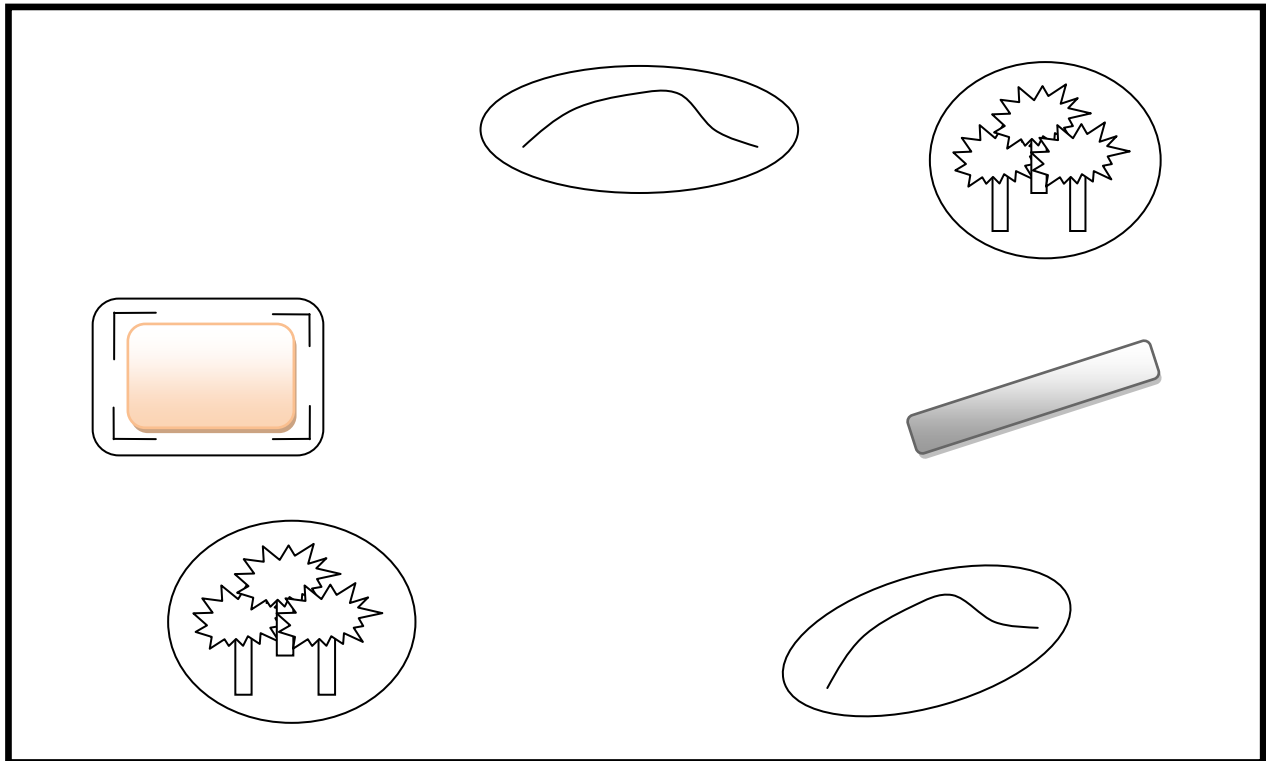
Awards

No person can receive more than one award, with the exception of General's Choice. The following awards will be given:

- Overall – highest overall score (sportsmanship tie breaker)
- Best General – highest battle points (sportsmanship tie breaker)
- Best Sportsman – highest sportsmanship points
- Best Appearance – highest painting score (sportsmanship tiebreaker)
- General's Choice – most number of votes by players (sportsmanship tie breaker)

Table Setup

Each table will have preset terrain; this is not to be moved during the game. Definitions of terrain are on page 33 of the Kings of War rulebook.



- One Hill on the Midline, centered in a deployment zone, the other hill angled 16" from the edge partially in the deployment zone. Units on a hill have line of site over units that are not on a hill. Hills block line of site to units behind them (even from other hills).
- Each Forest 8" in from the edge and more than 3" into the deployment zone. These are difficult terrain, and provide soft cover to units within or behind them.
- Field, centered 16" on the centerline. This is difficult terrain, but does not block line of site.
- Wall or hedge, angled with the center 16" on the centerline. This is an obstacle, and provides soft cover.

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Game 3 – 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: Each player will have 6 turns.

Scoring: For each objective marker where you have a unit within 3”, and there are no enemy units within 3”, you will score 150 victory points. A unit may control more than 1 objective. Units with the *Individual* special rule cannot control objectives. In addition add ½ (rounded up) of the cost of each of the opponents units routed to your score.

Bonus Points:

- 1 pt - If you routed an opposing unit with the *Individual* rule during the game
- 1 pt – If you have a unit (50% of the models in the unit) in your opponents deployment zone at the end of the game
- 1 pt – turning in your score sheets on time.

Game 3 Results

Table: _____

Name: _____ Battle Points: _____ Bonus Points: _____

Opponent: _____ Battle Points: _____ Bonus Points: _____

Sportsmanship (check one):

- ____ This is my new best friend. I have never had such a good game
- ____ There were no problems, a fun game.
- ____ There were some minor problems.
- ____ There were lots of problems. I’d rather not play this person again.

Composition (check one):

- ____ Wow, this is a perfect example of how this army should be built.
- ____ Standard, tough tournament list.
- ____ This list should be banned for taking advantage of every loophole and ignoring how this army should be built.

Favorite Opponent: _____ Round # _____

Favorite Army (did not have to play) : _____

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Game 2 –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: Each player will have 6 turns.

Scoring: For each objective marker where you have a unit within 3”, and there are no enemy units within 3”, you will score 300 victory points. A unit may control more than 1 objective. Units with the *Individual* special rule cannot control objectives.

Bonus Points:

- 1 pt - If you had one or more units with the *Individual* rule alive at the end of the game
- 1 pt – If your smallest point unit that does not have the *Individual* rule is alive at the end of the game (if multiple units, at least one must survive)
- 1 pt – If you have routed your opponent’s highest point cost unit.

Game 2 Results

Table: _____

Name: _____ Battle Points: _____ Bonus Points: _____

Opponent: _____ Battle Points: _____ Bonus Points: _____

Sportsmanship (check one):

- _____ This is my new best friend. I have never had such a good game
- _____ There were no problems, a fun game.
- _____ There were some minor problems.
- _____ There were lots of problems. I’d rather not play this person again.

Composition (check one):

- _____ Wow, this is a perfect example of how this army should be built.
- _____ Standard, tough tournament list.
- _____ This list should be banned for taking advantage of every loophole and ignoring how this army should be built.

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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: Each player will have 6 turns.

Scoring: Add up the cost of each of the opponents units routed as your score.

Bonus Points:

- 1 pt - If you have a more standards (unit and Army Standard Bearers) alive at the end of the game than your opponent
 - 1 pt – If you routed an opponent’s wizard (unit that can cast “Zap!”, “Heal” or “Dark Surge”) during the game. If they have none then you automatically get this point.
 - 1 pt – If you control more terrain pieces at the end of the game than your opponent (non-individual unit within 3” and no enemy unit within 3”). A unit MAY NOT control more than one terrain piece.
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Game 1 Results

Table: _____

Name: _____ **Battle Points:** _____ **Bonus Points:** _____

Opponent: _____ **Battle Points:** _____ **Bonus Points:** _____

Sportsmanship (check one):

- _____ This is my new best friend. I have never had such a good game
- _____ There were no problems, a fun game.
- _____ There were some minor problems.
- _____ There were lots of problems. I’d rather not play this person again.

Composition (check one):

- _____ Wow, this is a perfect example of how this army should be built.
- _____ Standard, tough tournament list.
- _____ This list should be banned for taking advantage of every loophole and ignoring how this army should be built.