

Kings of War Origins 2016

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 <http://originsgamefair.com/>. (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.

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/KINGS%20OF%20WAR/KoW%20FAQ%20and%20Errata%20290915.pdf>).

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 book may also 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.

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 you 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 June 13th at 7:00 am (i.e. I have it when I check my email that morning) 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). Please use the subject "Origins 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	
4:00pm - 4:45 pm	Tournament Check-in
5:00pm - 6:50 pm	Game 1
6:50pm – 8:00 pm	Dinner / Paint Judging
8:00pm - 9:50 pm	Game 2
10:00pm - 11:50 pm	Game 3
12:00 am	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.

Game Time and Victory Conditions

Note that the time allocated for each game includes 110 minutes for the game itself (50 minutes per player maximum) plus 10 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards. Chess clocks WILL BE USED for this tournament. In addition, an overall timer will be used, and any game which is not complete within the 110 minute window will be stopped immediately when time is called. 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.

Three of the six scenarios from the main rulebook will be played – these will NOT be announced beforehand – 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. Three of the six standard game scenarios will be played.

- 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 **50** 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.
- The game lasts 6 turns for each player. **Do NOT roll for a 7th turn.**
- If a player runs out of time during one of their turns, ***the game ends instantly and his entire army routs*** – immediately remove all of his remaining units, as if they suffered a Rout! result, and then work out the victory conditions as normal. Note that players cannot decide to suddenly end a turn without completing all actions they have initiated (for example, without resolving the melee against enemy units they have charged in the Move phase). They can, however, simply declare that they are ordering all units to halt in the Move phase, and that no unit is shooting in the Shoot phase.

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 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.

Scenario Changes

These follow the rules in the Kings of War rulebook with the following exceptions.

- **Dominate** – Add up the Capture Points (CP) of all your units that are entirely within 12" of the center of the playing area. That is your score. Your opponent does the same. Whoever has the most CP wins the battle.
- **Invoke** - Add up the Capture Points (CP) of all your units that are entirely inside the opponent's half of the table. That is your score. Your opponent does the same. Whoever has the most CP wins the battle.
- **Loot** - While in possession of a loot counter, Units lose the use of both the Nimble and Fly special rules.
- **Pillage / Kill & Pillage** – Add up the Capture Points (CP) of all your units that are partially or entirely within 3" of an objective. Your opponent does the same. Whoever has the most CP controls that objective.

Capture Points

Depending on their type, different units contribute different points towards capturing Objectives: If a unit qualifies for multiple categories it will be worth the smallest that it qualifies for. I.e. a Horde with Fly will be worth 1 Capture Point.

0 Points for any units with the Individual rule and War Engines.

1 Point per Troops/ Heroes/ Monsters and any units with the Fly rule.

2 Points per Regiment

3 Points per Horde / Legion

If both you and your opponent have the same number of Capture points capturing an objective/area, it is contested: no one captures it.

Units can only count towards a single objective/area, units straddling the line between 2+ objectives/areas will be counted in wherever the majority of their footprint resides.

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. 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 the favorite opponent they played that day, with each player receiving a TP 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

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.