

Kings of War Origins GT 2018

TL;DR

- 2250 points
- CoK 2018 updates
- All supplements allowed
- Grudge Matches 1st round
- Units may carry multiple loot counters
- Roll for 7th turn
- 55 minutes on the clock

Welcome to the Origins GT 2018. This is our first year expanding our popular Kings of War tournament at Origins to a 2 day, 5 round GT.

Registration at <http://originsgamefair.com/>. Please sign up for BOTH the Saturday and Sunday sessions (event # 1432 and 1433).

This is a game tournament – the main deciding factor will always be game play. Painting and Sportsmanship are important and are major factors, however at the core this is about playing the game.

Remember: The goal is to win, but the purpose is to have fun. These are not mutually exclusive.

Prizes

There will be plaques for Best Overall, Best General, Best Sportsman and Best Appearance. We may also have certificates based solely on the TO's discretion.

Age limit

Players must be aged **14** or over. Any player under the age of **16** must be accompanied by an adult (playing or non-playing).

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. Please bring dice that are clear to read for both you and your opponents.
- You will need a chess clock, stop-watch, phone or other similar time-tracking device.
- 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 a Zombie Legion, you'll soon run out of time! Unit footprints must conform to the appropriate size of course.
- Having a large tray to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion.

Building your Army

In addition to the rules below, please review the **Special Event Rules** section when building your army.

Armies

This tournament uses the **Kings of War 2015 ("2nd edition") rules**, with a maximum army total of **2250** Points and adhering to the standard rules of army composition as detailed in the Kings of War rulebook (with the modification from Clash of Kings 2018).

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Your Force List must be chosen from **one** of the official army lists noted below (however, allies are permitted following rules presented later).

From the main rulebook: Elves; Orcs; Dwarfs; Kingdoms of Men; Abyssal Dwarfs; Undead; Goblins; Twilight Kin*, Ogres, Basileans, Forces of Nature and Forces of the Abyss.

From Uncharted Empires: The Brotherhood, Salamanders, The Herd, The League of Rhordia, The Trident Realms of Nertica, The Empire of Dust, Night-stalkers, Ratkin and Varangur.

* *The Twilight Kin army list is available for download from the Mantic web site.*

Fan Lists

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

In addition, all units and rules from the following supplements are allowed:

- Clash of Kings 2018
- Edge of the Abyss
- Destiny of Kings

Kings of War: Historical book ARE allowed with the following restrictions:

- Your army list MAY NOT include allies, however mercenaries are allowed as listed for each army.
- Your army MAY include up to 25% Mythical units
- Units with the individual rule are NON SCORING units
- The rules for hills in the book will NOT be used (standard Kings of War hill rules will apply)
- If you have any questions, please contact puggimer@gmail.com so we can get the straightened out.

Army Composition

- All the normal army selection rules in the Kings of War rulebook apply
- “Living Legends” (i.e. those marked with a [1] after their name in the list) **can** be included in tournament armies (but not in any allied contingent should you have one).
- You may take allies from **one** other army list up to 25% of your total force, following the normal selection rules plus the noted changes in the **Specific Event Rules** section. 25% of 2250 means, at most, you can spend 562 points on allies.

Miniatures

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 (or “multi-basing”) is permitted so long as the unit footprint is accurate for the unit size. All units must contain the Minimum Model Count as specified in the official FAQ.

Painting is **STRONGLY** encouraged, though not absolutely required. However your base appearance score is a significant part of your overall 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.

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Force Lists

You are required to submit a copy of your Force List to the organizers either before (see below) or 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. Using a program or list-builder application to create and print out your sheet is often the best option (<http://kow2.easyarmy.com> is highly recommended). If you can show the TO at the start of the tournament that you have at least 2 PRINTED copies of your army list (in addition to any you need to turn in) then you will receive 5 sportsmanship points.

Your army list must include:

- All of the models/units in your army.
- The 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 20-0 Tournament points, in favor of their 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.

Players who submit their army lists to the event organizer (emailed to puggimer@gmail.com, with subject "Origins Army List") by Midnight EDT June 10th will receive 5 sportsmanship points.

Tournament Rules

Game Time and Victory Conditions

The tournament consists of **five** games over the course of the weekend (3 games on Saturday and 2 on Sunday), and will make use of chess clocks or other devices for enabling Timed Games. Each player has **fifty-five (55)** minutes for each game, including deployment.

Schedule

The tournament will take place over two days and will use the following schedule (this may be changed as needed):

Saturday

- 13:00 – 13:45 Event Registration
- 13:45 – 14:00 Welcome / Briefing
- 14:00 – 16:00 Game 1
- 16:30 – 18:30 Game 2
- 18:30 – 20:00 Dinner / Favorite Army Voting / Paint Judging
- 20:00 – 22:00 Game 3

Sunday

- 08:00 – 08:20 Day 2 check in

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- 08:30 – 10:30 Game 4
- 11:00 – 13:00 Game 5
- 13:30 Awards

Note that the time allocated for each game includes 110 minutes for the game itself (55 minutes per player maximum) plus 10 minutes for meeting, discussing rules and completing and turning in results. The schedule may be adjusted on the day if things are running behind (or ahead!).

Game Sequence

The scenario for each game will be announced by the organizer at the start of each game.

- 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 your army on your side of the table, so that the opponent can see your models and your force list and ask any questions.
- Deployment: The player who chose sides clock IS STARTED and that player deploys the first unit. The players alternate deploying units using the clock as described in the Timed Games section of the Kings of War rules. Once the last unit is deployed, both clocks are STOPPED.
- Vanguard moves: 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. 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 (each player taking 6 turns). At the end of the 6th turn, the 2nd player rolls a die, and on a 4+ a 7th turn is played.
- **If a player runs out of time, they must immediately put their dice down and make no further dice rolls for the rest of the game.** If there are any unresolved combats, then all charging units bounce back 1 inch as if failing to rout the enemy unit, and the charged units all receive a result of "Steady" for their nerve check. During the remainder of the game, the player remaining units all receive an order of "Halt" and no dice are rolled, including for rules such as Regeneration. The timed-out player will also receive a -1 tournament point penalty.

Timed Games

Timed games add a sense of urgency to the game, and can present a challenge in time management to the players. In addition they prevent games from running over time and keep the entire tournament running smoothly.

All games in the tournament are timed. Each player is responsible for bringing their own timing device (i.e. chess clock). Use of chess clocks is NOT OPTIONAL – **players may NOT decide to not use the clock.** If any table is found to not be using chess clocks for their game, then each player will receive a 10 point sportsmanship penalty for that game.

Clocks may be stopped if players have a game question while the question is resolved. If the players cannot resolve the question quickly then they need to have a tournament organizer come over and make a ruling.

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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.

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

Tournament Scoring

Each game will be scored 15 / 10 / 5 points based on win / tie / loss. In addition each game will have 5 scenario points that either play can earn. If a player times out, they take an additional -1 Battle Point Per Game

Battle

- + 15 / 10 / 5 Battle Points (win, tie, loss)
- + 0-5 Battle Points (scenarios)
- -1 Battle Point (timing out)

Sportsmanship

- +5 Sportsmanship point – turning your list in to TO before June 10, 2018 at midnight EDT
- +5 Sportsmanship point – showing the TO you have at least 2 printed copies of your list
- -10 Sportsmanship point – not using a chess clock
- +2 Sportsmanship points – each favorite opponent vote
- +1 Sportsmanship point – each 2nd favorite opponent vote

Appearance

Each army will be judged on appearance according to the score sheet available at

http://puggimer.net/documents/AppearanceScoring1_4.pdf

- + 0-20 Appearance points - Category 1: Tabletop Quality
- + 0-10 Appearance Points - Category 2: A Little Something Extra
- + 0-5 Appearance Points - Category 3: The Finer Details
- + 0-5 Appearance Points - Category 4: Wow! Factor
- + 1 Appearance Point for each favorite army vote

Winning the Tournament

Best Sportsman – Highest total Sportsmanship points (tie breaker battle & scenario points)

Best Appearance – Highest total Appearance points

Best General – Highest total combined battle and scenario points

Overall Champion - Highest combined total of the following (range 25-155):

- Battle Points (win, loss, tie) (25 – 75)
- Scenario Points (0 – 25)
- Sportsmanship list / clock points (0 – 10)
- Favorite Opponent votes (up to 10 total) (0-10)
- Category 1 Appearance points (0-20)

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- Category 4 Appearance points (0-5)
- Each favorite army vote (up to 10 total) (0-10)

A person can only win ONE plaque. In the case where a person would qualify to win more than one, the give one award to the player with the next highest qualifying score.

Ties will be broken using attrition score, with the higher player with the higher player winning. If both players have the same attrition, then if one beat the other in a game, the winner wins. Last resort will be a single D6 roll off. By 'Attrition Score', we mean the amount of points of enemy units Routed by the player until that point in the Tournament. Players will therefore have to record the score they get for each game in addition to the overall game result. 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.

Notes

Sportsmanship

Sportsmanship is scored via bonus points as well as occasional penalties, as well as player voting. 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.

Players will choose their three favorite opponents after the last game. These votes as well as points awarded for turning in your list ahead of time (and penalties for not using chess clocks) will be used to determine the winner of the best sportsman award.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2015 hardback book. In addition, any official FAQ rulings and errata from Mantic Games (published on the 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 their table, they 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) may be given to

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players that report battle results after the scheduled time is over at the tournament organizer's discretion. This penalty will always affect both players.

Updates

All judge rulings are final. In addition changes may be made as necessary.

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 you 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.

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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.