



at Lansing Center - Lansing Michigan

The Grand Prix of MI GT is again being held at the Michigan GT (MIGT) 2024 in the same venue that hosted last year: the lovely Lansing Center in downtown Lansing Michigan. The Skywalk renovation is completed! The tournament will be held on Saturday the 21st and Sunday the 22nd of September 2024. The MIGT website can be located at Michigangt.com and the event has more games on Friday, September 20th as well! (Including Armada, Firefight and Deadzone!)

This will be a full 2-day 2300pt (plus chariot) event, held in the same hall as last year. We can host easily up to 48 players and can expand if needed! I believe we will be the second largest tournament in the vendor hall, which is expanding with even more vendors, and Mantic is returning to the show!



We are excited to bring a fun 2-day event to our Region! Pictured above is the Lansing Center venue!

Grand Prix of Michigan – Kings of War GT at Michigan GT 2024

Overview:

- 2300 Point Kings of War Army
- Kings of War 3rd Edition Rules: Big Red Book (Compendium)
- Withdrawal allowed with -1 to hit
- Mantic FAQs
- Drag Race Challenges First Round!
- Roll for 7th Turn
- 65 Minutes on the Clock
- Extra Charioteer X – (Added Chariot)
- Army Lists sent by Sept 18th to:
GrandPrixofMI-KOW@hotmail.com

Tickets:

One ticket is required per person to play in the tournament. Tickets will be available at:

[Michigan GT Store KOW](#)

The ticket enters a player for all the games of this 2-day tournament (5 games). Please note that no additional Badge is required, the Tournament Badge includes your entry into the Michigan GT at Lansing Center.

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, rulebooks, 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 (and have symbols on matching faces).
- 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.
- At least six copies of your army list: One for the judges and one for each of your opponents during the game and one for you to use during game play.

Player Club/Location:

We will make every effort to avoid pairing up individuals from the same club or location. When you register in the morning, please provide a club and state so we can try to do this. Of course, you can just use the same club or state as your friends. This will not take effect on Sunday games, as they will be strictly based on tournament performance.

Building Your Army:

This tournament uses the Kings of War 3rd Edition Compendium rules, with a maximum army total of 2300 Points plus a chariot (described below) and adhering to the standard rules of army composition as detailed in the Kings of War rulebook (The Big Red Book). 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. The Mantic Companion is the easiest way to generate your lists. Please go to [Mantic Companion here](#).

Your Force List must be chosen from one of the official army lists included in Kings of War Compendium Rulebook. Further releases from Mantic or rules committee will be addressed on the event page on Facebook [here](#) (Kings of War Fanatics). Fan-lists are considered unofficial and may not be used.

Please also see below to choose your Special Chariot.

Army Composition:

- All the normal army selection rules in the Kings of War rulebook apply
- Unique units, or "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 not take allies in this tournament.
- You will take a Chariot as described below.

Charioteer X [1]:

A mysterious and legendary charioteer in a superbly designed chariot has appeared to help lead your army. It growls and belches black smoke as it moves, powered by strange technology or arcane energy. For everyone, it will be the Base Chariot and Trick Driving plus the Hot Rod option of your choice.

This unit counts as a core unit for your army and is worth 150 pts when determining kill points. Design your custom charioteer using the following rules:

Base Chariot plus Trick Driving options:

Chose which Hot Rod Option you choose by including this in your army list, or your email of the army list, you will use the same Hot Rod Option each game. The Trick Driving Options are auras each Charioteer has at his disposal, and he can choose which one to use (and when) for each game!

Base Chariot has the following rules.
Ht 3, Sp 8, Me 3+, De 5+, Att 5, US 1, Ne -/14

Crushing Strength (1), Inspiring (self), Nimble, Thunderous Charge (1)

Supercharged: Your chariot is topped by a strange contraption, including a metal spike that crackles with electricity. Your custom chariot has the lightning bolt (3) spell. Spellcaster level is zero.

Every Charioteer X can choose each game from his pool of Trick Driving: As a special, *once per game* shooting attack (following the rules for shooting attacks) you can utilize *one* of the following awesome driving tricks.

- Spray Gravel: By doing donuts in place (no actual change of facing) you create a cloud of gravel that deters even the most ferocious enemies. Until the start of your next turn you have Aura: Phalanx.
- Belch Smoke: Fiddling with the inner workings of your chariot engine you create a billowing cloud of black smoke. Until the start of your next turn you have Aura: Stealthy.
- Rev the Demon: Whether it's clever machinery, arcane energies, or an actual caged demon, you can push the engine of your chariot to create a terrible racket that warps the fabric of space around you. Until the start of your next turn you have Aura: Spellward.

You can only use Trick Driving once per game in total, regardless of the trick that you choose. Afterward your chariot will need minor repairs before it can tolerate the stress of another awesome driving trick. It will be ready by the next game!

Now you can customize your Hot Rod Chariot: You can 'trick out' your chariot with modifications, choosing from the following list:

- Speed Racer: Your chariot improves to speed 9 and gains wild charge (1) and pathfinder.
- Demolition Derby: Your chariot improves to Att 6, and gains elite, vicious, and brutal.
- Chitty-Chitty Bang-Bang: Your chariot decreases to speed 7 and gains the fly and inspiring special rules.
- Ensorcelled Chrome: Instead of the lightning bolt (3) spell your chariot has Speed 7 and wind blast (5) and surge (5). Its spellcaster level increases to 1 and it gains inspiring.



Miniatures:

Players are permitted to use any miniatures in their armies. Models must be assembled, based and at least painted to a three-color minimum. They must be based on the appropriate base size and shape for their unit type. Unit-basing (or “multi-basing”) is permitted so long as the unit footprint is accurate for the unit size. Model counts for multi-based units or those on movement trays must be greater than 50% of the ‘expected’ model count the unit is representing. For example, an infantry regiment should be 11+ models. The preferred model count is 75% or more to maintain the visual spectacle of mass battles. 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 (and during if required). Count-as and proxy models should be appropriate replacements (no treemen representing orclings!) and their unit footprint must be accurate. They should fill the same approximate volume as the models they are replacing to avoid confusion. If you have any doubt, consult your event organizer in advance.

Painting!

ALL models must be assembled, based and at least painted with a three-color minimum. (No bare or primed plastic). Painting is REQUIRED for GTs. Players will receive bonus points toward their overall score for bringing a prepared and painted army. It’s also nicer to play games with fully painted armies, and any prospective new players will get to see this firsthand!

Armies with all models fully painted and based will receive the following points:

- Basic Painting Techniques (Self Checklist): Up to 30 TPs
- Judged Highlight and shading: Up to 10 TPs
- Judged Conversions and Extras: Up to 10 TPs
- Judge’s Discretion: Up to 10 TPs

Players with 90% Mantic armies and meeting Preferred Model Count will receive a bonus of 5 TPs toward their overall score. In order to qualify for best painted army you must obtain preferred model count for your units. A total of 50 points will be included in overall scoring for painting. Fully painted is as it sounds, paint on all parts of the miniature to show off its features and basing means paint and/or basing material/flock on the miniature base.



Sportsmanship Scoring:

Players will receive bonus points toward their overall score for demonstrating good sportsmanship. After each game, players will answer 4 questions about their game. After the final round, each player will rank their 3 favorite opponents in order from 1 to 3. First selections will receive 4 sportsmanship points, (Second 2, Third 1) towards the overall score and Best Sportsmanship. Sportsmanship scoring for Overall is capped at 50 points, though we will use them all for Best Sportsmanship award. Whether the most fun, the most conscientious or someone you just HAVE to play again, please pick your favorite opponent, and not just a friend you happened to play. Bonus points available for turning in and bringing lists.

Army Lists:

You are required to submit a copy of your Army List to the organizers prior, or at the start of the tournament. This list should include 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 during gameplay. Using a program or list-builder application to create and print out your sheet is often the best option. We would suggest the [Mantic Companion](#) that hosts all of the current Compendium Army Lists (Make sure you are on the right page). If you are unsure of your army list, please feel free to submit it to the tournament organizers prior to the event deadline for examination.

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 Army List. If any mistakes are found during the tournament, 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!

Players who submit their legal army lists to the event organizers (emailed to GrandPrixofMI-KOW@hotmail.com), with the subject line of "Grand Prix Army List – Your Name" by Midnight, Thursday, September 18th will receive 5 bonus sportsmanship points.



Players who arrive on the day and bring their printed lists (or have printed lists to give to their opponents and show the judges) will receive 5 bonus sportsmanship points.

Tournament Rules:

The tournament consists of Five (5) games played over the course of two days and will make use of chess clocks or other devices for enabling Timed Games. Each player has sixty-five (65) minutes for each game, including deployment.

Schedule: Important Dates

Registration Opens: Open Now! Get registered to preserve your spot– Michiganagt.com

Entry Fees Due when registering on the site.

Army lists Due September 18th, 2024

Tournament: September 21st-22nd, 2024

Schedule: Tournament Schedule

Friday (Please note other games occur all Friday long at the Convention!)

Game Room Set Up 5:00 -6:00PM

Open Gaming / Organized Practice Games 6:00 -12:00PM

Saturday

Registration/ Check In 8:00-8:30AM

Tournament Kick Off 8:30-9:00AM

Game One 9:00-11:30AM

Lunch 11:30 AM – 12:45PM

Game Two 12:45-3:15PM

Game Three 3:30-6:00PM

Wrap-up/ Open Gaming 6:00-12:00PM

Sunday

Set up 8:30-9:00AM

Game Four 9:00AM -11:30AM

Lunch 11:30AM -12:45PM

Game Five 12:45 -3:15PM

Final Scoring and clean up 3:15-3:40PM

Awards 3:40-4:10PM

Note there is more time than the allotted 65 minutes per player. This allows for set-up, clean up, scoring and time to introduce yourself to your opponent. Also, the game halls will be open until 12:00 on Friday and Saturday and Clean up must be done by 8:00pm Sunday.



Game Sequence:

The scenario for each game will be on the scenario packet provided to you during registration.

When you are ready to play, we suggest the following:

- Meet your opponents at the table and discuss the terrain and how you both 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. (I prefer if you can set a die on it, it is not cocked). But each player handles this differently, do not let it spoil your game.
- Be at your proper side of the table and place your army so your opponent can see your models, your points list and can ask any questions. Now is the time to offer up an explanation on any special models you have converted or used, make sure your opponent is clear on what your units are.
- Once you are on your appropriate table sides and the first player begins deployment, that player's clock IS STARTED. Players alternate deploying using the clock as described in the Timed Games section of the Kings of War Rulebook. 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 making 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 play, that player's clock IS STARTED. Players then alternate turns using the clock.
- The game lasts 12 turns (each player taking 6 turns). At the end of turn 12, the second 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 for the scenario following the scenario packet.
- There will be objectives in the tournament beyond the “normal” scenario rules. Please pay attention during the game so you can try to accomplish these objectives as well, they are the extra points that can decide the tournament results.
- 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” as if failing to rout the enemy unit and they have disengaged. During the remainder of the game, the player may not issue any orders or roll any dice, including for such rolls as Regeneration.

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 the time limit and keep the entire tournament running smoothly. NOTE – All games are timed, and to make it fair for all the players all tables MUST use a clock. A penalty of 10 points will be enforced to tables not using a clock. All games in the tournament are timed. Each player is responsible for bringing their own timing devices (i.e., chess clock). Use of chess clock is expected and dice down either through timing rules or judge decree will be honored without exception.

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.

Terrain:

Terrain heights are as follows: (Please review terrain with your opponent so there is no confusion on what is what type of terrain).

Hills- 3

Impassible- 9

Forest- 9

Lakes/Swamps- Flat

Fields/Difficult - 1

Obstacles- 2

Rounds:

The match up of the first-round game will be decided randomly except for Drag Race Challenges. 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 each round, they should jointly complete the result sheet and hand all relevant sheets in to the tournament organizers as soon as possible so that the next rounds can be organized in time.

Tournament Points:

After a game the points will be assigned as follows:

Result	Tournament Points (TP)
Victory	15 TPs
Draw	10 TPs
Loss	5 TPs
Concede	0 TP (no bonus for attrition score)

3 Tournament Points will be available to each player each game for completing objectives.

This means that max score is 15 (win) + 3 (Objectives) + 5 (Attrition) = 23 per game.

Total Scoring – possible 115 Battle, 50 Sportsmanship, 50 paint = 215 points total possible.

Example Objectives:

- Kill your opponent's most expensive unit
- Keep your least expensive unit alive
- Have a scoring unit in your opponent's deployment zone at end of the game
- Other specific scenario objectives

Attrition:

Each Player will be able to score additional points each game based on the damage they do to their opponent's army. This attrition score is always positive and adds points if you narrowly lose to your opponent but do lots of damage to his army. These extra Tournament Points (TP) are scored as follows:

Attrition – Points of your opponent's destroyed units	Tournament Points Award for Game
2000-2300	+5
1500 – 1999	+4
1000 – 1499	+3
500-999	+2
0 – 499	+1

From the second game, players will be paired using a Swiss system (i.e., matching players on the same number of TPs, in descending order). Every effort will be made to allow players to avoid opponents from their area (like Ohio Gamer A playing Ohio Gamer B) but may have to occur based on previous game results. Both games on Sunday will be strictly done using Swiss system, restrictions on player club/location will be ignored.

Winning the tournament:

The winner(s) are determined at the end of the last game (game 5), according to the following criteria:

- The player with the most TP will be the "Overall Pole Position" 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 or the same opponent during the tournament will be evaluated, and the winner will be the winner of such a match (based on result and then Attrition scores for that game).

Finally, if the players cannot be split, the tournament ends with a joint victory and the players share the first prize. We will be giving awards for Overall Pole Position for the top in Tournament Points, Battle and Sportsmanship Points. We will also be giving podium spots to the Best General by Battle Points and awards will also be given for Best Painted, Sportsmanship, Players Choice Award, Counter Charge and Best Charioteer X Figure. More may be available depending on attendance.

A Player cannot win more than one prize except for Players Choice, and they will be given the “highest” award they qualify for, in order: Overall Pole Position, 1st Battle, Best Sportsmanship, and Best Painted. Players Choice will go to the highest army selected by the players. Counter Charge Podcast will also be awarding their Counter Charge Award to the player scoring at the absolute middle of Overall Tournament Points!

Further Notes: Sportsmanship

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. All points for best opponent votes and the points for each game’s sportsmanship will be included into the Best Sportsman award. There are a possible 8 points for each game’s questions (40) and up to 20 points for best game votes available, as detailed earlier under overall scoring, resulting in 65 basic points available for the Best Sportsmanship award (With bonus 5 points for army list!). Up to 50 sportsmanship points will feed into overall scoring, remember the bonus points for turning in your army list. For the Best Sportsmanship Award, scoring will not cap at 50 pts, and we will take the highest scoring player in this category (Tie Breaker for this is Attrition).

Best Painted Army

While we allow any miniatures to be used in this event, in order to qualify for the Best Painted Army award, your army must consist of all units with a minimum Preferred Model Count on each base (the 75% rule on each individual base). In addition to the 50 points included in the overall tournament scoring, there will be additional judges’ discretion points that feed into Best Painted scoring. In total, there will be 30 basis points (Self-check with some verification) and 30 judges’ discretion points (up to 20 of which feed back into Overall TPs) available for Paint scoring. While we understand that not everyone has the time or skill to reach a truly outstanding level of painting, please be honest and realize this award is for the painter. If you are using a borrowed or commissioned army, please be honest and let us know. Please note bonus 5 points for Mantic Armies is available for 65 points total!



Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 3rd Edition Compendium, The Big Red Book. In addition, any official FAQ rulings and errata from Mantic Games (published on their website or official forums) will also be used. Updates to armies or releases by Mantic or Rules Committee will also be used, including rule and unit changes, as well as changes to spells and magical artifacts. We will verify and lock in the full list of available and disallowed rules on the Facebook event page [here](#).

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, fighting or verbal abuse).

Crowd at the Table

If one player feels discomfort with the number of spectators present at the table, he may request them to step aside. When this happens, a referee will ask everyone around to step away from the table. Also remember that two individuals are playing one another, please do not offer advice to any gamers (even if, or especially if, they are your friends), their opponents are not playing both of you.

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

Drag Race Challenges

Many of you are familiar with Grudge Matches. At the Grand Prix we are going to have these challenges called Drag Races. If you would like to challenge someone to a Drag Race, email them and us at GrandPrixofMI-KOW@hotmail.com. Once both players email us to state you want to Drag Race each other, your first round will not be random, and you will be set to play this opponent in the first round. Deadline for this is September 18th, 2024.

Sponsors

Our racing sponsors include Mantic, The Michigan Mantic Community, Counter Charge Podcast, Ohio War Kings, Attila Games and more. We will announce more on the Kings of War Midwest and US Players as we confirm details.

Of course, Mantic Entertainment – Ronnie, Pat, and the whole Mantic Team, we could not do it without you! Thank you for sponsoring Race Day!

