Gem City Mayssacre 2024

TL; DR;

Mantic App Tournament Code: **IXzzJYQopb**   1995 pts. Lists Due: 5/12/2024.

Chess Clocks set to 55 minutes.   Round Time 2 hours each

Withdrawal allowed.   No Allies.   Roll for 7th turn (off the clock)

Registration

Due to space restrictions, the tournament is limited to 16 participants. In order to guarantee your spot in the tournament, it is highly recommended that you pre-register. Registrations will be accepted in a first PAID – first play order.

PayPal $20 (Plus option for $5 charity rerolls) to ohiowarkings@gmail.com to get registered (please specify this is for the Gem City Mayssacre 2024)

The event will take place at Epic Loot Games, 9130 Dayton Lebanon Pike, Centerville, OH 45458

There will be a fundraiser option that will benefit the Pioneer Village charity. Players may purchase a reroll to be used in one round for cash donated to charity. Up to 3 total rerolls may be purchased, at the cost of 3 rerolls for $5. Rerolls may only be used once, once per game, and only allow the reroll of one die. They may only be used to reroll your own dice, no forcing your opponent to reroll.

Building your Army

Armies

This tournament uses the Big Red Book Kings of War 2022 rules (3rd edition) as well as Clash of Kings 2024 and relevant updates to the Companion app, with a maximum army total of **1995** Points and adhering to the rules of composition as detailed below. Players must choose up to this point 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 and Errata will also be used.

Players may choose from the Kings of War army lists available in the Mantic Companion Army Build App (the 2024 Trident Realm list is allowed)

Fan Lists

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

Army Composition

- Armies must be legal as per the composition rules in the Mantic Companion App.

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 encouraged, but in the end are not required. **Minimum model counts for units will also not be enforced for this event since so many people are working on completing new armies. But please be certain that your unit represents what it is or is VERY clearly labeled.** Unpainted forces will not be eligible for "Best appearance" award.

Scenic basing

All units MUST conform to the unit footprint listed in the book and companion app 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 copy of your Force List to the organizers via the Mantic Companion App Army Builder (use code **IXzzJYQopb**) You should also have at least one **printed** copy for yourself and another spare for your opponents to reference on request. Players who bring 2 or more printed copies will receive 5 sportsmanship points. Players who submit their lists via the app by 5/12/2024 will receive 5 sportsmanship points.

Your force list must include:
- All of the models in your army.
- Their artefacts, special abilities, and the points value of everything in your army.
- Your name on all copies of the roster.

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. All tables with have a diagram that shows where the terrain should be placed (these are from Epic Dwarf map pack at https://dash28.org/epic-dwarf-map-pack/

Tournament Schedule

Being a Sunday event, we will be trying to firmly keep to the schedule so that players are not out or driving home too late. Please be respectful of the times. The store opens at 11 am but may open a bit early for setup.

Sunday	
11:00 am - 11:20 am	Tournament Check-in
11:30 am - 1:30 pm	Game 1
1:30 pm – 2:15 pm	Lunch / Paint Judging
2:15 pm – 4:15 pm	Game 2
4:30 pm – 6:30 pm	Game 3
6:45 pm	Awards

Tournament Rules

The tournament consists of **three** games on Sunday. Grudge matches are allowed for the first round, so long as both players agree.

Game Time and Victory Conditions

Note that there are 2 hours allocated for each round with a meal break after the first round, and a short break after the second. Chess clocks are required and should be set to 55 minutes per player – giving you time to play the game and turn in your paperwork.

Once each round starts, a Round time clock will be started with 2 hours on it. Any games which have NOT turned in their score sheets before the end of that time will be penalized 5 sportsmanship points (to both players).

Scenarios will NOT be announced beforehand.

Game Sequence

The scenarios for each game will not be announced ahead of time. Any scenario in the Companion/Rule book, or even custom scenarios, is fair game. So be prepared for anything.
- 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 **55** minutes if being used.
- Roll-off to decide who is going to which player is going to choose table sides (and deploy first).
- Roll-off to decide who is going to start making Vanguard moves.
- 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.
- We will be using the optional 7th turn – however turn 7 (if it occurs) is NOT on the clock. However be aware of the overall round time.

Rounds
The matchups of the first round (Game 1) will be random (except for grudge matches). 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 each round, they should both enter their results into the mantic tournament companion on their phones. (If for some reason a player is unable to enter their scores via their phone, they and their opponent will need to turn in the paper version for manual entry by the TO). Late scores will cause BOTH players to be penalized 5 sportsmanship points.

Voting
Players will vote for their favorite army after lunch, and their favorite opponent after their last game. These vote sheets will need to be filled out and turned in when due to keep the tournament running smoothly.

Tournament Points
Tournament points are broken down into four categories. Battle and scenario points are accumulated each round and final appearance and sportsmanship points are added after the final game.

Battle Points
Battle points will be assigned as specified on the results of each round.

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 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. Appearance will be self-scored by each player, and additional they will receive a score from the paint judge. Players will also vote for their favorite army. Each vote will count as one point added to the players Appearance total. The appearance score sheet is available at https://puggimer.net/Mayssacre2024/AppearanceScoring1_5.pdf

Sportsmanship
Players will be asked after all their games to indicate their favorite opponent they played that day, with each player receiving 1 Sportsmanship point 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, 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 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.
- Best Overall – highest combined TP, (Battle, Scenario, Appearance and Sportsmanship scores)
- Best General – highest battle
- Best Painted Army – highest appearance score
- Best Sportsman – highest sportsmanship score

In addition to these, there will be several door prizes. To be eligible you must complete all three rounds and not win a prize during the event.

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 opponent's 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.
- Cell phone with internet connection to the Mantic Tournament Companion. If this is an issue for any player, please let the TO know so that arrangements can be made.

Rules Questions and Player Conduct
As noted, all rules will be taken from the Kings of War (3rd edition) rule books. 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.

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 enter their results into the mantic tournament companion. Both players entries must match for the companion to accept it. If there is any issue with entering your scores, please let the TO know so they can be corrected.

The Mantic Tournament Companion will be for pairings and entering of results. However it does not allow for the entering of the 'soft scores' that we use to determine the overall winner – so the winner that is reported there is our Best General winner (unless the person with the highest battle score wins overall of course).

You can view the tournament 'live' at

https://companion.manticgames.com/kings-of-war-tournament-live/?tournament=535