

Kings of War, Clash at Cardiff 2022

Tournament Pack

Welcome to Kings of War, Clash at Cardiff 2022

This is the tournament pack for the Kings of War, Clash at Cardiff event 2022

Where? Firestorm games Cardiff (Sloper Road).

When? Sunday 14th August 2022, 9am - 7pm (approx).

What? 4 games of Kings of War.

WHAT YOU WILL NEED

To take part you require the following:

- A ticket - purchased from firestorm games
- Your (Ideally) fully painted 1995-point army. They must be mounted on appropriately sized unit bases
- 3+ copies of your army list
- Rule book, rules supplements, tape-measure, dice, damage markers, pencils and other gaming paraphernalia
- A chess clock, stop-watch, phone or other similar time-tracking device
- We recommend that you bring a large tray to carry your army between games

Errata can be found at:

<https://www.manticgames.com/mantic-games-free-rules/>

NOTE: Please bring dice that are clear to read for both you and your opponents.

Firestorm Games will provide all the tables and scenery for the event. These will be set-up for you before Game One. If you feel that the terrain may have been moved between rounds, please let one of the Judges know who will reset it for you.

Building your Army

For us, a big part of the joy of the hobby is about using wonderfully painted miniatures to play wargames. We love that moment when you see your force arrayed for battle, then you look at your opponent's troops and start ruminating about sealing a victory. The better those armies and the scenery look, the better the game experience. We all invest a lot of time and money to make their games special, and we believe our events are about celebrating this effort, so there will be Tournament points available for painted armies.

Force List

Your Army must be chosen from one of the official Force Lists:

- Kings of War Third Edition (2019)
- Uncharted Empires (2019)
- Heroes/Units/formations from Clash of kings (2021)

All of the amendments to units and special rules listed in the Clash of Kings 2021 supplement, will be in effect. The most recent FAQ and Errata will be in effect.

You are required to submit a copy of your Force List to the organisers during registration. You should also have at least one copy for yourself and another spare for your opponents to reference on request.

Force Lists must be constructed using Kings of War Easy Army. This is a freely available resource and can be found here:

<https://mantic.easyarmy.com/>

You will require spare copies of your Force List, which you should keep with you when you are playing. This 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, 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 favour 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 Force List, please feel free to submit it to us prior to the event for checking:

Army Composition

You can spend up to 1995 points on your army (and no more) following Army Selection rules in the Kings of War Third Edition rulebook.

Allies are permitted following all of the usual rules and restrictions.

Miniatures

When it comes to playing Kings of War, part of the majesty of taking part is playing against beautifully painted miniatures that represent the army you are fighting against. To ensure this happens, we have the following rules to help you plan, build and paint your force.

- Players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models.
- You must use war-gaming miniatures and models that don't look out of place in your army.
- Each unit must be instantly recognisable to your opponent as to what it represents. So while not every model needs exactly the right weapon option, if it is a 2 handed unit then we need to see lots of the troops with those big weapons.
- 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.

If the Tournament Organiser sees any units that don't fit the above criteria, you will be asked to remove the units from the table.

If you are not sure, you can send a message and pictures of what you want to include in your army to us and we will let you know if it's suitable or not:

swgc.events@gmail.com

Painting

While we will not turn anyone away with unpainted models, to encourage everyone to arrive with good looking armies the following will apply:

- All models in an army should be painted in at least 3 colours
- All model (or unit) bases should be painted and/or finished with basing material.

Players meeting these minimum requirements will be granted 20 Tournament Points (TPs) after Game 4. Players not fully meeting these requirements will not gain these points.

GAME TIME AND VICTORY CONDITIONS

The tournament consists of 4 games over the course of the day and will be a timed game using a chess clock. Each player has 50 minutes for each game, including deployment

Schedule

Registration: 09:00 - 09:30
Game 1: 09:30 -11:30 (Control)
Game 2 11:45 -13:45 (Push)
Lunch 13:30 - 14:30
Game 3 14:30 - 16:30 (Smoke and Mirrors)
Game 4 16:45 - 18:45 (Loot)

Each game will last 2 hours. That includes 50 minutes per player, plus an additional 20 minutes for meeting, rules discussions during the game, and the completing and submitting of paperwork afterwards (and possibly trips to the bar).

Games

The match-ups of the first round (Game 1) will be random. From the second game, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order).

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 organisers as soon as possible so that the next rounds can be organised on time.

In the case of more than two players on the same number of TPs, players will be matched in order of descending Victory Point Total.

In Games 1 through 3, we will endeavor to avoid player's re-playing an opponent they have already faced, but on occasion this may occur.

Game Sequence

The scenarios for each round have been decided in advance (see Schedule), all players must play the correct scenario each round. The sequence of events each round are as follows:

- Meet your opponent 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.
- Players should discuss before the game how they will deal with cocked dice and in what circumstances they should be re-rolled.
- Place any objective markers, and roll-off for table sides following the rules for this round's scenario.
- Sit on your own side of the table and place your armies on your side of the table, so your opponent can see your army and your force list and ask any questions.
- During deployment, once a player places their first unit 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 Third Edition rules. Once the last unit is set-up, both clocks are PAUSED.

Roll-off to decide who is going to start making Scout moves first. Once a player starts to move Scout units, that player's clock IS STARTED. Players alternate making any Scout moves using the clock. Once the last Scout move is made, both clocks are PAUSED.

- 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 for 6 turns. At the end of the 6th turn, the player who went second rolls a die. On a 1-3 the game ends. On a 4-6 both players play one more turn and then the game ends – work out the winner as normal.

Clocks

Chess Clocks must be running during deployment, any Scout moves and throughout the player's turns. They can be paused for any action involving a roll-off, rules disputes and toilet breaks. Clocks cannot be paused for normal in-game checks, such as LOS, unless there is genuine disagreement between the two players. A "genuine disagreement" is one that requires pulling out the rulebook or for the Judge to rule on the situation. If a player feels that their opponent is pausing the clock unnecessarily or taking an excessive amount of time off-clock then they must let the Judge know as soon as possible.

Time Out

Individual Player Time Out

If a player runs out of time on their clock, they must immediately put their dice down and make no further dice rolls for the rest of the game including nerve rolls for damage already caused etc. Any unresolved nerve checks are treated at a 'Steady' result.

During the remainder of the game, the player may not issue any orders or roll any dice, including for rules such as Regeneration.

Round Time Out

Should players start their game late, or pause for too long, then the game can time out due to the round ending.

Players should be aware of the scheduled time remaining as there are warnings broadcast toward the end of the allotted time. If the players can see that the round is going to end before they finish their game then they should endeavour to finish the game so each player has had an equal number of turns, e.g. both players should have had 5 turns each as opposed to one player having 5 and the other 6.

If a game is found to be in progress after 'dice down' is called, then both players must immediately stop playing when requested by a Judge or Tournament Organiser.

Tournament Points (TPs)

After a game the points will be assigned as follows:

RESULT

VICTORY 15TPs

DRAW 10TPs

LOSS 5TPs

You then modify this using Attrition Modified Scoring.

Attrition-Modified Scoring

Attrition-modified, as its name suggests, is the difference between the total number of points each player has Routed (their Victory Points or VPs). The players adjust their Tournament Points using the following table:

VP DIFFERENCE	PLAYER WITH THE HIGHER VPS	PLAYER WITH THE LOWER VPS
1,666+	+5	-5
1,336-1,665	+4	-4
1006-1,335	+3	-3
676-1005	+2	-2
346-675	+1	-1

0-345	0	0
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For example, Lisa gets a Victory (scoring 15 TP) over Dave (who scores 5 TP). Lisa has routed 1250 points of Dave's units, and Dave routed 750 points of Lisa's units for a difference of 500 VPs. This amounts to a +1 modifier to Lisa's score for a total of 16 tournament points, while Dave receives a -1 modifier for a total of 4 tournament points. This means there is a Maximum of 20 TPS per game, and a total possible 100 TPS in total up for grabs (4 games and painting bonus).

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 of -2 points can be given to players that report battle results after the scheduled time is over at the tournament organiser's discretion. This penalty will always affect both players.

Winning the Tournament

The winner is determined at the end of the last game (game 4), according to the following criteria:

- The player with the most TPs will be the winner
- In the case of players having the same highest TPs, the winner will be the person with the highest Victory Point Total (Points gained/lost for routing enemy).
- If both the TP and VPs 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 prize.

Sportsmanship

There are no sportsmanship scores at this tournament but you will get to vote on the person you played who you felt were most deserving of this award. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponents, displaying a fun and inclusive attitude to the game for themselves and their opponents.

Please remember that interacting in a social environment comes easily to a lot of us but can be a real challenge to some. We are committed to making Kings of War an inclusive and welcoming community to all, so please make sure to treat your opponent with respect and patience at all times.

Prizes and Prize support

There will be prize support, this will be announced closer to the time.

Social Distancing and Masks

Firestorm Games may implement social distancing and/or other measures due to ongoing COVID restrictions. Please adhere to these rules in a responsible and safe manner.

Crowd at the Table

If one player feels discomfort with the amount of spectators present at their table, they may request them to step aside. When this happens, a Judge will ask everyone around to step away from the table.

Please do not discuss ongoing games while within earshot people still playing their game.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War Third Edition rulebook. All of the amendments to units and special rules listed in the Clash of Kings 2021 supplement will be in effect.

In addition, the most recent FAQ rulings and errata from Mantic Games (published on the website or official forums) will also be used.

There is absolutely nothing wrong with asking your 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 politely, and that you do your best to sort out any problems yourself. If in doubt, a referee will be 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.

Referees will be on hand if you require a ruling. Your referees for the event will be pointed out at the start of the day. A referee's ruling is final, even if their ruling is later shown to be incorrect.

The organisers reserve the right to take appropriate action for anybody 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 can be ejected from the event for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).