

WARLORD OF THE VALE

A Kings of War
Tournament

2300 Points

Firestorm Games, Cardiff

Saturday 14th & Sunday 15th December, 2024.

KINGS
OF WAR



WARLORDS OF THE VALE:

Welcome to 'Warlord Of The Vale': a Kings of War matched play event, presented by the Nth Level.

Date and Time:

Saturday 14th & Sunday 15th December, 2024

Saturday (9:00 - 17:30)

Sunday (9:45 - 18:00)

Venue

Firestorm Games (Cardiff)

Sloper Road

Cardiff

CF11 8AB

United Kingdom

02920 227 117

www.firestormgames.co.uk

Tickets:

Tickets will cost **£35** and are available from thebattlefields.co.uk. Ticket price will include entry to the event and a hot lunch.

Timetable:

Saturday:

Registration:	<i>09:00 - 09:45</i>
Round 1:	<i>09:45 - 12:00</i>
Lunch:	<i>12:00 - 12:45</i>
Round 2:	<i>12:45 - 15:00</i>
Break:	<i>15:00 - 15:15</i>
Round 3:	<i>15:15 - 17:30</i>



Sunday:

Round 4:	<i>09:45 - 12:00</i>
Lunch:	<i>12:00 - 12:45</i>
Round 5:	<i>12:45 - 15:00</i>
Break:	<i>15:00 - 15:15</i>
Round 6:	<i>15:15 - 17:30</i>
Awards:	<i>17:30 - 18:00</i>

Event Details:

'Warlords of the Vale' will comprise of 5 rounds over 2 days, with prizes for **1st, 2nd, 3rd, Most Sporting Player, Best Painted Model/Unit, Best Painted Army**, as well as more categories to be announced on the day.

Pairing for rounds shall be done by the Swiss system, with the first round pairings being randomly determined.

135 minutes is allotted for each round; **60 minutes** for each player, with an additional **15 minutes** to allow for scoring/clean-up etc...

Round times may be adjusted if necessary, at the discretion of the TO's.

Chess Clocks:

Chess clocks available to all players. If both players in a game agree then the chess clock may be disregarded.

If a player runs out of time, they must put their dice down and make no further dice rolls for the remainder of the game. If there are any unresolved combats, the units are simply left engaged.

During the remainder of the game, the player may not issue any orders or roll any dice, including for rules such as Regeneration, although they may still score if in a position to do so.

If the other player still has time remaining, then they may continue playing as normal.

What to Bring:

Players are expected to bring the following:

(Note armies may not include allies)

- **A Complete (fully painted and based) 2300 Point Kings of War Army**
- **A Copy of Your Army List**
- **Access to All Rules For Your Army.**
- **Dice**
- **Tape Measure and/or Measuring Markers**
- **Suitable 25mm Objective Markers**

Boards and Terrain:

All boards will be the standard 6' x 4' in size and set up by the TO's prior to the event starting. Effort will be made to include a variety of sizes and shapes of terrain. We recommend that players agree on terrain sizes before a game.

Finishing Games:

It is expected that both players make an effort to ensure a game finishes within the allotted time frame. Players who repeatedly do not finish games may incur a points penalty, at the discretion of the TO's.

Painting Requirements:

All models at the event are required to be painted and based correctly with a minimum of **3 distinct colours**. Players with models not complying to this restriction may incur a points penalty, at the discretion of the TO's.

List Submission:

All players are required to submit a written list of the army they intend to use at the event by **11:59pm on Sunday 8th December, 2024**. We recommend players use the official mantic games army builder. After this date any changes to lists, or errors in list creation, may incur a points penalty, at the discretion of the TO's.

Lists should be emailed to:
banksy@thenthlevel.com

Food:

Hot food is provided with a ticket on both days, and will be served during the lunch-time period shown in the schedule above. The food available will be chosen from a selection of options available on the day.

Other food options are located nearby, but we recommend that you eat at the Firestorm Games Café. Only food and drink purchased from Firestorm Games can be consumed at the venue.

If you have any dietary requirements then please email them to ***banksy@thenthlevel.com*** so we can try and arrange an alternative with Firestorm Games.

Terrain:

Each table will feature between 4 and 8 pieces of terrain of Height 3 or greater. These may be any combination of buildings, rocks/mountains, hills, and forests.

In addition, tables will also feature between 2 and 4 terrain pieces of Height 2 or less. These may be any combination of rivers/lakes, marsh/swamps, lava pools, and short walls.

Additional terrain may be added at the TO's discretion. Whilst we aim to have every table as described above, there may have to be some variation due to availability/suitability of the venue's terrain.

Terrain Definitions:

It is important that both players agree before a game starts on the definitions of each terrain piece on the table. When in doubt please refer to the below list and P28 of the Kings of War rulebook.

Woodlands: Height **5**, Difficult,

Buildings: Height **5**, Blocking,

Rocks/Mountains: Height **6**, Blocking,

Hills: Height **3**, Hill,

Rivers: Height (**Flat**), Difficult,

Lakes: Height (**Flat**), Impassable,

Fences/Walls: Height **2**, Obstacles,

Marsh/Swamp: Height (**Flat**), Difficult,

Lava: Height (**Flat**), Impassable,

Missions:

The following missions will be played during the corresponding round, as described below:

Round 1: *Salt the Earth*

Round 2: Hold the Line

Round 3: Kill

Round 4: *Fool's Gold*

Round 5: *Control*

Round 6: *Pillage*

Scoring:

Each round is scored as follows:

Win: *14 Points*

Draw: *10 Points*

Loss: *7 Points*

Scenario Victory Points, followed by **Strength of Schedule**, and the **Number of Enemy Units Routed**, may be used as tiebreakers for the final results.

In addition, penalty points may be imposed, at the TO's discretion, for the following reasons:

Unsporting Conduct Penalty: -10 Point

Late List Submission Penalty: -5 Point

Unpainted Army Penalty: -5 Point

Unfinished Game Penalty: -5 Point

Repeated and continuous unsporting conduct may result in further, unlimited, points deduction(s) and/or disqualification, at the discretion of the TO.

Round 1: Salt the Earth

Before rolling off to choose sides, place one Objective Marker in the exact centre of the board, then players take it in turn placing Objective Markers until both players have each placed 4 Objective Markers. Roll of to see who places the first Objective.

After a player has completed their Turn, they can choose to destroy any Objective Markers which they control (except for the Central Objective). Repeat this process at the end of each of the player's Turns until the end of the game. Destroyed Objective Markers are removed from play and have no influence on the rest of the game.



Victory Points are awarded at the end of the game as follows:

- 1 Victory Point for each Objective Marker still in play that you control.
- 1 Victory Point if you control the central objective.

Round 2: Hold the Line!

At the end of the game, draw an imaginary corridor across the table, 6" either side of the centre-line. Divide this corridor equally into three scoring zones, each 24" long and 12" deep.

Add up the total Unit Strength of each player's units within a scoring zone. If a unit is straddling the line between two zones it is considered to be in whichever zone is covered by more than 50% of the unit's base.

If there is not a clear majority, then the controlling player should declare which zone they intend to be in once they've completed a movement order with that unit, that isn't halt.

Whoever has the highest total Unit Strength in each scoring zone controls it.



Victory Points are awarded at the end of the game as follows:

- 3 Victory Points if you control the scoring zone in the middle.
- 2 Victory Points for each other scoring zone you control.
- 2 Bonus Victory Points if your opponent does not have any scoring units within 24" of the centre of the board.

Round 3: Kill

Before the game both players declare 1 unit in their army to be/contain their Warlord. This may not be a War Engine unit.

The unit containing the Warlord gains the Inspiring (self) and Elite special rules.

At the end of the game, add up the points cost of all of the Enemy units that were Routed

Victory Points are awarded at the end of the game as follows:

- For every 200 points of enemy units routed you receive 1 Victory Point.
- 2 Bonus Victory Points if your opponent's Warlord unit was routed.

Round 4: Fool's Gold

This scenario uses 10 Bluff Counters. Each player will place 5 bluff counters: 2x "0" value counters, 2x "1" value counters, and 1x "2" value counter.

After rolling of to choose table sides, roll of to see who places the first Bluff Counter.

The players take it in turns to place one Bluff Counter of their choice (marked side down) fully on their opponent's half of the board, following the same placement restrictions as Objective Markers.

At the end of Round 3, all the Bluff Counters are flipped to reveal their value. Remove all counters with a "0" value. Bluff counters are treated as Objective Markers from this point on.

Victory Points are awarded at the end of the game as follows:

- 1 Victory Point for each Bluff Counter marked with a 1 that you control.
- 2 Victory Points for each Bluff Counter marked with a 2 that you control.
- 1 Bonus Victory Point if you controlled both "2" value objective markers at the beginning of round 4.

Round 5: Control

At the end of the game, divide the board into six 2'x2' squares and add up the total Unit Strength of each player's units within a square.

If a unit is straddling the line between two or more squares it is considered to be in whichever square is covered by the majority of its base. If there is no clear majority, the owning player must choose which square the unit is in after any move, movement order or regroup is completed.

The player who has the highest total Unit Strength in each square controls it. If there is a tie then neither player controls the square.



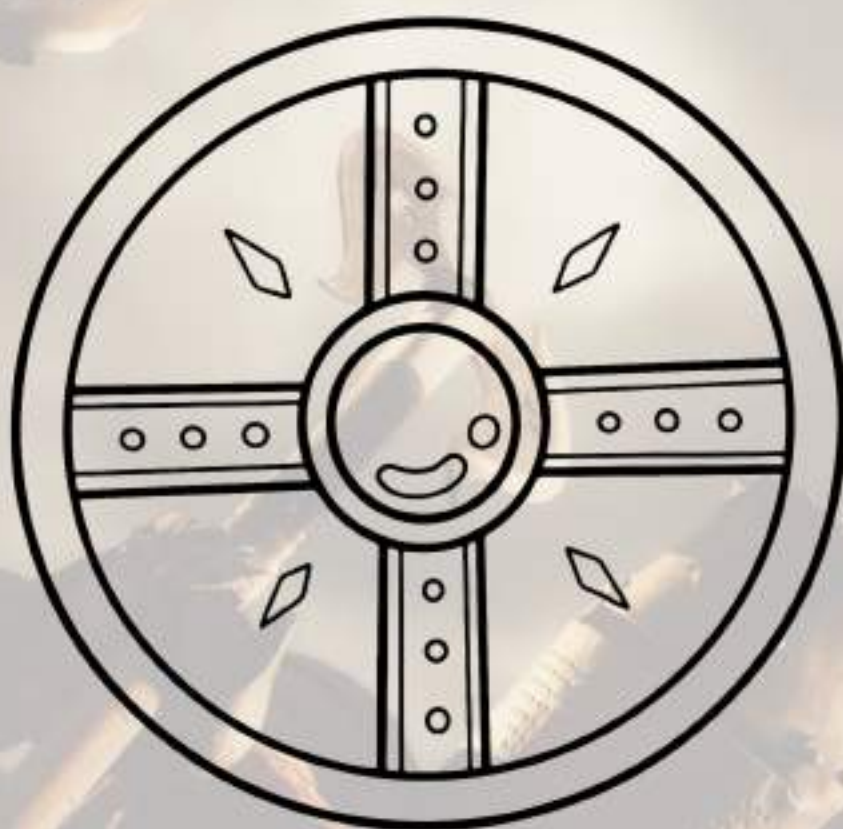
Victory Points are awarded at the end of the game as follows:

- 2 Victory Points if you hold the square in the middle of your opponent's half of the board.
- 1 Victory Point for each other square you hold.
- 2 Bonus Victory Points if you control 5 or more squares.

Round 6: Pillage

Before rolling off to choose sides, place a total of 7 Objective Markers on the board.

The players take it in turns to place one Objective each. Roll of to see who places the first objective.



Victory Points are awarded at the end of the game as follows:

- 2 Victory Points for each Objective Marker you control.
- 1 Bonus Victory Point for each objective you control that is, at least partially, inside you opponents deployment zone.

Best Painted Model/Unit:

During lunch on Saturday players will be invited to enter a model/unit into the best painted model/unit competition. Please submit these votes to the TO by the end of lunch.

Best Painted Model/Unit	
2nd Best Painted Model/Unit	

Best Painted Army:

During lunch on Sunday players will be invited to enter a whole army into the best painted army competition. Please submit these votes to the TO by the end of lunch.

Best Painted Army	
2nd Best Painted Army	

Most Sporting Player:

At the end of round 5 players will be invited to vote for the opponent(s) they felt were the best sports. Vote for a 1st and 2nd most sporting player from the 5 opponents you played and hand this to the TO.

Most Sporting Opponent	
2nd Most Sporting Opponent	

Scores:

Player Name:

Both players should record each rounds scores in the table below. At the end of a round, one or both players should go to the TO to submit their scores.

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<u>Round Number</u>	<u>Opponents Name</u>	<u>Win/ Draw/ Loss</u>	<u>Victory Points</u>	<u>Opponents Victory Points</u>	<u>Number of Enemy Units Routed</u>
1					
2					
3					
4					
5					