



Warrior Kings

Group North Historical Wargames Society

Kings of War competition
Sunday November 19th 2017
10am to 5pm

War has strode across the land. The time of the old empires has passed and now the young Kings and Warlords eye what is left. Only one can carve out the empire they rightfully deserve, and the only way to do that is to raise the banners and let war once again claim all.

Entry:

Entry costs are **\$15** for Group North Members and **\$20** for other players. Entry costs will include light snacks. Payments made by 12th November have a 10% discount (\$13.50 and \$18).

Payment can be made in cash to Lance Holden, or via Direct Debit to the following account:

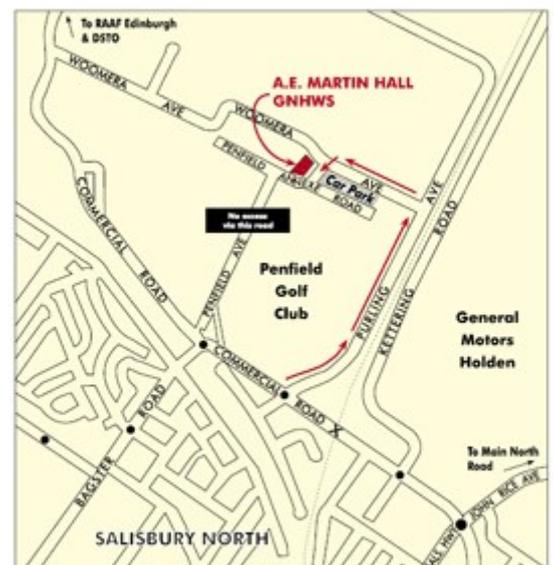
Bank: Peoples Choice CU
Acct: 4286217
BSB: 805-050

Please indicate your name when submitting the payment. PayPal invoices available on request. Payment can be made by cash on club nights at the venue.

Venue:

The competition will be held at the Group North Historical Wargaming Society venue. This is the A.E. Martin Hall on Woomera Avenue, Penfield.

How to find us . . .



. . . we look forward to seeing you

Armies:

Armies are to consist of 1500 points and can come from the main army lists or the approved expansion army lists (Uncharted Empires). Allies may be purchased under the normal force building rules. Twilight Kin may be used based on the Mantic list. No fan made army lists will be used. Only a single Unique individual can be selected per army and not from the allies section. No Hero, Monster or War Engine entry can be purchased more than twice (note this is different to the Clash of King Army Composition). No Allied Hero, Monster or War Engine may be duplicated.

Rules will use the Clash of Kings 2017 rules. Army composition will be based on points and values for this set. The Clash of Kings 2017 Artefacts list is to be used. The new spell list can be used. The 1.6.1 [FAQ](#) will be used.

There is no painting or requirement that Mantic miniatures are used. Units must be based on the correct size total base. Miniature count must be at least more than the previous unit size (a regiment must have at least 11 miniatures). Troop bases must have at least 3 miniatures. Proxies can be used but must be close to the original unit type. Monsters or warmachines on bases larger than the requested size must have the marked regular widths on them. Contact the TO if concerned about a units figure count or base size. Exceptions can be made to the basing size provided the TO agrees before hand.

Army lists are to be submitted on the day. You must bring two lists, one for the TO to keep, one to show your opponent. Players are encouraged to use kow2.easyarmy.com in the Clash of Kings mode and save their lists in PDF format.

Contact:

Try “Group North Historical Wargames Society” on [Facebook](#), [WargamerAU](#) or email warriorkings@groupnorth.club.

The tournament organiser (TO) is Lance Holden.

Schedule:

<i>Venue open, last registration</i>	9:00 am	9:45 am
First battle	10:00 am	11:20 am
Second battle	11:30 am	12:50 pm
<i>Lunch</i>	12:50 pm	1:30 pm
Third battle	1:30 pm	2:50 pm
Fourth battle	3:00 pm	4:20 pm
<i>Winner</i>	4:30 pm	

Rounds are 80 minutes including deployment. No individual timers will be used. Games are for 12 rounds, or 14 rounds if the player at the end of the 12th round rolls a 4-6 on a d6. At 10 minutes before the end of the round time a warning will be sounded. Current turns may be finished to ensure each player has had the same number of turns but no new turns can be started. If full time is called players will finish any current activity (such as close combats that are being resolved or a shooting phase) and then determine the winner.

Food:

Light snacks will be provided at lunch time. Further food is available from the canteen. The nearest food venues are driving distance away. If you wish to purchase your own food please ensure you keep to the game schedule.

Please advise of any allergies or special dietary requirements.

Note no Liquor License is being applied for this event. You will not be able to consume alcohol at the venue.

Tables:

Tables will have terrain already deployed. This will not be moved by players during a game. Players will be assigned to random tables each round. Tables are 6'x4'.

Scoring:

The first round is random draw with an attempt to ensure club or group members don't meet. The following rounds will use a swiss scoring pairing based on the number of tournament points a player has. Assignments may be adjusted to ensure no-one plays the same player twice.

Scoring is based on the Clash of Kings Kill-Modified Scoring system. There are no hobby or sportsmanship points (the competition is open to in development armies and all players are expected to have a courteous attitude to their opponents).

After each game players are assigned the following tournament points:

Result	Tournament Points
Victory	15 TPS
Draw	10 TPS
Loss	5 TPS

Then a margin of victory is calculated based on the difference of attrition. Attrition is calculated for each player based on the amount of points they have routed of their enemy. The player who has caused more attrition is considered the bonus winner, the other player the bonus loser. Consult the difference between each attrition value and adjust the tournament points accordingly:

VP Difference	Bonus Winner	Bonus Loser
1200 – 1500	+4	-4
800 – 1199	+3	-3
400 – 799	+2	-2
100 – 399	+1	-1
0 – 99	0	0

If a player concedes then they are considered to have lost 1500 points of troops regardless of how many points their army is. The other player still calculates attrition as normal and adjusts the tournament points as described above.

Where players are ranked equally on their tournament points they will then be ordered by the total amount of attrition points they have caused to their enemies. Where these scores are the same if both players have played the winner of that match ranks higher than the other. If no further separation is possible the players are ranked equally.

A player who receives a bye is granted 15 Tournament Points. A player will only have a single bye in the competition.

Special Rules:

Breath Attack, Fireball and Lightning Bolt

When targeting enemy units in cover these attacks hit on a 5+ instead of 4+.

Fly

While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (e.g. Individual) then they will remain Nimble while Disordered.

Bane-Chant (Spell)

Replace Judgement rules with: This is a ranged attack that can be used once per game. It follows the same rules as a Heal (5) that can be used on any friendly non-allied unit on the board, regardless of range or Line of Sight. This will only grant or improve Piercing if two or more hits are scored from the same casting

Missions:

Objectives can only be held by a Scoring Unit. Scoring units are any units that are not War Engines and do not have the Individual rule.

Round 1 – Occupy

After choosing sides, place one Objective Marker in the centre of the board. Then the players each place an Objective Marker completely within 6” of the centre line, starting with the player who chose sides. These three Objective Markers are the Secondary Objectives. Next, the players place another Objective Marker on their opponents half of the board at least 6” from any board edge and 9” from the centre line. These are the Primary Objectives.

Victory Points

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

- 1 Victory Point for each Secondary Objective you hold.
- 2 Victory Points if you hold the Primary Objective on your opponent’s half of the board.

The Primary Objective on your half of the board is not worth anything to you.

Round 2 – Scour

Before rolling off to choose sides, place a total of D3+4 Objective Markers on the board. The players take it in turns to place one objective each, and roll off to see who places the first objective.

Starting from their third turn, the players may choose one Objective Marker that they hold at the start of their turn before any movement takes place. That Objective Marker is removed from play.

There must be at least 3 Objective Markers on the board at all times. If there are only 3 on the board then the players may not remove any more.

Objective Markers removed from play do not grant any Victory Points at the end of the game.

Victory Points

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

- 1 Victory Point for each Objective Marker you hold.

Round 3 – Eliminate

Each player has 2 Bounty tokens they must place on their two most expensive non-Individual units.

If there are multiple potential units with the same cost, then the opposing player decides which of those units they are placed on before any units are set up. For example, Dave’s most expensive units cost 300 points, 250 points and two units at 200 points each. The 300 and 250 point units get a

Bounty token and his opponent, Annie, decides which of the two 200 point units the remaining token goes on.

Additionally, place an Objective Marker in the exact centre of the board.

Victory Points

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

- 1 Victory Point if you hold the central Objective Marker.
- 1 Victory Point for each of your units that are carrying a Bounty and have not been Routed.
- 2 Victory Points for each Bounty that you have completed.

Lost Bounty, i.e. those where the unit was routed outside of melee, are worth nothing.

Round 4 – Dominate!

A standard dominate mission. Individual or War Machine units only count for half points (round down) when determining the scenario winner.

Rules Committee

The tournament organiser will be competing in the competition. A rules committee will be established on the day to resolve any disputes. A majority opinion will determine the outcome of any rules queries.