



The Crows Feast is back to determine the best South Australian Kings of War champion. This will be a full day of gaming in the fantasy wargame that is gaining in popularity all over the world. Run on May 11<sup>th</sup> the event will use Clash of Kings 2019 rules on top of the Kings of War rules and FAQ.

This is players pack 1.1.

## Entry:

Entry is open to all club members and members of the public. Club members pay a \$15 entry fee, non-club members pay \$20.

Entry received by the May 7<sup>th</sup> will entitle the entrant to entry for the door prize. Entry can be made up to 8:30am on May 11<sup>th</sup>. The more entries received before the May 7<sup>th</sup> date the better the prize pool will be. A minimum of 8 paid entries will be required by May 7<sup>th</sup> for the event to proceed.

Entry can be paid in cash to Lance Holden by arrangement or transferred to the following account.

Bank: Adelaide Bank  
Acct: 071580868  
BSB: 610-101

Please indicate your name when submitting the payment. PayPal invoices available on request.

Email [crowsfeast@groupnorth.club](mailto:crowsfeast@groupnorth.club) details of the payment. You will be emailed when the payment is received.

Tournament scoring and results will be tracked on Tabletop.TO at <https://tabletop.to/crows-feast-19>

## Venue:

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

## Rounds:

09:00 – Venue Open  
09:30 to 11:30 – Round 1 (Push)  
12:00 to 14:00 – Round 2 (Control)  
14:15 to 16:15 – Round 3 (Occupy)  
16:45 to 18:45 – Round 4 (Invade)  
19:00 – Final results announcements

Rounds are given a 2 hours time slot. At 10 minutes before the end time a time warning will be issued. At this time no new turns may be started. When the time finishes there will be a 5 minute extension for any games not yet complete. After this time all dice must be put down and the final result calculated.

No timing clocks will be used. Deployment will start at the advertised time and be included in the round duration.

Players not at the venue by start of the first round will be considered to have a loss for the first round and generate 0 points of Attrition.

Due to the length of the day if a round is completed earlier than the allocated time all remaining rounds will be adjusted to start earlier. Each round remains at 2 hours.

There are two half-hour breaks between rounds. The club will have snack food available. If numbers are suitable food platters will be provided.

## Army composition:

Armies must not exceed 2000 points. They can be formed from any army released in the main rule book or the Uncharted Empires. Heroes from Destiny of Kings can be used. The Twilight Kin list is allowed. Modifications or items from the Clash of King rule book 2019 will be used in this tournament. Formations and the new units can be used.

Armies from Kings of War Historical are not to be used, nor are any special rules specific to that game.

No more than 3 duplicates of a hero, war-machine or monster can be taken (ignore magic items or upgrade differences).

Allies may be used and must meet the alignment restrictions of your main army and not be comprised of more than 500 points of units. Allies may not include more than one of each Hero, Monster or War-Machine entry or have any Magical Artefacts upgrades on units and may only have one irregular unit.

Miniatures should meet the recommended minimum of 50%+1 of the model count for the unit size. Unit base size may exceed the specified base size but not by more than 10mm in any edge. Warmachines and Monsters may be on larger bases if required by the model.

Miniatures used must clearly differentiate between unit types. Where a proxy unit differs significantly from the normal look of the unit (such that a casual observer couldn't tell what unit they represent) the armies owner must provide unit cards that can be placed on the table to allow an opponent to know what the unit is at all times. An opponent can request this at any time. When unsure about a miniature you are invited to send in photo's to avoid having a unit disqualified on the day.

As determined by the TO any units on invalid bases, incorrectly size or not correctly assembled can not be fielded. The supplied army lists can't be changed. If in doubt contact the TO before the competition for exemptions. The TO has the final say on whether a unit is allowed.

All army lists are open between players. Players must provide the TO with a physical copy of the list on the day and then allow their opponent access to a copy of the list at any time during a game. Any questions about unit capabilities or movement ranges must be answered as quickly as possible.

Any invalid lists that are submitted will see the player receive a Loss for each played and current game and their opponent a Win. The player may correct the list before the next match but must be able to field appropriate units as defined above. A player can continue with less than the maximum number of points and field a valid army.

## Rule Clarifications:

The [1.9.0 FAQ](#) will be used to clarify rules. Where there are disputes the Tournament Organiser (TO) will determine the outcome. The following Clash of King 2019 rule changes to the Kings of War are:

### **Individual**

Treble attacks against individual war-machines.

### **Thunderous Charge (n)**

Bonus is lost when Disordered, reduced by 1 (to minimum 0) when a Hindered charge.

### **Headstrong**

Works on a 3+ roll.

### **Breath Attack, Lightning Bolt, Fireball, Bloodboil, Alchemist's Curse (spell)**

Attacks against *Stealthy* units or those in cover need a 5+ to hit.

### **Fly**

When Disordered units lose *Fly* and *Nimble* if granted by *Fly*.

### **Bane-Chant (spell)**

Only grants Piercing if there are two or more hits.

### **Nimble**

When Disordered in melee by a *Phalanx* or *Ensare* unit lose Nimble until the end of the following turn.

### **Steady Aim**

Unit does not suffer -1 to hit when moving and shooting

### **Dread**

Enemy units in 6" have -1 Waver and Rout Nerve.

## Scoring:

Players are randomly allocated to matches in the first round. Subsequent rounds are ordered by a players total points with the top pair playing each other, then the next top pair and so on. Players will not have to play each other twice and reordering will be done if this occurs. Where players have equal tournament points (TPS) they will be ranked randomly.

Games will be scored using the Kill-Modified scoring from Clash of Kings 2018. After each game players are assigned the following tournament points:

<b>Result</b>	<b>Tournament Points</b>
Victory	15 TPS
Draw	10 TPS
Loss	5 TPS

Each player then tallies up the point costs of the Routed enemy units to determine the bonus points earned.

<b>VP Difference</b>	<b>Bonus</b>
1800+	+5
1400 – 1799	+4
1000 – 1399	+3
600 – 999	+2
200 – 599	+1
0 – 199	0

If a player concedes then they are considered to have lost 2000 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.

A player who receives a bye is granted 15 Tournament Points. A player will only have a single bye in the competition. Under this scoring scheme you may still win the battle but cause less attrition.

## Painting

Crows Feast is considered a premier Kings of War event and wants to reward players who take the time to prepare armies for the spectacle of wargaming.

Painting score is determined by the TO before the start of the first round. The painting score will award between 0 and 5 bonus points. The scoring guidelines are listed below.

### **Points Guidelines**

- 0-1 Army not fully assembled, based or painted beyond undercoating. Some units may have paint started or basic base decoration.
- 2-3 Majority of units painted with a simple level of detail (basic washes and highlights included), bases have details (painted, decoration, etc.). Some units may be incomplete but started to be painted.
- 4 All models painted to a very good standard (shading, highlighting, picked out details, complementing bases) and individuals given extra attention. Linked theme throughout the army.
- 5 An army painted to an excellent standard with high level of detail on all models.

The scoring system is subjective but should be guided by the above bands. Armies will be compared against each other to determine which is the exceptional standard. Only the models are to be considered, not any movement tray associated with the army.

## Tables and terrain:

Terrain will be set on the table and already be described in its game terms (height, obstacles, etc.). Players are not to deliberately reposition terrain and must attempt to return terrain that is moved to its original position.

Players are randomly allocated to a table. Players may be on the same table for multiple games in the competition. At the start of a game both players will dice to determine their starting side as normal.

## Scenarios:

A Unit Strength is 3 for a Horde or Legion, 2 for a Regiment, 1 for a Troop, Monster, Height 0 unit or non-individual unit. All other unit types are Unit Strength 0. Large Infantry or Cavalry Units with Fly or Nimble reduce their Unit Strength by 1 to a minimum of 1.

Objective markers are captured by the side with the most Unit Strength within 3" of the marker. If there is a tie the Objective Marker is not captured and is worth 0 Victory Points. A single unit can control any number of Objective Markers. Objective Markers are deployed at least 12" for each other and 3" from any Blocking Terrain.

Loot Counters are collected if your unit ends a turn in contact or over one and there is no enemy contact with the counter. A unit can drop Loot Counters it is carrying at the start of the turn. A destroyed unit will drop the Loot Counter in its footprint; or if destroyed in melee the opponent may claim them to be distributed among the attacking units.

While carrying a Loot Counter a unit's Speed is reduced to 5 (unless already less than 5). Individual and non-scoring units can't carry Loot Counters but can stand on them. Loot Counters are deployed at least 12" for each other and 3" from any Blocking Terrain (unless starting in a unit).

The full rules from Clash of King 19 are used for scenario scoring conditions.

### **Push**

After both players have set up their forces, roll a D3. Each player places that many Loot Counters within their set-up area, giving them to units to carry if they wish. Roll-off to see who begins placing their Loot Counters first, and the players take it in turns to place one Loot Counter each until they have placed them all.

An additional Loot Counter is placed in the exact centre of the board.

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

- 2 Victory Points for each Loot token you hold where your unit is entirely on the opposing half of the board.
- 1 Victory Point for each Loot token you hold where your unit is at least partly on your half of the board.

### **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.

The player who has the highest Unit Strength in each square controls it.

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.

## **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 opponent's half of the board at least 6" from any board edge and 9" from the centre line. These are the Primary Objectives.

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

- 1 Victory Point for each Secondary Objective you control.
- 2 Victory Points if you control 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.

## **Invade**

At the end of the game, add up the total Unit Strength of each player's units that are entirely on the opposing player's half of the board. This is the total number of Victory Points that each player scores.

## **Prizes:**

The player at the end with the highest score from all the rounds will receive the best general award. Where the top players have the same score if they have played each other the winner of that bout receives the generals award. If they haven't met the combined tournament points of all their opponents will be added and the player with the highest opponent count will win. All other players on the same score will be considered equally ranked.

Other prizes donated by sponsors will be announced as available. Some prizes may be raffled off over breaks.

## **Food:**

Competition entry will cover provision of light lunch foods. The venue has snack food, soft drinks and water available for purchase. If you leave the venue to collect food and aren't back before the starting time of the round your opponent wins a major victory and you have a minor defeat. Microwave and ovens are available for use.

If you have any specific dietary requirements please indicate this when paying the entry fee.

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

## **Updates:**

Details of the event and any changes will be announced at [GroupNorth.club](#) or [Facebook](#).

This is players pack version 1.1. Future rules changes will increase the whole number, corrections or clarifications will increase the decimal part. The previous release had the old event date.

