



Crows Feast

Kings of War
Saturday April 8th, 2016
Group North Historical Wargames Society

The Crows Feast is back running as a Kings of War competition again. This will be a full day of gaming in the fantasy wargame that is gaining in popularity all over the world.

Entry:

Entry is open to all club members and members of the public. Club members pay a \$20 entry fee, non-club members pay \$25.

Entry received by the March 31st will entitle the entrant to entry for the door prize. Entrants will receive gaming items however those who pay after the March 31st date may not receive items (depending on how many items have been ordered). Entry can be made up to 9am on Saturday 8th April.

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 details of the payment. You will be emailed when the payment is received.

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 (Invade)

12:00 to 14:00 – Round 2 (Loot)

14:15 to 16:15 – Round 3 (Dominate)

16:45 to 18:45 – Round 4 (Kill)

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 length.

Players not at the venue by registration close will be considered to have a loss for the first round. Any opponents that have a bye allocated to them and then have a valid opponent turn up will instead be awarded a 20-0 victory with a 1500 to 0 point attrition and count as having played that opponent..

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.

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 will not be used in this tournament.

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 unique [1] units.

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.

This competition will include a painting score based on the presented army. See the scoring section for details.

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.

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 Major Victory. The player may correct the list before the next competition 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.

When unsure about a miniature you are invited to send in photo's to avoid having a unit disqualified on the day.

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.

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
1600+	+5	-5
1200 – 1599	+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 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.

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 with 1500 points attrition caused. 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. All entered armies will be awarded a 0 to 10 point bonus based on the quality of the painting.

Each army will have a score assigned by the TO and two other players from the competition (randomly determined). These scores will be averaged (round up) to determine the points bonus applied. Note that this scoring is separate from the favourite army prize (see prizes).

The scoring system is:

Points Guidelines

- | | |
|------|---|
| 0-3 | Army not fully assembled, based or painted beyond undercoating. Some units may have paint started or basic base decoration. |
| 4-6 | 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. |
| 7-8 | 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. |
| 9-10 | 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. Only the models are to be considered, not any movement tray associated with the army (this work will be reflected in the best painted prize described below).

Voters on armies will be anonymous to the army owner. The player using the army doesn't have to have done the work themselves, it is only based on the presentation of the army they bring to the competition. If the TO is competing then a third player will replace them when scoring the army.

A separate voting system will be given for best painted armies. Players are free to volunteer their army for entry into this competition will be assigned a space where they can present their army in any layout. Each attending player will be assigned one vote. The army entry that receives the most votes will be the winner. In the event of a tie all players will vote between those two armies. In the event of a final tie both army owners will be considered the winner. Voting for this will not be compulsory and is anonymous.

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.

Games:

Players are to play in accordance with the main Kings of War 2nd edition rules (from either the full , gamers edition or online PDF version) with the addition of rules from Uncharted Empires and this player pack. Any FAQ released up to (1 week) before the event will be considered as valid. The Clash of Kings book rules will not be used (unless they match rules stated in this players pack).

Any rules disputes are to be resolved by the TO. The TO may announce a group of extra judges from the entrants to help resolve rules issues. Any judge cannot be used where they are in the game where the rules dispute arises.

Special Rules

Note the amendments to the following special rule: Fly

The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule.

While Disordered, units lose Fly. Note that this also means they lose the Nimble that Fly provides too, unless they have it by another means (such as Individuals).

Scenarios

Invade! and Dominate!

In games using the Invade! and Dominate! scenarios, only count half the points value of units with

the Individual special rule and/or War Engines that are in the defined scoring area at the end of the game.

Loot! and Push!

While carrying one or more loot counters, units cannot use the Fly or Nimble special rules.

Pillage!

War Engines cannot capture/control objectives in this scenario

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.

Between round 1 and 2 armies will be put on display and voted by members for the best composition. This may be the best painted, most cohesive, interesting build or interesting model selection. The winner is announced at the end of Round 3 and receives the best presented army award. See the Painting section for details of the voting.

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 after round 1 and round 3. 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.

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](#), on [Facebook](#), [WargamerAU](#) and other places.

