



# Warrior Kings 2018

The Warrior Kings are afoot – newly crowned and ready to expand their empires with conquest. This will be a day of gaming in the fantasy wargame that is gaining in popularity all over the world. Run on November 24<sup>th</sup> of 2018 the event will use Clash of Kings 2018 rules on top of the Kings of War rules and FAQ.

The Warrior Kings competition is designed for new players to get an experience of Kings of War. There are multiple short battles in the day in a relaxed atmosphere with minimal requirements on the standard of your army's appearance. Anyone who is interested in the game will find this the best way to learn what it is like. Beginners are encouraged to join.

## Entry:

Entry is open to all club members and members of the public. Club members pay a \$5 entry fee, non-club members pay \$8. Entries can be paid on the day however if a minimum of 6 entries aren't confirmed by the 19<sup>th</sup> November the competition may be cancelled.

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 [warriorkings@groupnorth.club](mailto:warriorkings@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  
10:00 to 11:20 – Round 1 (Pillage)  
11:30 to 12:50 – Round 2 (Control)  
12:50 to 13:30 - Lunch  
13:30 to 14:50 – Round 3 (Loot)  
14:50 to 15:00 – Winners / Alliances  
15:00 to 17:00 – Round 4 (Invade)  
17:00 – Final results announcements

## **Times**

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 and generate 0 points of Attrition.

## **Kings Rounds**

Rounds 1 to 3 are individual rounds. You will control your army against a single opponent army. At the end of Round 3 players will be ranked based on their performance with a best individual Warrior King announced. The first round assignments are randomly assigned (grudge match requests between specific players will be allowed). Subsequent rounds players are assigned in Swiss Ranking (highest to second highest, third to fourth, etc.).

Rounds 1 to 3 are given an 80 minutes including deployment.

## **Alliances Rounds**

Following this Round alliances will be made. The top placed player will form an alliance with the lowest placed result, the second top player with the second lowest result and so on. The allied armies will then be assigned to each other in the last round so that the highest placed player (and allied) is against the next highest placed player (and ally) working down. Some players may end up fighting opponents already played against.

Normal restrictions on alignment are ignored for this alliance between players (normal alignment restrictions still apply within an individual armies selection)

If a player doesn't have an ally they will be assigned a spare 1500 point army (or can provide their own).

The alliance round is assigned 120 minutes including deployment.

## **Army composition:**

Armies must not exceed 1500 points. They can be formed from any army released in the main rule book, online Twilight Kin or the Uncharted Empires. Heroes from Destiny of Kings can be used.

Modifications or items from the Clash of King rule book 2018 will be used in this tournament. Formations and the new units can be used.

Armies from Kings of War Historical can be used, though any general special rules from that game aren't used.

No more than 2 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 375 points of units. Allies may not include more than one Hero, Monster or War-Machine 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 [1.8.0 FAQ](#) will be used to clarify rules. Where there are disputes the Tournament Organiser (TO) will determine the outcome. The following Clash of King 2018 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**

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.

## **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 1 to 3 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>
1400 – 1500	+4
1000 – 1399	+3
600 – 999	+2
200 – 599	+1
0 – 199	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.

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.

Round 4 will only require the winner of the battle to be determined using the scenario objective.

## **Painting**

Warrior Kings is a game to welcome beginners to the event. Miniatures are not required to be painted. Miniatures are required though and it's recommended they are based on a movement tray to allow the required speed of play.

## **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.

Round 1 to 3 battles will be fought over a 4'x4' table. Round 4 will be on a 6'x4' table.

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.

### **Pillage**

Place D3+2 Objective markers on the board before choosing sides. Roll to determine who places a marker first. 1VP is earned per marker secured.

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

- 1 Victory Point per Objective marker you control

### **Control**

At the end of the game, divide the board into two 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 in (alternately pick if both players need to do this, starting with the player who rolls highest on a d6).

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 on your right in your opponent's half of the board.
- 1 Victory Point for each other square you hold.

### **Loot**

Before picking sides place 3 Loot markers on the centre line – one in the middle and the others not with 12" of another marker or 3" of Blocking Terrain.

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

- 1 Victory Point per Loot marker you control

### **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:**

No prizes are to be received for entry in this event. Winning players will be presented with certificates to recognise their effort.

### **Food:**

No food is provided with your entry fee. 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.

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](http://GroupNorth.club) or [Facebook](https://www.facebook.com/GroupNorth.club).

This players pack is version 1.0, released 4<sup>th</sup> November 2018.

