



*The plague had devastated the land. All around farms where idle and the manpower to work the land was gone. But as you look across your devastated realm you see your neighbours lands, and you see the supplies that have saved and stored, and you see the salvation for your own people. And now behind you stand the last fighting force of your people, ready to risk it all so your people can eat instead of being left as a feast for the crows.*

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 August 28<sup>th</sup> the event will use Kings of Wars 3<sup>rd</sup> edition rules and the latest Mantic FAQ.

This is players pack 1.0.

## *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. A minimum of 6 entries is required for the event to run.

Entry can be paid in cash to Lance Holden by arrangement or before the start of the competition. Money can also be transferred 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 on the day in cash or via SquarePay.

Email [crowsfeast@groupnorth.club](mailto: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.



## Food:

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 victory and you have a 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.

## Rule Clarifications:

The current Kings of War rules (version 3), Clash of Kings 2021 (Halpi's Rift) and FAQ and Errata v1.13 (June 2021) will be used to clarify rules. Where there are disputes the Tournament Organiser (TO) will determine the outcome.

## Games:

08:30 – Venue Open  
09:00 to 11:30 – Game 1 (Raze)  
12:15 to 14:45 – Game 2 (Loot)  
15:00 to 17:30 – Game 3 (Dominate)  
17:45 – Final results announcements

The game scenario's are the standard missions as described in the current Kings of War rulebook.

Each game will be timed at 150 minutes per round. When time is called no new round can be started. There will be a five minute period for the current turn to end (so that both players have had an equal number of turns). After this five minute grace period dice are down and the turn ends immediately; any outstanding Nerve checks can be made.

No timing clocks will be used. Deployment will be included in the game time.

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 game is completed earlier than the allocated time all remaining games will be adjusted to start earlier. Each game remains at 150 minutes.

## Army composition:

Armies must not exceed 2200 points. They can be formed from any army released in the Kings of War 3<sup>rd</sup> edition Rulebook or the Uncharted Empires 3<sup>rd</sup> edition supplement. Unit composition will be based on the rules in the Kings of War rulebook with Errata applied. Allies are allowed.

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. War-machines 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.

## Scoring:

The Blackjack scoring system will be used (<https://www.kowaaustralia.com/blackjack>)

Results are scores will be tracked in Tabletop.TO at <https://tabletop.to/crows-feast-2021/>

For each round you will score base points based on the win, draw, loss

Result	Tournament Points
Victory	14 TPS
Draw	10 TPS
Loss	7 TPS

For Raze the player who scores the most victory points can cause a shift of VP

VP Difference	Tournament Points
2	+2/-2
3	+3/-3
4	+4/-4

For the Loot mission the victory points modification is

VP Difference	Tournament Points
2	+2/-2
3	+4/-4

For the Dominate mission the victory points modification is

VP Difference	Tournament Points
3-4	+1/-1
5-6	+2/-2
7-9	+3/-3
10+	+4/-4

Then for all missions except Kill the difference in the points cost of destroyed units (attrition values) will modify the result in favour of the player that caused the most damage

Attrition Difference	Tournament Points
281 – 900	+1/-1
901 – 1700	+2/-2
1701+	+3/-3

Players will submit the points value of the enemy units they have routed as their Attrition Points. If an opponents army is completely destroyed this counts as 2200 points, regardless of army cost.

If a player concedes then they are considered to have lost 2200 points of troops regardless of how many points their army is. The remaining win and victory points for a mission are still used for the victory point calculation.

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

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.

The player results are ordered by the tournament points at the end of the games. If there is a draw then the player with the highest attrition points total wins. If there is still a draw the player that has defeated the other player will be ranked higher, otherwise both will be declared the winner. All other players on the same score will be considered equally ranked.

## 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.

Players who use an army that meets the following requirements will receive 5 bonus VP:

- All miniatures are assembled
- All units meet the minimum model count
- All miniatures are painted at least three colours appropriate to mark out different parts of the model (armour, body, weapons, etc.)
- All miniatures have bases that are either decorated or painted in a colour to match the rest of the unit
- All models are mounted on a base appropriate for the size of the unit (troop, regiment, horde). These do not need to be permanently fixed and can use movement trays in place of multi-based models. A horde can be represented by two regiments next to each, a legion can be represented by a mix of hordes, regiments and troops.

## 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.

By default the following sizes are used (regardless of the terrain models physical size):

<b>Hills:</b>	Ht 3
<b>Woods:</b>	Ht 8
<b>Buildings:</b>	Ht 6
<b>Obstacles:</b>	Ht 2 (no blocking LoS).

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.

## Prizes:

The player at the end with the highest score from all the rounds will receive the best general award. All players will be given Crows Feast tokens.

## COVID Safe Plan:

The tournament organiser will be the COVID Marshall for the event. The Group North Historical Wargames Society COVID plan will be adhered to, with emphasis on the following points:

- Two players per table. The TO may approach a table, all other non-players must remain 1.5m away from the table.
- Attendees showing obvious signs of illness (persistent coughs, running nose, etc.) will be asked to excuse themselves from the competition. Any pre-paid fee will be refunded.
- Tables will be spaced apart to ensure adequate gap between players.
- Hand sanitiser is provided to be used before and after a game.
- Table deployment and miniature surfaces will be wiped between games.
- Players are to provide their own tokens and components used for the game.
- SA COVID Safe check in required (either by phone app or paper forms).
- The cooking facilities are available for preparing food however eating spaces will be spaced apart. Depending on the weather the outside verandah will be available for gathering between games and over lunch.
- Tabletop.TO will be used to manage event entry. The TO will be available to enter details on behalf of players without and account or device. The club does not have a WiFi facilities.

## Updates:

Details of the event and any changes will be announced at [GroupNorth.club](https://www.facebook.com/groupnorth) or [Facebook](https://www.facebook.com/groupnorth).

This is players pack version 1.1. Future rules changes will increase the whole number, corrections or clarifications will increase the decimal part.



HISTORICAL WARGAMES  
SOCIETY Est. 1972