



Warrior Kings 2022



HISTORICAL WARGAMES
SOCIETY Est. 1972

Rising from the ruins of the blight, champions now see that the time has come to advance the cause of their people while their enemies are still weakened. Accompanied by their most loyal soldiers that strive to make gains while they can.

The Warrior Kings competition is designed for new players to get an experience of Kings of War. Kings of War 3rd edition rules, with Uncharted Empires and Clash of Kings 2022 updates are in use. 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.

This campaign will be run over three weekends, each running in the format described below. A final event will be held seeded by performance of the earlier events. This is a great competition to grow your army in.

Entry:

Entry is open to all club members and members of the public. Society members pay regular door-fee entry fee, non-society members pay \$10 for each session.

Entry can be paid in cash to Lance Holden by arrangement or 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. A SquarePay for credit card payments may be available at sessions too.

Email wariorkings@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. Enter via the Penfield Sporting Association (PSA) main gate then turn right to the building at the end of the carpark.



Rounds:

There are 3 general sessions for Warrior Kings this year

- May 28th
- June 26th
- July 30th

A final session for the championship will be held

- September 3rd

Sessions will be 3 games on the following schedule

10:00 – Venue Open

10:20 to 12:00 – Round 1

12:00 to 13:00 – Lunch

13:00 to 14:40 – Round 2

14:50 to 16:30 – Round 3

16:45 - Venue Close

Participation

Players do not have to play in all rounds for each session. The session fee will entitle the player to 1 to 3 rounds on the day. Players will always have an opponent assigned for each round. Players must be present at the venue 20 minutes before the round start to be considered for the round.

The finals session will use a different model, requiring players to be present all day. The format of the finals will be notified after the regular round sessions.

Times

Each game round will be 100 minutes.

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.

Scenarios

Before each round the scenario will be chosen at random by the tournament organiser. The Kill scenario will be re-rolled, any other scenario may be played multiple times in the day. All scenarios will have the win, draw and lose conditions.

Opponents

Opponents are randomly selected before each round each session by the Tournament Organiser. Where possible players will not be duplicated with each other on the day but there is no guarantee for this.

Requested match-ups can be made for round 1 each session.

Scoring:

Each round will be resolved as a win, loss, or draw.

From the regular session player results will be put into an ELO ranking system to determine the players positions. Competition results must be submitted to the TO within ten minutes of the end of a round to be counted.

Army composition:

Armies must not exceed 1650 points. They can be formed from any army released in the main rule book or the Uncharted Empires. Army composition must conform to the rule book limit on units. **Each army list must contain at least one Unique Hero [1] character.** Formations may be used. The Unique Hero may be included in a formation.

Allies may be used and must meet the alignment restrictions of your main army and not be composed of more than 410 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.

Players can use any army list for each round of play. The army lists must be submitted before opponents are selected. If no submission is made then the player must use the previous list they used. All army lists are open between players. Players must have a physical copy of the army list for review by the TO and opponent. It is the players responsibility to check opponents lists are valid but they may ask for a TO review before starting deployment. Any questions about unit capabilities or movement ranges must be answered as quickly as possible.

Rule Clarifications:

The latest Mantic Errata/FAQ will be used. This is available from the Mantic Digital site at

<https://www.manticgames.com/games/kings-of-war/kings-of-war-third-edition-faq-errata/>

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.

Battles will be fought over a 5'x4' table. Note for the Control mission the central square is still 2'x2' and the other side will be 1'6" x 2'.

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 off to determine their starting side as normal.

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.

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.

- 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.

Updates:

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

Cover image source from <https://artfiles.alphacoders.com/555/55588.jpg>

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