



Warrior Kings Final 2022



HISTORICAL WARGAMES
SOCIETY Est. 1972

At the end of the campaign only a few armies remain to stop you achieving your goals. You have defeated many foes to be here, ready to claim the honour. Now is the time for the fiercest fighting yet.

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 was run over three events to determine player ranking for this event. This is for the final battles. 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 were 3 general sessions for Warrior Kings this year

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

This final session for the championship will be held

- **September 10th**

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 are required to attend for round 1 and any rounds they are still active in as ranked players. 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. A player that arrives after the first round can only compete in unranked rounds on the day. If a ranked player withdraws all lower ranked players are immediately advanced one spot.

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. Any other scenario may be played multiple times in the day. All scenarios will have the win, draw and lose conditions.

Opponents

The competition will be a mix of ranked rounds and unranked rounds. Ranked rounds will represent players on the path to the Warrior King championship. Unranked players will continue to play on the path to be the best ranked player.

The first round is a ranked round with attending players seeded on the order of the competition points. Players will start with competition points based on the division of 1000 points across the initial ranked positions. New players will be at 0 competition points. These

will be matched 1v8, 2v7, 3v6 and 4v5. Where a position has no player available an unranked player will be randomly allocated to that spot.

The current rankings and competition points are:

1. Ben J 980
2. Matthew N 840
3. Ian W 700
4. Ross D 560
5. Gregory M 420
6. Lance H 280
7. James K 140

A ranked player may not have an opponent for round 1. If this is the case they will count as having a win in the ranked round (and so will proceed to the next ranking round) and will be able to play the round as an unranked round.

The second ranked round will have the top 4 competition points players facing each other 1v4 and 2v3. Any other players will compete in a randomly allocated unranked round.

The final round will have the top 2 competition points players facing each other and all other players in a randomly allocated unranked round.

Where players have the same points in the ranking rounds they will be ordered by the ranking at the start of the competition (including random allocation for unscored players).

Scoring:

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

Players in ranked and unranked matches will add their results 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 (using the Rankade system).

Players in a ranked round will add to their total competition points. The results to add are:

- For a win: 1000 points
- For a draw: 500 points (each)
- For a lost: 0 points

These totals will become the new ranking tally. For example, a player A with 400 competition points scores a draw and will now be on 900 competition points. Player B with 800 competition points loses and remains on 800 competition points. Player A will be ranked higher than player B at the end of the ranking round.

The ranking allows a high ranked player to lose and still perform better than a lower placed player who achieved a draw. This is by design to reward the winning effort of the ranked player leading up to the final. Any win is a guarantee to advance to the next round.

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 unless excluded from larger bases in the army rules.

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.

There will recognition of first place, second place and the best final ranking result excluding the other two players.

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>

This players pack is version 1.0, released 14th August 2022.



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