



The plague had devastated the land. All around farms were 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 been 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 Kings of War, the fantasy wargame from Mantic Games.

Entry:

Entry is open to all club members and members of the public. Club members pay a \$10 entry fee (\$5 for pre-paid members), non-club members pay \$15.

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

Rule Clarifications:

The current Kings of War rules (version 3) will be used. Any FAQ from Mantic Game will apply.

The Withdraw rule will be used.

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 (Control)

17:45 – Final results announcements

The game scenarios 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 (21-0). 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.

If the required numbers of attendees are met the competition results will be added to the Kings of War Australia ranking (<https://www.kowaaustralia.com/rankings>). Players may opt out of having their name submitted. Results will also be shared on Group North related websites and social media.

Army composition:

Armies must not exceed 2200 points. They can be formed from any army released in the Kings of War 3rd edition Rulebook (2022 release, Big Red Book). The Mantic Companion can be used to build armies and is the recommended method for army creation. Allies are not 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 sized, not correctly assembled or that are not a fair representation of the units 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 (at a 21-0 scoring). 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.

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 fully assembled
- All units meet the minimum model count
- All miniatures are painted to mark out different parts of the model (armour, body, weapons, etc.) via colours or highlights
- 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.

The TO is the final arbitrator of whether the bonus points are awarded.

Scoring:

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

Results and scores will be tracked in the Mantic Companion tournament software.

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

| Difference between Victory Points | | | | |
|-----------------------------------|-------|-------|-------|--|
| 1 | 2 | 3 | 4 | |
| 0/0 | +2/-2 | +3/-3 | +4/-4 | |

For the **Loot** mission the victory points modification is

| Difference between Victory Points | | | | |
|-----------------------------------|-------|-------|--|--|
| 1 | 2 | 3 | | |
| 0/0 | +2/-2 | +4/-4 | | |

For the **Control** mission the victory points modification is

| Difference between Victory Points | | | | |
|-----------------------------------|-------|-------|-------|-------|
| 1 | 2-3 | 4-5 | 6 | 7 |
| 0/0 | +1/-1 | +2/-2 | +3/-3 | +4/-4 |

Then for all missions 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

| | | | |
|-------|---------|----------|-------|
| 0-280 | 281-900 | 901-1700 | 1701+ |
| 0/0 | +1/-1 | +2/-2 | +3/-3 |

Players will submit the points value of the enemy units they have routed as their Attrition Points. If an opponent's 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. The TO will manage extra players to attempt to make sure a competition starts with even numbers.

Players are randomly allocated to matches in the first round. Subsequent rounds are ordered by a player's 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.

The Mantic Companion app will be used to assist in running the event.

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):

Hills: Ht 2
Woods: Ht 8
Buildings: Ht 6
Obstacles: 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-off 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. Other prize support will depend on sponsorship or other donations. The event winner will have their name inscribed on the perpetual trophy kept at the Group North venue.

Updates:

Details of the event and any changes will be announced at GroupNorth.club or Facebook.

This is player pack version 1.0. Future rules changes will increase the whole number, corrections or clarifications will increase the decimal part.

