KINGS OF WAR

American Team Championships 2017

Tournament Rules Pack

To War…

Kings of War has seen massive growth over the last year and we are thrilled to see the game expanding and getting the attention we know it deserves. There has been a huge influx of new gamers which has swelled the player base, and the number of games being played globally is fantastic to see. Entire tournament scenes have switched wholesale to the system and players are embracing the simplicity of the rules and the awesome modeling opportunities that the system allows for. We've seen some truly inspiring units and armies and some wacky ones too!

Kings of War continues to have one of the best war-gaming communities, both online and at events. We hear this spoken about many times and it really does fill us with pride to see everything gel in this way. People still regularly turn up at KoW tournaments to play their first ever games and have immense fun doing so. It's great to see and hear about these stories. It really is what the hobby is about.

We would like to thank the KoW Rules Committee for the huge amount of work they do in preparing FAQs, engaging with, and answering questions for the community, and helping write new material to further develop the game. Kings of War would certainly not be the same without their tireless efforts.

Matt

American Team Championships

Tickets

Pre-registration/Registration for The ATC Event is done through Dicehead Games & Comics. You MUST email the following information to shane@dicehead.com: 1 - Team Name, 2 - The Full Names of all three players on the team, 3 - At least one email contact for the team (preferably the team captain).

You MUST purchase your tickets at DICEHEAD.COM to register. Tickets are located under "ATC TICKETS" on the top menu bar.

IMPORTANT: If you email and do not receive a response within 48 hours, please call SHANE at Dicehead Games and Comics at (423) 473-7125!

Tickets cost $30 per player/$90 per team.

A ticket enters a player for all the Kings of War games at the ATC (as noted in the tournament schedule below).

Prizes

There will be prizes for 1st, 2nd and 3rd places.

There will be additional prizes for the Most Sporting player, the Best Painted Mantic army (90% or more Mantic models) and Best Individual Score.

Age limit

Players must be aged **14** or over. Any player under the age of **16** must be accompanied by an adult (playing or non-playing).

Items you should provide

In addition to your army and copies of your army list, you need to make sure you bring the following:

- All dice, tape-measures, rule-books, damage markers, pencils and other gaming accessories you will need. Make it clear to your opponents how you will be tracking damage. Please bring dice that are clear to read for both you and your opponents.
- You will need a chess clock, stop-watch, phone or other similar time-tracking device.
- It will be a good idea to have your units mounted on unit bases or movement trays – if you insist on individually moving all the models in a Zombie Legion, you'll soon run out of time! Unit footprints must conform to the appropriate size of course.
- Having a large tray to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion.

Building your Team and Army

Armies

This tournament uses the **Kings of War 2015 ("version 2") rules**, with a maximum army total of **2500 Points** and adhering to the standard rules of army composition as detailed in the Kings of War rulebook. Players must choose a **single** Force List up to this points limit and no more and this will be used for all the games on the day.

Your Force List must be chosen from **one** of the official army lists noted below (however, allies are permitted following the normal limitations).

Players may choose from the following official, core Kings of War army lists and Uncharted Empires.

* The Twilight Kin temporary army list will be made available on the Mantic forums and/or via the Mantic web site.

A team will be made up of three players and will be assigned a rank of a Captain, a Lieutenant, and an Ensign.

These rank designations are made in secret by the teams at the beginning of EACH round AFTER Team Pairings are announced and MAY BE CHANGED by the Teams from round to round. Teams will have up to 5 minutes to assign ranks and SHOULD NOT consult with other teams during this time.

Each Player on the team then plays individual games against the opposing team members of the same rank and the individual player's scores combine at the end of each round to determine their teams overall round score.

No army race may be used more than once per team. This includes any army race used as allies.

Fan Lists

Fan-lists are considered unofficial and may not be used.

Army Composition

- All the normal army selection rules in the **Kings of War rulebook** apply with any addendums in the **Clash of Kings** Tournament book.
- Unique units, or "Living Legends" (i.e. those marked with a [1] after their name in the list) **can** be included in tournament armies (but not in any allied contingent should you have one).
- You may take allies from **one** other army list up to 25% of your total force, following the normal selection rules. 25% of 2000 means, at most, you can spend 500 points on allies. Note that this includes all options (including magic artefacts) that you purchase for them.

Miniatures

Players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models. Remember that the best-painted award will only consider armies with 90% or more Mantic models however (units, monsters and characters for which Mantic do not currently produce models for will not count against the total).

Models *must* be based on the appropriate base size and shape for their type. Unit-basing (or "multi-basing") is permitted so long as the unit footprint is accurate for the unit size. Model counts for multi-based units must be greater than 50% of the "expected" model count the unit is representing. For example, an infantry regiment should be 11+ models.

Models should be painted in at least 2 colours.

If any model is used as a "counts-as" or a proxy for another, this *must* be made clear to your opponent before a game begins (and during if required). Count-as and proxy models should be appropriate replacements (no treemen representing orclings!) and their unit footprint must be accurate. They should fill the same approximate volume as the models they are replacing to avoid confusion. If you have any doubt, consult your event organiser in advance.

Force Lists

You are required to submit a copy of your Force List to the organisers at the start of the tournament – please write out all units, points costs and any additional equipment in full. You should also have at least one copy for yourself and another spare for your opponents to reference on request. Using a program or list-builder application to create and print out your sheet is often the best option.

You will require spare copies of your Force List, which you should keep with you when you are playing. Your army list must include:

- All of the models in your army.
- Their equipment and the points value of everything in your army.
- Your name on all copies of the roster.

Please do not use acronyms on any copy of your Force List. If any mistakes are found during the tournament that were not picked up on, the results of all the games in which the player has used the illegal list will immediately be changed to 20-0 Tournament points, in favour of their opponents. This will apply even if the mistake was a totally honest one, so please do double check your Force List before the tournament.

If you are unsure of your army list, please feel free to submit it to the tournament organisers prior to the event for checking.

Tournament Rules

Game Time and Victory Conditions

The tournament consists of **four** games Saturday and **two** games Sunday, and will make use of chess clocks or other devices for enabling Timed Games. Each player has fifty five (55) minutes for each game, including deployment..

Schedule

The tournament will take place over two days and will adhere to the following schedule:

July 15th

- o 8:00-9:00   Venue opens and registration begins
- o 9:00-11:00   Game 1
- o 11:00-12:00   Lunch
- o 12:00-14:00   Game 2
- o 14:00-14:15   Break
- o 14:15-16:15   Game 3
- o 16:15-16:30   Break
- o 16:30-18:30   Game 4

July 16th

- o 9:00-9:30   Check in
- o 9:30-11:30   Game 5
- o 11:30-11:45   Break
- o 11:45-13:45   Game 6
- o 1400   Awards

Note that the time allocated for each game includes 110 minutes for the game itself (55 minutes per player maximum) plus 10 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards. The schedule may be adjusted on the day if things are running behind (or ahead!).

Game Sequence

The scenario for each game will be announced by the organiser at the start of each game. All game scenarios from the **2017 Clash of Kings Tournament Supplement** will be eligible for scenarios used at the ATC.

- 1st round will be determined randomly and subsequent rounds will be decided Swiss style.
- Meet your opponents at the table and discuss the terrain and how you will treat it during the game. Use the terrain as it is laid out on the table. Place any objective markers, and finally roll-off for table side. Players should discuss before the game how they will deal with cocked dice and in what circumstances they should be re-rolled.
- Sit on your own side of the table and place you army on your side of the table, so that the opponent can see your models and your force list and ask any questions.
- Roll-off to decide who is going to take the first turn. Once the winner of the roll off decides who will start to setup, that player's clock IS STARTED. Players alternate setting units up

using the clock as described in the Timed Games section of the Kings of War rules. Once the last unit is set-up, both clocks are stopped.

- Vanguard moves. Roll-off to decide who is going to start making Vanguard moves. Once the winner of the roll off decides who will start to move Vanguard units, that player's clock IS STARTED. Players alternate making any Vanguard moves using the clock. Once the last Vanguard move is made, both clocks are stopped.

- Roll-off to decide who is going to take the first turn. Once the winner of the roll off decides who will start to play, that player's clock IS STARTED. Players alternate taking turns using the clock.

- The game lasts **12** turns (each player taking **6** turns). At the end of turn 12, the player rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends – work out the winner as normal.

- If a player runs out of time during of his turns, ***the game ends instantly and his entire army routs*** – immediately remove all of his remaining units, as if they suffered a Rout! result, and then work out the victory conditions as normal. Note that players cannot decide to suddenly end a turn without completing all actions they have initiated (for example, without resolving the melee against enemy units they have charged in the Move phase). They can, however, simply declare that they are ordering all units to halt in the Move phase, and that no unit is Shooting in the Shoot phase.

Rounds

The match-ups of the first round (Game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. Once players have completed their game in a given round they should jointly complete the result sheet provided and hand it in to the tournament organisers as soon as possible so that the next rounds can be organised in time.

Tournament Points

After a game the points will be assigned as follows:

Result	Tournament Points (TP)
Victory	15 TPs
Draw	10 TPs
Loss	5 TPs
Time out/Concede	0 TP (with no bonus for attrition score)

Margin of Victory

This is the difference between the total number of points the winner has left on the table, compared to the loser. This difference in totals adjusts the Tournament Points by a positive or negative amount. This means that you may score a victory, but should your army be decimated by your opponent, that victory will be a hollow one. Include any points scored for objectives in this calculation in scenarios where it is applicable.

The winner of the game subtracts the points value of the losers remaining army from their own army's remaining points value. The players then consult the table below for the adjustment to both players' scores:

Points Difference	Winner adjusts their TP score by	Loser adjusts their TP score by
+2000	+5	-5
+1500 to +1999	+4	-4
+1000 to +1499	+3	-3
+500 to +999	+2	-2
+1 to +499	+1	-1
0	0	0
-1 to -499	-1	+1
-500 to -999	-2	+2
-1000 to -1499	-3	+3
-1500 to -1999	-4	+4
-2000	-5	+5

For example: Fred wins a Kill! game (15 TPs) by beating Sam (5 TPs). Fred has 1255 points of units left on the table and Sam has 750 points of units left on the table. 1251-750 is 505. Consulting the table, the final TPs for the game are 17 for Fred and 3 for Sam.

From the second game, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order).

In the case of more than two players on the same number of TPs, players will be matched in order of descending 'Attrition Score'.

By 'Attrition Score', we mean the amount of points of enemy units routed by the player until that point in the Tournament (**excluding points for objectives** – it's routed enemy units only). Players will therefore have to record the score they get for each game in addition to the overall game result. At all times, the tournament organiser will endeavour to avoid player's re-playing an opponent they have already faced but on occasion, this may become unavoidable and a minor adjustment made.

Winning the Tournament

The winner is determined at the end of the last game (game 3), according to the following criteria:

- The player with the most TP will be the winner
- In the case of players having the same highest TP, the winner will be the player with the highest 'Attrition Score'.
- If both the TP and Attrition Scores are matched, games where these players have played each other during the course of the tournament will be evaluated and the winner will be the winner of such a match (based on result and then Attrition scores for that game).
- Finally, if the players cannot be split, the tournament ends with a joint victory and the players share the first prize.

Notes

Sportsmanship

There are no sportsmanship scores at this tournament but there will be an award. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2015 hardback book. In addition, any official FAQ rulings and errata from Mantic Games (published on their website or official forums) will also be used.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves. If in doubt, the organisers are available to resolve your problem. Please also respect the time each player has. If a question cannot be resolved quickly, please stop the clock until the answer or a solution is decided upon.

Judges will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

The organisers reserve the right to take appropriate action for any player they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty or even a forced Time Out result. In extreme circumstances a player may be ejected from the Tournament for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).

Crowd at the Table

If one player feels discomfort with amount of spectators present at his table, he may request them to step aside. When this happens, a referee will ask everyone around to step away from the table.

Reporting Battle Results

As noted previously, players will be given enough time to play a full game of Kings of War and enough time to hand in results. In order to ensure that the tournament runs smoothly, TP penalties (2 points) may be given to players that report battle results after the scheduled time is over at the tournament organiser's discretion. This penalty will always affect both players.

Special Event Rules

In addition to the normal game rules and the tournament rules detailed above, for ATC 2017, the **Clash of Kings 2017 Tournament Book** will be used.