



KINGS OF WAR

BRISCON 2019

Tournament Organisers/Links

Tournament Organiser: Ken & Neal

Contact us: KOWBriscon@gmail.com

Website: <http://www.briscon.com.au/>

Facebook Event: <https://www.facebook.com/events/292149554832938/>



Tickets: Cost is \$50, \$40 of which is BRISCON entry, the remaining \$10 is for a prize pool. Tickets are available here <http://www.briscon.com.au/tournaments.html>

Location/Date:

Saturday 27th Sunday 28th April 2019

Mt Gravatt Showgrounds
1644 Logan Rd, Mount Gravatt QLD 4122

Prizes:

There will be prizes, including:

- 1st, 2nd and 3rd Place
 - Best painted
 - Wooden spoon
 - Most Double 1's
- Prize support by Angriartists
<https://angriartists.com.au/>



Items you should bring:

- Multiple copies of your army list
- All dice, tape measures, rule books, damage markers, objective markers
- Movement trays
- Army transportation for quick movement between games

BRISCON KoW 2019 – Tournament Rules

Game Time:

The tournament consists of 6 games over the course of the weekend, 3 games Saturday, 3 Sunday, and will make use of chess clocks for enabling Timed Games. Each player has 60 Minutes for each game, including deployment. Note: Chess Clocks will be provided for this event

Schedule:

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

Saturday:

9:00-9:30 Registration and Briefing
9:30-11:30 Game 1
11:45-1:45 Game 2
1:45-14:30 Lunch
2:30 – 4:30 Game 3

Sunday:

8:45-9:00 Briefing
9:00-11:00 Game 4
11:15-1:15 Game 5
1:15-1:45 Lunch
1:45 – 3:45 Game 6
3:45 - Prizes and Close

Game sequence

- The scenario will be announced on the day when all players will be provided the list in a player's pack. Kings of War is a clean rule set meaning disputes are minimal, disputes can arise over a lack of "Clean play" habits. Here is a great article on "clean play" tactics written by previous RC member, Nick Williams.
<http://daedle.kingsofwarresource.com/index.php/2017/06/22/clean-play-in-kings-of-war/>
- Once sides are chosen and players move to their side, the clock for the player deploying first is started.
- Players alternate deploying units using the clocks as described in the main rule book. When deployment is finished the clock is stopped.
- The clock is restarted during vanguard moves, and stopped again prior to rolling for first turn.
- The clock is restarted once the roll off for first turn has taken place
- Each player takes 6 turns, at the end of this, the player who went first rolls a die, on a 1-3 the game ends. On a 4-6, players play an extra turn
- If a player runs out of time during one of their turns, they are unable to complete any further turns. The opposing player can continue, to complete all their turns (including rolling for turn 7) if they have enough time to do so. Note, you cannot choose to deliberately miss actions in your turn to save time. For example, if you moved into combat, you must resolve the combat. You can choose to pursue halt options or not shoot, but once shooting has been commenced it must be rolled through to completion.
- If you time out during your turn the following applies:
 - During Move Phase - Immediately stop moving units, leave them where they are, no more moving is permitted, proceed to Shooting Phase
 - During Shooting Phase – Any remaining shooting to be done, nominate all targets, and roll to hit/damage working along the targets, cannot change nominated targets, then roll nerve checks, then proceed to Combat Phase
 - During Combat Phase – resolve all combats, Then, no more participation in the game

Rounds

The match-ups of the first round (Game 1) will be random except in the case of a grudge/challenge. Grudges/Challenges ARE ALLOWED, but please contact the TO prior to the event. In Round 1 the TO's will also endeavor to not match players who play against each other regularly (with prior contact of the TO). In the following rounds (Round 2 onwards) players will be paired using a Swiss Pairing System. Once players have completed their game in a given round, they should complete the result sheet provided, and either submit to the TO or to <https://tabletop.to> asap, so that the subsequent rounds can be organised in time

Tournament Points

After a game the points will be assigned using the Blackjack scoring system. This system assigns victory points based on the following:

- Win 14 TPs
- Draw 10 TPs
- Loss 7 TPs

That score will then be modified using 2 further scores; the difference in how well the scenario was won, and then by difference in Attrition Points (APs)

The full tables can be found in the master spreadsheet here: https://docs.google.com/spreadsheets/d/10TZP1T6iw-g6W6947pR-LD5fO2grPlvLz_jgFP0cr_g/edit#gid=380874281

Now, these tables will at first seem confusing, but in the tournament pack, a simple scoring sheet will be provided to each player for the relevant scenario that will look something like this:

Round X - Pillage BRISCON

Round Start Time: 00:00am Duration: 50 Minutes per player

Steps
 Step 1: There are (D3+4) Objective Markers, these are approx. 25mm diameter tokens on the battlefield
 Step 2: Players roll off to see who places the first Objective Marker, then take it in turns to place. Objective Markers must be placed more than 12" apart and more than 3" from blocking Terrain, anywhere on the battlefield
 Step 3: Players roll off to choose sides, the player who chooses sides, deploys first Unit, then players alternate placing units
 Step 4: Players roll off for first turn, the winner of the roll off decides who has first turn

Victory Points
 Victory Points are awarded at the end of the game as follows:
 • 1 Victory Point for each Objective Marker you hold. To Hold an Objective Marker, you must have a Scoring Unit (Unit Strength 1 or more) within 3" of it, a single Scoring Unit can hold multiple Objective Markers. If there are Enemy Scoring Units also within 3", the side with highest combined Unit Strength controls the Objective

Determining the Winner
 The Player with the most Victory Points at the end of the game is the winner

BLACKJACK

SCORING SYSTEM FOR KINGS OF WAR

	YOU	Opponent
BLACKJACK SCORING		
Player Name		
Victory Points (VP) (As per scenario)	VP: <input type="text"/>	VP: <input type="text"/>
Result	WIDL: <input type="text"/>	WIDL: <input type="text"/>
Tournament Point Base (TB) Win = 14 Draw = 10 Loss = 7	TB: <input type="text"/>	TB: <input type="text"/>
Scenario Bonus (SB)	SB: <input type="text"/>	TB: <input type="text"/>
Victory Points Difference		
VP Diff		SB
0-2		+0/-0
3-4		+1/-1
5		+2/-2
6		+3/-3
7+		+4/-4
Attrition Points	Att: <input type="text"/>	Att: <input type="text"/>
Points value of enemy units routed		
Attrition Bonus (AB)	AB: <input type="text"/>	AB: <input type="text"/>
Attrition Points Difference		
Att Diff		AB
0-250		+0/-0
251-500		+1/-1
501-1500		+2/-2
1501+		+3/-3
Total Round	TB + SB + AB	
Tournament Points (TP)	TP: <input type="text"/>	TP: <input type="text"/>

Yellow boxes are to be reported in TTT <http://abterop.nl>

Conceding

Conceding a game results in a 20-0 Tournament Points to your opponent with your opponent receiving 2250 APs for the purposes of a tie breaking, your opponent will receive attrition points, that they have accumulated as at point of concession, note, these will not affect the Tournament Points

Byes

Every effort will be made to avoid a bye situation. In the event that there is no "bye buster" player, the player allocated the bye will receive a 14-0 win with 1125 APs.

Winning the Tournament

The winner is determined at the end of the last game (Game 6) according to the following criteria"

- The player with the most TPs will be the winner
- In the case of players have the same TPs, the winner will be that with the highest attrition score
- If both TP and attrition are matched, then games where these players played each other during the tournament will be analysed. The winner will reflect the winner of that match up
- If the players cannot be split then there will be a joint winner

Rules Questions and Player Conduct

Rules will be as per the Kings of War 2015 hardback book with updates from the Clash of Kings Organised Play Book 2019 being in force.

The most recent FAQ will also be used

<http://www.manticgames.com/SiteData/Root/File/FREE%20RULES/Kings-of-War-Version-1.9.0-Errata-and-FAQ.pdf>

Please note there is nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics for clarification. Be polite, and do your best to resolve the issue yourself. If in doubt grab a TO to settle the dispute. The TO's decision is final.

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

Crowd at the table

If one player feels discomfort with the amount of people present, they may ask them to step aside.

Reporting Battle Results

A 2 TP penalty may be given to both players if reporting of results is over time

It is essential that players register for the online tournament software <https://tabletop.to>

Terrain

In the interest of consistency, the terrain will be standardized as per below:

- Hills – Height 3
- Swamp, rivers, marshes, ponds – Flat and Difficult
- Obstacles – Height 1
- Buildings/Impassable – Height 4
- Forests – Height 5 Difficult

Tables will be laid out using map packs courtesy of Blackjack Tournament System

Gameplay / "No take backs"

Kings of War is a game with a very stream lined ruleset that is conducive to minimal arguments and disputes. However, in the interest of having a large tournament run smoothly, Players are expected to adhere to the following as much as possible. Please discuss any alterations with your opponent. If it does not affect the course of the game, it is expected that payers should allow their opponent leeway, and also expected that our more experienced gamers will help those who are new to our game or tabletop wargaming in general. In the case of dispute, it will be looking at the following "no take backs" sequencing

Movement phase – Declare an order on Unit A. Move Unit A. Move on to unit B. Do not return to movement A. Note: Marking your unit starting position and simulating movement is perfectly fine (it's on your clock)

Shooting phase – Do not return to movement. If you roll a nerve check then your shooting phase is over. Cannot go back to regen.

Combat phase – Cannot go back to any previous phase

End turn – Turn is over. Cannot go back to combats. Any units not rolled bounce back 1 inch

Note: Your opponent does not have to accept you wanting to roll 'Double 1's' without rolling out the dice. Given a clock is in play, if you charge a horde with 30 attacks into the rear, they are well within your rights to ask you to roll out the 90 dice.

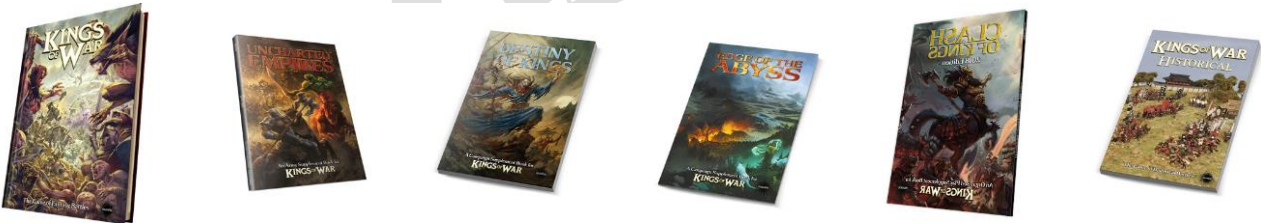
Special Event Rules:

- 1) Nerve Tests: If a unit has sustained damage greater than its rout value, it may not benefit from the Inspiring, or Very Inspiring, or Mindthirst special rules.
- 2) Unit Strength for your armies will be as follows

Unit Strengths					
	Other	Troop	Regiment	Horde	Legion
Infantry	NA	1	3	4	5
Cavalry	NA	1	2	3	NA
Large Infantry	NA	NA	2	3	4
Large Cavalry	NA	NA	2	3	NA
Chariots	NA	NA	2	3	NA
Monster	1	NA	NA	NA	NA
Non-Individual Heroes	1	NA	NA	NA	NA
Height 0 Units	1	1	1	1	1
Individuals/War Machines	0	0	0	0	0

* Ogre Army - Army Wide Rule, all Ogre Large Infantry units have +1 US
 * Any Unit with the special rule "Yellow-Bellied" are -1 US, to a minimum of 1
 * Any Unit with the special rule "Pack Mentality" are -1 US, to a minimum of 1
 * Any Large Infantry and/or Large Cavalry Unit with the special rules "Fly" and/or "Nimble" are -1 US, to a minimum of 1
 * Any Unit with the special rule "Skirmisher" (KoW Historical) are -1 US, to a minimum of 1
 * Units which start at Unit Strength 0 remain Unit Strength 0

Army Composition



Armies

This tournament uses the Kings of War 2015 (Version 2) rules, with the application of the Clash of Kings 2019 Organised Play Book supplement being in force. For all alterations to the main rule book please refer to the supplement.

A maximum army total of **2250 points** can be chosen, using army composition details listed in the Organised Play supplement. Players must choose a single force list up to this points limit and use this list all weekend. The force list must be chosen from one of the official army lists (fan fiction lists are not allowed).

- The Twilight Kin list IS allowed.
- Kings of War Historical lists WILL be allowed, however:
 - Hills are played using fantasy rules
 - Units with the special rule "Skirmisher" can seize objectives, but they count their Unit Strength as 1 less, to a minimum of 1
- Formations from CoK19 are permitted, however, not from Edge of the Abyss as they have been superseded

Army Composition

- Please refer to the Organised Play supplement for 2019
- Living Legends are allowed in your main force (not allies)
- You may take allies up to 25% of your total force following the selection rules in the rule book and CoK19

Miniatures

Players are permitted to use any number of non-Mantic miniatures in their armies.

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. All units must contain the Minimum Model Count as specified in the official FAQ (see below)

UNIT TYPE	BASE SIZE	TROOP			REGIMENT			HORDE			LEGION		
		Footprint	MMC	PMC	Footprint	MMC	PMC	Footprint	MMC	PMC	Footprint	MMC	PMC
Infantry	20x20mm	100x40mm	6	7+	100x80mm	11	14+	200x80mm	21	27+	200x120mm	41	41+
Infantry	25x25mm	125x50mm	6	7+	125x100mm	11	14+	250x100mm	21	27+	250x150mm	41	41+
Cavalry	25x50mm	125x50mm	3	4+	125x100mm	6	7+	250x100mm	11	14+	n/a	-	-
Lrg Inf	40x40mm	n/a	-	-	120x40mm	2	2+	120x80mm	4	4+	240x80mm	7	9+
Lrg Cav	50x50mm	n/a	-	-	150x50mm	2	2+	150x100mm	4	4+	300x100mm	7	9+
Lrg Cav	50x150mm	n/a	-	-	150x100mm	2	2+	150x200mm	4	4+	300x200mm	7	9+

Painting

While we will not turn anyone away with unpainted models, to encourage everyone to and help promote the awesomeness that is Kings of War, there will be bonus tournament points available for having a fully painted army. Having a fully painted army will be worth **10 TP**.

To qualify for the bonus points the army must meet the following criteria:

- Be fully painted with at least 3 colours on each miniature
- Appear to be a cohesive army (i.e. clearly not multiple armies cobbled together)
- Be cohesively based to fit with an overall theme of the army
- Please note: You DO NOT need to have painted the army yourself to qualify

Counts-As

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. If you are unsure of your proxy please email the tournament organisers

Force Lists

You should have at least one copy for yourself and another copy for your opponent to have for the entirety of the game.

Please do not use acronyms on any copy of your Force List. If any mistakes are found during the tournament that were not picked upon, 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 opponent. 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.

If you do not provide a spare copy to your opponents during the tournament, a one off -5TP penalty will apply

<http://kow2.easyarmy.com/clash-of-kings-2018.aspx> is the preferred resource for list building, though Battlescribe is acceptable

Scenarios

Will be randomly chosen from the scenarios in the Clash of Kings 2019 Organised Play Book. These will be provided to players on the day

Painting Prize/Best army award

To qualify for painting awards, all models in an army should be painted in at least 3 colours. All model (or unit) bases should be painted and/or finished with basing material that fits with a cohesive scheme for the army. Players not meeting these requirements will not be eligible for painting awards

NOTE: A player must have painted his/her own army to qualify for the award

Armies on parade will take place over lunch on the first day. Participants in KoW @ BRISCON will vote on the nominated armies and vote for their favourite army. The top voted will be awarded the painting prize. Full voting points will be made available after the event.

In the event of a tie the two TOs will decide on the winner. If the two TOs cannot agree on the winner, then a joint winner will be announced

We look forward to seeing you at BRISCON 2019

