

Kings of War 2018

ATC Players Pack 1.0

(Last Updated 1-30-2018)

TEAM AND ARMY BUILDING GUIDELINES

Each Team will be made up of 3 players that will play individual games against the players of other 3 player teams.

An Army Race may not be repeated on a team. (Example: A team may not have more than one Ogre Army between the 3 players.) This includes the use of allied armies on a team. Basically, no race may be repeated anywhere on a team.

2500 Points Per Player

Clash of Kings 2018 and all formations may be used when building an army. Armies must be fully painted to a 3 color minimum.

Any new armies or rules releasing after Sunday June 10th, 2018 will NOT be in use/allowed.

PAIRING

Team Pairings

Team matches will be random first round and then strength of team scoring for the remainder of the event. Teams will not play each other more than once.

Individual Pairings

Once the teams have been paired, then the individual players from each team will be paired by their team captains in the following way:

In every game and for every roll off, the winning player may accept or defer.

8 steps

Team **A** vs Team **B**

Step -1 Roll off. (**A wins roll off**) They have a choice of step 2 or 3. Accept it or defer. (**A wins roll off and chooses to accept step 2**)

Step 2- **A** Will pair one of his players with one of the opponents players.

Step 3 - **B** will pair the other 2 matches.

Step 4- Team **A** will set main mission for that round.

Step 5- Team **B** will set secondary mission, All games will use the same missions.

Step 6- Team **B** will pick one of his team matches table

Step 7 Team **A** will set the other 2 matches

Step 8- Now follow all other game mechanics set by the main rule book and missions.

TABLE SETUP & TERRAIN

Tables will be preset with either maps or preset markers on the table.

Terrain will follow CoK 2018, with 8-12 pieces of terrain per table.

Terrain is pre-set on the tables. The terrain should NOT be removed, moved, re-adjusted, etc. We know that during an event that terrain does get moved around, so if you find yourself at a table that the terrain seems out of place or there are large areas with no terrain, call a judge or ATC staff over BEFORE you begin the game and have them re-set the terrain for that table.

Captain's should review the tables of all their players and call over an ATC staff member to fix any issues BEFORE the games begin.

TIME CLOCKS, ROUND TIME & DICE DOWN

Time Clocks are strongly recommended to be used, (65 minutes per player) there is a maximum round time (2 ½ hours) that will be enforced but this will exceed the time per game (20 minutes longer), when this time has expired all dice will be dropped and then game will be scored.

Anything that isn't resolved due to this action will result in all units remaining alive.

If dice are rolled/heard after dice down is announced both players will be scored with zeros.

Slow Play. Intentional slow play is poor sportsmanship!

Teams taking armies or players that take a lot of time should train hard to be able to finish games within the allotted time frame or not take said armies or players to the ATC. It is the responsibility of the players, not the referees, to make sure games complete. Teams need to factor this into both their list design and their playtesting or suffer possible consequences. If it looks like a game will not reach its end, even early on in the game, then it should be brought immediately to the attention of the referees who will decide if any warnings or penalties are required.

It is both players responsibility to ensure games finish in time. Any game that gets reported where players do not play the minimum amount of turns will see both players receive an official warning. If your opponent is too slow, ask him/her to speed up, if it doesn't help, get a judge to help speed things up. If that doesn't happen then overall team score penalties may be applied.

Consecutive games where there is the suspicion of slow play will see players that were previously warned incur a points penalty. Thereafter any instance of slow play as deemed by the referees instantly incurs further penalties, cumulatively within even a single round if required.

If all games in a round end sooner than scheduled, we will start the next tournament round sooner.

SCORING

Main Mission Points

Points : win -17, draw -11, loss- 6

Secondary Mission Points

Points : win-13, draw - 9. , loss-4

All individual game scores on a team will be added together for a team total score.

Achievements

This will be applied to each game and a running tally will be kept until the tournament's end. This will be used as a tiebreaker if needed.

Individual Scoring

Individual scores will be kept and turned in to the SEC Masters for ranking purposes. These rankings will be different from the ATC and may not be released at the conclusion of the tournament.

Paint Scores

The team will be judged as a team and a single combined painting score will be added to the team's total. Armies must be a minimum of 3 colors.

GENERAL REQUIREMENTS

You need to bring everything you need to play a complete game - FAQ(s), a copy of your Army Rules, templates, dice, tape measure, etc.

7 Copies of your army list are REQUIRED. Any delays caused by a player not having these lists may result in a team point reduction penalty.

Due to space requirements and physical table setup, It is strongly recommended that each player bring a display table or tray with legs to place their books and unused models on during the event.

The venue has a concrete floor. Rubber floor mats made for standing on hard floors for long periods of time are highly recommended.

PAINTING, MODELLING & COMPOSITION

ALL models in your army must be painted to a minimum 3 colors and bases must be painted or flocked. Any army/models not meeting these requirements will be removed from the table.

Players caught playing more than the specified points limit will receive at the minimum a current round loss and possibly a round loss for every game before and will not be able to continue until the list is corrected and approved by ATC staff.

Mantic models are NOT required, but the models used MUST accurately represent the game piece it is being used for.

Players are responsible for bringing a Legal Army List. If you have any second guesses or doubts, it is your responsibility to double check with the ATC staff BEFORE coming to the event. Players found playing with an illegal list will not be allowed to continue in the event until the list is corrected and may suffer a deduction of all points awarded up to the time in the event when the illegal list is discovered.

A player that is found to be playing a different list other than the list presented to the ATC staff and other players will be penalized according to ATC staff judgement/assessment of the situation.

TEAM INTERACTION

Players or By-Standers may NOT help each other out during game play (unless your opponent chooses to help you out for some reason). Players doing this will receive One (1) warning and after that their team will have points deducted from their current round up to a max of total game points for the round per player involved depending on the seriousness of the affect towards the outcome of the game. By-Standers will be asked to leave the premises if this becomes an issue with them.

It is the player's sole responsibility to inform the ATC staff of any such issue.

SPORTSMANSHIP

Sportsmanship will be taken into account. Sportsmanship is always a very important factor in all of our events. We are playing a game (supposedly for fun) and any unsportsmanlike behavior will not be tolerated. Players yelling or being abusive towards other players or ATC staff will be removed from the event and may face a possible ban in future events. There will be a reasonable warning and penalty system in effect.

Any Sportsmanship Scores implemented at the event are used only to help inform the event coordinators and judges of any conduct issues that may need to be addressed and for determining any Sportsmanship Awards. These scores do NOT factor into the overall Team Score.