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PRESENTS:

**KINGS OF WAR**

**QUEENSLAND OPEN CHAMPIONSHIPS**  
**'THE BATTLE FOR WINDSOR'**

**A KINGS OF WAR TOURNAMENT FOR 2017**

Participating in the "Kings of War Queensland Tournament League" and Australian Masters

Welcome to Briscon's 2<sup>nd</sup> Kings of War tournament. Through 2016 we have seen our community grow and flourish, with some 26 events, Inc. some 18 Tournaments, we played the World's largest KoW battle to date , played across 8 venues, with 40+ different players and every KoW faction represented. Through 2017 'Kings of War – Team Queensland' will again galvanise a team of organisers, players, supporters to bring you the best fantasy wargame at an epic level.

Queensland Open Championships, 'The battle for Windsor', is set to be an annual Event, and is contributing to 3 larger schemes; the Queensland League, Australian National Rankings and the Australian Masters (If you are interested in more information ask for Ken on the day or TO Neal). If you are just interested in casual fun – go right ahead! This means we can expect players to travel interstate, as well as local. Briscon is Brisbane's premier gaming event to display our game, hobby, and players, and that's exactly what we aim to do.

The event will run over 2 days for the full event and to be recognised for the above schemes. Players can opt to play half tournament i.e. day 1, Saturday, only then drop at the end of the day. Or players may enter the full tournament i.e. 2 days for full prizes. The Tournament will be recognised as a single Tournament for the purposes of placings, and contributing to the Queensland League and National Rankings, also, this is Queensland's qualifying Tournament for the Australian Masters, i.e. the winner secures a place in the 2017 Australian Masters Final

Bring your lucky socks people, it's getting big!

### **When**

A one and two-day event, held on Saturday & Sunday, April 29<sup>th</sup> & 30<sup>th</sup> 2017, timings for the day are yet to be finalised.

### **Venue**

Queensland Table Tennis Centre, Green Terrace, Windsor.

### **Entry**

Tickets will be organised via Briscon website: <http://www.briscon.com.au/>

We have a player **cap of 30**, and a "Pay First, Play First" exists, and a reserve of 5 spaces is available.  
**Cost \$50 for 2 days** (full entry) or **\$25 for 1 day** (half entry, no entry into Masters or Leagues etc.)

### **Building Your Army**

This tournament uses the Kings of War 2ed rules. Armies are to be 2000 points or less.

All standard rules of army composition as detailed in the Kings of War rulebook apply.

Your Force list can be chosen from one of the official KoW 2ed Rulebook army lists, or, from Uncharted Empires Armies

#### **KoW 2ed Rulebook Armies:**

- Elves
- Orcs
- Dwarves
- Kingdoms of Men
- Abyssal Dwarfs
- Undead
- Goblins
- Ogres
- Basileans
- Forces of Nature
- Forces of the Abyss

#### **Uncharted Empires Armies:**

- League of Rhordia
- The Herd
- Ratkin
- The Empire of The Dust
- The Varangur
- Salamanders
- The Brotherhood
- The Trident Realms of Neritica
- Night-Stalkers

**Official Beta Lists are permitted:**

- Twilight Kin (Any other Fan-lists are considered unofficial and may **not** be used)

#### Destiny of Kings Heroes are permitted:

- Danor the Wizard
- Demon Lord Ba'el, Bane of the Mortal Kingdoms
- Madriga the Elf
- Mortibris the Necromancer
- Orlaf the Barbarian
- Rordin the Dwarf
- The Spirit of Valandor

### Army Composition

- All normal army selection rules in the Kings of War Rulebook apply
- Unique Individuals, or “Living Legends” (ie. Those marked with a [1] after their name in the list) may 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 and following the normal selection rules. 25% of 2000 means you can spend 500 points on allies.
- Magic items may not be selected for allies.

We highly encourage players to use [kow2.easymy.com](http://kow2.easymy.com) and save their lists in PDF format to construct their army lists.

Players should print out and bring two or more copies of their army list on the day. They should provide a copy to their opponents at the start of the game to allow them to look over your list.

### Models and Miniatures

Players are allowed to use any miniatures in their armies. There is **no** requirement for Mantic models.

Monster models that are on larger bases are allowed. War Machines can be based as per rules. Unit footprints should be as close as permissible to the recommended sizes in the KoW 2ed Rulebook.

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. Any uncertainty, email a picture to: [kowbriscon@gmail.com](mailto:kowbriscon@gmail.com)

Miniatures can be ‘multi-based’ and will need to adhere to the following model count:

| 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   | 50x100mm  | n/a       | -   | -   | 150x100mm | 2   | 2+  | 150x200mm | 4   | 4+  | 300x200mm | 7   | 9+  |

Figure 1 - MMC: Minimum model count; PMC - preferred model count

Exception can be made before 22<sup>nd</sup> April by email to [kowbriscon@gmail.com](mailto:kowbriscon@gmail.com). This would be to allow for extra creativity, larger models and/or awkward miniatures.

## **Tournament Rules**

- The Tournament will consist of 7 Rounds, 4 on Saturday, 3 on Sunday
- Each game will consist of 6 Turns, with a die roll for turn 7.
- Each player will have 55 minutes for their game, including deployment. Chess clocks (or similar) should be used, there's plenty of Apps out there, if not, a stop watch will do.
  - Note 1: In Turns 1 – 5, if you happen to run out of time (your 55 mins expired) during one of your turns, the game ends instantly and your entire army routs, immediately remove all of your remaining units, as if they suffered a Rout result, and work out the victory conditions as normal. However, in an objective based game, (such as Invade, Dominate, Pillage, Push, Loot or Kill & Pillage), your opponent is allowed to keep moving their units for as many turns as there are left in the game, in order to secure objectives before the victory conditions are worked out. If you run out of time in Turn 6, simply stop your turn, dice down, either your opponent has their Turn 6, or, if you were going second, end the game, and work out victory Conditions as per the Scenario in the Rulebook
  - Note 2: Whilst in the ideal world, this would mean that games would run as scheduled to the minute, reality is different. If you have a rules dispute, and require the TO to make a call, make sure you have paused your timer until resolved. Yes the schedule says finish at 10:40, however, a ruling took 5 minutes to get, so, finishing at 10:45 is acceptable. What is not acceptable, is going over your 55 minute allotment of time, it's there to ensure every single player has the same balance throughout the tournament.
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- Swiss system will be in use, with a random first round being drawn on 27<sup>th</sup> April – 2 days before event.
- While Disordered, units lose the Fly rule, including the Nimble that Fly grants (i.e. they only keep Nimble if they gained it from another source, such as Individual).

## **Special Event Rules**

In addition to the normal game rules and those tournament rules detailed above, for the Queensland Open Championships, the following additions and modifications will be in effect for all games played at the Tournament, based on Mantic's CoK pack.

- Unit Entry Changes
  - Cursed Pharaoh – This unit has Defence 5 not 6. The points value remains the same.
  - Ahmunite Pharaoh – This unit has Defence 5 not 6. The points value remains the same.
- Special Rules Note the amendments to the following special rule "Fly":
  - The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them.
  - The unit also has the Nimble special rule.
  - While Disordered, units lose Fly. Note that this also means they lose the Nimble that Fly provides too, unless they have it by another means (such as Individuals).
- Army Selection
  - Within your main force, you cannot select the same unit entry of type War Engine, Hero or Monster more than 3 times. For example, in a goblin army, you could take a maximum of 3 War Trombones and a maximum of 3 Wiz heroes. You could still then take up to 3 Biggits of course.
  - Allies If you include allies, you cannot select the same allied unit entry of type War Engine, Hero (all types) or Monster more than once. For example, in a goblin allied contingent, you could take a maximum of 1 War Trombone and a maximum of 1 Wiz hero.
  - In addition, magic artefacts cannot be given to any allied units you take.
- Scenarios - Invade and Dominate

- In games using the Invade! and Dominate! scenarios, only count half the points value of units with the Individual special rule and/or War Engines that are in the defined scoring area at the end of the game.
- Scenarios - Loot and Push
  - While carrying one or more loot counters, units cannot use the Fly or Nimble special rules.
- Scenarios – Pillage and Kill & Pillage
  - War Engines cannot capture/control objectives in this scenario.
- Push:
  - Set-up:
    - Place one loot counter in the dead centre of the table. After all units have been placed on both sides but before any Vanguard moves, roll a D3 and assign that many additional loot counters to each player. Starting with the player that placed the first unit, players alternate placing these loot counters into their own set-up areas. Set-up ends when both players have placed all of their units and loot counters. Loot counters may be carried by units starting the game on them.
    - Controlling, capturing and carrying loot counters works in exactly the same way as described in the standard Loot scenario. However, loot counters in Push cannot be taken off the table.
  - Objective
    - At the end of the game, you score 1 Loot Point for each loot counter in the possession of one of your units, and an additional +1 Loot Point for each loot counter you hold where the unit possessing it is entirely in your opponent's half of the table.
    - If you score more Loot Points than your opponent, you win, otherwise the game is a draw.
- Control!
  - This is a new scenario as follows:
  - Objective
  - At the end of the game, divide the table into six 2'x2' squares (or equal sized areas for other table sizes). Add up the total points of each player's non-Individual units within each square. If one player has more points in units than their opponent in a given square then they "control" that square and get 1 Control Point. If a player controls the square in the centre of their opponents half of the table, that player gets an additional Control Point (so it is worth 2 CPs to control your opponent's central square).
  - The player with the most Control Points wins. If the players have an equal amount of Control Points then the game is a draw.
  - If a unit is straddling the line between 2 or more squares then they are considered to be in whichever one the majority of their base is within, otherwise, the owning player must choose one of the squares to count their unit in.

## Timings

### **Saturday**

|         |   |                               |
|---------|---|-------------------------------|
| 8:30am  | – | Arrive, Introductions, set-up |
| 9:30am  | – | Game 1                        |
| 10:50am | – | 10 Minute Break, set-up       |
| 11:00am | – | Game 2                        |
| 12:50pm | – | 40 minute Lunch Break,        |
| 1:30pm  | – | Game 3                        |
| 3:20pm  | – | 10 Minute Break               |
| 3:50pm  | – | Game 4                        |
| 5:20pm  | – | Pack away, wrap up, Awards.   |
| 5:50pm  | – | Home Time                     |

### **Sunday**

|         |   |  |
|---------|---|--|
| 8:30am  | – | Arrive, set-up                               |
| 9:00am  | – | Game 5                                       |
| 10:50am | – | 10 Minute Break, set-up                      |
| 11:00am | – | Game 6                                       |
| 12:50pm | – | 40 minute Lunch Break. Best painted judging. |
| 1:30pm  | – | Game 7                                       |
| 3:20pm  | – | Pack away, wrap up, Awards                   |
| 4:00pm  | – | Home time ☺                                  |

Note: Once you have finished your game, Please submit your Player sheet to the TO ASAP please, as to determine next games pairings.

## Scenarios

All Scenarios and Victory conditions as per KoW 2ed Rulebook

- Game 1 – Loot\*
- Game 2 – Dominate
- Game 3 – Pillage\*
- Game 4 – Invade
- Game 5 – Push\*
- Game 6 – Control
- Game 7 – Kill & Pillage\*

\*Counters will be provided

## The Games & Battle Points

This Tournament will use a sliding scale tournament scoring system: 20-0.

### **Attrition Points (TP)**

This is the value of opponents routed units and magic items only.

### **Tournament Points (TP)**

The results of each game is awarded the following points (shown right)

\* The conceding/time-out player received no bonus for attrition. Only the remaining players earns bonus points.

|                    |        |
|--------------------|--------|
| Victory            | 15 TPs |
| Draw               | 10 TPs |
| Loss               | 5 TPs  |
| Time Out/Concede * | 0 TPs  |

## Result

Attrition points are subtracted to find the adjustment to both players' scores.

| Attrition Points Difference | Winner adjusts their TP score by | Loser adjusts their TP score by |
|-----------------------------|----------------------------------|---------------------------------|
| 1600+                       | +5                               | -5                              |
| 1200 to 1599                | +4                               | -4                              |
| 800 to 1199                 | +3                               | -3                              |
| 400 to 799                  | +2                               | -2                              |
| 200 to 399                  | +1                               | -1                              |
| 0 to 199                    | 0                                | 0                               |
| -200 to -1                  | -1                               | +1                              |
| -201 or less                | -3                               | +3                              |

*For example, Lisa wins a game (15 TPs) by beating John (5 TPs). Lisa routed 1325 points of John's units, while John routed 560 points of John's units, leaving a Margin of Victory of 765. Consulting the table above, this leads to a modifier of +2 TPs for Lisa, giving her a total of 17 TPs while John has a modifier of -2 TPs for a total of 3.*

## Recording Results

Players are required to record their results on the player sheet (appendix 1) and submit to the TO promptly after finished their game.

For the second game onwards, 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 having the same number of TPs, players will be matched in order of their total Attrition Points in descending order.

At all times, the tournament organiser will endeavour to avoid player's replaying an opponent that they have already faced but on occasion this may become unavoidable.

## Best Painted

Painted armies have nothing to do with winning battles (unless you're superstitious like me and believe they help with fortunate dice rolling), to this end, you can choose to enter your army into a parallel Painting Competition, if you have painted the army yourself, no commissions!, this will take place during Sunday lunch break, where Armies will be arrayed, and all players choose their favourite army (can't select your own!), the one with the most votes wins, in the instance of a joint winner, the TO will make the choice between the top armies.

## Trophies

1<sup>st</sup> Place, 2<sup>nd</sup> Place, 3<sup>rd</sup> Place , Best Painted Lucky Door Prizes

## Player Sheets

Below is an example of a Completed Player Sheet, the Red being populated throughout the day, remember to bring a Pen!





Player Name

*Desperate Dan*

Army Name

*Pie-men*

Army Race

*Kingdoms of Men*

| Game  | Opponent       | Table    | Scenario       | Results of game      | Attrition points  | Result    |
|-------|----------------|----------|----------------|----------------------|-------------------|-----------|
| 1     | <i>Dennis</i>  | <i>8</i> | Loot           | W/D/L/C<br>15/10/5/0 | <i>825 (+1)</i>   | <i>16</i> |
| 2     | <i>Gnasher</i> | <i>2</i> | Dominate       | W/D/L/C<br>15/10/5/0 | <i>-1750 (-4)</i> | <i>1</i>  |
| 3     |                |          | Pillage        |                      |                   |           |
| 4     |                |          | Invade         |                      |                   |           |
| 5     |                |          | Push           |                      |                   |           |
| 6     |                |          | Control        |                      |                   |           |
| 7     |                |          | Kill & Pillage |                      |                   |           |
| TOTAL |                |          |                |                      | <i>-925</i>       | <i>17</i> |

Best Painter

## Sportsmanship

This is not a dating site or a popularity contest, so no Sports Score, however, we expect all games to be played in an enjoyable manner. All players should be fair and respectful whilst displaying a fun and inclusive attitude to the game, not only for themselves, but for their opponent also.

It is expected that Players will not "take back" Unit moves once moved onto another Unit. Please be clear which Unit you are giving an Order too, carry out that Order, and declare that the Unit has performed that Order. Please do not move onto another Unit until you have declared the order is performed, do not go back to a Unit you have declared as having performed an Order.

It is expected that all relevant actions are performed in the relevant phase, in sequence, there should be no back stepping a phase once you have commenced a new phase, i.e. If you have started the melee phase, rolled dice to hit, you cannot then roll any Regeneration Rolls you forgot to do in the Order Phase, as you've also been through shooting phase as well

Please be courteous to each other when playing these rules, it's only fair, seek the TO if there is a dispute, note, "My previous opponent let me" will not be a valid reason to justify



## **Terrain**

Battles will be fought on a 6ft x 4ft area, and Terrain will be set before the tournament and rules are as per the Rulebook

### **Difficult Terrain**

| <b>Terrain</b>          | <b>Difficult</b> | <b>Blocking</b> | <b>Cover</b> | <b>Height</b> | <b>Notes</b>              |
|-------------------------|------------------|-----------------|--------------|---------------|---------------------------|
| <b>Forests</b>          | ✓                |                 | ✓            | 4             |                           |
| <b>Water</b>            | ✓                |                 | ✓            | flat          | Cover only if 50%+ within |
| <b>Buildings</b>        |                  | ✓               | ✓            | 3             |                           |
| <b>Edge of table</b>    |                  | ✓               |              | 0             |                           |
| <b>Linear obstacles</b> | ✓                |                 | ✓            | 1             |                           |
| <b>Hills</b>            |                  |                 | ✓            | 1             |                           |

Please use the terrain as it is laid out on the table. If any terrain is moved during your game, we ask that you move it back to the original position.

### **My checklist**

- ☐ 2000 point army
- ☐ A Pen!
- ☐ Two or more copies of army list.
- ☐ Dice
- ☐ Tape Measure
- ☐ Damage Markers
- ☐ A copy of the version 2 KoW rulebook, including army stats.
- ☐ Chess Clock or Stop Watch or Similar
- ☐ Supa-Glue in case of damage

## **Friday and Saturday evenings**

Evening gaming is available Friday and Saturday from 6pm, for \$10.

- Friday evening will involve setting up the hall, and tables. Once this is completed, we should have time for casual play. Maybe some warm-up KoW games, or KoW historical.
- Saturday evening from we will be playing a broad range of Mantic games and have them available to join in: Dungeon Saga, Warpath, Deadzone, Dreadball, etc With the intent of showing the casual manner of Mantic Games' range.

## Appendix

# BrisCon

Brisbane's Best Weekend of Gaming



## KINGS OF WAR

Player Name

Army Name

Army Race

| Game | Opponent | Table | Scenario       | Results of game      | Attrition points | Result |
|------|----------|-------|----------------|----------------------|------------------|--------|
| 1    |          |       | Loot           | W/D/L/C<br>15/10/5/0 |                  |        |
| 2    |          |       | Dominate       |                      |                  |        |
| 3    |          |       | Pillage        |                      |                  |        |
| 4    |          |       | Invade         |                      |                  |        |
| 5    |          |       | Push           |                      |                  |        |
| 6    |          |       | Control        |                      |                  |        |
| 7    |          |       | Kill & Pillage |                      |                  |        |
|      |          |       |                | TOTAL                |                  |        |

Best Painter