Kings of Gencon 2019

TL;DR
- 4 rounds. 1000, 1500, 2000 and 2500 pts
- CoK 2019 updates
- List Due July 28th
- Grudge matches 1st round
- Units may carry multiple loot counters
- Roll for 7th turn
- Chess clocks will be used – check each round for the time

This is a game tournament – the main deciding factor will always be game play. Painting and Sportsmanship are important and are major factors, however at the core this is about playing the game.

Remember: The goal is to win, but the purpose is to have fun. These are not mutually exclusive.

Dates
- The tournament will take place on August 4th at Gencon in the Indiana Convention Center in the Mantic Games area.
- Lists are due to puggimer at gmail.com by August 1st With each army having 4 lists, these will require a bit more checking. If you turn in all four lists on time, you will receive 10 sportsmanship points.
- Tournament checkin is at 8:00 am. We would like to start the first round by 8:30. Please be aware that purchasing a ticket DOES NOT give the TO any information the player – which is another reason submitting army lists early is critical.

Registration
Due to space restrictions, the tournament is limited to 16 participants. In order to guarantee your spot in the tournament, it is recommended you pre-register at http://gencon.com (event number NMN19148452) (Registration for the tournament does require the purchase of a badge to Gencon). Registrations will be accepted in a strict first come – first play order.

Building your Army

Armies
This tournament uses the **Kings of War 2015 (“2nd edition”) rules**, with a maximum army total of **1000, 1500, 2000 and 2500** Points and adhering to the standard rules of army composition as detailed in the Kings of War rulebook (with the modification from Clash of Kings 2019).

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

From the main rulebook: Elves; Orcs; Dwarfs; Kingdoms of Men; Abyssal Dwarfs; Undead; Goblins; Twilight Kin*, Ogres, Basileans, Forces of Nature and Forces of the Abyss.

From Uncharted Empires: The Brotherhood, Salamanders, The Herd, The League of Rhordia, The Trident Realms of Nertica, The Empire of Dust, Night-stalkers, Ratkin and Varangur.

The Twilight Kin army list is available for download from the Mantic web site. (
http://www.manticgames.com/SiteData/Root/File/FREE%20RULES/twilightkin-v006.pdf *)*

Fan Lists

Fan-lists are considered unofficial and may not be used. In addition, all units and rules from the following supplements are allowed:
- Clash of Kings 2019

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

Kings of War: Historical book ARE allowed with the following restrictions:

- Your army list MAY NOT include allies, however mercenaries are allowed as listed for each army.
- Your army MAY include up to 25% Mythical units
- Units with the individual rule are NON SCORING units
- The rules for hills in the book will NOT be used (standard Kings of War hill rules will apply)
- If you have any questions, please contact puggimer@gmail.com so we can get the straightened out.

Army Composition
- All the composition rules from CoK 2019 are in effect at each point level

Escalation
This is an escalation tournament, meaning each round is larger than the previous. The first round will be 1000 pts, adding 500 pts per round (for 1500, 2000 and 2500 point games)
- Once a unit is added to the list, it may not be removed or made smaller in subsequent lists. This means your 1500 pt list MUST contain all the units in your 1000 pt list.
- A unit may increase in size between lists (for example, an undead list may include a horde of zombies at 1000 pt, and then upgrade it to a legion at 1500 pts)
- If a unit has option, then once selected they must be carried forward. (For example, wizards cannot 'forget' a spell they purchased in a previous round. An army standard bearer can be fielded on foot at 1000 pts, then mounted (if an option) at 1500 pts – but after that CANNOT go back to being on foot).
- Magical artifacts – these can change between lists. You can move them between units, you cannot include one previously used, and you can add new ones. Your army is flexible enough to trade stuff when necessary.

Miniatures
While Mantic models are encouraged, players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models.   However the appearance award is for Best **MANTIC** Army, as such to qualify for this you must have a minimum of 90% Mantic models (this is model count, not unit count). Heroes on monsters count if either the hero or the mount is Mantic. Conversions must be based on Mantic miniatures (and identifiable as such) to count – just adding a Mantic head to a reaper miniature DOES NOT count as it being a Mantic model (though swapping a reaper head onto a mantic model does).

Models *must* be based on the appropriate base size and shape for their type. Unit-basing is permitted so long as the unit footprint is accurate for the unit size.

Painted models are strongly encouraged, but in the end are not required. However unpainted forces will not be eligible for "Best appearance" awards and there is a base painting score worth 20 points of your overall tournament score.

Proxies ARE NOT allowed (a proxy is where one model is used to represent something else without anything being done to differentiate it (i.e. a regiment of ogres being used as forest shamblers). Counts-as models are allowed however. These are where you have converted something to represent something else and it is clear that this is NOT the original model (such as putting a slave driver in a boar chariot in the center of slave orc gore riders), or a complete conversion (like a giant mechanical spider-like beast that is a regiment of Abyssal Halfbreeds). If you have any concerns about your models, please contact the TO in order to get these straightened out BEFORE the tournament.

Scenic basing
Many people like to create mini dioramas or bases with integrated scenery. When multi-basing, you must have at least the Minimum Model Count (MMC) as defined in the FAQ. All units MUST conform to the unit footprint listed in the FAQ as well. Heroes, monsters and war engines may be on bigger bases, but should be on the smallest base necessary. If your war engine base is greater than 50mm wide, then the 50mm firing arc MUST be marked on the base.

Force Lists

You are required to submit a printed copy of your Force List to the organizers at the start of the tournament. You should also have at least one copy for yourself and another spare for your opponents to reference on request. If you DO NOT have printed copies of your lists, you WILL be penalized 5 tournament points. Trying to read someone else's list on their tiny phone screen is not easy to do, nor is it easy for the organizer to attempt to read you chicken scratch handwriting.

Your force 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 30-0 Tournament points, in favor of his 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 submit ALL 4 army list to the TO by July 28th then you will receive 10 bonus TP. Please submit lists along with your full name (I need you email address as well – but I can get that from your email) to puggimer AT gmail.com. Please use the subject "Gencon tournament army lists".

Terrain

All terrain will be preset on the tables. Terrain is not to be moved – if you must move a piece please make sure it is returned to its original position at the end of your game.

Tournament Schedule

Saturday	
8:00 am - 8:20 am	Tournament Check-in
8:30 am – 9:30 am	Game 1 – 1000 pts
10:00 am – 11:30 am	Game 2 – 1500 pts
11:30 m – 1:00 pm	Lunch / Paint Judging
1:00 pm – 3:00 pm	Game 3 – 2000 pts
3:30 pm – 6:00 pm	Game 4 – 2500 pts
6:15 pm	Awards

Tournament Rules
The tournament consists of **four** games on Saturday. The first game will be randomly paired, while all other games will use a Swiss style pairing – so you should always be playing someone with a similar record to your own. Grudge matches are allowed for the first round, so long as both players agree.

Game Time and Victory Conditions
Note that each round has a different amount of time to play, based on the size of the games.. Chess clocks WILL BE USED for this tournament. Chess clocks should be set according to the time limits below – giving you plenty of time to play the game and turn in your paperwork. The time per each game includes 10 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards. If you are experiencing excessive distractions that are resulting in you having to stop your chess clock please notify the tournament organizer who will deal with the situation.

If any table is found to NOT be using a chess clock for their game, BOTH PLAYERS will receive a 5 point sportsmanship penalty.

Scenarios will NOT be announced beforehand. Any scenario from the main rule book or this document is fair game, so bring a balanced list that can handle any of them.

Time Limits

Each game will have a different time limit as follows:
- Game 1 – 1000 pts, 25 minutes per player
- Game 2 – 1500 pts, 40 minutes per player
- Game 3 – 2000 pts, 55 minutes per player

- Game 4 – 2500 pts, 70 minutes per player

Time Out

Timed games add a sense of urgency to the game, and can present a challenge in time management to the players. In addition they prevent games from running over time and keep the entire tournament running smoothly.

All games in the tournament are timed. Each player is responsible for bringing their own timing device (i.e. chess clock). Use of chess clocks is NOT OPTIONAL **– players may NOT decide to not use the clock**. If any table is found to not be using chess clocks for their game, then each play will receive a 10 point sportsmanship penalty for that game.

Clocks may be stopped if players have a game question while the question is resolved. If the players cannot resolve the question quickly then they need to have a tournament organizer come over and make a ruling.

Game Sequence

The scenarios for each game are set on the score sheets at the end of this document.
- Meet your opponent at the assigned table and discuss the terrain and how you will treat it during the game.
- Place any objective markers according to the scenario, 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 your army on your side of the table, so that the opponent can see your models and your force list and ask any questions.
- Both players' chess clocks should be set to the time limit shown above.
- Roll-off to decide who is going to which player is going to choose table sides (and deploy first). 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.
- 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.
- We will be using the optional 7th turn – so manage your time accordingly.
- If a player runs out of time during one of their turns, they must immediately put down all dice, and may not issue any orders for the remainder of the game, nor may they roll the dice for ANY reason (including regeneration etc). All units will act as if they have a halt order for the remaining turns. If in the middle of an attack, the attacks stops and the target unit acts as if double ones were rolled for the nerve check.

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 organizers as soon as possible so that the next rounds can be organized in time.

Scenarios will NOT be announced beforehand. Any scenario from the Clash of Kings 2019 book as well as **CUSTOM SCENARIOS** is fair game.

Tournament Points

Each game will be scored 15 / 10 / 5 points based on win / tie / loss. In addition each game will have 5 scenario points that either play can earn.   If a player times out, they take an additional -1 Battle Point Per Game

Battle
- + 15 / 10 / 5 Battle Points (win, tie, loss)
- + 0-5 Battle Points (scenarios)

- -1 Battle Point (timing out)

Sportsmanship
- +5 Sportsmanship point – turning your list in to TO before July 28th, 2019 at midnight EDT
- +5 Sportsmanship point – showing the TO you have at least 2 printed copies of your list
- -10 Sportsmanship point – not using a chess clock
- +2 Sportsmanship points – each favorite opponent vote
- +1 Sportsmanship point – each 2nd favorite opponent vote

Appearance
Please set up your army for paint judging after round 2 (during the lunch break). Since this is an official Mantic sponsored tournament, you MUST have 90% Mantic models to qualify for the Best Mantic Army award. Each army will be judged on appearance according to the score sheet available at
http://puggimer.net/documents/AppearanceScoring1_4.pdf
- + 0-20 Appearance points - Category 1: Tabletop Quality
- + 0-10 Appearance Points - Category 2: A Little Something Extra
- + 0-5 Appearance Points - Category 3: The Finer Details
- + 0-5 Appearance Points - Category 4: Wow! Factor
- + 1 Appearance Point for each favorite army vote

Winning the Tournament
Best Sportsman – Highest total Sportsmanship points (tie breaker battle & scenario points)
Best Mantic Army – Highest total Appearance points (must have 90% (or more) Mantic models).
Best General – Highest total combined battle and scenario points
Overall Champion - Highest combined total of the following (range 25-155):
- Battle Points (win, loss, tie) (25 – 75)
- Scenario Points (0 – 25)
- Sportsmanship list / clock points (0 – 10)
- Favorite Opponent votes (up to 10 total) (0-10)
- Category 1 Appearance points (0-20)
- Category 4 Appearance points (0-5)
- Each favorite army vote (up to 10 total) (0-10)

A person can only win ONE plaque. In the case where a person would qualify to win more than one, the give one award to the player with the next highest qualifying score.

Ties will be broken using attrition score, with the higher player with the higher player winning. If both players have the same attrition, then if one beat the other in a game, the winner wins. Last resort will be a single D6 roll off. By 'Attrition Score', we mean the amount of points of enemy units Routed by the player until that point in the Tournament. 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 organizer will endeavor to avoid player's re-playing an opponent they have already faced but on occasion, this may become unavoidable and a minor adjustment made.

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.
- 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 an infantry legion, you'll soon run out of time! Unit footprints must conform to the appropriate size of course.

- Having a display board to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion, and is included in your painting scores.

Notes

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2015 (2nd edition) hardback book (or gamers edition). 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 organizers 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 organizers 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 behavior (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) will be given to players that report battle results after the scheduled time is over. This penalty will always affect both players.

Note the attached game reporting sheets. These are labeled with the first game being the last sheet so that as each game is reported, the sheet for the game can be removed and handed in to the organizers. For the third game, there is also a place to note your choice for favorite opponent and favorite army. For favorite army this can be any army in the tournament, not just one which you played.

Updates

All judge rulings are final. In addition changes may be made as necessary.

Special Event Rules

The unit and rule updates (as well as additional units and formations) from Clash of Kings 2019 will be used.