

Winter's End - A Kings of War Campaign

Stories had been told of the long winter, and the final battle against the Winter herself. Mere stories to tell the children around the fire at night. Spring always came now, or so it had seemed. People were starting to worry when this unnaturally long winter would end. The snow and ice have taken their toll, supplies are low, and the enemy forces have not abandoned their relentless attack. You only hope relies on a desperate call for your ancient allies to come to your aid. Will they arrive in time, and with their help can you finally put an end to this magical winter?

Requirements: This uses the Kings of War 2015 rules (2rd edition). You will need a 1000 pt main army, and a 500 pt allied army. The allied force is must be a legal Kings of War ally (so no good/evil combinations), and may be from the same list as the main force. Neither of these forces may take additional allies.

Restrictions:

Forces must be taken from one of the army lists noted below:

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.*

No unique characters (those marked with [1] in the army listing)

In addition to the normal game rules and those tournament rules detailed above, the following additions and modifications will be in effect for **all** games played on the weekend.

Army Selection

Within your combined 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

You may NOT include allies within either of your forces

Force Lists:

You are required to submit a 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.

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.

Items you should provide:

In addition to your army and copies of your army list, you need to make sure you bring 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.

Having a large tray or display board to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion (also, display boards are included as part of the painting score).

Scoring:

Each game will have specific objectives and scoring conditions. Be prepared for something a little different than a 'standard' tournament.

Schedule:

- 09:00 Event registration
- 09:30 – 10:30 – Game 1
- 11:00 – 11:30 – Game 2
- 11:30 – 13:00 – Lunch Break / paint judging
- 13:00 – 14:30 – Game 3
- 15:00 – 16:30 – Game 4
- 16:45 Awards

Note that the time for each game includes 15 minutes for meeting, discussing rules and completing and submitting paperwork afterward.

Game Sequence:

The scenario for each game will be announced by the organizer at the start of each game. Please note that these campaign scenarios have different victory conditions compared to standard games. For each scenario there will be certain objectives to obtain – please note these as they will affect subsequent games. In addition there may be special deployment rules – these will be noted in the scenario. Otherwise, each game will use the following sequence.

- 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 your 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 set up first. The winner of the roll chooses who deploys first. Players alternate deploying units until all units are deployed.
- Vanguard moves. Roll-off to decide who is going to start making Vanguard moves, then alternate moving units with the vanguard rule.
- Roll-off to decide who is going to take the first turn
- 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.
- Time during the games will be announced. Once there are 10 minutes left in the game, no new turns should be started. When final time is called all games end immediately.

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.

Scoring Objectives

In some games, objectives will be used to help determine the winner (e.g. Pillage scenarios). See page 47 of the main rulebook for rules on controlling objectives.

Campaign Points

Each scenario will list the victory conditions, objectives and tournament points for the scenario. Please review these before beginning the game as they may be quite different than the requirements for standard games.

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

In case of more than two players on the same number of CPs, 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 (including in Pillage! games). 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.

Appearance Points

Kings of War is a hobby as much as it is a game, so points are also given for appearance. A maximum of 20 tournament points will be awarded for tabletop standard armies (as judged Category 1 of the Appearance Scoring document). In addition, one tournament point will be awarded for each Favorite Army vote. Best Appearance will use the full score from the Appearance Scoring sheet (max of 32 points), as well as the tournament points earned from favorite army voting.

Winning the Campaign

The winner is determined at the end of the last round, according to the following criteria:

- The player with the most CP will be the winner
- In the case of players having the same highest CP, the winner will be the player with the highest 'Attrition Score'.
- If both the CP 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.
- Finally, if the players cannot be split, the tournament ends with a joint victory and the players share the first prize.

Prizes

There will be prizes for 1st and 2nd places as well as best appearance. The main force and allied force will be judged together for appearance scoring.

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 Endless Zombie Swarm, 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.

Sportsmanship

There are no sportsmanship scores at this tournament. However 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. You will be able to vote for your favorite opponent, and each vote will add one tournament point to that persons overall score.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2012 (3rd edition) hardback book, as well as the official Kings and Legends and Basilean Legacy supplements. 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 best appearance. This can be any army in the tournament, not just one which you played.

Special Event Rules

In addition to the normal game rules and those tournament rules detailed above, for the North American Clash of Kings 2017, the following additions and modifications will be in effect for **all** games played on the weekend. Any new FAQ's that are released by February 22nd will be used for this tournament.

Unit Entry Changes

- **Empire of Dust**
 - **Ahmunit Pharaoh**– This unit has defense 5 not 6. The point value remains the same.
- **Nightstalkers**
 - **Fiends** – Nerve is reduced – Regiment 12/15 , Horde 15/18
 - **Mind Screech** – Nerve reduced to 14/17
- **Orcs**
 - The following units have Fury: **Fightwagons, Morax, Krudger, Krudger on Slasher, Krudger on Gore Chariot, Gakamak**
- **Ratkin**
 - **Death Engine** - Reduce De to 4+ if the Vile Sorcery upgrade is taken.
- **Salamanders**
 - The following units have Vicious: **Kaisenor Lancers, Fire Drake, Clan Lord, Clan Lord on Fire Drake**
- **Trident Realms**
 - The following units have Ensnare: **Placoderms, Placoderm Defender, Riverguard, Riverguard Captain, Nokken**
- **Undead**
 - **Cursed Pharaoh** – This unit has Defence 5 not 6. The point value remains the same.
 - **Vampire** – This unit has Defence 5 not 6. The point value remains the same.
- **Varangur**
 - **Herja** – Replace Judgment rules with: This is a ranged attack that can be used once per game. It follows the same rules as a Heal (5) that can be used on any friendly nonallied unit on the board, regardless of range or Line of Sight.

Special Rules

Note the amendments to the following special rule:

- **Breath Attack & Spells**
 - When targeting enemy units in cover or with the Stealthy rule, these attacks hit on a 5+ instead of a 4+
- **Fly**
 - While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble via another method (e.g. Individual or Wine of Elvenkind) then they will remain Nimble while Disordered.
- **Bane-Chant (Spell)**

- This will only grant or improve Piercing if two or more hits are scored.

Artefacts

Removed Artefacts - The following Magical Artefacts will NOT be allowed:

- **Ensorcelled Armour**
- **Brew of Keen-eyeness**
- **Medallion of Life**

Players may use the new spells and artifacts from the Clash of Kings book.