

**Kings of War Player’s Pack**

*Gallipoli Legions Club, Hamilton, Newcastle*

*14th & 15th October*

**Castle Assault**

**Details**

**When:** 14th-15th of October

**Where:** Gallipoli Legions Club, Hamilton, Newcastle

**Start Time:** 9:00am Saturday, 10:00am Sunday

**Cost*:***$55 per player.

**Player Cap:** There are maximum 30 spots available

**Army Size:** 2,000pts

**Army Composition:** The Clash of Kings 2017 book and event rules will be in place. Kings of War Historicals WILL be allowed however Kings of War hills rules will be used.

**Games:** There will be 7 games (4 Saturday, 3 Sunday), each round will be 1hr45 mins long with the scenario being rolled at the start of the round by the TO from the 12 scenarios in the Clash of Kings Book. No scenario will be played twice.

**Contact:** Your TO is Nick Legrand – [nglegrand@hotmail.com](mailto:nglegrand@hotmail.com)

**Registration:** Please remember before the event to register online for the event at [Tabletop TO](https://tabletop.to/) (accessible by internet browser and on smart phones) where scoring will be recorded by players and the round draw will be done

**Payment:**

* Account name: Nicholas Legrand
* Acct #: 201 619
* BSB: 032 639
* Bank: Westpac
* Description: “LastnameKoW”

**Schedule**

**Saturday**

Welcome and Draw: 9:30am – 9:45am

Game 1: 9:45am -11:30am

Game 2: 11:45am-1:30pm

Lunch: 1:30pm-2:30pm

Game 3: 2:30pm-4:15pm

Game 4: 4:30pm-6:15pm

**Sunday**

Game 5: 10:00am -11:45am

Game 6: 12:00pm-1:45pm

Lunch: 1:45pm-2:45pm

Game 7: 2:45pm-4:30pm

Pack up and Awards: 4:30pm – 5:00pm

Chess clocks will be used to keep to the tight schedule. If you have a chess clock it would be appreciated if you could bring it. If you don’t have one we will have a few available for use or alternatively you can download one of the many free chess clock apps onto your smartphone.

**Army Lists**

* Army lists don’t need to be formally submitted; however it’s advised that you do a quick check of your opponent’s list before the game to ensure the army building rules are adhered to. Those found to have illegal lists will continue to play in the event of even numbers but will be disqualified for prize purposes. In the event of odd numbers the owner of the illegal list will be made to sit out as a bye.
* To ensure legality of lists and to provide a legible **printed list** (all players must bring a printed version) for your opponent to read, it’s advised that you use the [Kings of War Easy Army](http://kow2.easyarmy.com/) website to construct your list and hand to your opponent.
* Twilight Kin and Destiny Units are allowed.

**Game Rounds**

**Each round will be 1hr45 minutes in length**. This will consist of 15 minutes at the beginning of the round for sharing lists, discussing terrain and deployment which will be untimed. **The TO will call for player’s to start their chess clocks after this 15 minutes, at which point each player will have 45 minutes of allocated time**. If a player **“times out”,** they will be unable to partake in the game any further and the opponent will be allowed to take their remaining turns/time; note this means that the timed out player does not automatically lose but is simply at a great disadvantage by being unable to return fire.

**Terrain**

To ensure consistency between games and for realism vs terrain playability purposes, terrain will be the following height **as per the Kings of War FAQ/Errata**

* Hills, height 2
* Forests, height 4
* Buildings, height 4
* Hills/walls, height 1 (for cover but not LoS purposes as per rulebook)
* Any other form of difficult ground/terrain, height 0

**Scoring**

**Overall /178**

* **Battle /140** (20 points available from each game ranging from 0-20)
* **Painting /10** (See painting section)

Tie breaks at the end of the tournament will be based on total attrition points.

After each game battle points will be assigned as follows:

**Result Tournament Points (TP)**

Victory 15 TPs

Draw 10 TPs

Loss 5 TPs

**Margin of Victory:**

This is the difference between the total number of points the players have Routed of each other’s army (attrition points). This difference in totals adjusts the Tournament Points by a positive or negative amount. This means that you may score a victory, but should your army be decimated by your opponent, that victory will be a hollow one!

Once the difference in points is known, consult the table below for the adjustment to both players’ scores:

|  |  |  |
| --- | --- | --- |
| **VP Difference** | **Player with higher VPs adjusts their TP score by** | **Player with lower VPs adjusts their TP score by** |
| 1600 (or more) | +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 |

*For example: Fred wins a Loot! game (15 TPs) by beating Sam (5 TPs). Fred has Routed 1250 points of Sam’s units while Sam has Routed only 745 points of Fred’s. 1250-745 is a difference of 505. Consulting the table, the final TPs for the game are* ***17*** *(15+2) for Fred and* ***3*** *(5-2) for Sam.*

**Painting**

There will be a minimum requirement to have your army painted with **at least 3 colours on all models and some degree of basing materials on the correct sized movement tray/multi-base**. Additional scores for painting efforts will be scored **out of 10** like so:

* All models are fully painted with evidence of basic shading/highlighting – **5pts**
* The army has a consistent colour scheme across all models, this excludes allies but the allied contingent is expected to also have a consistent scheme in itself – **2pts**
* Basing complements the army with clear effort having been made to use appropriate and varied materials – **2pts**
* Conversions, freehand banners, advanced highlighting, cool centerpiece models or any other WOW factors – **1pt**

It’s expected that players who put in a basic effort to have a cohesive table-top standard army will receive full points.