Game System: Kings of War 2nd Edition (including official errata)
When: Saturday 20th to Sunday 21st February 2016
Where: Cherrybrook Technology High School
Rounds: 6 rounds (4 on Saturday at 1hr 45mins each, 2 on Sunday at 2hrs 45mins each).

Contact
Anthony Felton
Tournament Organiser, Kings of War
Clash of the Titans
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Army Composition
- You must select a single force list to a maximum of 2500pts. This is to be divided into a 1500pt main force to be used for each game on the Saturday and a reinforcements list of 1000pt which is added to your original list for the two games on the Sunday.
- Living Legends are allowed in the reinforcement list only.
- Up to 500 points of allies are allowed as per the rulebook (good & evil armies cannot be allies). However, allies can only be used in EITHER the main army OR the reinforcements, NOT split between both.
- The reinforcements can be used to add units to existing regiments/hordes/legions or to change the type of unit (e.g. A Troop can become a Regiment; a Regiment can become a Horde, etc).
- No unit from the main force may be removed or downsized in the addition of the reinforcements.
- Your force list must be chosen from one of the official army lists published in the Kings of War 2nd edition rule book or from the Uncharted Empires expansion.
- Living Legends from allied contingents may not be included.

Force Lists
Force Lists will need to be submitted to me at the email address listed below by Saturday 13th February for checking. Failure to do so will results points deducted per day late. (Yes, I’m a teacher. No I won’t call your parents) I am happy to accept lists shared from Battlescribe, but
would prefer you to send me a Word, Excel or PDF document. Please bring two copies of your Force List to the tournament. On each copy, write out all units, point costs and any additional equipment in full. One copy will be for you and the other for your opponent’s perusal each round. Using a program or list builder application to create and print out your sheet is often the best option. Currently http://kow2.easyarmy.com/ seems to be the best online army building option.

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. If any mistakes are found during the tournament that was not picked up on, you will be required to fix the problem immediately. If there are errors due to something you have changed AFTER submitting your list the results of all the games in which you (the player in question) has used the illegal list will immediately be changed to a win with maximum VPs to your opponent(s). This will apply even if the mistake was a totally honest one, so please do double check your Force List before the tournament. I will be doing random spot checks of army lists throughout the weekend.

Game Times

There are four games on the Saturday, each lasting for 1 hour and 45 minutes. At the end of the day, there will be points tally. Depending on prize pool available, a prize for the Best General of the day will be awarded.

Schedule will be as follows:

**Saturday:**
- Registration/Briefing: 9:00 – 9:15
- Game 1: 9:15 – 11:00
- Game 2: 11:15 – 1:00
- Lunch: 1:00 – 1:45
- Game 3: 1:45 – 3:30
- Game 4: 3:45 – 5:30

**Sunday:**
- Game 5: 9:30 – 11:45
- Lunch/Paint Judging: 11:45 – 12:45
- Game 6: 12:45 – 3:00
- Pack up: 3:00 – 3:30
- Presentation: 3:30 – 3:45

Scenarios

All 6 scenarios from the rule book will be played once each. The order of scenarios will be determined by the organisers.
Prizes
As is the way with Clash, I want to give away as many prizes as possible. Starting with 1st, 2nd, 3rd place overall, Best Painted Army, Best General and Best Sports. I will endeavour to add more prizes as the number of competitors increases. Good Games are our major sponsors, but I will also be contacting Mantic about some prize support.

Miniatures Manufacturers & “Counts As”
Players are permitted to use miniatures from any manufacturer in their army as long as they are representative of their unit type. Players are encouraged to be creative in their army miniature selection however fairness to their opponent is to be a major consideration. If you are unsure then please contact me to discuss (possibly with photos of the miniatures in question). There is a section in the official FAQ that discusses Counts As models so players should refer to that if they are unsure.

Unit Basing & Movement Trays
Units and characters in your army must be fielded on the official unit base size as per the rule book as a minimum. Players are free to field their units on bigger bases however the unit will be played as that base size. There is no “counts as” for base sizes. The base size your unit is based on is the one that is used for your games. Mantic’s most recent errata provided minimum requirements for the number of models on a unit base. This will be strictly adhered to in this tournament. Please familiarise yourself with the errata if you are unsure of the minimal model requirements.

Army Painting
All models must have a minimum of three colours. If you don’t comply with this ruling, you may still participate, but will not be eligible for 1st Place or Best Painted. Other than that the following rules must be followed:

- Models must be completely assembled with all their body parts including appropriate weapons and armour to represent their troop type.
- Models must be WYSIWYG for the unit type they are representing.

Game Time & Victory Conditions
Note that the time allocated for each round is 1hr 45mins on Saturday and 2hrs 45mins on Sunday and is evenly split between the two players. There is 15 minutes between rounds to get to your table, meet/greet and discuss terrain with your opponent. Once the round starts the clock for the active player should start immediately.
Game Sequence

- The scenario for each game will be announced by the organiser at the start of each game. All six standard game scenarios will be played.
- 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. Players should discuss before the game how they will deal with cocked dice and in what circumstances they should be rerolled.
- Place any objective markers, and finally roll off for table side. The person who wins the roll to choose a table side also starts deploying first.
- Once you are ready to deploy the initial 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 setup, both clocks are stopped.
- Vanguard moves. 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.
- The game lasts 6 turns for each player. At the end of turn 6, the players 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.
- If a player runs out of time during one of his/her turns, the game continues however that player’s turn immediately ends. Their opponent is free to play out the remaining number of turns in the game (including a 7th if a 4+ is rolled for it) as long as they have time to do so. If the 2nd player runs out of time as well then their turn immediately ends therefore ending the game.

Tournament Points

The winner for each game will be decided by the scenario win conditions in the rule book.

<table>
<thead>
<tr>
<th>Result</th>
<th>Tournament Points (TP)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Victory</td>
<td>2 TPs</td>
</tr>
<tr>
<td>Draw</td>
<td>1 TP</td>
</tr>
<tr>
<td>Loss</td>
<td>0 TPs</td>
</tr>
</tbody>
</table>

Note there are draw conditions for all scenarios and as we are playing two different game sizes the win conditions will be usually be dependent on a difference of either 150 or 250 points or more.
Winning the Tournament
The winner is determined at the end of the last game (game 6), according to the following criteria:

- The player with the most TPs will be the winner
- In the case of players having the same TPs, the winner will be the player with the highest Victory Point Margin.
- If we still cannot find a way to split the players, the tournament ends with a joint victory and the players share the first prize.

Terrain
The following terrain rules will be in force:

- All Hills will be treated as height 2
- All Forests will be treated as height 4
- All difficult ground will be treated as height 0
- All fences and walls will be height 1 (for cover but not LOS as per the rulebook)
- All buildings will be treated as height 4 (it is possible single storey buildings will be used in the tournament but for simplicity sake they will be all treated as height 4).