

The King in the North!

Order of the day

9:30-10:00 Registration and set up
10:00-12:00 Loot!
(leave armies out for best painted judging)
12:00-12:30 Lunch
12:30-14:30 Control!
14:30-16:30 Pillage!- 7 counters
16:30-17:00 pack up, certificates and raffle

You need to bring

2 copies of your army list
Chess clock or a device such as a phone or tablet with a chess clock app downloaded onto it
Tape measure
Dice
KoW rulebook including uncharted empires if relevant
Any markers you feel you may need such as line of sight markers, damage markers or wavering markers.

Army composition

Armies will be up to 2,000 points. Any army from the core rulebook, uncharted empires book or the official Twilight Kin downloadable list online are allowed. Allies are permitted as per the rulebook meaning 25% (500 points) of your army may be taken from one other list.
You must have two copies of your army list one for you and one for your opponent. Lists may also be checked by the tournament organiser during the day.

Timed games

To keep games flowing there will be chess clocks in use however this is not intended to be an intense, stressful tournament so 55 mins is permitted to each player. 10 mins will be allowed before each game. This is to share army lists and define terrain. Games have random length as normal so be prepared for that sneaky 7th turn!

If you are timed out then you are no longer allowed to roll any dice (even if you caused damage to an enemy unit in your turn) nor declare any orders. **You will also not be permitted to score any bonus TP's.**

Terrain

Unless agreed otherwise hills are height 2 and woods and buildings height 4

Painting and modelling

Armies do not have to be fully painted, however only fully painted lists will qualify for the best painted award. Unit fillers are allowed, but try to keep the model count to the recommended numbers in the FAQ found here <http://www.manticgames.com/free-rules.html>.

Armies must be WISIWIG (what you see is what you get). If you use models other than the official Mantic miniatures for that entry: make sure that they're still clearly identifiable as the unit they are supposed to represent.

Victory!

In game 1 the opponent you face will be random. After the first round players will be placed against opponents with the same or similar tournament points, you will not play the same opponent twice.

Tournament points are awarded as follows;

Tournament points;

Win=15 TP

Draw= 10TP

Loss= 5TP

Bonus tournament points

NB. These are not scored by kills, rather the capability to follow the missions objective.

Loot

+1 TP for every loot counter you held at the end of the mission

+2 TP for every loot counter you hold at the end of the mission in your opponents half.

Control

+1 TP for every 2x2 square you hold at the end of the game, if you hold the centre square in the enemies half of the table you instead score +2TP's

Pillage

+1 for every pillage token you control at the end of the game.

At the end of the event players will be ranked in the order of their tournament points. If players are tied on tournament points then the winner will be the player with highest kill score. The kill score is how many enemy points a player destroyed in total across all their games. Certificates will be awarded for the top three players.

Best painted

Before lunch, leave your army set up on a gaming table. Each player will then have an opportunity to vote for the army they feel is the best painted. The person who received the most votes will win the prize.

Sportsmanship

At the end of the tournament every player will vote for who they feel was their most sporting opponent. The player with the highest votes will win most sporting, in the event of a tie, the player who finished highest in the tournament will the prize.

Prizes

Certificates will be given out to the top 3 players, best sport and best painted.

Prizes will then be given out by raffle. This means it does not matter where you finish in the tournament, everyone will still have a chance to go home with some goodies!

Special Event Rules (this is the usual Clash of Kings stuff. NB the 2017 book will be used)

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.

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

Loot!

While carrying one or more loot counters, units cannot use the Fly or Nimble special rules.

Pillage!

War Engines cannot capture/control objectives in this scenario.

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 unit strength each has within each square. If one player has greater unit strength than their opponent in a given square then they "control" that square and get 1 Control Point unless it is the centre square in their enemies half in which case 2 Control points are scored. 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.