



A TWO DAY KINGS OF WAR TOURNAMENT

Welcome to our 3rd Swords of Summer Rules Pack, this years event will be 5 games over the weekend using 2425 point Armies from the online FAQ and BRB available on the Mantic Companion as it stands at close of play 31st July '23. Allies are being allowed but there will be **NO Withdraw**.

There are Trophies for the top 3 Players, Best Painted, Bloodiest General, Most sporting and the coveted Wooden Spoon for the bottom placed player, A Yellow Jersey is awarded to the Overnight leader.

Army lists must be submitted in advance using a format such as Mantic Companion. Sent to Janice.stother@gmail.com by midnight on the 06/08/23 , please no handwritten scrawls on a beermat :)

Register on arrival to be given your Scoresheet for the week-end and your tokens from the Britcon Teams

You will need

Your Army

At Least 2 printed copies of your army list including unit stats

A copy of the Kings of War rulebook and any FAQ you need to reference

Dice, tape measure, arc Template

Chess Clock or Phone App

GAME RULES

Games will be played using the Kings of War **3rd Edition BRB**

Armies and units from the following supplements may be used:

Mantic Companion (FAQ)

Weekend Schedule

SATURDAY

Welcome & Registration	09:00
Player Briefing and safety talk	09:15
Game 1	09:30—12:00
Lunch and Army Viewing	12:00—13:00
Game 2	13:00—15:30
Game 3	15:45—18:15

SUNDAY

Doors Open	09:00
Game 4	09:30—12:00
Lunch	12:00—13:00
Game 5	13:00—15:30
TO's running around	15:30—16:00
Beer & Medals	16:00—16:30

ARMY COMPOSITION

You will need to bring a 2425 point army. you can have no more than 3 of the same Hero, Monster or War Engine.

You may include an allied force from a single other army worth up to 606 points as part of your 2425 point list. You may not use Good allies if your alignment is Evil and vice versa. Allied armies may not have any duplicate Hero, Monster or War Engine units and may not take any Artefacts.

Additionally these games will allow for a Tournament Reroll (not usable for deployment or for turn 7) every game and roll for turn 7 if time is ample.

ROUND TIMING

Chess clocks will be used throughout the event to ensure that it runs to time and that round time is split fairly between the two players. Each player has 70 minutes to complete their half of the game and there is an additional 15 minutes built into the round time for meeting & greeting, toilet breaks, rules queries etc.

Chess Clocks must be running during, deployment, any scout moves and throughout the player's turns. They can be paused for any action involving a roll-off, rules disputes and toilet breaks.

If a player times out then it is immediate dice- down for them. The player may take no further actions during any remaining turns.

At round end it is dice down immediately for both players and the game ends. If the players can see that the round is going to end before they finish their game then they should endeavor to finish the game so each player has had an equal number of turns, e.g. both players should have had 5 turns each as opposed to one player having 5 and the other 6

PAINTING REQUIREMENTS

We do not require fully painted armies at our events but they are strongly encouraged a minimum standard of 3 colours and basing on models as nobody likes to see plastic on the table.. Painted armies make events more enjoyable for attendees but we recognize that some attendees can be new to the hobby, have difficulty getting hobby time etc.

All units and models used must be clear to your opponent and must adhere to the Minimum Model Count rules specified in the Kings of War FAQ.

During lunch, attendees are encouraged to put their armies out on display. All attendees will then vote for their favorite army and that Please note that an army is ineligible for the Best Army award if you didn't paint it yourself

SPORTSMANSHIP AWARD

At the end of the event, you will be asked to list your favorite and 2nd favorite opponents. The player with the most votes will win the Most Sporting award. Favorite votes are worth twice as much as 2nd favorite votes. In the event of a tie, the player with the lowest gaming score will win the award, since they were obviously so sporting as to let their opponents win!

We're here to have fun!!!

Tournament Scoring

Your ranking in the Tournament will be determined by Your Tournament Point Score. This is calculated using the Attrition Score, W/L/D and Scenario Points. These are added together to produce your tournament point score.

The cumulative total of enemy points destroyed for each player is recorded separately in order to calculate a winner in the event of a tie.

Game outcome (Win/Draw/Lose)

Game Outcome	Tournament Points
Win	6
Draw	4
lose	2

Scenario Victory Points

Work out the number of Victory points scored by you in the scenario you have just played , these will be detailed in the scenario description, then for each Victory point you have scored add a Tournament point to your total to a maximum of **+5 Tournament points**.

E.G. You draw a game and hold 3 objectives. So your tournament point score is 4 (for the draw) + 3 (for the three objectives you hold) for a running total of 7 Tournament points.

Attrition Points

Add up the number of points of your opponents army you routed during the game (remember to include points for formations) then take your rout total and score on the table below

Difference	Scores
0-200	12/12
201-600	14/10
601-1000	16/8
1001-1400	18/6
1401-1800	20/4
1801-2200	22/2
2201-2425	24/0

So continuing the scoring :-

Despite scoring a draw and getting only 3 objectives our player has actually managed to rout 1275 more points than enemy force which gives him a total Attrition point score of 18. This gives the player a sum total of 25

As you will see you can never score more than 35 Tournament points for any one game.

The Routed Points for each game must be recorded separately on the scoresheets so that they can be used to determine a winner in the event of a tie on Tournament points. If Kill points are also identical then it will be decided on W/D/L .

Best Painted Trophy

We do not insist you have a fully painted army for this event but they are strongly encouraged.

If you wish to be considered for the Best Painted Army Trophy then please leave your Army on Display on Your table over the lunch break **with your name clearly displayed** to allow the other players to view them and make their choice.

Most sporting Player

At the end of the event you will be asked to fill out a slip with the names of your favourite and 2nd favourite opponents of the tournament. The player with the most votes will win the most sporting player award.

Overall we expect everyone to conduct themselves in a polite, orderly manner as befits adults playing with toy soldiers. Anyone being obnoxious, insulting or nasty will be shown the door.