

BGT

2017 Bugeater GT

Kings of War Packet

Sponsored By:



The Game Shoppe
Bellevue and Omaha



Building your Army

This tournament uses the Kings of War 2015 (“version 2”) rules, with a maximum army total of 2250 Points and adhering to the standard rules of army composition as detailed in the Kings of War rulebook. Players must choose a single Force List up to this points limit and no more and this will be used for all the games on the weekend.

Your Force List must be chosen from one of the official army lists noted below (however, allies are permitted following the normal limitations).

Players may choose from the following official, core Kings of War army lists: Elves; Orcs; Dwarfs; Kingdoms of Men; Abyssal Dwarfs; Undead; Goblins; Twilight Kin*, Ogres, Basileans, Forces of Nature and Forces of the Abyss.

* The Twilight Kin temporary army list will be made available on the Mantic forums and/or via the Mantic web site.

Army Composition

The *Clash of Kings: Organized Play Supplement* is in effect for Army Composition.

Miniatures

Players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models. Remember that the best-painted award will only consider armies with 90% or more Mantic models however (units, monsters and characters for which Mantic do not currently produce models for will not count against the total).

Models must be based on the appropriate base size and shape for their type. Unit-basing (or “multibasing”) is permitted so long as the unit footprint is accurate for the unit size.

Models must be painted in at least 3 colors.

If any model is used as a “counts-as” or a proxy for another, this must be made clear to your opponent before a game begins. These models should have a reasonable connection to the unit they represent.

Players will not be allowed to use models that are not painted, are not on the appropriate base size, or are a clear abuse of the “counts-as” rule. If you have questions, please contact the tournament organizer **before** the tournament.

Force Lists

You are required to submit a copy of your Force List to the organizers at the start of the tournament – please write out all units, points costs and any additional equipment in full. You should also have at least

one copy for yourself and another spare for your opponents to reference on request. Using a program or list-builder application to create and print out your sheet is often the best option.

You will require spare copies of your Force List, which you should keep with you when you are playing. 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 were not picked up on, the results of all the games in which the player has used the illegal list will immediately be changed to 20-0 Tournament points, in favor of their opponents. This will apply even if the mistake was a totally honest one, so please do double check your Force List before the tournament.

If you are unsure of your army list, please feel free to submit it to the tournament organizers prior to the event for checking.

Items you should provide

In addition to your army and copies of your army list, you need to make sure you bring the following:

- Easily readable dice, tape-measures, rule-books, damage markers, etc.
- A chess clock, stop-watch, phone or other similar time-tracking device.
- A method to smoothly transport your army between games.

Game Time and Victory Conditions

The tournament consists of six games over the course of the weekend, and will make use of chess clocks or other devices for enabling Timed Games. Each player has fifty five (55) minutes for each game, including deployment.

Schedule

Saturday

- o 8:00-8:45 Venue opens and event registration
- o 9:00-11:00 Game 1
- o 11:15-1:15 Game 2

- o 1:30-2:15 Lunch
- o 2:15-4:15 Game 3
- o 4:30-6:30 Game 4

Sunday

- o 9:00-9:30 Venue opens (please be on time for an early start)
- o 9:30-11:30 Game 5
- o 11:30 -12:15 Lunch
- o 12:15-2:15 Game 6
- o 2:30 Prize Giving

Note: that the time allocated for each game includes 120 minutes for the game itself (55 minutes per player maximum) plus 10 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards. The schedule may be adjusted on the day if things are running behind (or ahead!).

Game Sequence

The scenario for each game will be announced by the organizer 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. Place any objective markers, and 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 you 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 take the first turn deploying. Once the winner of the roll off decides who will start to setup, that 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 set-up, **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 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.

- If a player runs out of time during of his turns, the game ends instantly and his entire army routs – immediately remove all of his remaining units, as if they suffered a Rout! result, and then work out the victory conditions as normal. Note that players cannot decide to suddenly end a turn without completing all actions they have initiated (for example, without resolving the melee against enemy units they have charged in the Move phase). They can, however, simply declare that they are ordering all units to halt in the Move phase, and that no unit is Shooting in the Shoot phase.

Scenarios will be posted prior to the tournament date to give enough time for practice.

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.

After this, both players should immediately fill out the Sportsmanship Questionnaire **IN PRIVATE** and turn in in to the judge, folded to not reveal to Sportsmanship score. Do not pressure your opponent by waiting to nearby while they fill this out. This will result a TP penalty of two (2).

Tournament Points

After a game the points will be assigned as follows:

Victory: 15 TPs

Draw: 10 TPs

Loss: 5 TPs

Time out/Concede: 0 TP (with no bonus for attrition score)

Margin of Victory

This is the difference between the total number of points the winner has left on the table, compared to the loser. 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. Include any points scored for objectives in this calculation in scenarios where it is applicable. The winner of the game subtracts the points value of the losers remaining army from their own army's remaining points value. The players then consult the table below for the adjustment to both players' scores:

Points Difference Winner adjusts their TP score by Loser adjusts their TP score by:

Margin	W	L
2000+	+5	-5
1500 to 1999	+4	-4
1000 to 1499	+3	-3
500 to 999	+2	-2
1 to 499	+1	-1

For example: James wins a Kill! game (15 TPs) by beating Dan (5 TPs). James has 1255 points of units left on the table and Dan has 750 points of units left on the table. 1251-750 is 505. Consulting the table, the final TPs for the game are 17 for Fred and 3 for Sam.

From the second game, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order). In the case of more than two players on the same number of TPs, 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 (excluding points for objectives – it's routed enemy units only). Players will therefore have to record the score they get for each game in addition to the overall game result. At all times, the tournament organizers 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.

Awards

Sweepstakes Champion / Sweepstakes Runner Up

- Combination of TPs, Painting Score, and Sportsmanship Score

Best General / Best General Runner Up

- Determined through TPs

Best Painted Army

- Determined through Rubric and Judge voting

Best Sportsmanship

- Determined through player feedback

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2015 hardback book. 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 the 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) may be given to players that report battle results after the scheduled time is over at the tournament organizer's discretion. This penalty will always affect both players.