



2018 Bugeater GT
Kings of War Packet

This kicks off our third Kings of War Masters Bugeater Tournament. There will be five scenarios that cover the general story line of the world of “MANTICA”!

Building your Army

This tournament uses the Mantic Trilogy (Main 2015 KoW rulebook, CoK 2018 and Uncharted Empires), with a maximum army total of 2200 points.

Your Force List is a single list chosen from one of the official army lists from the Kings of War rulebook or the Uncharted Empires (allies are permitted following the normal limitations).

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

Army Composition

Army compositions per rule book. Formations and allies are allowed. Formations in the Edge of Abyss are allowed but nothing else in the book.

Any FAQs or supplements released 30 days prior to the tournament will be in effect for this tournament.

Miniatures

Players are permitted to use any number of non-Mantic miniatures in their armies.

The Best-painted award will only consider armies with a 90% or more Mantic models. The 10% maybe made up by any manufacture. Armies that are not 90% or more Mantic are not eligible for the Best-Painted Award. This equates to 220 points of your army maybe made by another manufacture other than Mantic

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. The 50% plus 1 rule applies for the minimum number of models per unit-basing.

Models must be painted in at least 3 colors and have one base.

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** 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 (isanti314@gmail.com and tim.travis@helpme.com) by 25 May 2018. All units, points’ costs and any additional equipment in full must be disclosed. You should have at least one copy to provide for each of your opponents (i.e. 5 copies). Using a program or list-builder application to create and print out your sheet is often the best option. Tournament Organizers recommend KoWEasyArmy which is a free army builder for KoW.

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.

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 five games over the course of the weekend, and will make use of chess clocks or other devices for enabling Timed Games. Each player has sixty (60) minutes for each game, including deployment. There will be 10 minutes allocated for table sides, checking lists and questions.

Schedule

Saturday

- 8:00-8:45 Venue opens and event registration
- 9:00-11:10 Game 1
- 11:30-1:40 Game 2
- 1:40-2:40 Lunch and Paint Judging
- 2:40-4:50 Game 3

Sunday

- 9:00-9:30 Venue opens (please be on time for an early start)
- 9:30-11:40 Game 4
- 11:40 -12:45 Lunch
- 12:45-2:55 Game 5
- 3:15 Prize Giving

Note: that the time allocated for each game includes 130 minutes for the game itself (60 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

- 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 his turns, the game does **NOT** end. That player must immediately put their dice down and end their turn. For the rest of the game that player can not issue any further orders. They must allow their opponent to finish the game or play until both players are out of time.

Some 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 TP
- Draw -- 10 TP
- Loss – 5 TP

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

Each Scenario will have ways to add additional VPs picked from the list table below. See the table below for Scenario Victory VPs and Additional VPs.

Games Winning Hierarchy	
Scenario Victory VPs	W=15VP, T=10VP, L=5VP
Points Difference	+5 to -5
Additional VPs	
Most expensive Character	1 VP for routing the Character
Control Terrain	1 VP for the most terrain controlled
Table Quarters	1 VP for the most table Quarters controlled (Unit Strength used)
Table 6's	1 VP for the most 2'x2' table section controlled (Unit Strength used)
Most Expensive Unit	1 VPs to your opponent if this unit is killed
	1 VPs to you if this unit is Alive

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 and the CoK 2018 rule 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.

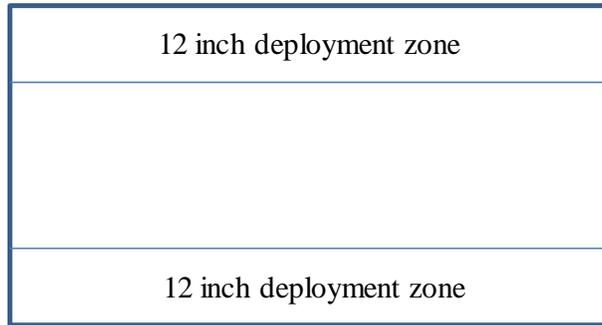
Scenario 5: Loot

Scenario Victory Conditions:

Use the **LOOT** Scenario and victory conditions out of the KoW 2018 rulebook. Table Quarters and Kill Points are additional VPs.

Deployment:

Use Length wise setup for deployment and use the Standard deployment setup. D6 to see who goes first.



Scenario 5 Score Sheet

Game 5	Your Name:	Opponents Name:
Tiers	Total VP	Total VP
Scenario		
Points Difference		
Table Quarters		
Most expensive Character		
Total		
"X" who won		

Sportsmanship Score

Game 5	X
Fun Game and the Opponent knew the rules and disputes were easy to clarify. Good Conversations.	
Game was good and the Opponent had trouble with the rules, was versed in gaming educate. Conversations were fair	
Game was good but the game went slower than normal.	
Game was slow and the conversation was minimal. Rules issues were common	
Slow game and we got bogged down in questions. Game play was not the issue but more the attitude of the player. Sketchy movement and rules knowledge.	

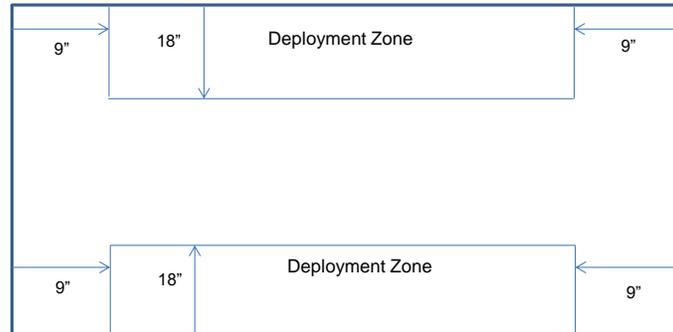
Scenario 4: Secure the Field

Scenario Victory Conditions:

Use the **SECURE THE FIELD** Scenario and victory conditions out of the KoW 2018 rulebook. Most Expensive Unit and Kill Points are additional VPs.

Deployment:

Use the 9" by 18" special setup for deployment and use the Standard deployment setup. D6 to see who goes first.



Scenario 4 Score Sheet

Game Score Sheet:

Game 4	Your Name:	Opponents Name:
Tiers	Total VP	Total VP
Scenario		
Points Difference		
Most Expensive Unit		
Total		
"X" who won		

Sportsmanship Score

Game 4	X
Fun Game and the Opponent knew the rules and disputes were easy to clarify. Good Conversations.	
Game was good and the Opponent had trouble with the rules, was versed in gaming educate. Conversations were fair	
Game was good but the game went slower than normal.	
Game was slow and the conversation was minimal. Rules issues were common	
Slow game and we got bogged down in questions. Game play was not the issue but more the attitude of the player. Sketchy movement and rules knowledge.	

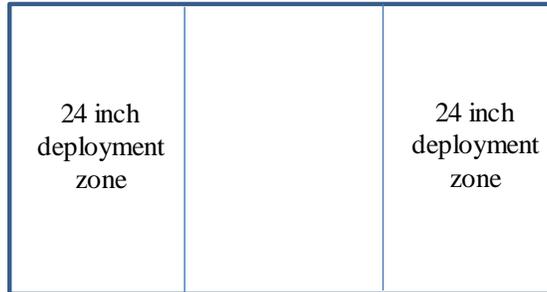
Scenario 3: Invade

Scenario Victory Conditions:

Use the **INVADE** Scenario and victory conditions out of the KoW 2018 rulebook. Most Expensive Unit and Kill Points are additional VPs.

Deployment:

Use Length wise setup for deployment and use the Standard deployment setup. D6 to see who goes first.



Game Score Sheet:

Game 3	Your Name:	Opponents Name:
Tiers	Total VP	Total VP
Scenario		
Points Difference		
Table 6's		
Control Terrain		
Total		
"X" who won		

Sportsmanship Score

Game 3	X
Fun Game and the Opponent knew the rules and disputes were easy to clarify. Good Conversations.	
Game was good and the Opponent had trouble with the rules, was versed in gaming educate. Conversations were fair	
Game was good but the game went slower than normal.	
Game was slow and the conversation was minimal. Rules issues were common	
Slow game and we got bogged down in questions. Game play was not the issue but more the attitude of the player. Sketchy movement and rules knowledge.	

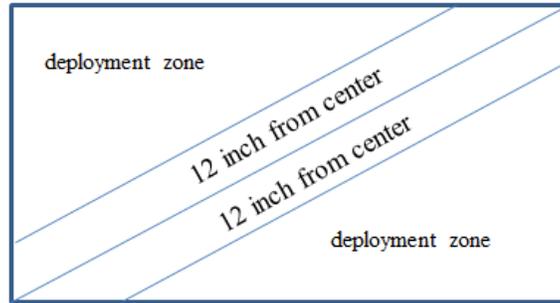
Scenario 2: Occupy

Scenario Victory Conditions:

Use the **OCCUPY** Scenario and victory conditions out of the KoW 2018 rulebook. Table 6's and Kill Points are additional VPs.

Deployment:

Diagonal deployment using the Standard deployment setup. D6 to see who goes first.



Game Score Sheet:

Game 2	Your Name:	Opponents Name:
Tiers	Total VP	Total VP
Scenario		
Points Difference		
Table 6's		
Control Terrain		
Total		
"X" who won		

Sportsmanship Score

Game 2	X
Fun Game and the Opponent knew the rules and disputes were easy to clarify. Good Conversations.	
Game was good and the Opponent had trouble with the rules, was versed in gaming educate. Conversations were fair	
Game was good but the game went slower than normal.	
Game was slow and the conversation was minimal. Rules issues were common	
Slow game and we got bogged down in questions. Game play was not the issue but more the attitude of the player. Sketchy movement and rules knowledge.	

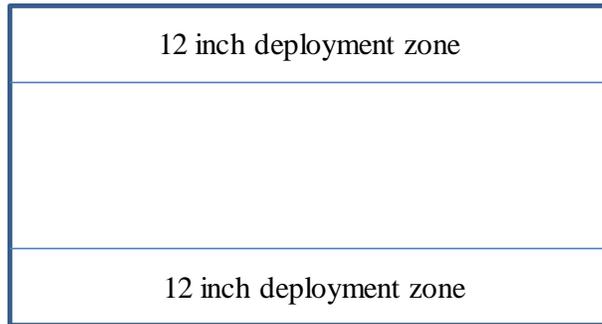
Scenario 1: Control

Scenario Victory Conditions:

Use the **CONTROL** Scenario and victory conditions out of the KoW 2018 rulebook. Table Quarters and Kill Points are additional VPs.

Deployment:

You will role to see who deploys first and there is not deferring, high dice role deploys first. In this scenario you take turns choosing the order of each other's unit's to be deployed. Example, if you win the role to deploy first then your opponent chooses what unit you will deploy. You then deploy this unit in your deployment zone. Then it is your turn to pick what unit your opponent will deploy. D6 and highest dice score starts



Game Score Sheet:

Game 1	Your Name:	Opponents Name:
Tiers	Total VP	Total VP
Scenario		
Points Difference		
Table 6's		
Control Terrain		
Total		
"X" who won		

Sportsmanship Score

Game 1	X
Fun Game and the Opponent knew the rules and disputes were easy to clarify. Good Conversations.	
Game was good and the Opponent had trouble with the rules, was versed in gaming educate. Conversations were fair	
Game was good but the game went slower than normal.	
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