



2019 Bugeater GT
Kings of War Packet

This kicks off our fourth Kings of War Masters Bugeater Tournament. This year is the **Year of the GIANT!** We will play 5 games (3 Saturday and 2 Sunday) and everyone will play with a special giant!

Schedule

Saturday

- 8:00-8:45 Venue opens and event registration
- 9:00-11:10 Game 1
- 11:10-12:10 Lunch and Paint Judging
- 12:10-2:20 Game 2
- 2:40-4:50 Game 3

Sunday

- 8:00-8:30 Venue opens (please be on time for an early start)
- 8:30-10:40 Game 4
- 11:00 -1:00 Game 5
- 1:20 Prize Giving

*Notice there is no scheduled lunch on Sunday. Lunch can be had after the final game; this allows for those players that are leaving Sunday to have a comfortable amount of time to make their trip home.

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!).

Building your Army

This tournament uses the Mantic Trilogy (Main 2015 KoW rulebook, CoK 2019 and Uncharted Empires), with a maximum army total of 1995 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 exception to this is allies are only allowed to be taken from a single force. You cannot ally from more than 1 army).

* 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 (exception to allies listed above).

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

FREE Giant Model - BRING ONE GIANT MODEL on a 50x50 or 75x75 base. Do not include in your Army List or towards the army points total. Use the Stats below for your "GIANT BUGEATER".

GIANT BUGEATER:

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts	Special
1	7	4+	5+	5+	D6+ 6	17/19	205	Brutal, Crushing 3, Fury, Strider, Throw Rock, Noxious Bug Breath

Throw Rock – Range 12”, Att (1) for Blast D6+2, Piercing (3), Steady aim

Noxious Bug Breath – This is a Windblast (8) spell. For each hit caused, in addition to moving the target, roll to damage as normal.

All Giant Bugeaters have one additional special rule based off of their army alignment:

Evil will gain the **Dread** special rule.

Neutral will gain the **Rally (1)** special rule.

Good will gain the **Inspiring** special rule.

Miniatures

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

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 (a8ballard@gmail.com) by 20 May 2019. 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.

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. The winner of the roll-off chooses side and deploys first unit. 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.

Rounds

The match-ups of the first round (Game 1) will be random (Grudges are allowed!). In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. Game Organizers will try to keep Teams from playing each other when possible. 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).

Sports Scores 100 points possible.

After each game your opponent will fill out a sportsmanship score sheet. Each sheet has a maximum of 16 points. For all 5 games you can total 80 points max. At the end of game 5, all players will mark which of their opponents was the best sport. Extra points are earned for each vote as follows:

5 votes =20

4 votes =14

3 votes =9

2 votes =5

1 votes =2

Paint Scores 100 points possible.

There will be a separate painting rubric provided that details how points are earned for painting.

Tournament Points 100 points possible.

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:

remember the Giant Bugeater is worth 205 points

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

Awards

Sweepstakes Champion / Sweepstakes Runner Up

- Combination of TPs(100 possible), Painting Score(100 possible), and Sportsmanship Score(100 possible)

Best General / Best General Runner Up

- Determined through TPs(100 possible)

Best Painted Army

- Determined through Rubric and Judge voting(100 possible)

Best Giant Bugeater

- Determined through Player's votes and Judge voting

Best Sportsmanship

- Determined through player feedback(100 possible)

Player's Choice

- Determined by player ballot. This is the army you would take home if you could!

Counter-Charger Award

- The player who finished in the Middle (Game Organizer breaks ties)

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2015 hardback book and the CoK 2019 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.

Track your Games and mark WHO was the Best in Each Category:

There can only be one opponent selected per category, but the same opponent can be selected more than once. Mark which opponent you played in the Tournament was the “BEST” in each category. Mark with an “X”.

[Keep and turn in after Game 5]

GAME	Opponents Name	Opponents Army:	Best Paint	Best Sports	Best Giant
Game 1					
Game 2					
Game 3					
Game 4					
Game 5					

Scenarios will be made available in the player pack day of the tournament. All 5 scenarios will be taken from the Cok19 Book.

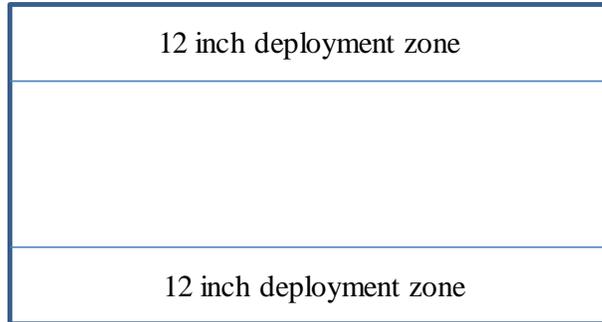
Scenario xx:

Scenario Victory Conditions:

Use the **xx** Scenario and victory conditions out of the KoW 2019 rulebook.

Deployment:

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



Game Score Sheet:

Game 5	Your Name:	Opponents Name:
Tiers	Total VP	Total VP
W(15)D(10)L(5)		
Attrition Difference (+/-) 0-5		
Total		

Sportsmanship Score

Game 5 Check one that best applies	X	Check ALL that apply	X
GREAT Game, no rules issues. Conversation was GREAT! We are going to hang out at the barbeque!		Opponent was on Time	
Fun Game, minor rules clarification. Conversations were fair. I would play this person again.		Opponent had all materials	
Okay Game, my Opponent had trouble with the rules and the game went slower than normal. I would not care to play them again.		Opponent gave me a copy of his list	
Poor Game, was slow and the conversation was minimal. Rules issues were common. I will NOT play this person again.		Comments:	
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. The worst game I have ever had!			