

The Coming of Vanguard... The Story



The old man Spruce looked at the map and stood up. He walked over and started to rummage through an old trunk. As he moved his gear around the trunk he was in deep thought about the rumors of the treasures up north of the old ones. He was one of the remaining Basilean voyagers that were in the area.

The Duchess was there and he instructed her on the perils of the voyage. In the trunk he took out a map and rolled it up and put it in a leather case. He handed it to the Duchess who handed it back to the Sister standing behind her. Spruce and the Duchess hugged and she bid him well. Spruce walked over to another trunk and took out a key from his belt. The old lock on the trunk opened with ease, it opened and he took out his helm. He smiled and thought “Time to gather up the team and mount up.”

Welcome to The Vanguard tournament pack. Vanguard is all about the skirmishes in between the bigger battles where stealth and guile are the subtle factors that ultimately tip the balance and win the war. Where knights and heroes find glory on the battlefield and whose deeds are recorded in history, the tales of the brave few – those who do the dirty work – are rarely spoken about or remembered. Vanguard is all about those stories, and tournaments, playing exciting games amongst old friends and friends soon-to-be, are a great way to create and remember the deeds of those brave, elite bands of warriors.

We sincerely hope that everyone has epic games that they remember and will still talk about whenever they meet up to play.

That’s what it’s all about after all....So mount up and find the treasures of the Old Ones!
Remember this is your Warband, your Story.

Vanguard Bugeater Championship 2019

Tickets

Please visit the Bugeater Website and sign up for the Kings of War: Vanguard Tournament. A ticket is required per person to play in the Tournament. The ticket enters a player for all the games on the day (as noted in the tournament schedule below). Tickets can be purchased from the Bugeater website. Please bring a printed copy of your order with you to the event.

Prizes

There will be prizes for 1st, 2nd and 3rd places. There will be additional prizes for the Most Sporting player and the best-painted Warband.

Age limit

Players must be aged 14 or over. Any player under the age of 16 must be accompanied by an adult (playing or non-playing).

Items you should provide

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

- All dice, tape-measures, rule-books, damage markers, pencils and other gaming accessories you will need. Make it clear to your opponent's how you will be tracking damage. Please bring dice that are clear to read for both you and your opponents.
- Having a large tray or display board to carry your warband between games is a great way of keeping the tournament moving smoothly and in a timely fashion.
- Display boards make the judges smile too!

Armies

This tournament uses the King of War: Vanguard rules, with a maximum Warband total of 200 Points and adhering to the standard rules of army composition as detailed in the Kings of War: Vanguard rulebook. Players must choose a single Warband List up to the 200 points limit and no more and this will be used for all the games on the day.

Miniatures

Models must be based on the appropriate base size and shape for their type.

Models should be painted in at least 3 colors per Bugeater rules.

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 (and during the game). Count-as and proxy models should be

appropriate replacements (no treemen representing orclings!). All proxies are approved by the event organiser in advance.

Warband Lists

You are required to submit a copy of your Warband List to the organizers at the start of the tournament – please write out your name, Warband name, all units, points costs and any additional equipment in full with point costs. 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 Warband List, which you should keep with you when you are playing. Your Warband list must include:

- All of the models in your Warband.
- Their equipment and the point value of everything in your Warband.
- Your name on all copies of the roster.

Please do not use acronyms on any copy of your Warband 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 5-0 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. You may also be expelled from 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.

Tournament Rules

Victory Conditions

The tournament consists of three games. Each player has 30 minutes for each game.

Schedule

The tournament consists of three games, will take place that evening and will adhere to the following schedule:

Game Time

- 1600-1630 Venue opens, event registration and briefing.
- 1630-1730 Game 1
- 1745-1845 Game 2
- 1900-2000 Game 3
- 2015 Awards

Note that the time allocated for each game includes 60 minutes for the game itself plus 15 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 organizer at the start of each game will announce the scenario for each game. Eleven of the twelve standard game scenarios are eligible to play. Light the Beacon scenario will not be used.

- 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 finally roll-off to determine which player pick sides. 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 Warband on your side of the table, so that the opponent can see your models and your force list and ask any questions.
- The player who won the die roll will now place his first model. Players will alternate setting up models per Setup (pg. 48) in the rulebook
- Roll-off to decide who is going to take the first turn. The winner of die roll will determine who will go first.
- The game lasts 5 rounds. At the end of the last round, the player who went first will roll a d8, on 1-5 the game ends. On a roll of 6-8, one more round is played.
- If all a player's models are eliminated before the last round, then that round is played to completion and then the game ends.
- The scenario being played will detail the victory conditions.

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. 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).

Tournament Points

After a game the points will be assigned as follows:

Result Tournament Points (TP)

- Victory 5 TPs
- Draw 3 TPs
- Loss 1TPs

Secondary VP's will be awarded as listed in the scenarios

Winning the Tournament

The winner is determined at the end of the last game (game 4). The player with the most TP will be the winner. Ties will be broken in the following order:

- Win/Loss record
- Number of models killed
- Dice Off!

Sportsmanship

There are no sportsmanship scores at this tournament but there will be an award. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War: Vanguard rulebook. 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 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.