

A detailed illustration of a Kings of War battle scene. In the center, a King with a long white beard and a golden crown with a red plume, wearing a yellow and green tunic, holds a large golden hammer aloft. He is surrounded by other warriors in similar armor, some holding spears and others using ranged weapons like cannons. The background shows a battlefield with mountains, a cloudy sky with a red lightning bolt, and a large crowd of soldiers. The overall style is highly detailed and dramatic.

# KINGS OF WAR

**AdeptiCon Team Tournament  
2017**

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***Tournament Rules Pack***



**Clash To War...**

Kings of War has seen massive growth over the last year and we are thrilled to see the game expanding and getting the attention we know it deserves. There has been a huge influx of new gamers which has swelled the player base, and the number of games being played globally is fantastic to see. Entire tournament scenes have switched wholesale to the system and players are embracing the simplicity of the rules and the awesome modeling opportunities that the system allows for. We've seen some truly inspiring units and armies and some wacky ones too!

Kings of War continues to have one of the best war-gaming communities, both online and at events. We hear this spoken about many times and it really does fill us with pride to see everything gel in this way. People still regularly turn up at KoW tournaments to play their first ever games and have immense fun doing so. It's great to see and hear about these stories. It really is what the hobby is about.

We would like to thank the KoW Rules Committee for the huge amount of work they do in preparing FAQs, engaging with, and answering questions for the community, and helping write new material to further develop the game. Kings of War would certainly not be the same without their tireless efforts.

And so to the big event in the UK KoW calendar for this year: The Clash of Kings 2016. It will be held at the impressive Sanctuary gaming hall again and following the upsurge in the number of people playing the game, we are expecting a big turnout this year – I think we can easily smash the record for attendees!

Good luck, and I hope to see you at the UK Clash of Kings.

**Matt**

## AdeptiCon Team Tournament Rules 2017

### What do I need to bring?

You will need an army to take part, as per the 'Building Your Army' section. In addition, you will also need to make sure you bring the following:

- At least two copies of your army list
- All dice, tape measures, rulebooks, damage markers, pencils and other gaming accessories you will need. Please bring dice that are clear to read for both you and your opponents.
- A copy of the score-sheet – you can download this from the Mantic Website. You will need a chess clock, stopwatch, phone or other similar time-tracking device.
- It will be a good idea to have your units mounted on unit bases or movement trays – if you insist on individually moving all the models in a Zombie Legion, you'll soon run out of time! Unit footprints must conform to the appropriate size of course.
- Having a large tray to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion.

### Building your army

#### Armies

This tournament uses the Kings of War 2015 2nd Edition rules, with a maximum army total of 1000 points per player 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 day.

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, Forces of the Abyss, The Brotherhood, Salamander Armies, The Herd, The League of Rhordia, The Trident Realms of Neritica, The Empire of Dust, Night Stalker Armies, Ratkin Armies and the Varangur.

\*Twilight Kin must use the twilightkin-v006.pdf available on the Mantic web site.

#### Fan Lists

Fan-lists are considered unofficial and may not be used.

## Army Composition

- All the normal army selection rules in the Kings of War rulebook apply
- Unique units, or “Living Legends” (i.e. those marked with a [1] after their name in the list), can be included in tournament armies (but not in any allied contingent should you have one).
- You may take allies from one other army list up to 25% of your total force, following the normal selection rules. This means that for 25% of 2500, at most, you can spend 625 points on allies. Note that this includes all options (including magic artefacts) that you purchase for them.

## Miniatures

Players are permitted to use any miniatures in their armies. Models must be based on the appropriate base size and shape for their type. Unit-basing (or “multi-basing”) is permitted so long as the unit footprint is accurate for the unit size. Model counts for multi-based units or those on movement trays must be greater than 50% of the ‘expected’ model count the unit is representing. For example, an infantry regiment should be 11+ models. The preferred model count is 66% or more to maintain the visual spectacle of mass-battles.

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 if required). Count-as and proxy models should be appropriate replacements (no Treemen representing Orclings!) and their unit footprint must be accurate.

They should fill the same approximate volume as the models they are replacing to avoid confusion. If you have any doubt, consult your event organizer well in advance.

Players will receive bonus points for bringing a prepared and painted army. Playing with unpainted models is acceptable but such an army will be at a slight disadvantage at the start of the event:

- All models fully painted & based. This is worth 10 TPs.
- Fully painted is as it sounds, paint on all parts of the miniature to show of its features.
- Based means paint and/or basing materials/flock on the miniatures base.

## 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, point costs and any additional equipment in full. You should also have at least one copy for yourself that your opponents can look at on request. Using a program or list-builder application to create and print out your sheet is often the best option.

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.

## Tournament Rules

### Game Time and Victory Conditions

The tournament consists of 4 games and will make use of chess clocks, phone timers or other devices for enabling Timed Games. Each player has fifty five (55) minutes for each game, including deployment.

### Schedule

#### Thursday March 23rd

9:00 – 10:00 Check in / Table Assignments

10:00 – 12:00 Game 1

12:00 – 13:00 Lunch Break / Paint Judging

13:00 – 15:00 Game 2

15:00 – 15:15 Break

15:15 – 17:15 Game 3

17:15 – 17:30 Break

17:30 – 19:30 Game 4

### Game Sequence

The organizer at the start of each game will announce the scenario for each game.

- 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 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. 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.

## 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.

## Tournament Points

Make sure you have downloaded and printed off a copy of the score-sheet from the Mantic website. After a game the points will be assigned as follows:

Result	Tournament Points (TP)
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 of 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 point value of the losers remaining army from their own army's remaining point value. The players then consult the table below for the adjustment to both players' scores.

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 organizer 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.

Point Difference	Winners adjust their TP score by:	Loses adjust their TP score by:
+2000 or greater	+5	-5
+1500 to +1999	+4	-4
+1000 to +1499	+3	-3
+500 - +999	+2	-2
+1 to +499	+1	-1
0	0	0
-1 to -499	-1	+1
-500 to -999	-2	+2
-1000 to -1499	-3	+3
-1500 to -1999	-4	+4
-2000 or greater	-5	+5

*For example: Fred wins a Kill! game (15 TPs) by beating Sam (5 TPs). Fred has 1255 points of units left on the table and Sam 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.*

## Winning the Tournament

The winner is determined at the end of the last game, according to the following criteria:

- The player with the most TPs will be the winner
- In the case of players having the same highest TPs, the winner will be the player with the highest 'Attrition Score'.
- If both the TP and Attrition Scores are matched games where these players have played each other during the course of the tournament will be evaluated and the winner will be the winner of such a match (based on result and then Attrition scores or that game).



- Finally, if the players cannot be split, the tournament ends with a joint victory and the players share the first prize.

## **Prizes**

There will be prizes for 1st, 2nd and 3rd places.

There will be additional prizes for Most Sporting player and Best Painted Mantic army.

## **Sportsmanship**

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. After the final game, each player will be required to pick the favorite three opponents and rank them. These scores will be used to determine the Most Sporting player award.

## **Best Painted Mantic Army**

While we allow any miniatures to be used in this event, in order to qualify for the Best Painted Mantic Army award, your army must consist of at least 75% mantic models (this is based on total model count, not units or points. So an elf army with 100 models in it, all of which are Mantic except for a troop of Hunters of the Wild from another manufacturer and 2 hordes of scratch built Forest Shamblers would qualify (78%), while if it had a regiment of Hunters of the Wild (68%) then it would not.

## **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. 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.

If you are unable to amicably resolve a ruling amongst yourselves, you can call upon the organizer to make a ruling. Their 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. Please respect the player's space if you're asked to do so.



## 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.

## Special Event Rules

In addition to the normal game rules and those tournament rules detailed above, for the North American Clash of Kings 2017, the following additions and modifications will be in effect for **all** games played on the weekend.

Any new FAQ's that are released by February 22<sup>nd</sup> will be used for this tournament.

## Army Selection

Within your main force, you cannot select the same unit entry of type War Engine, Hero or Monster more than **3** times. *For example, in a goblin army, you could take a maximum of 3 War Trombones and a maximum of 3 Wiz heroes. You could still then take up to 3 Biggits of course.*

## Allies

If you include allies, you cannot select the same allied unit entry of type War Engine, Hero (all types) or Monster more than **once**. *For example, in a goblin allied contingent, you could take a maximum of 1 War Trombone and a maximum of 1 Wiz hero.*

In addition, magic artefacts **cannot** be given to any allied units you take.

## Unit Entry Changes

- **Empire of Dust**
  - **Ahmunite Pharaoh**– This unit has defense 5 not 6. The point value remains the same.
- **Nightstalkers**
  - **Fiends** – Nerve is reduced – Regiment 12/15 , Horde 15/18
  - **Mind Screech** – Nerve reduced to 14/17
- **Orcs**
  - The following units have Fury: **Fightwagons, Morax, Krudger, Krudger on Slasher, Krudger on Gore Chariot, Gakamak**
- **Ratkin**
  - **Death Engine** - Reduce De to 4+ if the Vile Sorcery upgrade is taken.
- **Salamanders**
  - The following units have Vicious: **Kaisenor Lancers, Fire Drake, Clan Lord, Clan Lord on Fire Drake**
- **Trident Realms**

- The following units have Ensnare: **Placoderms, Placoderm Defender, Riverguard, Riverguard Captain, Nokken**
- **Undead**
  - **Cursed Pharaoh** – This unit has Defence 5 not 6. The point value remains the same.
  - **Vampire** – This unit has Defence 5 not 6. The point value remains the same.
- **Varangur**
  - **Herja** – Replace Judgment rules with: This is a ranged attack that can be used once per game. It follows the same rules as a Heal (5) that can be used on any friendly nonallied unit on the board, regardless of range or Line of Sight.

## Special Rules

Note the amendments to the following special rule:

- **Breath Attack & Spells**
  - When targeting enemy units in cover or with the Stealthy rule, these attacks hit on a 5+ instead of a 4+
- **Fly**
  - While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble via another method (e.g. Individual or Wine of Elvenkind) then they will remain Nimble while Disordered.
- **Bane-Chant (Spell)**
  - This will only grant or improve Piercing if two or more hits are scored.

## Artefacts

**Removed Artefacts** - The following Magical Artefacts will NOT be allowed:

- **Ensorcelled Armour**
- **Brew of Keen-eyeness**
- **Medallion of Life**

**Players may use the new spells and artifacts from the Clash of Kings book.**

**Scenarios** - Scenarios for the event WILL NOT be published before hand, however please note the following definitions WILL be in effect for any scenarios. Please read all scenarios carefully

- **Victory Points**
  - Most scenarios award a certain number of Victory Points (VPs) for completing objectives. The player with the most VPs at the end of the game wins. If the players have an equal number of VPs then the game is a draw.
- **Unit Strength**
  - Each unit on the board will have a unit strength that is used in some scenarios to determine who controls different areas of the board. These are:
    - 0 – Individuals, War Engines

- 1 – Troops, Heroes(without the individual rule), Monsters, any unit with height 0
  - 2 – Regiments
  - 3 – Hordes or Legions
  
- **Center of the Board**
  - A number of scenarios require you to place an Objective Marker or Loot Counter in the center of the board. If you are unable to do so due to Blocking Terrain, they should be placed along the center line of the table as close to the center as possible.
  
- **Scoring Units**
  - Scoring units are any units that are not War Engines and do not have the Individual rule.
  
- **Non-Scoring Units**
  - Non-Scoring units are any units that are War Engines and/or have the Individual rule.
  
- **Objective Markers**
  - These follow the same rules as Objective Markers from the core rulebook, except only Scoring Units may hold Objective Markers.
  
- **Loot Counters**
  - These follow the same rules as Loot Counters from the core rulebook, except units lose the Fly and Nimble special rules while carrying them and Loot Counters may not be taken off the board.
  
- **Bounty**
  - Mark any units carrying a Bounty with a token of some sort. A unit may not have more than one Bounty on it at any one time and may not drop or transfer it. The unit is otherwise unaffected by carrying the token.
  - If a player routs an enemy unit carrying a Bounty in melee, then the Bounty has been completed and that player keeps the token until the end of the game as a reminder. If the unit is routed by any other means, e.g. ranged attacks, then the Bounty is lost instead.