**Kings of the Shore**

**Sunday 14th August 2016**

**North Shore Wargames Club**

**http://nswc.org.nz/**

Forrest Hill Scout Hall in Becroft Park on Becroft Drive, Forrest Hill

**Registrations to: robbie.mail@xtra.co.nz**

**Kings of Shore is limited to the first 16 players to register and pay.**

**Registrations to:** **robbie.mail@xtra.co.nz**

**$10 Entry fee to:** R. P L SADLER 38-9007-0518655-00 please put your name in the details

 so I know it is you that has paid!

First 16 to register, (tell me they are playing) **AND** pay will be confirmed as in the tournament.

List to **robbie.mail@xtra.co.nz** **by 1 August 2016**

Please note I will be playing in the Tournament and fully participating. Any rules queries in games I play in will be referred to one of a couple of players pre-nominated as back-ups for Rules Queries.

Kings of Shore is both an open tournament and the North Shore Wargames Club Fantasy Competition for 2016. (see more below)

**Items you should provide**

In addition to your army and copies of your army 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 opponents how you will be tracking damage.
* You will need a chess clock, stop-watch, 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 an Endless Zombie Swarm, 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 (“version 2”) rules, with a maximum army total of 2000 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 from the Kings of War Rulebook or Uncharted Empires.\* The Twilight Kin temporary army list will be made available on the Mantic forums and/or via 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 individuals, 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. 25% of 2000 means, at most, you can spend 500 points on allies. Note that this includes all options (including magic artefacts) that you purchase for them.
* Please see Special Event Rules for some further changes at the end of the players pack.

You are required to submit a copy of your Force List to the organisers by **1 August 2016** – PLEASE USE Easy Army http://kow2.easyarmy.com

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 favour 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 organisers prior to the event for checking.

**Miniatures**

Players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models.

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

Models should be painted in at least 2 colours..

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 must be consistent across the army.

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.

**Tournament Rules**

Game Time and Victory Conditions

The tournament consists of three games over the course of a single day, 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**

The tournament will take place on a single day and will adhere to the following schedule:

* 08:30 - 0845 Event Registration
* 09:00 -11:30   Game 1
* 12:00 - 2:30    Game 2
* 3:00- 5:00     Game 3
* Pack-up and Prizegiving

Note that the time allocated for each game includes 110 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 organiser at the start of each game and will be rolled for randomly- no mission will be repeated.

All three 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 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.

**Dice Roll Mistakes**

In the event that a player rolls too many dice for a unit’s attacks the player must reroll but **must take the lesser result of the 2.**

*Example: Timmy rolls 20 attacks for his regiment of Kingdoms of Men Shield wall, not the correct 12 and scores 6 hits. Timmy & his opponent realise his mistake so Timmy rerolls the correct 12 attacks and miraculously hits 12 times. Timmy must take the lesser result of 6 hits.*

**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 into the tournament organisers as soon as possible so that the next rounds can be organised in time.

**Tournament Points**

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 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. 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 organiser will endeavour to avoid player’s re-playing an opponent they have already faced but on occasion, this may become unavoidable and a minor adjustment made.



**Winning the Tournament**

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

* The player with the most TP will be the winner
* In the case of players having the same highest TP, 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 for that game).
* Finally, if the players cannot be split, the winner if the players cannot be split, the tournament ends with a joint victory and the players share the first prize.

**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 organisers 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 organisers 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 behaviour (such as cheating, abusive behaviour, throwing chairs, unauthorised monkey knife-fights etc)

**Prizes**

There are two competitions within the one.

**Kings of Shore 2016 Champion**

The number of prizes will depend on the number of entries but we would like to have prizes for 1st, 2nd and 3rd places.

A majority of entry fee will go towards prizes.

**North Shore Wargames Club (NSWC) 2016 Fantasy Champion**

The highest placed paid-up member of the NSWC on Tournament Points will be awarded the NSWC Fantasy Trophy for 2016.

**Sportsmanship**

There are no sportsmanship scores at this tournament but there may 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.

**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.

**Special Event Rules**

In addition to the normal game rules and those tournament rules detailed above, for the Kings of Shore 2016, the following additions and modifications will be in effect for all games played on the day. These are the latest Mantic Tournament Rules.

**Unit Entry Changes**

Cursed Pharaoh -This unit has Defence 5 not 6. The points value remains the same.

Ahmunite Pharaoh–This unit has Defence 5 not 6. The points value remains the same.

**Special Rules**

Note the amendments to the following special rule:

Fly

The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule.

While Disordered, units lose Fly. Note that this also means they lose the nimble that Fly provides too, unless they have it by another means (such as Individuals).

**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 artifacts cannot be given to any allied units you take.