

The  Present

mantic



TOURNAMENT PACK

v1.0

The Northern Kings; Adam, Elliot, Nick, Tom and Paul, invite you to join them up in t'north for dice rolling and social antics.

OVERVIEW

- 18th and 19th June 2022
- 5 x 2300 point games of KoW v3
- Location: Ossett War Memorial Community Centre, Wakefield
- Tickets cost £45.00
- Hot lunch included on both days
- Evening food in the bar
- Army lists must be submitted in advance
- Tournament re-roll once per game

TOURNAMENT ORGANISER

The Tournament Organisers (TO) for this event are the whole of the Northern Kings; Adam, Elliot, Nick, Paul, and Tom.

The TO's will make a call on any rules or situations that two players are unable to resolve amongst themselves. The TO's decision at the table is final and stands even if found to be wrong at a later date.

TICKETS

Tickets are priced at **£45.00** and can be purchased via the Northern Kings PayPal here:

<https://www.paypal.me/northernkings/45>

Refunds will be available up until 6th June 2022 by emailing the team at:

northernkings.kow@gmail.com.

After this date, we will endeavour to find a replacement to take your place but we cannot guarantee it.

SCHEDULE

A relaxed atmosphere with less rushing between rounds is what we aim to provide our attendees, but we may bring rounds forward if running ahead of schedule.

We will endeavour to close the event by 4.00pm on Sunday, allowing people to begin their journeys home.

DAY ONE	
Registration	09:00
Briefing	09:30
Game One	09:45
Lunch	12:00
Game Two	13:00
Break	15:15
Game Three	15:30
Evening Social	19:00

DAY TWO	
Game Four	09:45
Lunch	12:00
Game Five	13:00
Awards & Close	15:15

The schedule may be adjusted on the day.



WHAT YOU WILL NEED

- Your 2300 point Kings of War army
- At least 3 printed copies of your army list including unit stats
- A copy of the Kings of War 3rd Edition Rulebook and any supplements that you are using rules from
- Dice, tape measure, arc template
- A chess clock (physical or app)

GAME RULES

Games will be played using Kings of War 3rd Edition (2019) with the 2022 Clash of Kings update.

Armies and units from the following supplements may be used:

- Kings of War core rulebook
- Uncharted Empires (3rd Edition)
- Clash of Kings 2022

ARMY COMPOSITION

Each player will need to bring a 2300-point army, following the army composition rules within the core rulebook and Clash of Kings 2022 update.

LIST SUBMISSION

Please submit army lists by midnight on the 12th June 2022 to northernkings.kow@gmail.com.

Lists can be submitted in either EasyArmy or TacticalWargames.world format.

All players who submit lists on time with receive a +5 Tournament Point bonus to their overall score.

LOCATION

The event will be held at the Ossett War Memorial Community Centre, Wakefield.

**Ossett War Memorial
Community Centre
Prospect Road
Ossett
WF5 8AN**

We have exclusive use of the Community Centre for all day and evening Saturday and Sunday.

ACCOMMODATION

There are multiple boutique hotels within walking distance but also more standard hotels only a three to four minute drive from the venue.

Below are links to a few suggestions:

- [Holiday Inn Leeds-Wakefield](#)
- [Ramada by Wyndham Wakefield](#)
- [The Mews Hotel, Ossett](#)

FOOD AND DRINK

Lunch is provided on both days. In true Northern Kings style these lunches will be very high quality – not a single boring dry sandwich in sight!

The Community Centre has an onsite bar, which will be stocked with a general selection of soft and alcoholic drinks.

We will be sending out a pre-event survey to take menu choices and any dietary requirements.

EVENING SOCIAL

We'll be gathering ~7pm on the Saturday evening (enough time to nip back to your accommodation) in the bar at the Community Centre for drinks and munches. Feel free to bring board games too!

EVENT SCORING

Players will be ranked first by their Tournament Points (TPs) and then their Kill Points will be used to decide ties.

For the first time, The Northern Kings GT will be using hobby scores towards the top 3 Overall awards. These will be an additional 20 TPs that players can earn on top of their tournament points.

Scores submitted to KoWMasters rankings and for the Best General award will not include the hobby points.

The breakdown of TPs available for the Tournament Score (used for KoWMasters rankings and Best General) and Overall Score (used for our top 3 overall awards) are as follows:

Category	Max TPs	Tournament Score	Overall Score
Game Scores	125	✓	✓
List Submission	5	✓	✓
Painted Army	10	✓	✓
Hobby Scores	20		✓

Game Scores

Players will earn up to 25 tournament points and 2300 kill points per game. We will be using the Northern Kings scoring system as detailed in **Appendix I**.

List Submission Bonus

Players who submit their list on time, as detailed on the previous page, will receive 5 tournament points.

Painted Army

Players who use a painted army will earn 10 tournament points. To be considered painted, all units must be:

- Assembled (barring breakages)
- Painted with at least 3 colours minimum*
- Based with some sort of basing material
- Have at least 50%+1 of the correct model count, or an equivalent volume if using proxies of a different model type (e.g. a monster representing a cavalry unit)
- Any non-wargaming toys must be converted and/or painted to fit in with the wargaming aesthetic

NOTE: The above requirement is separate to the hobby scoring and is a simple yes/no question of whether an army is painted or not. This is therefore included in the tournament score and for the scores submitted for KoWMasters rankings.

Please contact us before the event if you have any questions about whether your army is considered painted at northernkings.kow@gmail.com.

** There can be an exception for units that cannot achieve 3 colours for thematic reasons, such as ethereal units. It is highly recommended that you contact us before the event if concerned about eligibility.*

Hobby Scores

Players earn additional Tournament Points for the quality of their painting and modelling, up to a maximum of 20 points.

There are up to 10 points available as a self-marked checkbox sheet and 10 hobby judge's points.

Please see **Appendix III** for the full details.

AWARDS

The awards available are as follows:

- 1st, 2nd and 3rd Overall
- Best General
- Best Army (Judge's Choice)
- Best Army (Player's Choice)
- Best Unit or Monster (Judge's Choice)
- Best Single Miniature (Judge's Choice)
- Most Sporting
- The Wounded Spoon (Last Place)

Depending on the number of attendees, additional awards may be added.

Clash of Kings Winner

The highest placed Mantic army (Overall score) wins a free ticket to UK Clash of Kings 2022.

For full details of what qualifies as a Mantic Army, please contact Mantic Games.

Best Army

Each attendee will be able to cast a vote for their favourite army. The army with the most votes will receive the Player's Choice Best Army award.

The judges will choose another army for the Judge's Best Army award.

Most Sporting

At the end of the event, you will be asked to list your favourite and 2nd favourite opponents. The player with the most votes will win the Most Sporting award. Favourite votes are worth twice as much as 2nd favourite votes. In the event of a tie, the player with the lowest gaming score will win the award, since they were obviously so sporting as to let their opponents win!

A NOTE ON SPORTSMANSHIP

We're here to have fun. Don't be a dick. If someone's being a dick, speak to the TO. The TO can deduct points if they think it's necessary and in extreme circumstances, eject a dick from the tournament.

ROUND TIMING

Chess clocks will be used throughout the event to ensure that it runs to time and that round time is split fairly between the two players. Each player has 50 minutes to complete their half of the game and there is an additional 20 minutes built into the round time for meeting & greeting, toilet breaks, rules queries etc.

Please see **Appendix II** for our rules on the use of chess clocks.

TOURNAMENT RE-ROLL

You may re-roll one dice per game. This must be one of your own dice rolled, cannot be a roll-off and cannot be for a turn 7. This re-roll ignores and is ignored by the "Can't re-roll a re-roll rule."



APPENDIX I – NORTHERN KINGS SCORING SYSTEM

The amount of Tournament Points you have scored in your game is calculated using three criteria:

- Win/Loss/Draw
- Scenario Points
- Kill Bonus

Win, Loss, Draw

Outcome	TP's
Win	15
Draw	10
Loss	5

Scenario Points

Calculate the number of scenario points you scored at the end of the game. It will explain how to do this for each scenario on your score sheet, e.g.

Dominance

Score 1 SP for each scoring unit within 12" of the center of the board at the end of the game.

For each Scenario Point you earned, add a Tournament Point to your total to a maximum of +5 Tournament Points.

Kill Bonus

Calculate the total value of your opponent's army that was routed during the game (Kill Points). Compare this total to the table below.

Kill Points	Bonus TP's
500-899	+1
900-1299	+2
1300-1499	+3
1700-1899	+4
2100+	+5

The total cumulative **Kill Points** achieved throughout the event is used as a tie breaker.

Scoring Example

To illustrate the scoring system, below is a hypothetical example:

Nick won the game (15 TP's). He controlled 4 objective markers at the end of the game (+4 TP's) and routed 1350 points of his opponent's army (+3 TP's).

This gives him a total score for the game of 22 Tournament Points.



APPENDIX II – CHESS CLOCK RULES

Chess Clocks must be running during deployment, any scout moves and throughout the player turns. They can be paused for any action involving a roll-off, rules disputes and toilet breaks.

Clocks cannot be paused for normal in-game checks, such as LOS, unless there is genuine disagreement between the two players. A “genuine disagreement” is one that requires pulling out the rulebook or for the TO to rule on the situation.

If a player feels that their opponent is pausing the clock unnecessarily or taking an excessive amount of time off-clock then they must let the TO know as soon as possible.

If a player times out then it is immediate dice-down for them. The player may take no further actions during any remaining turns. Note that turn 7 must always been rolled for, even if a one player has timed out.

At round end it is dice down immediately for both players and the game ends. If the players can see that the round is going to end before they finish their game then they should endeavour to finish the game so each player has had an equal number of turns, e.g. both players should have had 5 turns each as opposed to one player having 5 and the other 6.



APPENDIX III – HOBBY SCORING

For the first time, Northern Kings GT will be using Hobby Scores to supplement tournaments points towards the Overall awards. These are in addition to the 10 points for the basic Painted Army criteria of “Is the army painted?”.

There are 20 Hobby Points available.

Of these, 10 are available for the self-scoring checklist below (provided on your score sheet for the weekend) and 10 are hobby judge awarded.

For the Judge portion of the hobby scoring, each of the TO’s will apply up to 10 points for the army based on the overall aesthetic and the quality of the hobby on display.

The average of the Judges scores for a given army will be added as Hobby Points.

Some examples of what we’ll look for are:

- Use an effective and visually appealing colour scheme.
- Consistently neat painting.
- Have a theme (e.g. Moonlit Undead) reflected in the modelling and painting.
- Have a display board for your army.
- Have built units into dynamic dioramas, taking advantage of the multi-basing.
- Custom modelled and themed ‘extras’ such as objective markers.
- Use advanced techniques such as object-source-lighting (OSL) or on-metal-metals (NMM).

Please leave your armies on display with your scoresheets or a name badge during lunch on both days for the hobby judges.

Self-Scoring Checklist

Criteria	Points
Models in the army have been painted in a consistent, cohesive colour scheme.*	2
Bases in the army have been completed in a consistent, cohesive basing scheme.*	2
Examples of advanced basing in the army such as cork, tufts and water effects.	1
Examples of basic shading in the army such as washes and/or drybrushing.	1
Examples of advanced shading in the army such as blending and edge highlighting.	1
Examples of minor conversions in the army such as head swaps and weapon swaps.	1
Examples of advanced conversions in the army such as scratch building or sculpting	1
Examples of advanced painting techniques in the army such as freehand or OSL.	1
Total Self-Scoring	10

** Exception allowed for allied contingents to be painted and/or based in a different scheme to the main force. However, allied contingents must be consistent and cohesive themselves. Your main force must be painted and based consistently, and your allied force must be painted and based consistently.*