

Manticon 2017

Registration

Due to space restrictions, the tournament is limited to a maximum of 48 participants. Cost for the tournament is \$40.00. In order to guarantee your spot in the tournament, we strongly suggest that you pre-register at <http://www.manticon.us>. Registrations will be accepted in a strict first-come, first-play basis.

Building your Army

Armies

This tournament uses the Kings of War 2015 rules (2nd edition), with a maximum army total of **2000** Points and adhering to the rules of composition as detailed below. Players must choose up to this points limit **and no more**. This will be the format for all tournament games. In addition, any clarifications from the most recent FAQ will also be used.

([Click Here for the Latest KoW FAQ](#) or visit

www.manticgames.com/SiteData/Root/File/KINGS%20OF%20WAR/KoW%20FAQ%20and%20Errata%20290915.pdf).

Players may choose from the eleven Kings of War army lists available in the book (Elves, Orcs, Dwarfs, Kingdoms of Men, Abyssal Dwarfs, Undead, Goblins, Ogres, Basileans, Forces of Nature and Forces of the Abyss), as well as any of the nine lists in the Uncharted Empires Book (League of Rhordia, Brotherhood, Ratkin, The Herd, Empire of Dust, Varangur, Salamanders, Night Stalkers and Trident Realm of Neritica).

In addition, they may use the latest version of Twilight Kin list available on the Mantic web site at

<http://www.manticgames.com/free-rules.html>

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
- Within your main force, you cannot select the same unit entry of type War Engine, Hero or Monster more than 3 times.
- You may take allies from **one** other army list up to 25% of your total force. 25% of 2000 means, at most, you can spend 500 points on allies.
- Within an allied contingent, you may cannot select the same allied unit entry of type War Engine, Hero (all types) or Monster more than once.
- Allied units **MAY NOT** take any magic artifacts.
- 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).

Miniatures

While Mantic models are encouraged, players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for official 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.

Painted models are strongly encouraged, but are not required. However, unpainted forces will not be eligible for “Best appearance” awards and there is a base painting score worth 20 points toward your overall tournament score.

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.

Scenic basing

Many people like to create mini dioramas or bases with integrated scenery. When multi-basing, you must have at least the Minimum Model Count (MMC) as defined in the FAQ. All units **MUST** conform to the unit footprint listed in the FAQ as

well. Heroes, monsters and war engines may be on bigger bases, but should be on the smallest base necessary. If your war engine base is greater than 50mm wide, then the 50mm firing arc MUST be marked on the base.

Force Lists

You are required to submit a printed copy of your Force List to the organizers at the start of the tournament. You should also have at least one copy for yourself and another spare for your opponents to reference on request. **If you DO NOT have printed copies of your lists, you WILL be penalized 5 tournament points.** Trying to read someone else's list on their tiny phone screen is not easy to do, nor is it easy for the organizer to attempt to read your chicken scratch handwriting.

Your force 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 30-0 Tournament points, in favor of his opponents. This will apply even if the mistake was a totally honest one, so please do double check your Force List before the tournament.

There are five sportsmanship points available for turning your list in ahead of time. The deadline for this is February 26th at midnight. Please submit your lists to puggimer@gmail.com with the title "Manticon Army List".

Terrain

All terrain will be preset on the tables. Terrain is not to be moved – if you must move a piece please make sure it is returned to its original position at the end of your game.

Tournament Schedule

Friday	
2:00pm-12:00 pm	Tournament Check-in
9:00pm-11:00 pm	Game 0
Saturday	
8:00am-9:00 am	Tournament Check-in
9:30am-11:30 am	Game 1
11:30am-1:00 pm	Lunch Break
1:00pm-3:00 pm	Game 2
3:30pm-5:30 pm	Game 3
5:30pm-7:00 pm	Dinner Break
8:30pm-10:30 pm	Game 4
11:00 pm	Awards

Tournament Rules

The tournament consists of **four** games on Saturday, with additional optional 'mulligan' game on Friday night (Game -0-). Players will be allowed to replace one of the scores for any of the games on Saturday with the **higher** of the score for the game played on Friday. This is not requirement however, but an opportunity to get in more games (which is always a good thing) and overcome what could be a single bout of bad luck. Points for sportsmanship will count for ALL the games you play. Opponents for Game -0- game will be determined randomly. All other sessions will use a swiss style pairing, so you should always be playing someone with a similar record to your own.

Game Time and Victory Conditions

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. Chess clocks WILL

BE USED for this tournament. In addition, an overall timer will be used, and any game which is not complete within the two-hour window will be stopped immediately when time is called. If you are experiencing excessive distractions that are resulting in you having to stop your chess clock please notify the tournament organizer who will deal with the situation.

Game Sequence

The scenarios for each game are set on the score sheets at the end of this document. Three of the six standard game scenarios will be played.

- Meet your opponent at the assigned table and discuss the terrain and how you will treat it during the game.
- Place any objective markers according to the scenario, 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 your army on your side of the table, so that the opponent can see your models and your force list and ask any questions.
- Both players' chess clocks should be set to **55** minutes.
- Roll-off to decide who is going to which player is going to choose table sides (and deploy first). 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.
- 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 **6** turns (each player taking **6** turns). There is no rolling for a 7th turn
- **If a player runs out of time, they must immediately put their dice down and make no further dice rolls for the rest of the game.** If there are any unresolved combats, then all charging units bounce back 1 inch as if failing to rout the enemy unit, and the charged units all receive a result of "Steady" for their nerve check. During the remainder of the game, the player remaining units all receive an order of "Halt" and no dice are rolled, including for rules such as Regeneration. The timed-out player will also receive a -1 tournament point penalty.

Rounds

The match-ups of the first round (Game 0) will be random. In the following rounds (Game 1 onwards) players will be paired using a swiss style based on 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.

Scoring Objectives

In some games, objectives will be used to help determine the winner (e.g. Pillage scenarios). Units with the "Individual" rule may not control or contest objects. Any other units can (including war engines).

Tournament Points

Tournament points are broken down into four categories: "Battle", "Scenario", "Sportsmanship", and "Appearance". Battle, Scenario and Sportsmanship points are accumulated each round. "Appearance" is judged and points added once. Sportsmanship points are tallied and added after the final game.

Scenarios

The scenarios will NOT be announced beforehand – however kill scenarios should NOT be expected.

Battle Points

In games which use victory points to determine the winner, the battle points will be assigned as follows:

Point Difference	Winner TP	Loser TP
401 or more	25	5
400 – 200	20	10
199 or less	15	15

For games that do not use victory points (Pillage! and Loot!) then the battle points will be assigned as specified on the round score sheet.

Scenario Points

In addition, each scenario will have up to 5 additional scenario points that may be earned. These are in addition to the Battle points earned by winning the game itself.

From the second round, players will be paired using a Swiss system (i.e. matching players with approximately the same number of BPs, in descending order).

In case of more than two players on the same number of BPs, 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 (including in Pillage! games). 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.

Appearance Points

Kings of War is a hobby as much as it is a game, so points are also given for appearance. A maximum of 20 tournament points will be awarded for tabletop standard armies (as judged Category 1 of the Appearance Scoring document). In addition, one tournament point will be awarded for each "Favorite Army" vote. Best Appearance will use the full score from the Appearance Scoring sheet (max of 38 points), as well as the tournament points earned from favorite army voting.

Sportsmanship

Players will be asked after all their games to indicate the top three opponents they played over the weekend (each 1st place vote is 4 points, 2nd is 2 points and third is 1 point). These points will be added to the tournament score. In addition the person with the most sportsmanship points will win an award.

Winning the Tournament

Tournament Points are the total of battle points, scenario points, base appearance points and sportsmanship points.

The winner is determined at the end of the last round, 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.
- Finally, if the players cannot be split, the tournament ends with a joint victory and the players share the first prize.

Prizes

A player can only win one prize. If they qualify for more than one, then they receive the highest prize. There will be prizes for the following

- Best Overall – highest combined TP, (Battle, Scenario, Appearance and Sportsmanship scores)
- Best General – highest battle and scenario points
- Best Painted Army – highest appearance score
- Best Sportsman – highest sportsmanship score
-

In addition to the tournament prizes, there will be a raffle for prizes among all participants. Each player gets a single ticket just for participating. Any time you roll a "2" (snake eyes) result for a nerve test, notify the judges and you will receive an additional raffle ticket. (So your bad luck turns into good luck!)

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.

- Infantry units must be mounted on unit bases or movement trays. Unit footprints must conform to the appropriate size, of course.
- Having a display board to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion, and is included in your painting scores.

Notes

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2015 (2nd edition) hardback book or gamers edition softback. Any official FAQ rulings and errata from Mantic Games (published on Mantic's 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 number 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) will be given to players that report battle results after the scheduled time is over. This penalty will always affect both players.

Note the attached game reporting sheets. These are labeled with the first game being the last sheet so that, as each game is reported, the sheet for that game can be removed and handed in to the organizers. For the third game, there is also a place to note your choice for favorite opponent and favorite army. You may cast your vote for "Favorite Army" for any army in the tournament - not just one which you played.

Special Event Rules

In addition to the normal game rules and those tournament rules detailed above, for Manticon 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 22nd 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 Lord – 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.

Rule Amendments

Note the amendments to the following special rules:

Breath Attack, Fireball and Lightning Bolt

- When targeting enemy units in cover these attacks hit on a 5+ instead of 4+Attack & Spells

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.

Alternate Time-Out

- If a player runs out of time, they must immediately put their dice down and make no further dice rolls for the rest of the game. If there are any unresolved combats, then all charging units bounce back 1” as if failing to rout the enemy unit, and all charged units receive a result of “Steady” for their nerve check, regardless of the amount of damage suffered. During the remainder of the game, the player may not issue any orders or roll any dice, including for rules such as Regeneration. The timed-out player will also receive a -1 tournament point

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. You should expect scenarios from the Clash of Kings book to be used.

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.

Player Reference Sheet – this it to help you keep track of your games and opponents (for filling out the favorite opponent and favorite army voting)

Name: _____ **Army:** _____

Game 0 (Friday) - optional		Running Total
Opponents Name: _____	Opponents Army : _____	BPs: _____
Your BPs: _____	Opponents BPs _____	Attrition: _____
Your Attrition: _____	Opponents Attrition: _____	

Game 1		Running Total
Opponents Name: _____	Opponents Army : _____	BPs: _____
Your BPs: _____	Opponents BPs _____	Attrition: _____
Your Attrition: _____	Opponents Attrition: _____	

Game 2		Running Total
Opponents Name: _____	Opponents Army : _____	BPs: _____
Your BPs: _____	Opponents BPs _____	Attrition: _____
Your Attrition: _____	Opponents Attrition: _____	

Game 3		Running Total
Opponents Name: _____	Opponents Army : _____	BPs: _____
Your BPs: _____	Opponents BPs _____	Attrition: _____
Your Attrition: _____	Opponents Attrition: _____	

FAVORITE ARMY: _____

Game 4		Running Total
Opponents Name: _____	Opponents Army : _____	BPs: _____
Your BPs: _____	Opponents BPs _____	Attrition: _____
Your Attrition: _____	Opponents Attrition: _____	