



*The Crows are returning.  
The time for Feasting is nigh.  
The fields are drowned in blood.  
Now is the time for your enemies to die.*

The Crows Feast is returning, now running as a Kings of War competition. This will be a full day of gaming in the fantasy wargame that is gaining in popularity all over the world.

### **Entry:**

Entry is open to all club members and members of the public. Club members pay a \$20 entry fee, non-club members pay \$25.

Entry received by the June 5th fee will cover the provision of refreshments and a set of tokens to cover magic items. Entries after this date will not be guaranteed to have enough either. Entry can be made up to 9am on Sunday 12<sup>th</sup> June.

Entry can be paid in cash to Lance Holden by arrangement or transferred to the following account.

Bank: ING Direct  
Acct: 26181475  
BSB: 923-100

Please indicate your name when submitting the payment. PayPal invoices available on request.

Email [groupnorthwargame@gmail.com](mailto:groupnorthwargame@gmail.com) details of the payment. You will be emailed when the payment is received.

### **Venue:**

The competition will be held at the Group North Historical Wargames Society venue. This is the A.E. Martin Hall on Woomera Avenue, Penfield.

### **Rounds:**

08:45 – Venue Open  
09:15 – Registration Closed  
09:30 to 11:30 – Round 1 (Invade)  
12:00 to 14:00 – Round 2 (Loot)  
14:15 to 16:15 – Round 3 (Dominate)  
16:45 to 18:45 – Round 4 (Kill)  
19:00 – Final results announcements

Rounds are given a 2 hours time slot. At 10 minutes before the end time a time warning will be issued. At this point players must only play enough turns to ensure they've had an equal number of turns. No roll will be allowed for Round 7 after this call. When time is called the active player will have up to 5 minutes to finish their turn and then the game is finished, regardless of what stage of the turn or if both players have had an even number of turns.

No timing clocks will be used. Deployment will start at the advertised time and be included in the round length.

Players not at the venue by registration close will be considered to have a loss for the first round. Any opponents that have a bye allocated to them and then have a valid opponent turn up will instead be awarded a Major Victory.

Due to the length of the day if a round is completed earlier than the allocated time all remaining rounds will be adjusted to start earlier. Each round remains at 2 hours.

### **Army composition:**

Armies must not exceed 2000 points. They can be formed from any army released in the main rule book or the Uncharted Empires. Heroes from Destiny of Kings can be used. Allies may be used and must meet the alignment restrictions of your main army. The Twilight Kin list is allowed.

Miniatures should meet the recommended minimum of 50%+1 of the model count for the unit size. Unit base size may exceed the specified base size but not by more than 10mm in any edge. Warmachines and Monsters may be on larger bases if required by the model, it is up to the TO's discretion if these are allowed.

There is no painting requirement for the competition. Models must at least be assembled or held together so they don't fall apart during the competition. For speed of play all units must be on at least a combination of troop size movement trays.

Miniatures used must clearly differentiate between unit types. Where a proxy unit differs significantly from the normal look of the unit (such that a casual observer couldn't tell what unit they represent) the armies owner must provide unit cards that can be placed on the table to allow an opponent to know what the unit is at all times.

As determined by the TO any units on invalid bases, incorrectly size or not correctly assembled can not be fielded. The supplied army lists can't be changed. If in doubt contact the TO before the competition for exemptions.

All army lists are open between players. Players must provide the TO with a physical copy of the list on the day and then allow their opponent access to a copy of the list at any time during a game.

Any invalid lists that are submitted will see the player receive a Loss for each played and current game and their opponent a Major Victory. The player may correct the list before the next competition but must be able to field appropriate units as defined above. A player can continue with less than the maximum number of points and field a valid army.

When unsure about a miniature you are invited to send in photo's to avoid having a unit disqualified on the day.

## **Scoring:**

Each player in a round can score either a major victory (5 points), minor victory (4 points), draw (2 points), minor defeat (1 point) or major defeat (0 points).

Players are randomly allocated to matches in the first round. Subsequent rounds are ordered by a players total points with the top pair playing each other, then the next top pair and so on. Players will not have to play each other twice and reordering will be done if this occurs.

Any player that receives a bye will score 3 points. A stand in player may be available to fill in for bye rounds. The game can be played but the result will be ignored and the normal 3 points allocated.

Round 1 – If you get more than 20% (400 points) than your opponent the winner has a major victory and the loser a major defeat. If the difference between invading unit points is 200-400 points it is a minor victory and minor defeat. Any other result is a draw.

Round 2 – If you win by having 2 or more loot counters than your opponent it is a major victory to a minor defeat. If you win by having 1 loot counter more than your opponent it is a minor victory to a minor defeat. Any other result is a draw.

Round 3- If you get more than 20% (400 points) than your opponent the winner has a major victory and the loser a major defeat. If the difference between dominating unit points is 200-400 points it is a minor victory and minor defeat. Any other result is a draw.

Round 4 - If you get more than 20% (400 points) than your opponent the winner has a major victory and the loser a major defeat. If the difference between kill unit points is 200-400 points it is a minor victory and minor defeat. Any other result is a draw.

In all cases it doesn't matter if your opponent is all routed or not, you still count the units that apply for the win condition. For example in round 1 if an opponent is destroyed but you only have a 80 point unit in their deployment zone the game is a draw.

## **Tables and terrain:**

Terrain will be set on the table and already be described in its game terms (height, obstacles, etc.). Players are not to deliberately reposition terrain and must attempt to return terrain that is moved to its original position.

Players are randomly allocated to a table and a side. Players may be on the same table for multiple games in the competition.

## **Games:**

Players are to play in accordance with the main Kings of War 2<sup>nd</sup> edition rules (from either the full , gamers edition or online PDF version) with the addition of rules from Uncharted Empires. Any FAQ released up to (1 week) before the event will be considered as valid.

Any rules disputes are to be resolved by the TO. The TO may announce a group of extra judges from the entrants to help resolve rules issues. Any judge cannot be used where they are in the game where the rules dispute arises.

## **Prizes:**

The player at the end with the highest score from all the rounds will receive the best general award. Where the top players have the same score if they have played each other the winner of that bout

receives the generals award. If they haven't met the combined tournament points of all their opponents will be added and the player with the highest opponent count will win. All other players on the same score will be considered equally ranked.

Between round 1 and 2 armies will be put on display and voted by members for the best composition. This may be the best painted, most cohesive, interesting build or interesting model selection. The winner is announced at the end of Round 3 and receives the best presented army award.

Players who pay by the required pre-pay date will receive a set of magic item tokens.

Other prizes donated by sponsors will be announced as available. Some prizes may be raffled off over breaks.

### **Food:**

Competition entry will cover provision of light lunch foods after round 1 and round 3. The venue has snack food, soft drinks and water available for purchase. If you leave the venue to collect food and aren't back before the starting time of the round your opponent wins a major victory and you have a minor defeat.

If you have any specific dietary requirements please indicate this when paying the entry fee.

No Liquor License is being applied for this event. You will not be able to consume alcohol at the venue.

### **Updates:**

Details of the event and any changes will be announced on [Facebook](#), [WargamerAU](#) and the [Mantic Forum](#).

This is version 1.2 of the players pack. Updated to include Destiny of Kings characters. Extra details on allowed miniatures.

