



Warrior Kings

Group North Historical Wargames Society

Kings of War competition

Sunday November 29th 2015

9am to 5pm

War has strode across the land. The time of the old empires has passed and now the young Kings and Warlords eye what is left. Only one can carve out the empire they rightfully deserve, and the only way to do that is to raise the banners and let war once again claim all.

Entry:

Entry costs are **\$15** for Group North Members and **\$20** for other players. Entry costs will include a lunch.

Payment can be made in cash to Lance Holden, or via Direct Debit to the following account:

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

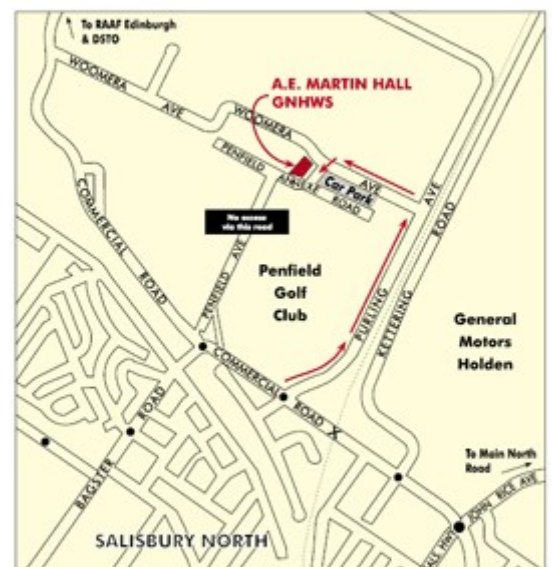
Please indicate your name when submitting the payment.
PayPal invoices available on request.

Payment can be made by cash on club nights at the venue.

Venue:

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

How to find us . . .



. . . we look forward to seeing you

Armies:

Armies are to consist of 1500 points and can come from the main army lists or the approved expansion army lists. Allies may be purchased under the normal force building rules.

Elves, Dwarfs, Kingdoms of Men, Abyssal Dwarfs, Goblins, Orcs, Undead, Ogres, Forces of Basilea, Forces of Nature, Abyssals.

Also The Herd, Twilight Kin and Ratmen.

There is no painting or requirement that Mantic miniatures are used. Units must be based on the correct size total base. Miniature count must be at least more than the previous unit size (a regiment must have at least 11 miniatures). Troop bases must have at least 3 miniatures. Proxies can be used but must be close to the original unit type. Monsters or warmachines on bases larger than the requested size must have the marked regular widths on them.

Army lists are to be submitted on the day. You must bring two lists, one for the TO, one for your opponent. Players are encouraged to use kow2.easyarmy.com and save their lists in PDF format.

Contact:

Try "Group North Historical Wargames Society" on [Facebook](#), [WargamerAU](#), [Mantic Forum](#) or email warriorkings@houseofholden.net

Schedule:

<i>Venue open</i>	9:00 am	9:30 am
First battle	9:30 am	11:00 am
Second battle	11:10 am	12:40 pm
<i>Lunch</i>	12:40 pm	1:00 pm
Third battle	1:00 pm	2:30 pm
Fourth battle	2:40 pm	4:10 pm
<i>Winner</i>	4:15 pm	

Food:

A food platter will be provided at lunch time. Further food is available from the canteen.

The nearest food venues are driving distance away. If you wish to purchase your own food please ensure you keep to the game schedule.

Please advise of any allergies or special dietary requirements.

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

Tables:

Tables will have terrain already deployed. This will not be moved by players during a game. Players will be assigned to random tables each round.

Scoring:

The first round is random draw with an attempt to ensure club or group members don't meet.

Rounds 2 to 4 will be seeded based on the victory points earned using a Swiss Ranking system. The highest points scorer will be matched against the second highest point scorers. Assignments may be adjusted to ensure no-one plays the same player twice.

Each victory will earn the player 10 points. A draw will earn each player 4 points. A loss earns 0 points. Tie-breakers are determined by the player who has lost the least amount of troops in all the games before the round. To record this each player is required to give the TO the total of points killed at the end of the battle as well as the result of their game.

If a player concedes then they are considered to have lost 1500 points of troops regardless of how many points their army is. The other player still records the number of troops they lost when the match was conceded for tie-breaker purposes.

Missions:

Round 1 – Kill!

A standard kill mission. To count as a win the player must destroy 150 points or more of their opponents force than their own loss.

Round 2 – Invade!

An invade mission. To count as a win the player must destroy 150 points or more of their opponents force than their own loss. If you destroy your opponent it counts as a match win.

Round 3 – Pillage!

A pillage game is played with a fixed 6 tokens. If you destroy your opponent you must be able to move a scoring troop to an objective within the remaining rounds or it counts as a draw.

Round 4 – Kill!

A standard kill mission. To count as a win the player must destroy 150 points or more of their opponents force than their own loss.

Rules Committee

The tournament organiser will be competing in the competition. A rules committee will be established on the day to resolve any disputes. A majority opinion will determine the outcome of any rules queries.