



KoW:LGT 2023

Contents

WELCOME.....	1
What is KoW:LGT?	1
Venue.....	1
Tickets.....	2
Age limit.....	2
Awards.....	3
Other Awards.....	3
WHAT YOU WILL NEED	4
Building your Army	4
Force List.....	4
Army Composition	5
Miniatures	5
Painting.....	6
Force Lists	6
GAME TIME AND VICTORY CONDITIONS	7
Schedule	7
Rounds.....	7
Game Sequence.....	8
Time Out	8
Individual Player Time Out	8
Schedule Time Out.....	8
Tournament Points (TPs)	9
Attrition-Modified Scoring.....	9
Winning the Tournament	9
Additional Points (APs)	9
Reporting Battle Results	10
Sportsmanship.....	10
Crowd at the Table	10
Rules Questions and Player Conduct	10
Clocks.....	10

WELCOME

Welcome to the **Kings of War: LGT rules pack**. In this pack you will find the information you need to help you prepare for this event.

What is KoW:LGT?

KoW:LGT is a Kings of War tournament where you get the chance to play a series of enjoyable and semi-challenging games, with the aim of proving your worth against your fellow combatants, and of course share in the joy of the Mantic hobby whilst making new friends. This event is ideal for new players and those who don't usually attend tournaments.

Venue

This event will take place on Saturday 30th September, at the London Grand Tournament (Lee Valley Athletics centre:

<https://www.lgtpresents.co.uk/programme>

The London GT is open from Friday the 29th of September at 12:00, Saturday and Sunday opening hours are from 09:00, please do not arrive before then unless you have been specifically instructed to do so by your tournament organiser.

On Friday the venue will close at 23:00 and last orders at the bar will be called at 22:30, Saturday closing time is 21:00. On Sunday guests will be asked to vacate the building before 18:00.

How to Get There:

Public transport - We are encouraging as many attendees as possible to use public transport or Uber / Bolt / A local mini cab company to get to and from the venue or their hotels as parking at the venue is limited.

- The nearest rail stations are Ponders End and Edmonton Green on the Liverpool Street Line. The nearest underground

station is Tottenham Hale on the Victoria Line.

- Bus: London Transport W8 services runs to and from the complex. The W8 connects to Edmonton Green train station.

Car - For sat navs please use: N9 0AR. Leave the M25 at junction 25, follow signs for City. At the first set of traffic lights turn left signposted to Freezywater (A1055). Continue straight along this road for approximately 6 miles (10kms). Follow signs for Lee Valley Leisure Complex. After a roundabout with flags, turn left at the second set of lights on to the complex.

Parking - There are multiple car parks on site. The main one to the front of the venue (on the right as you drive in) has space for 800 cars.

Despite the large number of spaces on site it is important to note, should all attendees drive individually we may run out of spaces, therefore we are encouraging public transport use, car sharing, and getting an uber to and from hotels.



WELCOME



Tickets

You need a ticket to take part in this event. Tickets are £20 each and available from:

<https://www.lgtpresents.co.uk/product-page/mantic-triathlon-single-event-ticket>

Your ticket includes the following:

- 4 games of Kings of War
- Prize Support!

Age limit

Players must be aged 14 or over. Any player under the age of 16 must be accompanied by an adult (playing or non-playing).



Awards

We will award prizes to the 1st, 2nd and 3rd place, and Most Sporting player.

There will be a short awards ceremony at the end of the day where we will recognize the following achievements:

- KoW:LGT Champion
- 2nd Place
- 3rd Place
- Most Sporting Player
- Best Mantic Army

Other Awards

Best Mantic Army. The highest placed player that has a Mantic army will lift this special prize.

Most Sporting Player. At the end of the day, you get to vote for your best opponent.

WHAT YOU WILL NEED

To take part you require the following:

- Your fully painted 2,300-point army, mounted on appropriately sized unit bases
- 3+ copies of your army list (see Force Lists, p5)
- Rule book, rules supplements, tape-measure, dice, damage markers, pencils and other gaming paraphernalia
- A chess clock, stop-watch, phone or other similar time-tracking device
- We recommend that you bring a large tray to carry your army between games
- **Please submit all Army Lists by September 14th via the Mantic Games Companion Website**

Errata/Rules can be found at:

companion.manticgames.com

NOTE: Please bring dice that are clear to read for both you and your opponents.

Building your Army

It is our belief at Mantic that a big part of the joy of the hobby is about using wonderfully painted miniatures to play wargames. We love that moment when you see your force arrayed for battle, then you look at your opponent's troops and start ruminating about sealing a victory. The better those armies and the scenery look, the better the game experience. We all invest a lot of time and money to make their games special, and we believe our events are about celebrating this effort.

With this in mind, we have a few rules for the events we run, but do remember this is just for our organised events. When you are at home, or with your club, please enjoy the game however you want – it's your hobby time.

Force List

Your Army must be chosen from one of the official Force Lists. Allies are permitted:

- Army lists as per Companion will be used
- Allies allowed
- No withdraw rule
- Beta lists will be usable

Army Composition

- You can spend up to 2,300 points on your army (and no more) following **Army Selection** in the *Kings of War* rulebook

Miniatures

When it comes to playing Kings of War, part of the majesty of taking part is playing against beautifully painted miniatures that represent the army you are fighting against. To ensure this happens, we have the following rules to help you plan, build and paint your force.

NOTE: The **Best Mantic Army** award will only consider armies with 90% or more Mantic models. We want to see Mantic armies because we want to photograph and feature them - and we can only do that when the majority of the models are from Mantic Games.

- Players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models.
- You must use war-gaming miniatures and models that don't look out of place in your army.
- Each unit must be instantly recognisable to your opponent as to what it represents. So, while not every model needs exactly the right weapon option, if it is a 2 handed unit then we need to see lots of the troops with those big weapons.
- Models must be based on the appropriate base size and shape for their type. Unit-basing (or "multi-basing") is permitted so long as the unit footprint is accurate for the unit size.

If the Tournament Organiser sees any units that don't fit the above criteria, you will be asked to remove the units from the table.

If you are not sure, you can send a message and pictures of what you want to include in your army to us and we will let you know if it's suitable or not:

clive.stone@manticgames.com

Painting

While we will not turn anyone away with unpainted models, to encourage everyone to arrive with good looking armies the following will apply:

- All models in an army should be painted in at least 3 colours to be considered for any painting awards
- All model (or unit) bases should be painted and/or finished with basing material.

Force Lists

You are required to submit a copy of your Force List to the organisers during registration. You should also have at least one copy for yourself and another spare for your opponents to reference on request.

Please submit lists via the Mantic Companion – companion.manticgames.com

You will require spare copies of your Force List, which you should keep with you when you are playing. This must include:

- All of the models/units in your army.
- The 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, the results of all the games in which the player has used the illegal list will immediately be changed to 10-0 Tournament points, in favour of their opponents. This decision is entirely down to the TO, so please do double check your Force List before the tournament.

GAME TIME AND VICTORY CONDITIONS

The tournament consists of four games over the course of the day, and will use Timed. Each player has 45 minutes for each game, including deployment (therefore, 90 minutes are allocated per match).

Schedule

The tournament will use the following schedule:

Saturday 11th May 2019

09:00	09:15	Registration
09:15	09:30	Briefing
09:30	11:10	Game 1
11:30	13:10	Game 2
13:10	14:00	Lunch (Painting Entries)
14:00	15:40	Game 3
16:00	17:40	Game 4
17:50	-	Awards and Close

The time allocated for each game includes 100 minutes for the game itself (50 minutes per player), rules discussions during the game, and the completing and submitting of paperwork afterwards.

The schedule may be adjusted on the day.

Rounds

The match-ups of the first round (Game 1) will be random. From the second game, players will be paired using a Swiss system (i.e. matching players on the same number of TPs, in descending order).

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

In the case of more than two players on the same number of TPs, players will be matched in order of descending Victory Point Total.

In Games 1 through 4, we will endeavour to avoid player's re-playing an opponent they have already faced, but on occasion this may occur.

Game Sequence

The scenario for each game will be chosen from the scenarios in the Rulebook and announced by the organiser before the start of each game.

- Meet your opponent 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.
- Players should discuss before the game how they will deal with cocked dice and in what circumstances they should be re-rolled.
- Place any objective markers, and finally roll-off for table side.
- Sit on your own side of the table and place your armies on your side of the table, so your opponent can see your army 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.
- Roll-off to decide who is going to start making Scout moves. Once the winner of the roll off decides who will start to move Scouting units, that player's clock IS STARTED. Players alternate making any Scout moves using the clock. Once the last Scout 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, one person 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.

Time Out

A game can time out in two ways: either an individual player will time out, or the scheduled end time is called.

Individual Player Time Out

If a player runs out of time on their clock, they must immediately put their dice down and make no further dice rolls for the rest of the game.

During the remainder of the game, the player may not issue any orders or roll any dice, including for rules such as *Regeneration*.

Schedule Time Out

Should players start their game late, or pause for too long, then the game can time out due to the scheduled end time.

Players should be aware of the scheduled time remaining as there are warnings broadcast toward the end of the allotted time. 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.*

If a game is found to be in progress after 'dice down' is called, then both players must immediately stop playing when requested by a Judge or Tournament Organiser.

Should a player object to the Judge's or TO's call, then they will receive a **10 TP penalty**. This is in addition to a potential **2 TP penalty** for handing in a late result sheet.

Tournament Points (TPs)

After a game the points will be assigned as follows:

RESULT	TPS
VICTORY	15
DRAW	10
LOSS	5

You then modify this using Attrition Modified Scoring

Attrition-Modified Scoring

Attrition-modified, as its name suggests, is the difference between the total number of points each player has Routed (their Victory Points or VPs). The players adjust their Tournament Points using the following table:

VP DIFFERENCE	PLAYER WITH THE HIGHER VPS	PLAYER WITH THE LOWER VPS
750+	+5	-5
600-749	+4	-4
450-599	+3	-3
300-449	+2	-2
150-299	+1	-1
0-149	0	0

For example, Lisa gets a Victory (scoring 15 TP) over Dave (who scores 5 TP). Lisa has routed 1250 points of Dave's units, and Dave routed 750 points of Lisa's units for a difference of 500 VPs. This amounts to a +2 modifier to Lisa's score for a total of 17 tournament points, while Dave receives a -2 modifier for a total of 3 tournament points.

Winning the Tournament

The winner is determined at the end of the last game (game 4), according to the following criteria:

- The player with the most TPs will be the winner
- In the case of players having the same highest TPs, the winner will be the person with the highest Victory Point Total.
- If both of the TP and VP are matched, the player with the highest VP and lowest total points lost will be the winner.
- In the very unlikely event we need a further tie breaker, I suggest a single lap around the athletics track to decide.

Additional Points (APs)

These points are entirely subjective and will only affect the outcome of the event in a tie. After a game the points will be assigned as follows:

RESULT	TPS
PAINTED ARMY	2

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 of -2 points can be given to players that report battle results after the scheduled time is over at the tournament organiser's discretion. This penalty will always affect both players.

Sportsmanship

After each game you will get to vote on the person you played and if you felt they are most deserving of this award – Players will receive up to 5 points per game if they were Sportsmanlike.

We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponents, displaying a fun and inclusive attitude to the game for themselves and their opponents.

Crowd at the Table

If one player feels discomfort with the number of spectators present at their table, they may request them to step aside. When this happens, a Judge will ask everyone around to step away from the table.

Please do not discuss ongoing games while within earshot people still playing their game.

Rules Questions and Player Conduct

As noted, all rules will be taken from the *Kings of War* rulebook. In addition, the most recent FAQ rulings and errata from Mantic Games (published on the website or official forums) will also be used.

There is absolutely nothing wrong with asking your 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 politely, and that you do your best to sort out any problems yourself. If in doubt, a referee 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.

Referees will be on hand if you require a ruling. Your referees for the event will be pointed out at the start of the day. A referee's ruling is final.

The organisers reserve the right to take appropriate action for anybody 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 can be ejected from the event for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).

Clocks

Chess Clocks must be running during deployment, any vanguard moves and throughout the player's 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 Judge 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 Judge know as soon as possible.