

CHEZ TROLL KINGS OF WAR DOJO PROUDLY PRESENTS

PRESTON PILLAGE

KINGS OF WAR

A ONE DAY KINGS OF WAR TOURNAMENT

The Preston Pillage is a One Day ,1995 Point Kings of war Tournament held at The Moor Park Sports and Social Club (Home of the Ribble Warriors) on Sunday 7th November 2021

Food is not provided , bring your own packed lunch, however there is a Bar :)

There are Trophies for the top 3 Players, Best Painted, Most sporting , Bloodiest General and the coveted Wooden Spoon for the bottom placed player

Army lists must be submitted in advance . Sent to unusuallybigfish@gmail.com by midnight on the 31/10/21 in an easy to read format, We prefer EasyArmy. please no handwritten scrawls on a beermat :)



Tournament Organiser

The Tournament Organiser for this event is **Bob Aspland**.

The Tournament Organiser 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.

Registration

Please Sign in with the TO as soon as you arrive .

Once registered you will be given your score sheet to fill in throughout the tournament



You will need

Your Army

At Least 3 printed copies of your army list including unit stats

A copy of the Kings of War rulebook and any supplements that you are using.

Dice, tape measure, arc Template

Chess Clock or Phone App

GAME RULES

Games will be played using the Kings of War **3rd Edition**

Armies and units from the following supplements may be used:

Kings of War core rulebook

Uncharted Empires Armies of Pannithor

Halpis Rift Inc Cok 21 amendments

Scenarios will be Invade , Pillage and Push for Games 1,2 &3 respectively

Timings for the Day

Welcome & Registration	09:00
Player Briefing and safety talk	09:30
Game 1—Invade	09:45—11:35
Game 2-Pillage	11:50—13:40
Lunch & Army viewing	13:40 - 14:10
Game 3-Push	14:10- 16:00
Awards and Goodbyes	16:15-16:30



ARMY COMPOSITION

You will need to bring a 1995 point army. you can have no more than 2 of the same Hero, Monster or War Engine.

You may include an allied force from a single other army worth up to 495 points as part of your 1995 point list. You may not use Good allies if your alignment is Evil and vice versa. Allied armies may not have any duplicate Hero, Monster or War Engine units and may not take any Artefacts.

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 10 minutes built into the round time for meeting & greeting, toilet breaks, rules queries etc.

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 TO to rule on the situation.

If a player times out then it is immediate dice-down for them. Any units currently engaged in combat bounce back as if they had failed to rout the enemy. The player may take no further actions during any remaining turns.

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 endeavor 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

PAINTING REQUIREMENTS

We do not require fully painted armies at our events but they are strongly encouraged. Painted armies make events more enjoyable for attendees but we recognise that some attendees can be new to the hobby, have difficulty getting hobby time etc.

All units and models used must be clear to your opponent and must adhere to the Minimum Model Count rules specified in the Kings of War FAQ.

During lunch, attendees are encouraged to put their armies out on display. All attendees will then vote for their favorite army and that Please note that an army is ineligible for the Best Army award if you didn't paint it yourself

SPORTSMANSHIP AWARD

At the end of the event, you will be asked to list your favorite and 2nd favorite opponents. The player with the most votes will win the Most Sporting award. Favorite votes are worth twice as much as 2nd favorite 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!

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.



Tournament Scoring

Your ranking in the Tournament will be determined by Your Tournament Point Score. This is calculated using the outcome of the scenario, Victory points as per the scenario and the number of points of enemy troops you have routed. These are added together to produce your tournament point score.

The cumulative total of enemy points destroyed for each player is recorded separately in order to calculate a winner in the event of a tie.

Game outcome (Win/Draw/Lose)

Game Outcome	Tournament Points
Win	15
Draw	10
lose	5

Scenario Victory Points

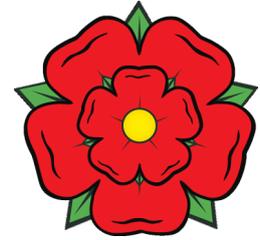
Work out the number of Victory points scored by you in the scenario you have just played, these will be detailed in the scenario description, then for each Victory point you have scored add a Tournament point to your total to a maximum of +5 Tournament points.

E.G. You draw a game and hold 3 objectives. So your tournament point score is 10 (for the draw) + 3 (for the three objectives you hold) for a running total of 13 Tournament points.

Rout Points

Add up the number of points of your opponents army you routed during the game (remember to include points for formations) then compare that total to the table below

Value of enemy units routed	Bonus Tournament points
300-599	+1
599-999	+2
999-1399	+3
1399-1799	+4
1800+	+5



So continuing our previous example :-

Despite scoring a draw and getting only 3 objectives our player has actually managed to rout 1275 points of enemy troops which gives him a total Tournament point score of 10 (for the draw) + 3 (for the three objectives you hold) +3 (for the 1275 worth of routed enemy units) for a total of 16 Tournament points.

As you will see you can never score more than 25 Tournament points for any one game.

The Routed Points for each game must be recorded separately on the scoresheets so that they can be used to determine a winner in the event of a tie on Tournament points

Best Painted Trophy

We do not insist you have a fully painted army for Dojo events but they are strongly encouraged.

If you wish to be considered for the Best Painted Army Trophy then please leave your Army on Display on Your table over the lunch break **with your name clearly displayed** to allow the other players to view them and make their choice.

Most sporting player

At the end of the event you will be asked to fill out a slip with the names of your favourite and 2nd favourite opponents of the tournament. The player with the most votes will win the most sporting player award.

Overall we expect everyone to conduct themselves in a polite, orderly manner as befits adults playing with toy soldiers. Anyone being obnoxious, insulting or nasty will be shown the door.

