EVENT PACK: TREE THUGGING

Date of event: 25th February 2023

Game system: Kings of War

Location: Bristol Independent Gaming, 16 Cater Rd, Bristol BS13 7TW

List submission deadline: 19th February 2023

Things to bring: an army, a couple of copies of your army list, a chess clock, a pen, objective markers, rulebooks, dice and stuff.

Scoring system: Northern Kings

The optional withdrawal rule will NOT be played.

Order of the day

Saturday

Time	What's a happening
09:30	Registration
10:00	Game 1 starts
12:10	Lunch and Best Army judging
13:10	Game 2 starts
15:20	Game 3 starts

Prizes

Prize	How is it decided
1st place	Most TPs (Tournament Points), where TPs are level placing is decided on
2nd place	the most KPs (Kill Points)
3rd place	
Last place	Least TPs, where TPs are level placing is decided on the fewest KPs
Best army	Participant vote

Army Selection

Games are played at 2,300 points.

Army lists must comply with the Kings of War Big Red Book, adhering to the standard 25% ruling on allies.

Up to one formation per army may be chosen from the Kings of War Big Red Book. Please mark on your army list which units are part of the formation.

Additionally, allied spell casters may not purchase additional spells.

Army lists must be submitted to edbar79@live.co.uk by 19th February 2023, 5 TPs awarded for submitting before the definition.

Games and Scenarios

There will be three games played across one day.

The scenarios will be played as they are in the current Kings of War Rulebook:

Game Number	Scenario
1	Loot
2	Salt the Earth
3	Invade

Game Timings and Clocks

Clocks will be required for all games, chess clocks will be provided by the venue, but feel free to use you own, either a chess clock or phone app.

Players will have 60 minutes each for each game, this time will include setting up armies.
In the event of a player timing out, they will not automatically lose, however they will only be able to issue pivot orders. Their opponent will then continue to play until they finish their turn or time out themselves.

Additionally, a round clock will be used for all players, this will allow for 2 hours 10 minutes per round and enable the event to stick to the advertised schedule. This will provide players with 10 minutes in addition to the 60 minutes each on chess clocks to go over army lists/rules queries etc.

Once the round timer expires all games are to cease, results are to be calculated and provided to the tournament organiser.

Scoring games and Rankings

We will be using the Northern Kings scoring system.

Where you finish in the event is made up of two factors – your TPs and KPs. Players are ranked first by their TPs and then their KPs will be used to decide ties. At the end of each game players report their results to the TO using their score sheet.

Players accrue TPs for each game played that will be a combination of:

- Game outcome (win/lose/draw)
- What you achieved in the scenario
- How much of the opponent's army you killed

Game outcome

When a game is completed, TPs are decided based on the outcome of the game (win, draw or loss) of the scenario.

Outcome	Points
Win	15
Draw	10
Loss	5

Scenario achievement

Scenario points (SPs) are then awarded based on your performance. Each SP, up to a maximum of 5, scores you an additional TP. These are awarded in the following ways:

Scenario	How SPs are scored
Loot	Score 2 bonus SPs for each Loot Counter that you hold at the end of the game.
Salt the Earth	Score 1 bonus SP for each Objective Marker that you control at the end of the game.
Invade	Score 1 bonus SP for each scoring unit that has the majority of its footprint on the opposing player's half of the board at the end of the game.

Converting KPs

To convert KPs to TPs calculate the total value of the opponent's army you killed during the game and compare this total to the table below.

Points killed	TPs
345 – 804	1
805 – 1264	2
1265 – 1724	3
1724 – 2185	4
2185+	5

Final score

Your final score for each game is reached by adding the TPs from outcome, scenario and kills together.

Example:

- Fred and Jo play a game. Fred wins the scenario and kills 1,800 points of Jo's army. Jo loses and kills 600 points of Fred's army.
- They are playing Control. Fred has 6 SPs and Jo has 1 SP at the end of the game.
- Fred receives 15 TPs for his win. He can convert a maximum of 5 SPs into TPs for his scenario achievement and receives 4 TPs for kills. Fred's final score is 24 TPs.
- Jo receives 5 TPs for her win. She can convert the 1 SP into a TP for her scenario achievement and receives 1 TPs for kills. Jo's final score is 7 TPs.

Final rankings

Final rankings for the event will be decided by the number of TPs accrued over the three games and any other TPs accrued for other activities, e.g. submitting army lists on time. The more you get the higher your ranking.

Where players have the same number of TPs, KPs will be used to decide who places higher.

Who plays who?

First game match ups will be determined by random. Thereafter pairings will be made based on total TPs accrued in previous games. Players will be matched in rank order, e.g. highest scoring player vs second highest scoring player, third place vs fourth place, etc.

Where players have the same amount of TPs, KPs will be used to determine rankings, and so pairs.

The intention is that players should not face the same opponent in the first two rounds, however the final round will be based strictly on ranking and so players may end up playing people they have faced previously.

In round two pairings will primarily be determined by ranking, however some changes may be made to ensure players aren't facing an opponent they have faced previously. The TO's decision is final on this.

Challenges are allowed in the first round. Please confirm this with the TO before the army list submission dates.

To ensure players get to face as many different players as possible, if there is a player you don't want to face in the first round because you play them regularly, please advise the TO at the same time as submitting your list.

Other opportunities to score TPs

There are two other opportunities to score TPs:

- Fielding a fully painted, and based, army – 5 TPs
- Submitting your army list before the deadline – 5 TPs

These additional points will be added to your final score at the end of game 5 and will therefore not impact ranking for the purposes of choosing opponents.

Terrain heights

Terrain Piece	Height
Blocking Terrain	6
Woods	6
Difficult Terrain	1
Obstacles	2
Hills	3

Army painting award

The army painting award will be judged by players. Each player will have two votes. You must choose your first and second favourite. The winning army will be the army with the most first place votes, second place votes will be used in the event of a draw. Voting will take place during lunch on the Saturday.

Rulebooks being used

This event will use the most recent Kings of War Big Red Book and the most recent FAQ.

Food and Alcohol

The venue offers a range of hot foods like chilli and hot dogs, it also has a range of snacks such as pot noodles, bacon sandwiches, sandwiches, crisps, and hot and cold drinks available to buy. It's fine to bring packed lunches, but no takeaway food inside the venue please.

You are welcome to bring your own alcohol, but be aware that Bristol Independent Gaming is a family friendly venue so unruly behaviour will not be tolerated.