

# Kings of Warfare 2022 Rules Pack

## (TL;DR)

- A 1995 point Kings of War 3rd edition tournament
- Five games spread across 12th and 13th November 2022
- Army lists to be submitted in advance
- Northern Kings scoring system
- New terrain rules!

## What you will need

- A fully painted and appropriately based 1995 point army
- At least two copies of your list, created using Easy Army.
- A copy of Kings of War 3rd edition and any supplements you will be using.
- Dice, tape measure, chess clock and other gaming paraphernalia

## What is Warfare?

Warfare is one of the largest gaming conventions in the country. Run by the Wargames Association of Reading (WAR). The show consists of ~80 traders, several demo games, a large bring and buy stand and nearly 20 tournaments.

## Venue and Transport

In 2022 the show is moving to the Farnborough Exhibition Centre. The venue features free parking and is easily accessible from J4 of the M3, as well as by train.

## Tickets

Tickets cost £45 and can be purchased at the following link:

<https://wargamesreading.co.uk/product/warfare-2022-kings-of-war-tournament>

## Tournament Organiser

Tournament Organiser for this event is Mike Smith, supported by Chris and Andy Smith who may be playing in the event.

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.

## Schedule

Day 1	
Registration & Briefing	9:00
Game 1	9:45
Lunch	11:45
Game 2	13:00
Game 3	15:00
Day 2	
Game 4	10:00
Lunch	12:00
Game 5	13:15
Awards Ceremony	15:30

## The world is changed

*I feel it in the water. I feel it in the earth. I smell it in the air. Pannithor is not made up of the same trees, rocks and water across its continents. From magical lakes in Galahir blessed by the Green Lady herself to the chasms of the dungeons deep once inhabited by Bharzak and the foul Abyssal Dwarfs, each battlefield is totally unique offering generals a new tactical decision each time their armies take to the field.*

Kings of Warfare will be using all the normal rules for terrain as found in the Rulebook. However, below is a list of **new terrain** that may be in play in the tournament. Many of these are found in the Halpi's Rift supplement with some slight edits, others are completely new home brew designs. To make things as simple as possible only **one** type of new terrain listed below will be found on each table, however **multiple instances** of this terrain feature may be present. Each new terrain feature will also be clearly labelled at each table.

*(this list may be edited, and items removed or added as we approach the date of Warfare and more playtesting is carried out)*

Terrain Name	Height	Type	Rules
<b>Icy Lagoon</b>	0	Difficult	Units that start their turn in base contact with an Icy Lagoon gain the Frozen special rule.
<b>Bard's Taphouse</b>	9	Blocking	Units within 6" of this terrain piece cannot be wavered.
<b>Hellfire Lakes / Corpse Copse</b>	0 / 9	Difficult	Units that are touching this terrain piece suffer -1 to their waver and rout values.
<b>Obelisk of Damnation</b>	9	Blocking	Units gain Brutal (+1) for each Obelisk of Damnation within 6" when they begin their melee phase.
<b>Blessed Forest</b>	9	Difficult	Units that begin their turn in base contact with a Blessed Forest regain 1 point of damage.
<b>Cleansing Lake</b>	0	Difficult	Units that start their movement phase in base to base contact with the Healing Lake contact receive 1 Barkskin counters.  This terrain piece cannot be Scouted into or into contact with.
<b>Shining Spire</b>	9	Blocking	Units with 6" of a Shining Spire gain the Inspiring (Self) special rule.

<b>The Butchers Fleshmound</b>	3	Hill	Units with at least 50% of their base on the hill gain the Dread special rule
<b>Wizards Tower</b>	9	Blocking	A unit casting a <b>non-unique</b> spell receives a +1 to the number of dice rolled for the spell if they are within 9" of the Wizards Tower.
<b>Boggy Ground</b>	0	Difficult	All units which have been in base to base contact with Boggy Ground in the movement or shooting phase (even when receiving a Halt order) count as having Weakness

			successfully cast upon them (Yes, Cleanse can remove this).
<b>Lava</b>	0	Difficult	All units which have been in base to base contact with Lava in the movement or shooting phase count as having Scorched Earth successfully cast on them.
<b>Rivers</b>	0	Difficult	Units that contact a river in the movement phase or shooting are treated as though they were disordered in the preceding turn.
<b>The Pit / Chasm</b>	0	Open	Units with the majority of their base in The Pit gain -3 to their height and count as being in cover.  Line of sight is never blocked into or out of The Pit, but will still be affected by intervening models and terrain.  Units without the fly special rule making an unhindered charge against a target that has the majority of its base in The Pit/Chasm receive Thunderous Charge (+1)
<b>Ruins</b>	4	Difficult	Charge orders through a Ruin will never benefit from the Strider special rule.

## Awards

- 1st Place (King of Warfare)
- 2nd Place
- 3rd Place
- Most Sporting Player
- Best Painted Army
- Wooden Spoon
- The Smith (Player who routs the most enemy units that have been upgraded with a magic item from the main Rulebook or the *current* Clash of Kings book).

## Your Army

Army lists of up to 1995 points may be taken and must comply with the Kings of War Version 3 Rulebook, Uncharted Empires and Clash of Kings 2021\*. As expected, the most recent FAQ and Errata will be in effect.

## Painting

- All models in an army should be undercoated and painted in at least 3 colours.
- All model/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 before registration. Lists can be sent to [michael\\_smith2000@hotmail.com](mailto:michael_smith2000@hotmail.com) or to the same address via the Easy Army website by end of day Friday 4th November 2022.

**Game Time and Victory Conditions** The scenario for each game will be chosen from the scenarios in the Kings of War 3rd

Edition Rulebook and announced by the organiser before the start of each game.

## Clocks

Each player will have 50 minutes to complete their turns.

Chess Clocks must be running during deployment, any scout 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..

## \*Clash of Kings 2022

Mantic Games publish a yearly update to Kings of War, usually in Q4 of the year. If CoK22 will be published then the Tournament Organisers will decide if Kings of Warfare will use this update or stick with the 2021 update once a release date for CoK22 has been announced. This is to ensure that there is sufficient time for all players to get their hands on a copy of the latest rules.

## 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. Please respect whatever social distancing rules are in place at the event at all times.

### **Tournament Points (TPs)**

Kings of Warfare will be using the Northern Kings Scoring System.

In this Scoring System players earn the following number of Tournament Points (TPs) for the outcome of their game:

<b>Outcome</b>	<b>Tournament Points</b>
Win	15
Draw	10
Loss	5

Then an additional number of TPs are added for the total value of your opponents army that was routed:

<b>Value of enemy units routed</b>	<b>Tournament Points</b>
300-649	+1
700-1099	+2
110-1499	+3
1500-1899	+4
1900+	+5

Finally an additional number of TPs up to a maximum of 5 are added after calculating the Scenario Points each player has scored. Therefore the maximum score a player can earn each round is 25 TPs.

Each scenario has its own way of scoring Scenario Points. A full breakdown of the Northern Kings Scoring System and how

Scenario Points are scored for each scenario can be found here:

<https://onenorthernking.com/2020/10/28/the-northern-kings-scoring-system/>

### **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).