

# Kings of Warfare 2024 Rules Pack

## (TL;DR)

- A 1995 point Kings of War 3rd edition tournament
- Five games spread across 16th and 17th November 2024
- KoH scoring system
- New terrain rules!
- Entry to the Warfare trade & demo show included in price

## What is Warfare?

Warfare is one of the largest wargaming 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 20+ tournaments.

## Venue and Transport

The venue is the spacious Farnborough Exhibition Centre. The venue features free parking and is easily accessible from J4 of the M3, as well as by train.

## Tickets

Tickets can be purchased at the following link:

[LINK](#)

## Tournament Organiser

Tournament Organiser for this event is Mike Smith, supported by Chris and Andy Smith. 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.

## What you will need

- A fully painted and appropriately based 1995 point army
- A copy of your list, created using Mantic Companion.
- A copy of Kings of War 3rd edition and any supplements you will be using.
- Dice, tape measure, chess clock and other gaming paraphernalia
- Tournament code: **TBC**

## Schedule

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

## 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 the shores of the Infant Sea lapping the coast of Ophidia to magical lakes in Galahir blessed by the Green Lady herself and on to the chasms of The Abyss 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 that terrain feature may be present**. Each new terrain feature will be clearly labelled at each table.

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 and are treated as Fearless..
<b>Corpse Copse</b>	9	Difficult	Units that are touching this terrain piece count as being affected by (not causing) Brutal (1) and Shattering (1).
<b>Obelisk of Damnation</b>	9	Difficult	Units gain Brutal (+1), for each Obelisk of Damnation terrain feature within 6" when they begin their melee phase.  Brutal (X) may never exceed Brutal (3).
<b>Blessed Forest</b>	9	Difficult	Infantry, Heavy Infantry and Swarms that start their turn in base to base contact with the Blessed Forest receive D3 Barkskin counters. If multiple units are in base to base contact with the same Blessed Forest roll on 1d3 and apply that unit to all relevant units.  All other unit types receive 1 Barkskin counter.  This terrain piece cannot be Scouted into or into contact with.
<b>Cleansing Lake</b>	0	Difficult	Units that start their turn in base contact with a Cleansing Lake regain 1d2 points of damage.  Charges declared from a unit touching a Cleansing Lake will also be Hindered (even if the unit has Strider).
<b>Rivers</b>	0	Difficult	Units which contact a River in their movement or shooting phase are treated as though they were disordered in the preceding turn.

<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 the majority of their base on the Butchers Fleshmound gain the Dread special rule
<b>Wizards Tower</b>	9	Blocking	A unit casting a non-unique spell may add an extra dice to the number of dice rolled for the first spell they cast this turn if they are within 6" of the Wizards Tower.  Additionally all Heroes within 6" of the Wizards Tower gain the Bastion (1) and Heal (2) spells (this Heal spell cannot be increased by proximity to the Wizard's Tower).
<b>Tar Pits</b>	0	Difficult	Units which contact a Tar Pit in their movement or shooting phase count as having Weakness successfully cast upon them in the preceding turn (Yes, Cleanse can remove this).
<b>Siren's Shipwreck</b>	9	Blocking	One of your units controlling a Siren's Shipwreck gains the <i>Siren's Call</i> special rule.  <i>Siren's Call</i> - This unit has the Enthral Spell (5), increased to range 24". If one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.  To control a Siren's Shipwreck you have more Unit Strength within 3" of a Siren's Shipwreck than your opponent. If you do, in your Ranged phase you may give one of the units within 3" the <i>Siren's Call</i> special rule.
<b>The Pit</b>	0	Open	Units with the majority of their base in The Pit adjust their height by -3 and count as being in cover (Obscured and Concealed), even though the terrain type is Open.  Line of sight is never blocked into or out of The Pit, but will still be blocked 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 receive Thunderous Charge (+1)
<b>Ruins</b>	4	Obstacle	Units performing a Charge order through a Ruin may never benefit from the Strider or Pathfinder special rules and therefore will always be Hindered. This also applies to Flying units which start their turn in contact with a Ruin.  Note that like normal Obstacles, LoS is <b>NEVER BLOCKED</b> through a Ruin.
<b>Smoke</b>	9	Open	Smoke blocks all LoS into and out of the terrain piece.  Units within the same Smoke can however interact with

			<p>each other as normal.</p> <p>Units entirely within Smoke cannot interact with units outside of smoke in any way, shape or form. They cannot see, Inspire, Rally, Radiance of Life, Monolith super-surge, each other or affect each other with auras etc.</p> <p>Smoke will never provide any cover whatsoever.</p>
<b>Tunnels</b>	Token	Open	<p>Each player is given three Tunnel tokens to place before any deployment, but after sides are chosen and any loot tokens, bluff tokens and objective markers are placed. Two of these tokens will be fake tokens and one will be the real Tunnel (see p82 of the Rulebook).</p> <p>Each player <b>must</b> hold one unit of Infantry, Heavy Infantry, Large Infantry or Monstrous Infantry in reserve to use the Tunnels. If a player has no such units, then an individual <b>must</b> be picked (non-cavalry individual if possible). Then follow all rules for Tunnels on p82 of the Rulebook.</p>
<b>Whirlpool</b>	4	Difficult	<p>Units which contact a Whirlpool in their movement or shooting phase count as having had Scorched Earth successfully cast on them in the preceding turn.</p>
<b>Pool of Skulls</b>	0	Difficult	<p>Units starting their turn in a Pool of Skulls gain Rampage (Melee D6), Slayer (Melee D6) and <i>Wheelbreaker</i> (Melee D6) until the end of the turn.</p> <p><i>Wheelbreaker</i> - additional attacks against Chariots.</p> <p>Heroes, Monsters and Titans may never benefit from these extra attacks, but must always be given a legal Charge order if possible.</p> <p>Additionally, when a unit touching a Pool of Skulls is given a move order, if they are able to charge an enemy unit then they <b>must</b> charge any enemy unit. You may move your units in whichever order you wish which may effectively block a unit in the Pool of Skulls from being able to charge enemy models.</p>

*TO note: Depending on how many tables are needed for the event, not all of the above terrain may be present. The plan is to ensure that no terrain piece is duplicated across different tables. If I somehow sold 100 tickets then this plan would go out of the window however.*

*All terrain is subject to change as we playtest things throughout the year. If you have any terrain rules ideas you'd like to see then please message Mike Smith or email at [michael\\_smith2000@hotmail.com](mailto:michael_smith2000@hotmail.com)*

The heights for standard terrain can be found in the table below. Some of these may vary between tables. If this is the case then this will be clearly noted at that table.

Terrain Name	Height
Blocking Terrain (buildings, big rocks etc)	9
Difficult Terrain (forests)	9
Difficult Terrain (fields)	1
Difficult Terrain (ponds, rivers, bodies of liquid)	Flat, but provide units of height 3 or less with cover if 50% within.
Hills	3

### Your Army

Army lists of up to 1995 points may be taken and must comply with the Kings of War Version "3.5" Rulebook. As expected, the most recent FAQ and Errata will be in effect.

All models in an army should be wargaming figures, undercoated and painted in at least 3 colours. Bases should be painted and/or finished with basing material.

### Allies

Allies to your army may be taken. However, no allied units with Speed greater than 8 may be picked.

### Withdraw

Following pretty much every other UK tournament; Withdraw will NOT be used.

### Force Lists

You are required to submit a copy of your Force List to the organisers before registration. Please send your via list the Mantic Companion (code: **TBC**). If you are unable to do this drop me a line at [michael\\_smith2000@hotmail.com](mailto:michael_smith2000@hotmail.com) by end of day Tuesday 12th November 2024.

### Game Time and Victory Conditions

The scenario for each game will be chosen from the scenarios in the Kings of War 3rd Edition Rulebook. Additionally, there may be one scenario previously published in a Kings of War book that may be used at the event. All scenarios will be announced by the organiser before the tournament.

### 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 2025

Mantic produce a yearly supplement in the Autumn with tweaks and balance updates. Once the release date of this update is known a decision will be made to include or exclude it for Warfare 2025.

### Tournament Points (TPs)

Kings of Warfare will be using the King of Herts scoring system.

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

Outcome	Tournament Points
Win	5
Draw	3
Loss	1

The first decider after Tournament Points is the Scenario Point total scored (in game Victory Points).

Second decider is how many points of your enemies you have routed.

### Refreshments available at Warfare

There will be limited refreshments available at the venue. I did not sample any of the food options that were present last year so I cannot attest as to the quality of the food or the choices available. I highly recommend that you bring your own vittals in with you.

### 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).

### 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. 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.

### Warfare Bring & Buy

Details for the 'Bring' part of the Bring & Buy can be found here:

<https://wargamesreading.co.uk/warfare-2023-bring-and-buy/>

### Prize Support

TBC

### Awards

- 1st Place (King of Warfare)
- 2nd Place
- 3rd Place
- Wooden Spoon
- Most Sporting Player
- Most Impressive Army (taking into consideration not only painting & basing but also modelling, theme and model count)
- 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)