

Kipper's Melee Kings of War

Updated 1 October 2021

Schedule:

Saturday

| | |
|----------|---------------|
| Check in | 09:45 |
| Round 1 | 10:00 - 12:15 |
| Lunch | 12:15 – 13:15 |
| Round 2 | 13:15 - 15:45 |
| Round 3 | 16:00 - 18:15 |

Sunday

| | |
|---------|---------------|
| Round 1 | 10:00 – 12:15 |
| Lunch | 12:15 – 13:45 |
| Round 2 | 13:45 – 16:00 |

Check in: Check in at the T.O. table upon arrival Saturday Morning.

Army composition rules

Points value: 1995+5. What this means is 2000pts with 1995pt restrictions, so Players may only take the same Hero, Monster, Titan or War Engine unit a maximum of two times. No Beta Lists.

List due date: 1 October

List format: Please use <https://mantic.easyarmy.com> to submit lists to garethd71@gmail.com. To do so you view your list in easyarmy, click output, then email.

Paint and Model requirements: There are no paint requirements, but each player with a fully painted (3 colors minimum) and based army that meets the Minimum Model count of (50%+1) for all units will receive an additional 14 points to their tournament total.

Timers: Chess clocks are mandatory, with 60 minutes for each player. Time starts after rolling for choosing sides. Players who run out of time may no longer take any actions.

Awards:

Best Overall
Best General
Favorite Army
Favorite Opponent

General conduct:

Players are expected to conduct themselves in a respectful manner. This includes accepting their own mistakes`

Terrain Heights:

Blocking Terrain: 5

UPDATE: Flat Terrain: 0 (units can only have cover if 50% in flat terrain - see latest KoW FAQ)

Obstacles: 2

Hills: 3

Forests: unlimited

Scenario 1 – Push

- Players roll for sides (winner chooses sides and deploys a unit) and finish deploying units as normal.
- Each player then places 3 Loot counters, rolling off to see who places first loot counter. These may be placed as normal Loot counter rules, or may be given to units. A unit can carry multiple loot counters if a player wishes.
- Place a loot counter in the center of the board.
- Scout moves
- Players roll for first turn (winner chooses first or second)

Victory Points are awarded at the end of the game as follows:

- 2 Victory Points for each Loot Counter you hold where your unit is entirely on the opposing half of the board.
- 1 Victory Point for each Loot Counter you hold where your unit is at least partly on your half of the board.

| Scenario | Result | | | Difference between Victory Points | | | | | Difference between Attrition | | | |
|----------------------------|--------|------|------|-----------------------------------|-------|-------|-------|-------|------------------------------|---------|----------|-------|
| | Win | Draw | Loss | 1-3 | 4-6 | 7-9 | 10-11 | 12+ | 0-250 | 251-800 | 801-1500 | 1501+ |
| (1 Central + 3 Per Player) | 14 | 10 | 7 | 0/0 | +1/-1 | +2/-2 | +3/-3 | +4/-4 | 0/0 | +1/-1 | +2/-2 | +3/-3 |

Scenario 2 – Dominate

- Players roll for sides (winner chooses sides and deploys a unit)
- Scout moves
- Players roll for first turn (winner chooses first or second)

Victory Points are awarded at the end of the game as follows:

- At the end of the game, add up the Unit Strength of all of your units that have the majority of their footprint within 12" of the centre of the board area. That is your Victory Point score. Your opponent does the same and you compare scores.

| Scenario | Result | | | Difference between Victory Points | | | | | Difference between Attrition | | | |
|----------|--------|------|------|-----------------------------------|-------|-------|-------|-------|------------------------------|---------|----------|-------|
| | Win | Draw | Loss | 1-2 | 3-4 | 5-6 | 7-9 | 10+ | 0-250 | 251-800 | 801-1500 | 1501+ |
| | 14 | 10 | 7 | 0/0 | +1/-1 | +2/-2 | +3/-3 | +4/-4 | 0/0 | +1/-1 | +2/-2 | +3/-3 |

Scenario 3 – Salt the Earth

- Before rolling off to choose sides, place one Objective Marker in the exact centre of the board and then the players take it in turns placing Objective Markers until both players have each placed three Objective Markers. Roll off to see who places the first Objective.
- Players roll for sides (winner chooses sides and deploys a unit)
- Scout moves
- Players roll for first turn (winner chooses first or second)
- After a player has completed their Turn, they can choose to destroy any Objective Markers which they control (except for the Central Objective). Repeat this process at the end of each of the player's Turns until the end of the game. Destroyed Objective Markers are removed from play and have no influence on the rest of the game.

Victory Points are awarded at the end of the game as follows:

- 1 Victory Point for each Objective Marker still in play that you control

| Scenario | Result | | | Difference between Victory Points | | | | | Difference between Attrition | | | |
|----------------|--------|------|------|-----------------------------------|-------|-------|-------|-------|------------------------------|---------|----------|-------|
| | Win | Draw | Loss | 1 | 2 | 3 | 4 | 5+ | 0-250 | 251-800 | 801-1500 | 1501+ |
| (7 Objectives) | 14 | 10 | 7 | 0/0 | +1/-1 | +2/-2 | +3/-3 | +4/-4 | 0/0 | +1/-1 | +2/-2 | +3/-3 |

Scenario 4 – Plunder

- Before rolling off to choose sides, place five Loot Counters on the centre line of the board. One must be placed in the exact centre of the board (or as close to it along the centre line as possible). The remaining four Counters are then placed along the centre line, 12” away from each other (or as close to this distance as possible).
- Roll for sides
- The player that chose their side first nominates a Loot Counter which will be worth 2 Victory Points.
- The other player then chooses a different Loot counter which will be worth 2 Victory Points.
- These two counters are referred to as Primary Loot Counters.
- The player that chose their side places their first unit and deployment proceeds as normal
- Scout moves
- Players roll for first turn (winner chooses first or second)

Victory Points are awarded at the end of the game as follows:

- 1 Victory Point for each Loot Counter you hold.
- 2 Victory Points for each Primary Loot Counter you hold.

| Scenario | Result | | | Difference between Victory Points | | | | | Difference between Attrition | | | |
|----------|--------|------|------|-----------------------------------|-------|-------|-------|-------|------------------------------|---------|----------|-------|
| | Win | Draw | Loss | 1 | 2-3 | 4-5 | 6 | 7 | 0-250 | 251-800 | 801-1500 | 1501+ |
| Plunder | 14 | 10 | 7 | 0/0 | +1/-1 | +2/-2 | +3/-3 | +4/-4 | 0/0 | +1/-1 | +2/-2 | +3/-3 |

Scenario 5 – Control

- Players roll for sides (winner chooses sides and deploys a unit)
- Scout moves
- Players roll for first turn (winner chooses first or second)

Victory points are awarded as follows:

- At the end of the game, divide the board into six 2’x2’ squares and add up the total Unit Strength of each player’s units within a square.
- If a unit is straddling the line between two or more squares it is considered to be in whichever square is covered by the majority of its base.
- If there is no clear majority, the owning player must choose which square the unit is in.
- The player who has the highest Unit Strength in each square controls it.
- 2 Victory Points if you hold the square in the middle of your opponent’s half of the board.
- 1 Victory Point for each other square you hold.

| Scenario | Result | | | Difference between Victory Points | | | | | Difference between Attrition | | | |
|----------|--------|------|------|-----------------------------------|-------|-------|-------|-------|------------------------------|---------|----------|-------|
| | Win | Draw | Loss | 1 | 2-3 | 4-5 | 6 | 7 | 0-250 | 251-800 | 801-1500 | 1501+ |
| Control | 14 | 10 | 7 | 0/0 | +1/-1 | +2/-2 | +3/-3 | +4/-4 | 0/0 | +1/-1 | +2/-2 | +3/-3 |