Siege of Augusta 2017: Kings of War GT

# Overview

On January 14-15, The Siege of Augusta, one of the South’s longest running war-gaming conventions, will host the Siege of Augusta Kings of War GT, the first Southeastern qualifier in the 2017 season. Registration for the convention is $35 (pre-registration is only $25) and this includes not only entry into the Kings of War tournament but access to a wide array of events and open gaming opportunities over the course of the weekend. To register, visit the Siege of Augusta webpage: <http://siege-of-augusta.org/attendee-registration/>.

In addition, we would like you let us know that you will be playing in the tournament, so please take a moment to fill out the tournament registration form: <https://docs.google.com/forms/d/e/1FAIpQLSfehEA4zXMFAacusiIZ7e1SL6ogoeB26XboPqA35qldqmpbRQ/viewform>

Finally, you can find information and updates about the tournament by visiting our Facebook group or my twitter feed:

Facebook: <https://www.facebook.com/groups/1723893084602303/>

Twitter: @rotgutmanglers

# Location

The tournament will be held at the Siege of Augusta gaming convention in Augusta, GA. The Siege of Augusta is a HMGS Mid-South-sponsored convention dedicated to miniature table-top gaming, and has been the CSRA’s premiere gaming event for 25 years. It will be held at the Double Tree Hilton:

Double Tree Hilton

2651 Perimeter Park

Augusta, GA 30909

Book using the code “SOA” to receive a discount. Please register for rooms quickly to avoid missing the opportunity.

# Schedule

Saturday, January 14

9:30-10:00 ~ Registration and Pairings

10:00-12:00 ~ Game 1

12:05-1:00 ~ Lunch

1:05-3:05 ~ Game 2

3:15-5:15 ~ Game 3

5:30 ~ Open Gaming at Convention

Sunday, January 15

9:00-9:30 ~ Registration and Pairings

9:30-11:30 ~ Game 4

11:30-12:30 ~ Lunch

12:35-2:35 ~ Game 5

3:00-3:15 ~ Awards

# Rules

This is a 2000 point event for Kings of War 2nd Edition. Army composition rules follow the core rules. Allies are allowed as governed by the rules and the Clash of Kings modifications found below. Armies from the *Core Rulebook* and *Uncharted Empires* are allowed as are special units from *The Destiny of Kings*. Armies from the *Kings of War Historicals* supplement are also allowed with one exception: historical units may not take or be taken as allies (they may, however, use the mythical creatures and veteran abilities lists from the *Historical* rulebook).

 In addition we will be using the special event rules found on page 11 Clash of King 2016 pack: <https://dl.dropboxusercontent.com/u/10049744/dave/Mantic%20Kings%20of%20War%20Clash%20of%20Kings%202016.pdf>

Submitting the lists to rrbrando.rb@gmail.com by midnight eastern time on January 7 will gain bonus sportsmanship points.

# Terrain

There will be three standardized terrain set-ups at the event. Efforts will be made to ensure that 25% of the board is covered by some terrain. Heights are as follows:

Water/Lava/Slime Field: 0 Buildings of all Types: 4

Fences/Walls/Rocks: 1 Forests: 4

Hills: 2

# Army Appearance

While we believe that painted armies improve the quality of the game and add to both player’s enjoyment, painted armies are not required to participate. There will be, however, a painting component inside the best overall standings, but players without painted armies are eligible to win any award.

Base size is very important in Kings of War. For that reason, all units must meet the rules for base sizing found in the core rulebook. Multi-basing is allowed as long as the footprint is accurate. The general standards for the number of models on a multi-base is half of the regular unit strength +1 or one more than the minimum size for the next unit size down. For this tournament, as long as the bases are the correct size and the element appears to be full, unit strength guidelines will not be enforced.

Proxies are allowed; however, please make sure that the unit type is communicated to your opponent. You should make an effort to have the miniature type correspond to the unit type (i.e. no monsters standing in for infantry units).

# Force Lists

Please bring at least six copies of your list to the tournament: five for your opponents and one for yourself. Each list should clearly identify the units in the army, any items they contain, and the point cost for each. We encourage all players to use Kings of War Easy Army as it is a quick and accurate way to make lists. Remember, however, that it does not currently use the “Clash of Kings” restrictions: <http://kow2.easyarmy.com>

# Battle Points (150 Points)

The winner of each round will be determined by the completion of one of the following scenarios. Four function as written in the *Kings of War* core rulebook. The other is a custom scenario described below. Each scenario scores 15 points in a win and 10 points in a draw and 5 points for a loss. The scenarios are as follows:

Round 1: Loot

Round 2: Dominate

Round 3: Invade

Round 4: Control

Round 5: Pillage

# Kill Point Margin

In addition to the points provided for winning the scenario, players also earn points for their ability to route opponent units while keeping their own units intact. The chart following chart shows how those margins affect the score:

|  |  |  |
| --- | --- | --- |
| Point Differential | Player with Most Points | Player with Fewest Points |
| 0-199 | 0 | 0 |
| 200-499 | 1 | -1 |
| 500-999 | 2 | -2 |
| 1000-1499 | 3 | -3 |
| 1499-1799 | 4 | -4 |
| 1800-2000 | 5 | -5 |

# Bonus Scenarios

Each round, players have the opportunity to augment their scores by completing one of five bonus scenarios. These scenarios can be earned regardless of the outcome of the main scenario:

**2 points ~ Control more table corners**. To determine table quarters, divide the table into four 3’x2’ squares. A square can be controlled by having at least one non-individual/non-war machine unit. If both armies have at least one unit in a quarter, it is considered contested. If players control an equal number of squares, both receive one point.

**2 Points** ~ **Control the rallying point.** Each map will have a rallying point identified on it. This will be represented by a specially designed hill. At the end of the game, the army that has the highest total point value entirely within 12” of the any point on the terrain piece receives two bonus points. To be counted, the unit must be entirely within 12” of the center of the idol. Individual units and war machines do not count for this purpose. If neither player has an eligible unit within 12” of the idol or if they have the same amount of points within 12” of the idol, both receive one point.

**2 Points ~ End the game more units in opponent’s deployment zone than opponent.** At the end of the game, the player with the most non-individual/non-war machine units in the opponent’s deployment zone receives two points. If both armies have the same number of non-individual/non-war machine units in the opponent’s deployment zone, both receive one point.

**2 Points ~ Route more shooting/magic units than your opponent**. At the end of the game, the player who has routed the most units with a shooting or magic attack, including those generated by magic items, receives two points. If both players route the same amount of shooting/magic units or if neither have magic or shooting units, both receive one point.

**2 Points** ~ **Route more allied units than your opponent.** At the end of the game, the player who has routed the most allied units, receives two points. If both players route the same amount of allied units or if neither have allied units, both receive one

# New Scenario – Control

In this scenario, players strive to cover strategic points on the board. To this end, the board is divided into 6 2’x2’ squares as shown in the following chart:

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  |  |  |

**Objective**

At the end of the game, divide the table into six 2’x2’ squares (or equal sized areas for other table sizes). Add up the total points of each player’s non-Individual units within each square. If one player has more points in units than their opponent in a given square then they “control” that square and get 1 Control Point. If a player controls the square in the center of their opponent’s half of the table, that player gets an additional Control Point (so it is worth 2 CPs to control your opponent’s central square).

The player with the most Control Points wins. If the players have an equal amount of Control Points then the game is a draw.

If a unit is straddling the line between 2 or more squares then they are considered to be in whichever one the majority of their base is within, otherwise, the owning player must choose one of the squares to count their unit in.

For this scenario only, the control more table corner objective changes to “control more terrain pieces.” To control a terrain piece, you must have a non-individual/non-war machine model within 3” of any terrain piece (obstacles and blocking terrain count). For the purposes of this bonus objective, the rallying point hill does not count.

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# Awards

**Best General:** Scenario + Kill + Objectives (Tiebreaker: Sports)

**Best Overall**: Scenario + Kill + Objectives + Paint + Sports (Tiebreaker: Sports)

**Best Sportsmanship:** Sports (Tiebreaker: S+K+O)

**Best Painted:** Paint (Tiebreaker: S+K+O)

# Painting Scores (30 Points)

Painting Scores will be determined using the Painting Checklist below.  The judges will place the armies into one of three categories and then add the bonus points on top of that.

We encourage great looking items on the table but prefer to give the painting prize to the person responsible for the army. That said, we understand that many players have prized commission pieces or models gifted from friends. Because of this, we are setting the benchmark for prize awards at having painted the majority of models oneself. If your army does not meet this benchmark, please let us know before the tournament begins. You will still get the points for overall but will not be eligible for best painted.

Painting ability Base Points

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1. Unpainted Models

If you have any un-painted in your army, you will be placed in this category and earn 0 points.  No other points can be earned for painting aside from the name plate score.  Please note that all models must have some paint on them to avoid this category.

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2.  Bare Minimum Painting

Armies with blocked colors with no attempts at shading, highlighting, or washing will be placed into this category and earn 15 points. This could also be a more standard level GT army with no basing.

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3.  Standard GT Army Points

This category represents standard GT level painting. Everything is neat, there are some elements of highlighting or shading. This category generally seeks a base coat + a wash + a highlight along with a standard level of basing. Armies in this category will receive 20 points.

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4.  Well-Executed GT Army Points

This army is exceptionally well painted or is a standard army with many impressive features such as architectural elements in basing or many conversions. Armies in this category will receive 25 points.

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5 Bonus Points

These are extra features that we believe go beyond expectations of even a well-executed GT army. For the purpose of the painting award, any number of these may be added to your score; however, for purposes of tournament scoring, painting scores are capped at 30.

A. Very High quality and detailed shading, highlighting and blending (1 Point)

B. Large number of high quality, detailed conversions that require heavy green stuff use or sculpting (1 Point)

D. Detailed free hand work (1 Point)

E. Clear army theme reflected in appearance (1 point)

F. A display board (1 point)

G. An elaborate display board that clearly ties with the army’s appearance (1 point)

H. A name plate that adds to the army in some way (pictures, engraving, etc.) (1 point)

I. Some themed narrative or artistic piece that somehow tells the story of the army (1 point)

J. Detailed attention to model details such as eyes, gemstones, etc. (1 point)

K. Very elaborate basing (action poses, dioramas, etc.) (1 point)

L. “Wow factor.” This is a catch-all category for anything not covered above that catches the judge’s eye.

# Sportsmanship Scores (30 Points Maximum)

At the end of each game you will answer the following two questions. Each “yes” answer will score 2 point for your opponent. Would you willingly play this person again? Would you willingly play this army again?

At the end of the tournament each player will award medals to three of their opponents. Each “medal” will garner the following points for your opponents.: Gold Medal: 3 Points, Silver Medal: 2 Points, Bronze Medal: 1 Point

In addition, all players can earn the following points:

1 Point for paying registration by December 31

1 Point for turning in list by January 7

1 Point for arriving by 9:30 on the First Day of the Tournament

1 Point for turning all scores in on time during the Tournament

1 Point for arriving by 9:00 on the Second Day of the Tournament

# Awards

**Best General:** Scenario + Kill + Objectives (Tiebreaker: Sports)

**Best Overall**: Scenario + Kill + Objectives + Paint + Sports (Tiebreaker: Sports)

**Best Sportsmanship:** Sports (Tiebreaker: S+K+O)

**Best Painted:** Paint (Tiebreaker: S+K+O)

In addition, certificates of achievement will be given to those who achieve the following. Others may be added at a later date:

**The Warlord:** Most points routed in tournament

**The Tactitian**: Most bonus points gained in the tournament.

**The Strategist:** Least amount of points routed by opponents.

**The Bridesmaid:** Highest overall score failing to win an award

**Player’s Choice Painted**: Most player votes for “best army”