**Siege of Augusta 2022**

Siege of Augusta 2022 will be a narrative driven event. Some standard Kings of War scenarios are modified as detailed later in the Player Pack.

Registration for the event should be done through the Siege of Augusta web page. Armies may be selected from among those in Kings of War 3d edition and the 3d edition compatible Uncharted Empires. Modifications to units and special characters introduce by the Halpi’s Rift supplement will be used. Armies will be a maximum of 2000 points with allies restricted as established by the Kings of War 3d edition rules.

Registration will be open to the first 32 players and will be capped after that. Registration will close on 10 January 2022. Note that registering ***before*** 1 January 2022 is worth 10 sports points. Cost of registration is $65 and includes admission to the full convention as well as entry into the Kings of War tournament.

Army lists are due to the Tournament Organizer before 10 January 2022. Valid lists received before that date are worth 10 sports points. Submit lists via email to [larryessick@hotmail.com](mailto:larryessick@hotmail.com).

**Venue**

Siege of Augusta 2022 will be held at the Doubletree Inn, Augusta, GA. See the event web site for additional information.

**Narrative Event**

Each army will include an Heir to the Throne as described below:

**Heir to the Throne**: Special character, cost free, AP value for attrition 200 points, Large Infantry (40mm x 40mm base), Sp 6 Me 0 Ra 0 De 6 Ne 11/14, Individual, *Fear of the Crown*.

*Fear of the Crown*: Fear for the Heir’s life drives friendly core units within 9” to sacrifice themselves to ensure the Heir lives. Treat the Heir to the Throne as Very Inspiring and friendly core units within 9” of the Heir as Fearless.

Game 1: The Heir to the Throne has devised a cunning plan, they insist on a night attack. There will be no moon tonight and there is dense cloud cover. Visibility is reduced to 16” (units with the Elf keyword have visibility reduced to 20” to represent their dark vision). No ranged attacks, spells, or charges can be declared against units beyond visibility range even if normally within shooting, spell, or charge distance. Scenario: Kill. Standard victory conditions apply.

Game 2: Scenario: The morning dawns with dense fog but the Heir to the Throne insists the army go forth and defeat the enemy. The fog makes it difficult to target units for ranged attacks. As a result, all units are considered inside cover for the duration of the game. Scenario: Invade. Standard victory conditions apply.

Game 3: The fog from the previous battle turned to heavy rains that have just ended. Generals took care to keep powder and bow strings dry but the battle field is extremely muddy. The deep mud means units cannot maintain good footing. Speed is reduced by 1” for all units, including flying units (minimum movement of 4”). In addition, all units have Crushing Strength -1 (reduce wound die results by 1, a natural 6 always wounds). Nevertheless, the Heir to the Throne insists on claiming the territory. Scenario: Dominate. Standard victory conditions apply.

Game 4: All of the troubles are behind you and conditions are perfect for a battle. Between you and the enemy are piles of much needed supplies that the Heir to the Throne insists you capture. Scenario: Ransack. Standard victory conditions apply.

Game 5: Today continues clear with perfect weather for another battle. Having looted treasures in the previous battle it is now time to return to the Kingdom. Unfortunately, an enemy army has a similar plan. Break through and return the Heir to the Throne to safety. Scenario: Push Modified\*.

Push Modified:

The army’s generals have secretly replaced the Heir with a double. Treat the double in all ways as if it were the actual Heir to the Throne. The actual Heir loses all of its abilities as they hide away with the treasures that have been taken. Select 3 loot tokens, two of which are marked 1 and the third marked 2. Place the tokens face down, one token each, on core units only. No unit can carry more than 1 loot token unless the token is taken from the enemy. Place a loot token in the center; it is worth 1 point. Score the 1 point for every loot counter you control if the carrying unit is even partially on your half of the table. Score 2 points for every loot counter you control if the carrying unit is entirely on your opponent’s half of the table. IN ADDITION, if you capture the opponent’s loot counter marked with the 2 and also still control your own loot counter marked with a 2, multiply your final score by 2.

Table layouts: There will be 16 different table layouts. Players will not play on the same table layout at any point during the tournament. Table layouts may change between rounds in order to ensure this.

**Schedule**

Players are each allowed 55 minutes per game. Clocks should be used. If clocks are not used the game will end when time is called. **Time will be called 5 minutes before a round’s scheduled end. Players will not begin a new turn after time is called.**

Saturday

0900: Game 1 mission brief

0915-1115: Game 1

1100-1230: Paint judging & lunch

1230-1430: Game 2

1445-1645: Game 3

Sunday

0800-0810: Announcements

0815-1015: Game 4

1030-1230: Game 5

1230-1300: Clean Up

1300: Awards

**Scoring**

Generalship (maximum 75 points): 15/10/5, points killed (for tie breaks only).

Sports (maximum 75 points):

\_\_ Register **before 1 January 2022** (10 points)

\_\_ Submit **valid list** before 10 January 2022 (10 points)

\_\_ Cumulative **opponent’s ranking\*** (0-50 points)

\_\_ Best Opponent\*\* (0-5 points)

\*Opponent’s Ranking:

After each game answer the following questions about your opponent:

\_\_ Was your opponent on time and ready to play? (2 points)

\_\_ Did your opponent avoid “gotcha” moments by clarifying anything potentially questionable? (2 points)

\_\_ Did your opponent allow you to resolve forgotten moves or otherwise demonstrate “good sports” behavior? (2 points)

\_\_ Did your opponent use the dice provided for all combat and nerve checks? (2 points)

\_\_ Did your opponent roll all dice in the provided dice tray? (2 points)

\*\*Best Opponent:

After the final game indicate your “best opponent/most sporting” (1 point/vote)

Hobby (maximum 75 points):

\_\_ Whole army **3 color minimum** on all figures (10 points)

\_\_ Whole army shows **evidence of wash** and/or **shading** (10 points)

\_\_ Whole army **preferred model count** or more (10 points)

\_\_ Whole army **multi-base** and/or **movement tray** finished (10 points)

\_\_ Whole army & basing **coherent and cohesive** (10 points)

\_\_ Display board includes nameplate with **player and army name** (10 points)

\_\_ Display board **complements coherence and cohesiveness** of army (10 points)

\_\_ Display board includes **narrative** describing army’s reason for being (5 points)

\_\_ Judge’s Scoring (up to 15 points)