

KINGS OF WAR

THE SYDNEY SKIRMISH EVENTS

Hi Everyone!

The Sydney Skirmish Events are designed to do a couple of things:

- a) Get some Kings of War events happening in Sydney
- b) Give an entry point for all the new or casual players out there who would like to take the next step and enter an event and play some games against some new players
- c) Give other regular tourney goers a place to play
- d) Create a little bit of rivalry in the Sydney scene
- e) Promote Kings of War in some of the local stores in Sydney

So, we are hoping to run a series of casual, cheap events, one day 4 game setup, using the current Mantic books as the complete rules and details for events. The East vs West dynamic is just to give a bit of fun to the ongoing events, and encourage people to make events, invested in the outcome. If you are a regular Kings of War player, or a new player looking to play more, please sign up and come along to an event!

-Ken Ferris, Nick Legrand & Duncan Gill, Sydney Skirmish TO's

These events are thanks to:

HALL OF HEROES

Hall of Hero's Campbelltown

60 Queen Street Campbelltown



Good Games Town Hall

222 Clarence Street Sydney

Good Games Top Ryde

Level 3 (near fitness first)

Devlin Street & Blaxland Road Ryde

EVENT DETAILS:

All Events are **2000 point events**, using force lists from the Kings of War, 2nd edition rules book or the uncharted empires book. All rules, as per the Clash of Kings Organised Play Supplement Book, 2017 pages 39-47 are to be implemented for the events.

Venue	Date	Details	Tournament Organiser
Hall of Hero's Campbelltown Carnage	Sunday 2 nd April	Player cap: 24 Rounds: 4 Cost: \$10	Ken Ferris kennethferris@bigpond.com
Good Games Town Hall Sydney Kings of Win	Saturday 6 th May	Player cap: 24 Rounds: 4 Cost: \$20	Nick Legrand NGLeGrand@hotmail.com
Good Games Top Ryde Rampage	Sunday 25 th June	Player cap: 16 Rounds: 4 Cost: \$10	Duncan Gill duncan.gill@gmail.com
Hall of Hero's Campbelltown Carnage 2	Sunday 23 rd July	Player cap: 24 Rounds: 4 Cost: \$10	Ken Ferris kennethferris@bigpond.com
Good Games Top Ryde Rampage 2	Saturday 16 th September	Player cap: 20 Rounds: 4 Cost: FREE	Duncan Gill duncan.gill@gmail.com

Cost: The cost we are aiming to keep as small as possible. The whole amount will be used for store credit as prizes for players on the day.

Time: Starting at 9:45 – dice roll at 10am. Four rounds will be played over the day. Games will use Chess clocks but please do not panic – the clocks are there to keep the day on time, and need not be something to be feared!

Round 1	10:00am – 12:00pm	Round 2	12:10am – 2:00-pm
Round 3	2:30pm – 4:20pm	Round 4	4:30-pm – 6:20pm

Scenarios will be randomly determined on the day, from the 12 scenarios in the Clash of Kings Organised Play book.

TOURNAMENT SCORING

Will be done using the TTT software. Simply register on the site, and the TO will enter you into the event. You can then enter game scores and track the event smoothly! <https://tabletop.to/> all draws will be determined through this software.

EAST VS WEST

Each player will be asked to designate themselves as either East, or West. Whilst each event will be its own stand-alone event, every player will contribute to an overall tally from across the 6 events. This tally, will simply be the inverse of your place in each event – i.e. if you came second out of 20 players, you would contribute 19 points to your nominated side. The aim being to see which side can triumph after all six events are completed, and encourage you all to keep coming back to events!

QUESTIONS?

Look us up on Facebook, in the Kings of War Australia group, or head over to wargamerau.com for the appropriate thread. Or email any or all of us organisers for any questions you have.

NEW PLAYER?

If you are new to Kings of War, haven't entered an event beyond your garage previously, want to get into the game, don't have a full army etc, don't be put off. Contact the event TO, and we will do what we can to help. Lending models, writing lists, setting you up with a "mentor" experienced player – we are happy to do anything we can to help you enjoy the day.

GAME RESULTS:

Play the designated Scenario, and work out the Winner of each game as per said scenario rules:

Result Tournament Points (TP)

Victory 15 TPs

Draw 10 TPs

Loss 5 TPs

Margin of Victory:

This is the difference between the total number of points the players have Routed of each other's army (attrition points). This difference in totals adjusts the Tournament Points by a positive or negative amount. This means that you may score a victory, but should your army be decimated by your opponent, that victory will be a hollow one.

Once the difference in points is known, consult the table below for the adjustment to both players' scores:			
Game has a Winner/Loser		Game is a Draw	
Points Difference (Winner – Loser)	Modifier (Winner/Loser)	Points Difference	Modifier (Higher/Lower)
1601 (or more)	+5 / -5	0-100	+0 / -0
1201 to 1600	+4 / -4	101-300	+1 / -1
801 to 1200	+3 / -3	301-500	+2 / -2
401 to 800	+2 / -2	501-800	+3 / -3
201 to 400	+1 / -1	801 (or more)	+4 / -4
0 to 200	0 / 0		
-1 to -100	-1 / +1		
-101 to -300	-2 / -2		
-301 to -500	-3 / +3		
-501 (or more)	-4 / +4		