



Kings of War League



Starting 1st April 2017
36th Ipswich Scout Hall, 220 Hawthorn Drive
Ipswich, Suffolk, IP2 0RG



WEGC Presents...

Kings of War League

From 1st April, the White Eagles Wargames Club will be hosting its first ever Kings of War League!

The league is a relaxed format designed to be a bit of fun and to build up new players who are new to the game to be ready for 2000 point games and the Summer Global Campaign "Edge of the Abyss" organised by Mantic in association with Beasts of War.

The aim is to provide a highly enjoyable few months of fun and gaming and great hobbying, to give everyone an opportunity to dip their toe into the world of Mantica and try out Kings of War.

Our club community will be running the event and, will be on hand to help with tight decisions and clear up any rules queries.

TICKETS

Tickets for the event are for the grand total of FREE!! Or rather standard club night entry fees apply.

SIGN UP

There will be a sign-up sheet on 1st April but you can also message on Facebook that you want to take part.

WHAT YOU'LL NEED TO PLAY

Don't forget to bring the following with you on the day:

- Your Army List.
- Miniatures.
- Tape measure.
- Dice.
- Rulebooks if you've got them.

Small armies will hopefully be available to borrow for those who currently have no miniatures but would like to play test games before committing. No reason not to get involved!

HOW TO FIND US

The White Eagles Wargames Club is located at:
36th Ipswich Scout Hall
220 Hawthorn Drive
Ipswich
Suffolk
IP2 0RG

Directions can be found on our website – www.whiteeagleswgc.com

We're a 30 min walk from Ipswich Train Station or a short bus ride. For those who are driving there is limited parking at the Hall but you can park for free across the road at the Library.



LEAGUE RULES

This tournament uses the Kings of War 2015 (2nd edition) rules, with the Clash of Kings 2017 supplement rules. This army must adhere to the standard rules of army composition as detailed in the Kings of War rulebook.

Army lists in the Kings of War rulebook, Uncharted Empires expansion, the Twilight Kin army list from the Mantic website and Historical armies from the Kings of War Historical rulebook are all allowed for this event. Additionally, the Living Legends in the Destiny of Kings supplement may be used.

ARMY SELECTION

Kings of War offer a wide variety of armies. These are listed below for convenience:

Kings of War 2nd edition core rulebook

- Forces of Basilea
- Dwarf Armies
- Elf Armies
- Kingdoms of Men
- Forces of Nature
- Ogre Armies
- Forces of the Abyss
- Abyssal Dwarfs
- Goblin Armies
- Orc Armies
- Undead Armies

Uncharted Empires Supplement

- The Brotherhood
- Salamander Armies
- The Herd
- The League of Rhordia
- The Trident Realm of Neritica
- The Empire of Dust

- Night-stalkers Armies
- Ratkin Armies
- The Varangur

Mantic Website

- Twilight Kin

MINIATURES

Players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models.

Models must be based on the appropriate base size and shape for their unit. Miniature counts must adhere to those specified in the Kings of War FAQ, available from the Mantic website.

If any model is used as a “counts-as” or a proxy for another, this *must* be made clear to your opponent before a game begins.

FORMAT

Each meet, players can play as many games as they like, against any opponent they like.

The Following Table suggests guide points values for each week:

Date	Suggested Points Value
01/04/2017	750
15/04/2017	750
29/04/2017	750/1000



13/05/2017	1000
27/05/2017	1000/1500
10/06/2017	1500
24/06/2017	1500/2000
08/07/2017	2000

Scenarios

Any Scenario can be played from either the main rulebook or the Clash of Kings 2017 Supplement.

SCORING

Scoring is split into hard and soft scoring to encompass hobby aspects too.

Game Score

For Game Scoring, score accordingly:

Result	Points
Win	4
Draw	2
Loss	1

Hobby Score

Soft Score are scored accordingly (per meet, not per game, can only be scored once per unit/item and only for new or newly multi-based models).

Description	Score
Troop/Regiment /Horde/Monster Assembled to at least MMC (Minimum Model	1 point for troop +1 for regiment +1 for horde +1 for legion

Count - half unit model count plus one). This includes any armies that have been dusted off and converted to kings of war.	2 points for monster 1 point for war engine
Troop/Regiment/ Horde/Monster fully Painted to at least MMC (Minimum Model Count - half unit model count plus one)	1 point for troop +1 for regiment +1 for horde +1 for legion 2 points for monster 1 point for war engine
Individual fully painted	1 point
Army Fully Painted	1 point 750 1 point 1000 3 point 1500 5 points 2000
Custom Markers Made	1
Display Board Made	1

Bonus points will be awarded for conversion and painting awesomeness and those that go beyond MMC to Preferred or Full model count.

AWARDS

Best General

At the end will be awarded to the player with the best average score. Ties will be decided by number of games played, then by winning streak.



Best Hobbyist

At the end will be the one who has accumulated the most hobby points.

Best Overall

Will be a combination of the 2 awards.

Atlas Award

Naturally the most coveted prize will be the wooden spoon for the player holding aloft all the other players in the standings.

ARMY COMPOSITION

Unit Restrictions

In a standard 2000 point game, players may only take the same Hero, Monster or War Engine a maximum of three times. Elves could take a maximum of three Bolt Throwers in 2000 points for example. This limit includes units with artefacts or other upgrades, so an Undead player could only take a maximum of 3 Necromancers, regardless of what options or upgrades they take. For other game sizes, please consult the table below.

Points Limit	Max Duplicates
0-1499	1
1500-1999	2
2000-2999	3
Each additional 1000 points	+1

Allies

If you include allies, you cannot select the same allied unit entry of type War Engine, Hero (all types) or Monster more than once.

SPECIAL RULES

Breath Attack, Fireball and Lightning Bolt

When targeting enemy units in cover these attacks hit on a 5+ instead of 4+.

Fly

While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (e.g. Individual) then they will remain Nimble while Disordered.

Bane-Chant (Spell)

This will only grant or improve Piercing if two or more hits are scored from the same casting.

UNIT CHANGES

Cursed Pharaoh – Undead

This unit has a Defence of 5+, not 6+.

Vampire Lord – Undead

This unit has a Defence of 5+, not 6+.

Ahmunite Pharaoh – Empire of Dust

This unit has a Defence of 5+, not 6+.

Fiends – Nightstalkers

Nerve values reduced to the following:

- Regiment: 12/15
- Horde: 15/18

Mind-screech – Nightstalkers

Nerve reduced to 14/17.

Herja of the Fallen – Varangur

Replace Judgement rules with: This is a ranged attack that can be used once per game. It follows the same rules as a Heal (5) that can



be used on any friendly non-allied unit on the board, regardless of range or Line of Sight.

Death Engine – Ratkin

Defence is reduced to 4+ if the Vile Sorcery upgrade is chosen.

Salamanders

The following units have Vicious: Kaisenor Lancers, Fire Drake, Clan Lord, Clan Lord on Fire Drake.

Trident Realm of Neritica

The following units have Ensnare: Placoderms, Placoderm Defender, Riverguard, Riverguard Captain, Nokken.

Orcs

The following units have Fury: Fightwagons, Morax, Krudger, Krudger on Slasher, Krudger on Gore Chariot, Gakamak.

ARTEFACTS

Removed Artefacts

- Ensorcelled Armour
- Brew of Keen-eyeness
- Medallion of Life

Allied units cannot take Artefacts at all. In addition to the remaining Artefacts from the main rulebook the following can be used:

Healing Brew (5 points)

Once per game, when given an order, this unit may remove D3 points of damage previously suffered.

Sparkstone (10 points)

This unit has a ranged attack with a range of 18" that may only target enemy Heroes, Monsters and War Engines. Roll a single dice

to hit, needing 4+ to hit regardless of modifiers. If a hit is scored, the target unit is disordered during its next turn.

Helm of the Ram (15 points)

This unit gains the Thunderous Charge (1) Special Rule, or increases the value of its Thunderous Charge by 1.

Blood of the Old King (15 points)

Once per game, this unit gains Elite and Vicious for one turn. This must be declared before the unit rolls any attacks.

Banner of the Griffin (20 points)

This unit gains the Rallying (1) Special Rule (see Uncharted Empires supplement).

Dragonshard Shield (20 points)

Once per game, when this unit carries out a Halt! or Pivot! Order, it may choose to increase its Defence by +2 to a maximum of 6+ until the start of its next turn.

Hammer of Measured Force (20 points)

This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.

Lute of Insatiable Darkness (20 points)

This artefact can only be used by Heroes. The Hero has the Bane Chant (2) spell.

Zephyr Crown (20 points)

This unit has Wind Blast (4) or increases the value of their Wind Blast spell by 4.

Shroud of the Saint (25 points)

Users with the Heal spell only. This item increases the unit's Heal (n) value by 2. For example: Heal (3) becomes Heal (5).



SPELLS

These spells may be taken by any non-Living Legend unit that either has a spell or has the ability to take spells (not including Artefacts). They have a fixed number of dice but otherwise follow the usual rules for spells. They can be taken multiple times in the same army and are not subject to Magic Artefact restrictions (maximum of 1 per army, can't be given to Monsters etc.).

Weakness (20 points)

18" range, rolling 2 dice to hit. If one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during the next turn. A natural six will still damage. This effect only applies once – multiple castings on the same target have no effect.

Bloodboil (25 points)

12" range. When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Roll to damage with Piercing (1).

Soul Drain (30 points)

6" range, rolling 6 dice to hit and may target enemy units that are in melee. Roll to damage as normal with Piercing (1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit within 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.

USEFUL LINKS

<http://www.manticgames.com/free-rules.html> - Mantic Free Game Rules

<http://kow2.easyarmy.com/clash-of-kings.aspx> - Kings of War Online Army Builder

CONTACT US

If you have any questions or need some more information, don't hesitate to contact us at whiteeagleswargames@gmail.com or on our Facebook group

<https://www.facebook.com/groups/white.eagles.wargaming>