



## **EVENT PACK: THE MEAN SQUEAKS OF BRISTOL**

**Date of event:** 17<sup>th</sup> September 2022

**Game system:** Kings of War

**Location:** Bristol Independent Gaming, 16 Cater Rd, Bristol BS13 7TW

**List submission deadline:** 11<sup>th</sup> September 2022

**Things to bring:** an army, a couple of copies of your army list, lunch, a chess clock, a pen, objective markers, rulebooks, dice and stuff.

**Scoring system:** Northern Kings

[Order of the Day](#)

[Army Selection](#)

[Games and Scenarios](#)

[Game Timings and Clocks](#)

[Scoring games and Rankings](#)

[Who plays who?](#)

[Other opportunities to score TPs](#)

[Terrain heights](#)

[Army painting award](#)

[Rulebooks being used](#)

[Food and Alcohol](#)

## Order of the day

### Saturday

Time	What's a happening
09:00	Registration
09:30	Game 1 starts
11:30	Game 2 starts
13:30	Lunch and Best Army judging
14:00	Game 3 starts
16:00	Game 4 starts

### Prizes

Prize	How is it decided
1 <sup>st</sup> place	Most TPs (Tournament Points), where TPs are level placing is decided on the most KPs (Kill Points)
2 <sup>nd</sup> place	
3 <sup>rd</sup> place	
Last place	Least TPs, where TPs are level placing is decided on the fewest KPs
Best army	Participant vote

### Army Selection

Games are played at 1,995 points.

Army lists must comply with the amendments in the most recent Clash of Kings books and may be chosen from the lists provided in the Kings of War Rulebook, Uncharted Empires and Clash of Kings 2022, adhering to the standard 25% ruling on allies.

New units and heroes from the most recent Clash of Kings are allowed. Up to one formation per army may be chosen from the most recent Clash of Kings book. Please mark on your army list which units are part of the formation.

Additionally, allied spell casters may not purchase additional spells from the most recent Clash of Kings book.

Army lists must be submitted to [edbar79@live.co.uk](mailto:edbar79@live.co.uk) by 11<sup>th</sup> September 2022, 5 TPs awarded for submitting before the definition.

## Games and Scenarios

There will be four games played across one day.

The scenarios will be played as they are in the current Kings of War Rulebook:

Game Number	Scenario
1	Loot
2	Pillage (7 Objective Markers)
3	Salt the Earth
4	Invade

## Game Timings and Clocks

Clocks will be required for all games, chess clocks will be provided by the venue, but feel free to use you own, either a chess clock or phone app.

Players will have 50 minutes each for each game, this time will include setting up armies.

In the event of a player timing out, they will not automatically lose, however they will only be able to issue pivot orders. Their opponent will then continue to play until they finish their turn or time out themselves.

Additionally, a round clock will be used for all players, this will allow for 1 hour 50 minutes per round and enable the event to stick to the advertised schedule. This will provide players with 10 minutes in addition to the 50 minutes each on chess clocks to go over army lists/rules queries etc.

Once the round timer expires all games are to cease, results are to be calculated and provided to the tournament organiser.

## Scoring games and Rankings

We will be using the Northern Kings scoring system.

Where you finish in the event is made up of two factors – your TPs and KPs. Players are ranked first by their TPs and then their KPs will be used to decide ties. At the end of each game players report their results to the TO using their score sheet.

Players accrue TPs for each game played that will be a combination of:

- Game outcome (win/lose/draw)
- What you achieved in the scenario
- How much of the opponent's army you killed

### Game outcome

When a game is completed, TPs are decided based on the outcome of the game (win, draw or loss) of the scenario.

Outcome	Points
Win	15
Draw	10
Loss	5

### Scenario achievement

Scenario points (SPs) are then awarded based on your performance. Each SP, up to a maximum of 5, scores you an additional TP. These are awarded in the following ways:

Scenario	How SPs are scored
Loot	Score 2 bonus SPs for each Loot Counter that you hold at the end of the game.
Pillage	Use 7 Objective Markers. Score one bonus SP for each Objective Marker that you control at the end of the game
Salt the Earth	Score 1 bonus SP for each Objective Marker that you control at the end of the game.
Invade	Score 1 bonus SP for each scoring unit that has the majority of its footprint on the opposing player's half of the board at the end of the game.

### Converting KPs

To convert KPs to TPs calculate the total value of the opponent's army you killed during the game and compare this total to the table below.

Points killed	TPs
300 – 699	1
700 – 1099	2
1100 – 1499	3
1500 – 1899	4
1900+	5

## **Final score**

Your final score for each game is reached by adding the TPs from outcome, scenario and kills together.

### **Example:**

- Fred and Jo play a game. Fred wins the scenario and kills 1,800 points of Jo's army. Jo loses and kills 600 points of Fred's army.
- They are playing Control. Fred has 6 SPs and Jo has 1 SP at the end of the game.
- Fred receives 15 TPs for his win. He can convert a maximum of 5 SPs into TPs for his scenario achievement and receives 4 TPs for kills. Fred's final score is 24 TPs.
- Jo receives 5 TPs for her win. She can convert the 1 SP into a TP for her scenario achievement and receives 1 TPs for kills. Jo's final score is 7 TPs.

## **Final rankings**

Final rankings for the event will be decided by the number of TPs accrued over the five games and any other TPs accrued for other activities, e.g. submitting army lists on time. The more you get the higher your ranking.

Where players have the same number of TPs, KPs will be used to decide who places higher.

## **Who plays who?**

First game match ups will be determined by random. Thereafter pairings will be made based on total TPs accrued in previous games. Players will be matched in rank order, e.g. highest scoring player vs second highest scoring player, third place vs fourth place, etc.

Where players have the same amount of TPs, KPs will be used to determine rankings, and so pairs.

The intention is that players should not face the same opponent in the first three rounds, however the final round will be based strictly on ranking and so players may end up playing people they have faced previously.

In rounds two and three pairings will primarily be determined by ranking, however some changes may be made to ensure players aren't facing an opponent they have faced previously. The TO's decision is final on this.

Challenges are allowed in the first round. Please confirm this with the TO before the army list submission dates.

To ensure players get to face as many different players as possible, if there is a player you don't want to face in the first round because you play them regularly, please advise the TO at the same time as submitting your list.

### **Other opportunities to score TPs**

There are two other opportunities to score TPs:

- Fielding a fully painted, and based, army – 5 TPs
- Submitting your army list before the deadline – 5 TPs

These additional points will be added to your final score at the end of game 5 and will therefore not impact ranking for the purposes of choosing opponents.

### **Terrain heights**

<b>Terrain Piece</b>	<b>Height</b>
<b>Blocking Terrain</b>	6
<b>Woods</b>	6
<b>Difficult Terrain</b>	0
<b>Obstacles</b>	2
<b>Hills</b>	3

### **Army painting award**

The army painting award will be judged by players. Each player will have two votes. You must choose your first and second favourite. The winning army will be the army with the most first place votes, second place votes will be used in the event of a draw. Voting will take place during lunch on the Saturday.

### **Rulebooks being used**

This event will use the most recent Kings of War Rulebook, Uncharted Empires, Clash of Kings 2022 and the most recent FAQ.

### **Food and Alcohol**

The venue provides a limited range of hot foods like chilli and hot dogs, it also has a range of snacks such as pot noodles, bacon sandwiches, sandwiches, crisps, and hot and cold drinks available to buy. There are no other food venues within a short distance of the venue, so a packed lunch should also be considered.

You are welcome to bring your own alcohol, but be aware that Bristol Independent Gaming is a family friendly venue so unruly behaviour will not be tolerated.