



CONQUEST OF KINGS

WRATH OF KINGS TOURNAMENT SYSTEM

PREPARATION

- All players are responsible for providing all models, stat cards, dice, measuring devices, tokens, markers, a list of Motivations, and any other items required for play.
- A printable list of Motivations can be found at: <http://www.coolminiornot.com/wok/Motivations.pdf>
- Digital versions of Stat Cards and Motivations may be used. If the device holding this information fails during a game, and said information cannot be produced by the player in a timely manner (*determined at judge's discretion*), that player forfeits the game.
- All Stat Cards and Motivations must be presented to opponent upon their request. Failure to do so will result in that player forfeiting the game.
- Painted armies are not mandatory, but strongly encouraged.
- Conversions are acceptable, but must be easily recognizable as the represented model and must be converted in such a way as to not lead to confusion of the base model. At their discretion, a judge may remove conversions deemed disruptive from the game. If the offending player does not have a suitable replacement on hand, that model is removed as a casualty for all game purposes.

ARMY LIST

- A player's Army List will contain 2 distinct sections: The Core List, which include all models **not** included in the Options category of list creation, and the list's Options, which include all models chosen in the Options category of list creation.
- A Player's Core List may not be modified once the event begins and remains the same throughout all games of the event.
- In addition to a player's Core List, they may select up to 2 different arrangements of models to create their army's Options List (*according to Game Size*). Each round, during Pre-Game setup, a player may freely change between which Options List they will include that game.
- A player's Army List may not exceed the number of models allotted by the Game Size of the event.
- Lists must specify the number of each model and its type (*Leader, Infantry, Specialist, etc*).
- A clear distinction must be made between models appearing in the Core List and those appearing in the Options category of the list.
- A player is responsible for providing a full Army List, including both Options Lists, to the Tournament Organizer before the event begins.

SPORTSMANSHIP

- Players are to be respectful and cooperative to their opponent and tournament staff at all times.
- If, during a game, a dispute occurs, the players should immediately call over a Judge or Tournament Staff to resolve the dispute. In such cases the Official's answer is final.
- If, at any point during the event, a player expresses behavior that is disruptive, rude, or otherwise acts in a non-respectful manor toward their opponent or tournament staff (including, but not limited to, cheating, stalling, bullying, improper play, argumentative and/or hostile attitude), they may be immediately disqualified by the tournament staff. Disqualified players immediately forfeit any prizes and are removed from the event.
- Games should be played to completion, but in the event of a concession the following actions are taken: their conceding player's opponent is awarded a Win, with Leadership Points awarded based on current table conditions or Judge's discretion. The conceding player is given a Loss and is awarded no additional points.
- While not the usual circumstance, a judge can rule a concession Unsportsmanlike at their discretion, awarding points and/or disqualifications as deemed necessary.

NUMBER OF ROUNDS

- Players will play a number of rounds until 1 player has more Tournament Points than any other player, or until a pre-determined number of rounds (determined by Tournament Organizer) have been completed.
- The number of players in an event determines the number of rounds played (subject to change at Tournament Organizer's discretion):

NUMBER OF PLAYERS	ROUNDS
8 or less	3
9 - 16	4
17 - 32	5

ROUND TIME

- Rounds are timed. The allotted time is based on the Game Size being played:

GAME SIZE	ROUND TIME
Intro	30 min
Skirmish	60 min
Battle	90 min

- At the start of each round, but **before the round clock is started**, 10 minutes should be provided to the players. It is during this time they will exchange lists, choose variables, discuss terrain, and complete any other pre-game functions. Players may not begin the game during this time.
- If time is called and the game has not been completed, the current Round will be completed and then the game will end, with scoring based on the state of the game at that time.

PAIRINGS

- First round pairing should be random.
- Subsequent round's pairing should be based on total number of Tournament Points, with Leadership Points being used as a tie-breaker.
- Players may not be paired against the same opponent more than once per event.
- In the case of an odd number of players, the player with the lowest number of Tournament Points in the event, or, in the case of the first round, a randomly selected player, will be given a Bye. This player receives a Win and full Leadership Points, as applicable to the Game Size of the event.
- A player cannot receive more than 1 Bye per event.

PRE-GAME

- Before the game begins, both players must provide their opponent a copy of their Core List for inspection (**Note** this is just your army's Core List, **not** your Option List!)
- After checking their opponent's Core List, a player may select 1 of their Options Lists to complete their Army List for that round.

- Each player will then select 1 of their Leaders to be their army's Commander that game.
- Each player will then select 1 of their faction's Motivations to use that game.
- **Note** that once a Motivation is selected it may not be used in subsequent rounds of the event.
- Once both players have selected these options (Option List, Commander, and Motivation), they shall present them to their opponent.
- Once these steps have been completed Set-Up will resume as normal and the game may begin.
- A player may request any of the above information from their opponent at any time once the game begins.



VICTORY AND SCORING

- The game will end per the normal rules (1 or more player's Morale being at 0 or less at the end of any game round).
- Players will be awarded a number of **Tournament Points** and **Leadership Points** based on their performance during the game:

WIN	TIE	LOSS
3 Tournament Points	1 Tournament Point	0 Tournament Points

- In addition to Tournament Points, a player is awarded 1 Leadership Point (Ld Point) per Rank of enemy Leaders that was killed during the game, as well as 1 Rank Point for each Rank of enemy models (total) killed.



WINNING THE EVENT

- At the end of the event, the player with the most Tournament Points is declared the winner. In the event of a tie, the player with the most combined Tournament Points + Leadership Points is declared the winner.
- If, after this, the score is still tied, then the winner will be determined by taking the total amount of Tournament Points + Leadership Points + Rank Points and adding them together.
- In the event that a tie still remains, then the total amount of points accrued by all of that player's opponents will be added together. The player whose opponent's scored the highest number of points is declared the winner.



CONQUEST OF KINGS RECORDS SHEET

PLAYER NAME:	FACTION:
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ROUND	GAME RESULT	MOTIVATION	LD POINTS	RANK POINTS	OPPONENT
1	W / L / T				
2	W / L / T				
3	W / L / T				
4	W / L / T				
5	W / L / T				

CORE LIST

[illegible]

OPTIONS LIST #1

[illegible]

OPTIONS LIST #2

[illegible]