

All's Fair in Love & Kings of War: A Kings of War Mega Battle

Event Details

Game System: Kings of War 2nd Edition (including official errata)

When: Saturday, February 20, 2016

Where: The Monstore, 5404 Moreno St Ste G, Montclair, CA 91763

Prizes: Will be awarded based on scenario results.

Food: [TBA]; Snacks and beverages will be provided at minimum.

Cost: \$0!

The format for this game day is going to be a big, multiplayer game similar to Warhammer's *Storm of Magic*. There will be two sides with multiple people on each side. "Pillage" (from the main rule book) will be the scenario for the game. Additional objective markers will be used and prizes will be awarded based upon objectives held at the end of the game. Objective markers will be provided. There will be no scoring for composition, sportsmanship, painting, etc. Please be advised we are playing for fun. Using a list that would typically elicit a low composition score will be frowned upon and may have consequences.

Army Composition

You must use a single force list up to a maximum of **1500** points. Living Legends are allowed. Allies **are** allowed. Your force list must be chosen from one of the current official Kings of War army lists published by Mantic Games.

Miniatures & Bases

Players are permitted to use miniatures from any manufacturer in their army as long as they are clearly representative of their unit type. Units and characters in your army must be fielded on the official unit base size as per the rule book as a minimum. Players are free to field their units on bigger bases however the unit will be played as that base size.

Army Lists

The event is open list. Please bring at least one copy of your Army List to the event. Lists must be created and printed via kow.easyarmy.com, along with the special rules at the end. Hand written and home-made lists are not allowed.

Schedule

10:30 am	Check in, unpacking, etc.
11:00 am	Game starts
12:30 pm	Lunch (provided); Game will resume when everyone is done eating.
3:00 pm	Game conclusion; Calculate scenario points

The goal is to have the big game done by roughly 3 pm. We'll declare the winners after the scenario results are calculated. All attendees are welcome to hang out after the game.

Game Rules

- Use the terrain as it is laid out on the table. All hills and ruins will be height 2, forests and buildings are height 4.
- The game shall last 7 turns.