



West Coast Kings, LAX Kings Cup Tournament Player Pack

Introduction

This is the official tournament pack for West Coast Kings tournament held in Los Angeles California. Within this document you will find all you need to know as a player participating in the event.

Tournament Details

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

When: Saturday 13 Feb 2016, 11am to 7:30pm

Where: Hilton Los Angeles Airport, 5711 W Century Blvd., Los Angeles, California 90045.

Rounds: 3 rounds. Each round will run for 2 hours.

Prizes: There will be prize support for 1st and 2nd place.

Cost: \$0 (no additional tournament fee - can't beat that)

Army Composition

You must use a single force list up to a maximum of **2000 pts** for all 3 rounds. Living Legend are allowed. Allies are not allowed. Army composition will factor into battle points.

Your force list must be chosen from one of the official army lists published in the Kings of War 2nd edition rule book or from the Uncharted Empires expansion.

Scenarios

Chosen scenarios from the rule book will be played each round.

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. Keep in mind, although bases are larger, the frontage per unit type will apply for measuring ranges. Painted models are not required for this event. However appropriate basing is recommended.

Army Lists

The tournament will be open list. Please bring two copies of your Army List to the tournament, one for you and one for your opponents, printed out from <http://kow2.easyarmy.com/>, along with the special rules at the end. Hand written lists or home-made lists are not allowed.

Schedule

- 11am - 12 Noon Check in, unpacking
- 12 noon – 2:00 pm Game 1
- 2:00pm 2:20 Break (20 Min)
- 2:20 – 4:20 Game 2
- 4:20 – 4:40 Break (20 min)
- 4:40 – 6:40 Game 3
- 6:40 – 7:20 Winner announcement, prizes

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 6, or possibly 7 turns, as per the rulebook.
- Points will be awarded for sportsmanship, painting, and/or composition by other players.