

# KINGS OF MEMPHIS 4 TOURNAMENT PACK

## "GOBLET OF STEALTHY!"

June 22nd - 23rd, 2024

The Kings of Memphis 4 is a 2-day Grand Tournament which uses the Kings of War 3rd edition rulebook (2022) and the Clash of Kings supplement (2024). Each player will bring an army with a force total of no more than 2015 points adhering to the rules of army composition as detailed below. The optional Withdraw Rule *WILL* be used as described on Page 27 of the Kings of War 3rd edition rulebook (2022).

### Venue

Warroom Hobbies  
823 Exocet Dr Suite 107  
Cordova, TN 38018

### Registration

\$60 per player paid in advance at Warroomhobbies.com. Lunch will be provided on Saturday. Out of consideration for the limited capacity of the event no refunds will be accepted after May 4, 2024.

### Army Composition

Any Force List in the Kings of War 3rd edition rulebook (2022), Clash of Kings supplement (2024), or Mantic Companion (released by June 1, 2024) may be used.

Each army can be a maximum of 2015 points.

Allies may *NOT* be used in this event.

To add additional flavor to the event 1 of the following 3 Bards may be included in each player's army for free. Bards *must* be on a 40mm base and note that the Auras provided by the Bards may not be stacked with other Auras provided by other sources.

Bard <i>Troubadour of Tempo</i>					Hero (Large Infantry) Spellcaster: 1				
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	4	2	1	3	11/13	85
<b>Special Rules:</b> Nimble, Stealthy									
<b>Spells:</b> Enthrall (4), Wind Blast (4)									
<b>Guitar Duel:</b> When the Bard is engaged with another Bard they count as having 6 attacks and Crushing Strength (1).									
<b>Bardic Motivation:</b> Unless disordered, immediately before giving the Bard a Movement order, pick <i>one</i> song for the Bard to sing and roll <i>three</i> dice. If any of the dice score a 4+, the Bard gains the Special Rule until the start of its following Movement Phase. Each song may be <i>attempted once</i> per game.									
<ul style="list-style-type: none"> <li>• <i>All Snook Up:</i> Aura (Pathfinder)</li> <li>• <i>Blue Invade Shoes:</i> Aura (Wild Charge 1)</li> <li>• <i>Cry Me a Pivot:</i> Aura (Nimble)</li> </ul>									

Bard <i>Minstrel of Mail</i>					Hero (Large Infantry) Spellcaster: 1				
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	4	2	1	3	11/13	85
<b>Special Rules:</b> Nimble, Stealthy									
<b>Spells:</b> Heal (4), Weakness (2)									
<b>Guitar Duel:</b> When the Bard is engaged with another Bard they count as having 6 attacks and Crushing Strength (1).									
<b>Bardic Motivation:</b> Unless disordered, immediately before giving the Bard a Movement order, pick <i>one</i> song for the Bard to sing and roll <i>three</i> dice. If any of the dice score a 4+, the Bard gains the Special Rule until the start of its following Movement Phase. Each song may be <i>attempted once</i> per game.									
<ul style="list-style-type: none"> <li>• <i>The Kill is Gone:</i> Aura (Stealthy)</li> <li>• <i>Ring of Quagmire:</i> Aura (Phalanx)</li> <li>• <i>Great Walls of Abbetshire:</i> Aura (Spellward)</li> </ul>									

Bard <i>Balladeer of Battle</i>					Hero (Large Infantry) Spellcaster: 1				
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	3	-	4	2	1	3	11/13	85
<b>Special Rules:</b> Nimble, Stealthy									
<b>Spells:</b> Bane Chant (2), Lightning Bolt (4)									
<b>Guitar Duel:</b> When the Bard is engaged with another Bard they count as having 6 attacks and Crushing Strength (1).									
<b>Bardic Motivation:</b> Unless disordered, immediately before giving the Bard a Movement order, pick <i>one</i> song for the Bard to sing and roll <i>three</i> dice. If any of the dice score a 4+, the Bard gains the Special Rule until the start of its following Movement Phase. Each song may be <i>attempted once</i> per game.									
<ul style="list-style-type: none"> <li>● <i>Awake and Astride:</i> Aura (Strider)</li> <li>● <i>Let's Slay Together:</i> Aura (Slayer 3)</li> <li>● <i>Sole Man:</i> Aura (Elite)</li> </ul>									

## Army List

Submit all lists as a PDF to [robertphaneuf@gmail.com](mailto:robertphaneuf@gmail.com) by June 1, 2024. Please include your Name, Army, and your club affiliation in your email with the subject, "KOM3 - NAME - ARMY."

You should also have at least one copy for yourself and one copy to share with each opponent before each game. This is an open list tournament. You must disclose to your opponents all units and equipment, including Magical Artifacts, in your army prior to deployment.

Your Army List must include:

- Your name.
- All of the models in your army.
- All equipment in your army, including Magical Artifacts.
- Points values for everything in your army.

We recommend using [Mantic Companion](#) for creating your Army Lists. If any mistakes are found during the tournament that were not picked up on, the results of all the games in which the player used the illegal list will immediately be changed to 22-0, in favor of your opponent. This will apply even if the mistake was a totally honest one, so please double check your Army List before the tournament. The lists will be checked by the tournament organizer but you are ultimately responsible for your own list.

## Appearance

Fully painted armies are required out of consideration for all participants.

Models and Units must be based on the appropriate base size and shape for their type.

Models must accurately represent the quantity and volume of the unit.

If any model is used as a "counts-as" for another, please contact the Tournament Organizer before the event to ensure its acceptability.

Rather than recite a list of extraneous rules such as Minimum Model Count we'll sum this section up like this: If it's cool, do it. If it's not, do something else.

**Remember: Just 'cause it's cheap, doesn't mean it's cool!**

## Terrain

Terrain will be preset on the table. In the event that the terrain is displaced please consult the terrain map to reset the terrain. Terrain will have the following heights throughout the tournament.

Terrain Feature	Height
Forests	10
Blocking Terrain	10
Hills	3
Obstacles	2
Difficult Terrain	1

## Scenarios

Scenarios for all 5 games will be predetermined and will include 5 scenarios from the Kings of War 3rd edition rulebook (2022) or Clash of Kings supplement (2024). Each scenario will also include 3 Bonus Missions that may be completed for additional points.

## Schedule

The tournament consists of 5 games with 3 played on Saturday and 2 played on Sunday. 2 1/2 hours will be allotted for each game. Chess clocks are optional but additional bonus points may be earned for their use. The time allotted for each game will be 150 minutes (75 minutes per player). If a player runs out of time the offending player will not auto lose, rather they must immediately put their dice down and make no further dice rolls for the rest of the game. If there are any unresolved combats, then all charging units remain engaged as if failing to rout the enemy unit. During the remainder of the game, the player may not issue any orders or roll any dice, including for rules such as regeneration.

Saturday	
Registration	8:00AM-9:00AM
<b>Game 1</b>	<b>9:00AM-11:30AM</b>
Lunch	11:30AM-12:00PM
<b>Game 2</b>	<b>12:00PM-2:30PM</b>
Break	2:30PM-2:45PM
<b>Game 3</b>	<b>2:45PM-5:15PM</b>

Sunday	
<b>Game 4</b>	<b>8:00AM-10:30AM</b>
Break	10:30AM-11:00AM
<b>Game 5</b>	<b>11:00AM-1:30PM</b>
Awards	2:00PM-2:30PM

**Lunch Provided Saturday**

## Scoring

170 Points Available

Kings of Memphis is designed to reward the player that best exemplifies the 3 facets of our game. Scoring will be a combination of Gaming, Hobby and Sportsmanship. **King of Memphis** will be bestowed on the player with the highest combined score from all 3 categories. In the event of a tie, the winner will be the player with the highest Gaming Score. And if necessary, the Hobby Score will be used as a second tiebreaker.

## Gaming

110 Points Available

This score is designed to demonstrate your prowess on the tabletop. Each game will use victory conditions as defined by the scenario and provide points as indicated in the table below.

Scenario	
Primary	Score
Major Loss	0
Minor Loss	4
Draw	8
Minor Win	12
Major Win	16

In addition there will be 6 Bonus Points available in each game for the completion of Bonus Missions.

Bonus Missions	
Secondary	Score
0	+0
1	+1
2	+3
3	+6

Each game will award a maximum of 22 points. **Best General** will be bestowed to the player with the highest Gaming Score. In the event of a tie, the winner will be determined by the player with the highest total Bonus Points.

## Hobby

30 Points Available

This score is designed to cover all aspects of the hobby and is focused both on effort and results with the intention that everyone should be rewarded for bringing a cool army to the table.

## Painting

10 Points Available

- Army painted to a 3 color minimum standard? 1
  - 3 colors does not include the primer color.
- Army noticeably and consistently highlighted and shaded? 1
  - At a minimum a wash and one highlight.
- Army painted using a consistent paint scheme across all units? 1
  - Army and units should look cohesive.
- Does the army include at least 1 standard? 1
- Does the Army include Advanced Techniques? 1
  - OSL/NMM/Freehand
- Army painted to a high level of technical ability? (Judge Scored) 5 Max

## Modeling

10 Points Available

- Does the Army include consistent unit basing? 1
- Does the Army include diorama unit basing? 1
- Does the Army use models that are representative of each unit? 1
- Do units meet Preferred Model Count (66%)? 1
- Does the Army have a matching display board and name plate 1
- Army modeled to a high level of technical ability? (Judge Scored) 5 Max

## Theme

10 Points Available

- Does the Army have a noticeable theme? 1
  - Winning or Overpowered is not a theme.
- Does the Army have a Name? 1
- Does the Army have a written Background Story? 1
- Does the Army have a special model for the Bard? 1
- Does the Army have any cool extras? 1
  - Custom Dice / Objective Markers / Tokens
- Army theme and background to a high level of creativity? (Judge Scored) 5 Max

**Best Painted** will be bestowed on the player with the highest Hobby Score with a 90% Mantic Army. However, a player must have prepared and painted their own army to be eligible for this award. Further, Best Painted armies from previous events are not eligible for this award. In the event of a tie, the winner will be determined by the Tournament Organizers.

- *Kings of Memphis Best Painted: Dan Cammack, Ratkin*
- *Kings of Memphis 2 Best Painted: Billy Smith, Rift Forged Orcs*
- *Kings of Memphis 3 Best Painted: Billy Smith, Ogres*
- *Kings of Memphis 4 Best Painted ? **Possibly You!***

## Sportsmanship

30 Points Available

This score is designed to reward fair play and provide each of your opponents a good game.

### After Each Game

At the end of each game each player will answer the following four questions. Each “yes” answer will score points for their opponents.

Was your opponent properly prepared for the game, arrived on time and had all required materials including a printed army list for their opponent? Yes / No 2

Did your opponent use a Chess Clock used during the game? Yes / No 1

Did your opponent complete all required game turns? Yes / No 2

Would you willingly play this player again? Yes / No 1

### After Game 4

At the end of game 4 each player will pick their favorite Army and Bard from the weekend. The Army that collects the most Favorite Army votes will be bestowed with the title of **Rockingist Army**. The Bard that collects the most Favorite Bard votes will be bestowed the title of **Baddest Bard**. In the event of a tie, the winner will be determined by the player with the *lowest* Gaming Score.

### After Game 5

At the end of the tournament each player will pick their favorite Opponent from the weekend. The Player that collects the most Favorite Opponent votes will be bestowed with the title of **Best Sports**. In the event of a tie, the winner will be determined by the player with the *lowest* Gaming Score.

**KINGS OF MEMPHIS**

4th Annual

**GOBLET OF STEALTHY**

JUNE 22-23 2024

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