

# ***KINGS OF MEMPHIS 5 EVENT PACK***

## ***"YOU ONLY COMMAND DICE TWICE"***

**June 21st-22nd, 2025**

Kings of Memphis 5 is a 2-day event which uses the Kings of War 3rd edition rulebook (2022) and the Clash of Kings supplement (2025). Each player will bring an army with a force total of no more than 2020 points adhering to the rules of army composition as detailed below. The optional Command Dice *WILL* be used and the Withdraw and Allies Rules will *NOT* be used in this event.

### **Venue**

Warroom Hobbies  
823 Exocet Dr Suite 107  
Cordova, TN 38018



### **Registration**

\$70 per player paid in advance at [Warroomhobbies.com](http://Warroomhobbies.com). Lunch will be provided on Saturday and Sunday. Out of consideration for the limited capacity of the event no refunds will be accepted after May 1, 2025.

### **Army List**

Submit all lists as a PDF to [robertphaneuf@gmail.com](mailto:robertphaneuf@gmail.com) by June 1, 2025. Please include your Name, Army, Bard, and Club affiliation in the email with the subject, "KOM5 - NAME - ARMY - BARD."

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 event. 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 including which Bard you will be using.
- 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 event 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 event. The lists will be checked by the Event Organizer but you are ultimately responsible for your own list.

## Army Composition

Any Force List in the Kings of War 3rd edition rulebook (2022), Clash of Kings supplement (2025), or Mantic Companion (released by May 15, 2025) may be used.

Each army can be a maximum of 2020 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 but if routed count as 180 points for scoring purposes. Bards *must* be on a 40mm base.

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	180
<b>Special Rules:</b> Nimble, Stealthy									
<b>Guitar Duelist:</b> When engaged with another Bard they count as having 9 attacks.									
<b>Spells:</b> Hex (2), Surge (4), Wind Blast (4)									
<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	180
<b>Special Rules:</b> Nimble, Stealthy									
<b>Guitar Duelist:</b> When engaged with another Bard they count as having 9 attacks.									
<b>Spells:</b> Barkskin (4), Heal (4)									
<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	180
<b>Special Rules:</b> Nimble, Stealthy									
<b>Guitar Duelist:</b> When engaged with another Bard they count as having 9 attacks.									
<b>Spells:</b> Bane Chant (2), Lightning Bolt (4)									
<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 gg 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>Fury Chicken:</i> Aura (Fury)</li> <li>• <i>Sole Man:</i> Aura (Elite (Melee))</li> </ul>									



## 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 “proxy” or “counts-as” for another, please contact the Event 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.

## Terrain

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

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 (2025). Each scenario will also include 3 Bonus Missions that may be completed for additional points.

## Schedule

The event 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>9:00AM-11:30AM</b>
Lunch	11:30AM-12:00PM
<b>Game 5</b>	<b>12:00PM-2:30PM</b>
Break	2:30PM-2:45PM
Awards	2:30PM-3:00 PM

## 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 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. **Bad Mother** 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 Mission 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.
- Army details painted? 1
  - Eyes / Teeth / Claws / Straps / Pouches / Jewelry
- 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
  - NOT individually based models in movement trays
- Does the Army include diorama unit basing? 1
  - Includes multiple textures / architectural elements
- 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
  - Bard should be musically themed.
- 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

**Boy Named Sue** 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 Event Organizer.

- *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: Dan Cammack, Abyssal Dwarfs*
- *Kings of Memphis 5 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 both players 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, Bard and List 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**. The Army that collects the most Favorite List votes will be bestowed the title of **Creative Composer**. 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 event 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 **Hound Dog**. In the event of a tie, the winner will be determined by the player with the *lowest* Gaming Score.

## Kings of Memphis Titles

- King of Memphis - Best Overall
- Bad Mother - Best General
- Hound Dog - Best Sports
- Boy Named Sue - Best Painted
- Rockingist Army - Favorite Army
- Baddest Bard - Favorite Bard Model
- Creative Composer - Favorite List
- Counter Charger - Middle of the Pack
- One Hit Wonder - Last Place Overall

