



2018

A Tournament Player's Pack for
KINGS OF WAR



Weekend Schedule

Friday-

Open: 3:00 PM

Kings of War Historical Tournament:

Sign in: 5:30

Round 1: 6:00-7:30

Round 2: 7:30-9:00

Round 3: 9-10:30

Awards: 10:30

Saturday-

Open: 8:00 AM

Sign in: 8:15

Commencement: 8:45

The Bowling Green Massacre (SE Qualifier):

Round 1: 9:00-11:30

Round 2: 12:00-2:30

Lunch: 2:30-4:00

Mantic Painting Competition- Set up during lunch
break

Round 3: 4:00-6:30

Portal Wars: 7:00-Finished

Sunday-

Open: 8:00 AM

Sign in: 9:30

The Bowling Green Massacre (SE Qualifier):

Round 4: 10:00-12:30

Round 5: 1:00-3:30

Awards Ceremony: 4:00-Finished

THE BOWLING GREEN MASSACRE - 2018



The Great Stones of the Bluegrass have long been believed to be relics from an ancient culture but the truth is more menacing. The stones are remnants of the Conclave of Heaven's first experiments with Way travel. These early portals were part of the teachings of the Celestial Oskan from the Time of Light, but they went silent after the shattering of the Fenulian Mirror and the stonework was forgotten along with the cult that created them.

Now the Stones hum with a magical energy once again. Creatures from within the Ways, whispered to be named the Nightstalkers, have entered into Mantica after a devastating battle in the Twilight Glades. Now we fear the portal stones in the lands of the Bluegrass could grant them another foothold in the world, from which they can strike out and dominate the lands of mortals. The Stones have amplified the power the Nightstalkers have over dreams, and have begun to draw warlords and kings from the nearby lands to the area, their heads filled with visions of glory, spoils, or sanctuary. Soon the city of Bowling Green, and all the bluegrass, will be consumed by war and destruction, and then the army of nightmares will be waiting to massacre all that survive.

The Bowling Green Massacre is a unique 3 day Kings of War Grand Tournament featuring 3 events; A Kings of War Historical mini tournament, a new mini-game (Portal Wars), and a competitive 5 game qualifier for the US Masters Southeast region. There will also be a separate Mantic Painting Competition with awards for best all-Mantic model and unit.

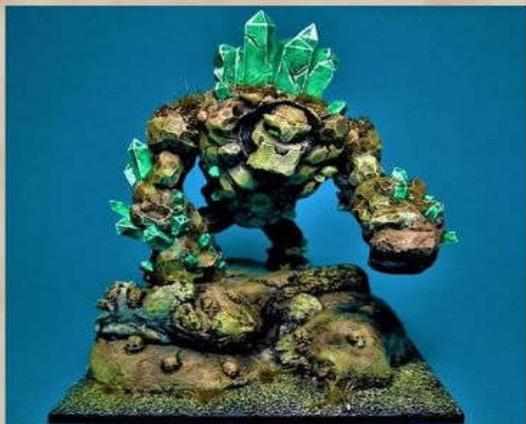
Weekend Warlord

One of the top prizes for the GT will be the Weekend Warlord, this will go to the player with the best overall ranking through the 3 gaming events. Players must attend the Friday night **Historical tournament**, the Saturday night **Portal Wars** mini game, and the weekend's **Bowling Green Massacre** tournament to qualify for the award.

Mantic Painting Contest

There will be two categories with prizes; **Best Model** and **Best Unit**. To qualify the models must be all Mantic (no conversions with other companies bits). Every player in attendance can make entries in both categories, but only 1 entry per category. The entries are not required to be part of your armies used this weekend (but they can be).

After game two of the Bowling Green Massacre Kings of War Tournament there will be an area for displaying your entries during the lunch break. Players will then have the chance to vote during lunch and before game three. The votes will be tallied and awards will be announced Saturday night at 6:30PM (after game 3).



KINGS OF WAR HISTORICAL

The power that connects the Ways with the world of Mantica pours from the portal stones throughout the surrounding lands. The energy has opened doors to other dimensions and eras, and has pulled great armies from this other plane into the battlegrounds of the Bluegrass.

Beginning at 6:00 PM on Friday, Robert Brandon hosts the third **SE Kings of War Historical tournament** of the 2018 season. This event will follow these rules:

- 1.5 hour rounds (6-7:30; 7:30-9; 9-10:30)
- 1500 Points
- Historical Lists Only
- No Allies
- No Mythical Units

Our primary goal is to have fun with these rules, so we have no hobby requirement. This means that fantasy proxies are allowed (use your Brotherhood as Crusaders!), we will not enforce MMC (one elephant on a base is fine for an elephant horde), and paint is not required. That said, we will be awarding a hobby prize, so if you come with an appropriate army, you have a chance at some loot.

During this event, we will play the following scenarios: Control, Pillage, Dominate

Two prizes will be awarded at this event:

- 1) **Tournament Champion**: Based on a 15/10/5 scoring system with attrition bonuses
- 2) **Best Army**: A player vote will be used to determine the favorite army at the event.

We will use the CoK 2018 rules where possible.

FAQ:

- 1) What versions of the scenarios should we use? We will use the versions found in the most recent CoK book. Unit strength and scoring will be determined using the method included CoK.
- 2) Are skirmishing units able to claim objectives? For this event, we are going to assume they count as individuals in all ways. Therefore, their US will be 0, and they will not be able to claim objectives.
- 3) Can historical units use the spells and items from CoK? No.

The Colonel

In the lands of the Bluegrass the Colonel honorific is freely bestowed amongst great leaders or particularly fierce warlords. It is a term used by both the nobility of Bowling Green and the common people, and is a word that quickly finds its way into the vocabulary of the foreign armies as they march through the fields of the Bluegrass.



The Colonel is taken as a free bonus character in the Bowling Green Massacre Kings of War tournament, and in the Portal Wars mini game. The Colonel may combine up to 3 different magical items (up to 30 points maximum) to form one special item. All items must be CoK 2018 eligible.

Sp 8 Me 4 Ra 4 De 4 Att 5 Ne -/15
Cavalry, Individual, Very Inspiring, CS(1)
Can be given 30 points worth of magic items (up to 3)

The Colonel does not count for any attrition points if routed, but in most games the bonus points will be based around the Colonel.

Portal Wars



Colonels and many of their elite troops suddenly appear on a mysterious battlefield. Opposite them is a hostile army, and between the two stands one of the portal Stones. The Nightstalkers mass inside of the ways, waiting to pour forth and invade the Bluegrass, but first they need to charge the dark portals. The energy that fuels the Stones is the same that fuels the Nightstalkers, and it will take much fear, anger, hatred, pain and blood for the portals to have their fill.

Portal Wars is a modified King of the Hill game where the survivor of each game is teleported to the killing fields of another battle. The last army standing after all others have been destroyed will be the winner.

Each game is started on a 3x3 table

Every turn of this event is played at the same time throughout all games. The TO will give a signal to start the next turn after all players have had a turn.

Army Composition

1000 point army list plus The Colonel special character. Allies and Living legends may not be used in this event. Historical Armies are allowed

For this event you may always buy units labeled Troop regardless of unlocks.

Victory Conditions

Route opponents entire army.

Or

Have your Colonel in base contact with a portal when the opponent's Colonel has been routed.

As soon as a player has met either of these conditions they have activated the portal that will take their army to the next battlefield. The player will yell "**Activated**" and the TO will confirm. The losing player will be out of the event, while the survivor will take the units left standing from his match (plus their Colonel) into the next turn.

If one of your units is routed then it is routed for the rest of the event (other than your Colonel, which will resurrect in your next encounter if your army continues).

At the beginning of the next turn the recently victorious player will deploy what is left of their army from the last game (**now at full health**) into another battle that is still going on, turning the match into a 3v3. They may not deploy closer than 6" from any enemy force and must start with the back edge of each unit against the table edge of their choice.

The new player will take the first turn when the game starts back up.

There is no set amount of turns, the game will continue until there is only one army left in the event.

TO for the event will be Taylor Lee.

The Bowling Green Massacre



Sat 16th- Sunday the 17th

Gathum once trained at the magic schools of Basilea before becoming an advisor to Baron Warren of Bowling Green, but he turned to the black arts of necromancy in an attempt to restore life to his wife. Gathum barely escaped the city after the discovery of what he had done, but he failed to save his wife once again and the reanimated corpse was destroyed on order of the Baron. For 15 years he has exacted petty vengeance throughout the Bluegrass, but real revenge against his former city has always eluded him. The Bluegrass is made of mostly peaceful farmlands, which has made the raising of an army that could take the walls of Bowling Green an almost impossible task for the necromancer.

But now Gathum's wife has returned in his dreams. She whispers to him about the power of the nightmare creatures and how he can use them in his quest of vengeance for her. She teaches him the words of power that can waken the long forsaken Way Stones of the Bluegrass, and tells him of the things to come. The Stones will reach out across the lands, beckoning the strongest and most bloodthirsty to converge in these peaceful lands with promises of glory, riches, or sanctuary. The chaos their coming brings will feed the Stones, and when the blood begins to flow they will gorge on the fear and hatred that war breeds, and they will hum in satisfaction. When the time is right, and the Bluegrass turned red, the portals will open. The Nightstalkers will pour forth and Gathum's dream will become reality; a massacre in Bowling Green.

Masters Qualifying Event for the Southeast Region

5 rounds at 2250 points plus the Colonel Special Character

CoK 2018 and the most recent FAQ will be in effect.

Scoring

Result:

Victory: 15 pts

Draw: 10 pts

Loss: 5 pts

Kill points difference adjusted by attrition:

0-299 = 0

300-699 = +1/-1

700-1199 = +2/-2

1200-1599 = +3/-3

1600-1999 = +4/-4

>2000 = +5/-5

Each round will have an additional 5 bonus points that can be earned for a maximum total of 25 battle points per game. All battle points will be added to the player's total tournament points for a maximum of 125.

Sportsmanship

Sportsmanship will be scored after each game on a scale of 0-3. If a 3 is given you should be able to describe to the judges why they were such a great player to play. These 15 points will be counted towards your tournament score.

After the last round you will be asked to list your top 3 opponents from the weekend in order of favorite to third favorite for the sportsmanship award. Poor sportsmanship will not be tolerated and if the judges decide that a player is making the weekend a terrible time for other players you will be asked to leave.

Paint

Players may be awarded up to 75 points for painting, but only the first 25 points will be added to your tournament points. The other 50 will be used for best painted.

Basic Paint

Three color minimum

10pts

All models with uniform basing **5 pts**

Display board with matching base material **5pts**

Army has a discernable theme **5 pts**

Advanced Paint

Use of Blending

Techniques **5pts**

Diorama style basing (use of terrain elements) **5pts**

Highlighting and shading present **5pts**

Elaborate display board with advanced terrain features **10pts**

Master Level Paint

Exclusive use of NMM and

OSL **5pts**

Free hand detailed (heraldry, banners, tattoos, etc) **5pts**

Seamless wet blending **5pts**

Custom sculpting on or of models **5pts**

Wow factor (judge to award **1-5pts**)

Scenarios

1. Push- After setting up their forces, roll a D3. Each player places that many Loot Counters within their set-up area, giving them to units to carry if they wish. Roll-off to see who begins placing their Loot Counters first and the players take it in turns to place one Loot Counter each until they have placed them all. An additional Loot Token is placed in the exact center of the board.

Score 2 Victory Points for each Loot Counter you hold where your unit is entirely on the opposing half of the board. Score 1 Victory Point for each Loot Counter you hold where your unit is at least partly on your half of the board.

Bonuses: 1pt if your Colonel is a part of the combat in which you kill an enemy unit with a token, 1pt if your colonel is contesting the center objective at the end of the game, 3pts if you have your tokens all across the board and your opponent has no tokens left

2. Control- At the end of the game, divide the board into six 2'x2' squares and add up the total Unit Strength of each player's units within a square. If a unit is straddling the line between two or more squares it is considered to be in whichever square is covered by the majority of its base. If there is no clear majority, the owning player must choose which square the unit is in. The player who has the highest Unit Strength in each square controls it.

Special rule: the Colonel counts as US 1 and inspires all units in the same scoring zone.

Score 2 Victory Points if you hold the square in the middle of your opponent's half of the board. Score 1 Victory Point for each other square you hold.

Bonuses 1 1pt if your opponents colonel is killed in your center zone 2 points if your colonel puts claims the opponents center zone 2 points if you claim both center zones

3. Loot- Before rolling off to choose sides, place 3 Loot Counters on the center line of the board. One must be placed in the dead center of the board (or as close to it along the center line as possible), then players place one more each, rolling off to see who places theirs first. Loot Counters cannot be placed within 12" of each other or within 3" of Blocking Terrain.

Special rules The Colonel can pick up loot counters, in addition he may pass the token to any friendly unit within 3in at any point during his move.

Score 1 Victory Point for each Loot Token you control

Bonuses 2 points if your colonel is holding a token at the end of the game, 3 points if your Colonel takes a token for your opponents Colonel

4. Dominate- At the end of the game, add up the Unit Strength of all of your units that have the majority of their footprint within 12" of the center of the playing area. That is your score. Compare your score to your opponent's; the higher score wins.

Special rule the portal stones are active after deployment is finished each player rolls a d6. The winner of the roll off may elect to reposition 1 unit of his choice, his opponent may then choose the first turn order.

Bonuses 1pt for for each turn turn, starting turn 4, that your colonel is in scoring position in center. 2 points if your colonel survives the game and was in scoring position for at least 2 turns.

5. Occupy- After choosing sides, place on Objective Marker in the center of the board. Then the players each place an Objective Marker completely within 6" of the center line, starting with the player who chose sides. These 3 Objective Markers are the Secondary Objectives. Next, the players place another Objective Marker on their opponent's half of the board at least 6" from any board edge and 9" from the center line. These are the Primary Objectives.

Colonel has US 1 and can cast the spell of his armies alignment on the closest friendly unit regardless of range.

Score 1 Victory Point for each Secondary Objective you hold. Score 2 Victory Points if you hold the Primary Objective on your opponent's half of the board. The Primary Objective on your half of the board is not worth anything to you.

Bonuses 1 point if your colonel is holding an objective, 1 point if you kill the opponents colonel, and 3 points if you win without holding any objective worth more than 1pt.



Event Awards

Bowling Green Massacre

Grand Master- Best Overall (No TP cap)
1st Place- Based on TP
2nd Place- Based on TP
3rd Place- Based on TP
Sportsmanship
Best Painted
Counter Charger
Last Place
Guvna- TO's Favorite moment
GUV club- Best club performance
Best Colonel

Mantic Painting Competition

Best Model
Best Unit

KoW Historical Tournament

Tournament Champion
Best Army

Portal Wars

Last Man Standing
First One Out

Weekend Warrior- Highest Average placement between all 3 gaming events

Bonus Content

The war of the Bluegrass stretches beyond the weekends events. As a bonus for attending The Bowling Green Massacre we have included the rules for a mini campaign and a giant multi-player game that tie into the weekend's theme for your playing pleasure.

Thank you for coming to the inaugural Bowling Green Massacre, we will see you again next year!

Blood on the Bluegrass



In the early days of the conflict for Bowling Green and the Bluegrass the leaders of the various factions find themselves unprepared for the amount of soldiers pouring into the lands from all sides. Old alliances will be renewed, and new ones forged, as the shadows of war envelop the Bluegrass.

This mini campaign was designed to be played as doubles team games, but the campaign can be easily modified for normal games.

Army Composition

Teams made up of two 800 point lists (1600 points total), both with customized Colonel. In the first scenario players will only bring 600 point lists (1200 per side), the second two games will be at the 800 point level.

Any Force Lists may be paired together to form a team regardless of alignment, but an evil/good combination cannot inspire, or use spells on, their partner's force.

If the teams are of agreeable alignment (not an evil/good duo) they may cast spells and inspire their partner's army as if a friendly, non allied unit.

Allies may **NOT** be used in this event.

Please remember to follow the rules of the Organized Play Book regarding the forces point size in relation to number of War Engines, Heroes or Monsters allowed for each event.

Scenarios

Round 1: Unsteady Ground

The Bluegrass is filled with hostile forces from all corners of Mantica, and out of necessity alliances begin to form.

Players will use 600 point force lists for this scenario (1200 pts a team)

Setup: The board will be split into 4 2x3 sections. A team will split the deployment zone and decide which quarter of the table their individual army will start on, then deploy there with the following exceptions:

Withhold the Colonels and up to 1 hero for each army (2 Colonels and up to 2 heroes per team) . When both sides have fully deployed, roll off again to see who deploys their Heroes first. These characters must be deployed within 8" of the exact center of the table and in the same table quarter that their respective force deployed on

Scenario Rules:

The Commander and other Heroes at the center of the table may not attack enemy units, nor be attacked, during the first turn.

Whenever a unit moves/charges into a new table quarter they must roll a d6, on a result of 1 the ground collapses into a massive sinkhole under the unit and it is considered routed.

Victory: Whichever team controls the most squares (using Unit Strength) at the end of the game is the winner.

For Next Round: Keep track of any units that survive.

Round 2: Scorched Earth

Iric snarled as his massive sword hacked through the air and collided with with the Salamander's shield. The warrior buckled under the force of the blow, stumbling backwards a step. There was a look of shock in its beady reptilian eyes as Vigot ran him through a moment later, but Iric was already turning towards another of the witch's lizards running at him with it's sword high. With a deadly speed and almost inhuman strength he swung the great blade up in an arc and cleaved through the tough scales and skin of the creatures sword arm, severing it right below the elbow. It fell to its knees hissing in pain for a brief second before the massive sword caved in it's skull.

Iric spun his head looking for something else to feed his bloodlust. This was when he felt the most alive, when the gifts of the true god burned in his veins and the rage that was always hiding under the surface would take hold, transforming him into a tool of

wrath and destruction. He let loose a great roar of challenge as he turned, but there was no one near enough to kill. He breathed in heavily, and could feel some of the rage subside as clear thought began to return. Vigot stood at his left with two more Sons, while Hallgrim cursed loudly as he tied a strip of cloth over the grisly axe wound in his thigh. Five more Sons lay unmoving on the ground, their souls returned to the warrior for further glory in the afterlife. Five hard men Iric had bled with many times since leaving the frozen north. But he felt no sadness, only grim pride, for littered in pieces around the dead Varangur was the gory product of their work; 20 reptilian corpses.

Iric heard an animal growl behind him and turned to see Grogsnoc astride his bloated Mawbeast. The mount's eyes were fixed on him, and the fur along its neck and spine were bristled. The Northman's lips curled back as he bared teeth through his blood matted beard and he jerked at the beast as if to strike it while delivering a vicious growl of his own. It flinched and covered back a step, but the eyes of the rider atop it twinkled mischievously as if to match the sickening grin that was always plastered on the Goblin's face.

Iric fixed the bigit with a glare sharper than any axe and spit to the side. "Where are your forces? You were supposed to clear that treeline of the witch's filth." He barked at the Bigit while shooting a gauntleted finger towards a copse of trees on the other side of the field. Arrows flitted out of the leaves and branches, fired from mighty centaur longbows and raining down on a group of Bloodsworn attempting to cross the killing field. The men were taking heavy losses and Iric could see that they were on the brink of wavering.

"Patience, patience warlord!" Grogsnoc spoke calmly in his best sycophantic tone, his treasonous smile never leaving his face. "My boys are bringing a surprise, there's no need to worry, yes, no need to.."

Iric's heavy iron covered boot smashed into the face of the beast as his hand grabbed its sniveling master by the throat and ripped him from his saddle, bringing the goblin within inches of him. "I do not want excuses fool." The northman roared into Grogsnoc's face, spittle flying from his mouth "I have been far too lenient on your rabble, perhaps your flayed corpse upon my banners will spur your dogs to action where you have failed!"

The words had barely left Iric's mouth when a great BOOM sounded from the direction of the treeline and shook the ground. He stared where the dense forest had hidden the Centuars a moment before, now enveloped in a raging fire that stretched hundreds of feet into the air above the great ancient trees that it ravenously fed upon. Grogsnoc's fists shot out triumphantly into the air as he breathlessly exclaimed "Explosives!"

Another great BOOM sounded on the opposite side of the field in another stretch of forest, and Iric's hand unclenched, dropping Grogsnoc unceremoniously to the ground.

The goblin gently stroked the darkening bruises that were forming around his neck but the smile was still there on his face, accompanied now by a nervous laughter. Iric did not notice though, the fires reflected off of his wide eyes and his lips were stretching into a wretched grin of his own. Soon everyone within 100 leagues of this land of the Bluegrass would know his name. He had come from the north to deliver the message of Korgaan. He had come to deliver death.

Use full 1600 pt team list for this scenario.

Setup: For this scenario treat terrain the same as in the SECURE scenario, but teams score a VP when they “bomb” a piece of terrain (each piece of terrain can only be bombed once. After deployment each player marks a single unit to be their bomber (so 2 bombs per team)

Scenario Rules: Units with explosives can not move At the Double. Bombs can be **activated** at the end of movement (outside of deployment zone) and explode 1 turn later, the unit can also charge a enemy unit and activate the bomb instantly in melee combat (or attack as usual). Bombs have 2d6 hits with piercing 4 on any unit within 6" and destroys the bomber unit. When a unit with the bomb is routed through combat the bomb is considered **diffused** and does not explode.

Special Rules: Any units that survived the last battle gain Vanguard for this scenario.

Victory: Victory is awarded to the team that bombs the most hills, difficult, or impassable pieces of terrain fully within the opponent's half of the table.

For Next Round: Be sure to record any units that kill a enemy Colonel or diffuses a bomb.



Round 3: There's No Teleporting In KoW

The alliances of necessity have begun to fall apart and the former partners take to the field to strike down one last mutual threat. Though the armies will take the field on the same side, setting their animosity towards each other aside, they operate as separate forces

Use full 1600 pt team list for this scenario.

Setup- Before rolling for sides players roll for d3+1 portals, can be represented by Objective markers. Players take turns placing them near the center of the 2x1 flanks of the deployment zone

Special Rules-

- For this scenario the Colonels and forces of the teams do not inspire each other and cannot cast spells on each other.
- Any Unit that killed an enemy Colonel, or diffused a bomb, in the last round is always considered Inspired.

Moving Through the Portal- Anytime a unit travels through a portal it rolls a d6, on a 1 (no re roll) the unit is lost to the nightmare realm of the ways and considered routed (Does not count for opponents attrition). When you exit a portal you come out in the direction you were traveling (or the nearest open side of the portal if blocked), After exiting a portal the unit comes out with the Disordered status.. If the unit cannot fit in the destination then they cannot enter the portal.

Example

Enter: --> [] **Arrive:** [] -->

Victory: Follow the conditions for the Dominate Scenario.

Multi-Player Massive Game

The battle for the Bluegrass has stalled outside the walls of Bowling Green. Though it is apparent that an interdimensional invasion from the Nightstalkers is poised to begin the foreign armies still find themselves fighting over the great city with a sense of urgency, eager to take the walls and prepare a defense against the coming threat. Out of the chaos battle lines are drawn, and once again an alliance of necessity will be formed as the Colonel's seek to drive the worst of their enemies from the Bluegrass once and for all.

Massive Game



This massive game was designed as a 5 on 5 event where each player controlled a 2000pt army plus the Colonel special character, but can be easily adapted to any group size (for 3v3 or less half all of the objectives in the scenario).

- Play on 4 connected tables
- 3 base tokens for team to be placed in the deployment zone, 3 inches from the table edge, at the very middle and then 6 ft from the table sides.
- In the middle of each 6x4ft section of the field will be placed a small landmark/fort
- Each player will place 1 objective marker within the middle 12in of the field, and not within 12in of another token or the fort/landmark.

Deployment:

- 1 General from each side rolls off for sides and to choose what side deploys first.
- Each general on the team that deploys first will deploy half (rounding up) of the number of drops on their list all at the same time, and after the next team will then do the same. Repeat this for one more turn of deployment.

Points per round:

- **Objective tokens: 1vp** The unit must be physically touching the token for this event, In the case of contested no points will be awarded for the turn.
- **Enemy Colonels: 2VP** for each Colonel routed
- **Fortifications/landmarks: 3vp** per turn for any unit within 3in
- **Base tokens: 6vp** for any player within 3in of opponents base token. The teams own base tokens do not count for them.



Individual Scoring

- Score sheets at bottom. For the individual score sheets of this event players will treat turns as they do games at other events.
- At the end of each turn the players will record on their personal score sheet their attrition and victory points for that turn. At the end of the game they will total their points and add bonuses for team victory to get their final individual score for the event. Awards for the event will be based off these scores.

Team Victory

- At the end of the game each team will add up how many points from Objective tokens, Fortifications, and Enemy Base tokens they Control (based on unit strength). Add the total attrition of both sides (from the individual scoring sheets) and consult the table for additional points.
- The winning team's players will receive a bonus 5 pts to their individual final score.

Attrition Modifiers

7000+	+5 / -5
5500-6999	+4 / -4
4000-5499	+3 / -3
2500-3999	+2 / -2
1000-2499	+1 / -1
0-999	0 / 0

Awards

- Winning Team
- Legendary General- Best Overall
- Bloodiest- Most Attrition Points
- Tower lord- Most Objective points
- Weakest- Last Place

Team-_____

Victory Points

Points from Tokens (1VP for each held uncontested) _____

Points from Towers (3 VP, based on US) _____

Points from enemy Colonels (2 VP) _____

Points from Enemy Bases (6 VP) _____

Total Victory Points _____

Attrition

Attrition Points _____

Attrition Bonus _____

Final Score





The Colonel's Cup

The Colonel's Cup is a statewide Kings of War league made up of 1 day tournaments across Kentucky. Players compete throughout the year for an invitation to the year end championship where the the winner takes home the vaunted Cup along with the title of **Kentucky Colonel** for the next year.

Players from all states are welcome to compete for the cup.

For current standings, schedule, or more information visit

theomnipotentorcling.com/kykow

Or visit us on Facebook at **Kentucky Kings of War**.



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The Kings of War Fan Resource

US Masters Standings for all regions

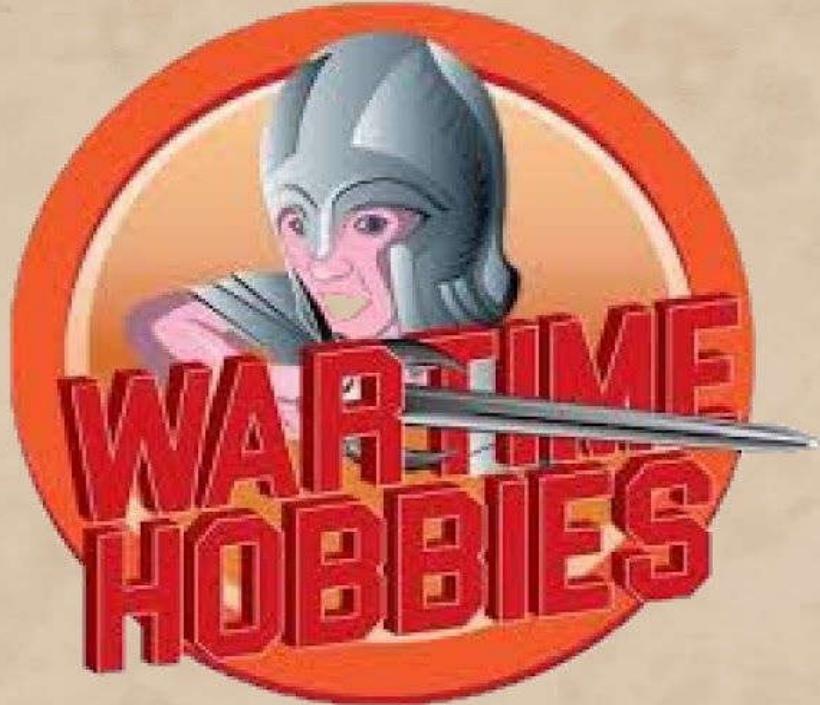
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