

BLUES CITY BRAWL TOURNAMENT PACK

March 2nd-3rd, 2024

The Blues City Brawl is a doubles tournament which uses the Kings of War 3.5 edition Big Red Book with the Clash of Kings 2024 updates / Mantic Companion Living rulebook. Each player will bring an army with a maximum force total of 1000 points adhering to the rules of army composition as detailed below.

Venue

Meddlesome Brewing Company
7750 B Trinity Rd Suite 114,
Cordova, TN 38016

Registration

Starting January 15th, 2023 please send PayPal payment of \$25 per player OR \$50 per team to chris@gibney.net using the Friends and Family designation. Out of consideration for the limited capacity of the event, drops with full refund will be accepted through February 1st, 2024.

Army Composition

Each team is considered to be made of 2 separate 1000 point forces.

Any Force List in the Kings of War 3.5 Edition Big Red Book with Clash 2024 Updates / Mantic Companion Living rulebook.

Any combination of Force Lists may be paired together to form a team regardless of alignment.

All the normal army selection rules apply except:

Allies and Unique Entries (Units or options denoted with [#]) are not allowed for this event. It's just easier this way.

Formations are allowed, but each formation must be self-contained to a single army list, and cannot contain a Unique Unit entry. (i.e. No splitting units included in a formation across the two players' lists)

Magic items and unique arcane library spells may only be taken once per team (except when the existence of any of these spells or items appear in a Brawler Entourage special rules)

Please note that list validation is per each 1000 point force, so you may not select the same unit entry of type War Engine, Hero, Titan or Monster more than once per list.

Appearance

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.

If any model is used as a "counts-as" for another, please contact us on facebook messenger before the event to ensure its acceptability.

Rather than recite a list of extraneous rules such as Minimum Model Count we'll sum up this section like this. If it's cool, do it. If it's not, do something else. **Just because it's cheap, doesn't mean it's cool!**

Force List

Submit all lists to AngerPiglet@gibney.net by Feb 16th, 2024. Please include your Name, Team Name, both Force Lists and Chosen Brawler/Unit in your email with the subject, "*INSERT TEAM NAME ARMY LIST.*"

You should also have at least one copy for yourself and one copy to share with the opposing team before each game. This is an open list tournament. This means that you must disclose to your opponents all units and equipment, including Magical Artifacts, Spell selection, and Brawler Entourage in your army prior to deployment.

Your Force List must include:

- Team Name.
- All of the models in your army, including your Brawlers' Entourage
 - (Please use the unit notes field on the Mantic Companion to denote)
- All equipment in your army, including Magical Artifacts, and spells from the Arcane Library.
- Points values for everything in your army.

We recommend using the [Mantic Companion](#) for creating your Force Lists:

If any mistakes are found during the tournament that were not picked up on, the results of all the games in which the team used the illegal list will immediately be changed to 26-0, in favor of the opposition. This will apply even if the mistake was a totally honest one, so please double check your Force List before the tournament. The lists will be checked by the TO but you are ultimately responsible for your own list.

Please submit your Force List by February 16, 2024

Special Event Rules

To add additional flavor to the doubles aspect of this event the following special event rules will be in use.

- Teams will drop one unit per player during deployment. When one player has finished the remaining teammate will drop two units per turn until all units have been placed. (Scrying gem will be treated as D3+2 total to accommodate the extra drop)
- The joint forces treat one another as core units UNLESS the players are playing armies from opposing alignments. This means Inspiring/Auras/Radiance of Life/Spells with Target criteria of "Friendly Unit Only" can be used between armies, provided keyword requirements are met. (AKA a good army allied with an evil army will not get this benefit. Neutral to either good/evil or double good/evil/neutral pairings are fine)
- Each team may select one unit from their 2000 point combined list to be their Brawler Entourage. See the following rules to choose a specific brawler.

Brawlers Entourage:

The brawlers are famous for their partying, wit, and mediocrity across all of Pannithor and beyond, and it isn't uncommon for hooligans to fight under their banner. (If it isn't obvious, all of these entries are modeled after a member of the Blues City Brawlers gaming club.)

Once you and your partner have created a team, choose one of the units from your combined list to pledge themselves to a specific brawler. That unit then has the following benefits and drawbacks as listed below. There are no other restrictions to the units themselves so they may still take magic items and purchase spells or unit options available to them provided they abide by all other rules in the pack.

Devlin's Dastardly Daredevil & The Hooligans of HHoT Dan

These entries have been retired, as they are exhausted from overuse.

Billy's Tangerine Troublemakers

Choose one unit from your combined list to be disciples of Billy

- This chosen unit has the **Steady Aim** and **Piercing(+1)** rule.
- This unit can never claim the -1 to hit bonus from being **Obscured, Concealed, or Stealthy**. All other rules regarding terrain still apply to this unit.

The Royal Duo of Gibney and Lennon

Choose one Hero from your combined list to be Gibney and another Hero to be Lennon themselves.

- If either unit is an individual, treat them as **Mighty** and **US 1**
- Treat your Gibney as having **Radiance of Life (Affecting Both Allies and Enemies)** from turns 1-3
- Treat your Gibney as having **Cloak of Death (affecting both Allies and Enemies - but not himself)** from turns 4-7
- Treat your Lennon as having **Rally (1) for both Allies and Enemies** from turns 1-3
- Treat your Lennon as having **Aura(Wild Charge (D6) - Allies and Enemies)** from turns 4-7

Archbishop of Bowen

Choose One Hero from your combined list to be the high priest of Bowen.

- Treat this model as a **Spellcaster Level 2** unless already higher.
- If the unit is an individual, treat this model as **Mighty** and **US 1**
- You know the following spells, and must **re-roll 1's to hit** with the following spells ONLY. Unique Spells here don't count against other spell purchases in your list.
 - Bastion(1)
 - Bane Chant(1)
 - Veil Of Shadows(1)
 - Scorched Earth(1)
 - Alchemist Curse(1)
- When Casting a spell, as long as you get at least one hit, this unit may cast another spell immediately following your first cast until you miss entirely or cast all spells. This can happen each turn.
- This unit has **-1 De** as they are frail and likely sacrificed a kidney to get here.

Goad's Everymen

Choose one unit in your combined list to be associates of Goad

Maybe you like Goad because he's just like you, boring and normal, or maybe you forgot to pick a brawler so the TO assigned this to a random unit out of spite. Either way, here we are.

- Nobody knows who you are or are sure you're even a brawler. This unit has the **Stealthy** and **Spellward** rule.
- We're not sure you even exist. Treat this unit as having the **Yielding** rule. Yes you still score as per normal. Yes, non-disordered allies and enemies can charge through you. No, this unit is not ignored for line of sight purposes.

Bryan's Boisterous Batch

Choose one unit in your combined list to be brothers of Bryan.

- This unit gains an ability that can be triggered during the shooting phase as long as this unit is not disordered and/or engaged in combat. Choose an enemy unit within 18", roll 2d6, if either dice rolls a 4+ that chosen unit is treated as **disordered**. This can be used in conjunction with a shooting attack or spell.
- In addition, this unit has the **Dread** special rule, that affect both allies and enemies (ala Kuzlo)

Terrain

Terrain will be pre-set on the table. In the event that the terrain is displaced please consult the Tournament Organizer to reset the terrain. Terrain will have the following heights throughout the event.

Terrain Feature	Height
Forests	9
Blocking Terrain	9
Hills	3
Obstacles	2
Difficult Terrain	FLAT*

**Remember flat only gives cover up to Ht 3 units entirely within, and no cover for units shooting over it. I'm tired of looking up where it shows in the rules because mantic still can't keep them all on the same page.*

Scenarios

Scenarios for all 5 games will be predetermined and will include 5 scenarios from the Kings of War 3.5 edition rulebook and the Clash of Kings 2024 update. 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 hours 15 minutes will be allotted for each game. Chess clocks are suggested as a round timer will be in effect to keep everything on time. The time allotted for each game will be 130 minutes (65 minutes per team maximum). If a team runs out of time the offending team will not auto lose, rather they must immediately put their dice down and make no further dice rolls for the rest of the game. During the remainder of the game, the team may not issue any orders or roll any dice, including for compulsory rules such as regeneration.

Saturday	
Registration	8:00AM-8:45AM
Opening Remarks	8:45AM-9:00AM
Game 1	9:00AM-11:15PM
Lunch	11:30PM-1:00PM
Game 2	1:15PM-3:30PM
Game 3	3:45PM-6:00PM

Sunday	
Game 4	9:00AM-11:15AM
Game 5	11:30AM-1:45PM
Break / Scoring	1:45PM-2:15PM
Closing Ceremony	2:15PM-3:00PM

A more refined schedule of after-events will be published closer to the tournament date but please stop in to support our local gaming store, which is located less than a mile from the event venue:

War Room Hobbies
823 Exocet Dr STE 107,
Cordova, TN 38018

Scoring

260 Points Available

Blues City Brawl is designed to reward the team that best exemplifies the 3 facets of our game. Scoring will be a combination of Battle, Hobby and Sportsmanship. **The Vulcan Flamingo** will be bestowed on the team with the highest combined score from all 3 categories. In the event of a tie the winner will be the team with the highest Sports Score (*because we're F'n Brawlers*). And if necessary, the Gaming Score will be used as a second tiebreaker. As a bonus the following year's overall award will pay homage to your greatness.

Conversely, **Brawler Material** will be bestowed to the team that has the lowest Overall score with a tiebreaker to the lowest Battle Score.

Counter Charger will be awarded to the Middle Overall placement, and since two teams should meet this criteria unless we have a ringer, the tiebreaker is highest sports. (*Again, because we're Brawlers*)

Battle

130 Points Available

This score is designed to demonstrate your prowess on the tabletop. Each game will use victory conditions as defined by the scenario with scoring modified by the difference in Kill Points. Kill points is defined as the number of points of your opponent's army you routed during the game. Just like Northern Kings, kill points are additive only; no subtractions are made.

Result	Points
Victory	15
Draw	10
Loss	5

Kill Points Achieved	Adjust Score By
0-99	0
100-399	+1
400-799	+2
800-1199	+3
1200-1599	+4
1600+	+5

In addition there will be 6 Bonus Points available in each game for the completion of Bonus Missions. Each game will award a maximum of 26 points.

Bonus Missions Completed	Bonus Points
0	0
1	1
2	3
3	6

Not-“Brawler Material” will be bestowed to the team that has the highest Battle Score. In the event of a tie the winner will be determined by the team with the highest total Kill points.

Hobby

65 Points Available

This score is designed to cover all aspects of the hobby and is focused more on effort rather than results with the intention that everyone should be rewarded for bringing a cool army to the table. Both armies will be self-scored together as a single force by the team and then reviewed by a judge. Note the Hobby Scoring is not binary as partial credit may be awarded, i.e. half credit may be granted if one of the armies validates the question. The goal is to reward a cohesive alliance more than two individuals' painting skills.

Community

13 Points Available

- | | | |
|---|----------|---|
| 1. Team received a vote for "Players Choice"? (1pt per, Max 5) | Yes / No | 5 |
| 2. Team received a vote for "Coolest Brawler"? (1pt per, Max 5) | Yes / No | 5 |
| 3. Gibney Discretionary Points (Includes bribery) | Yes / No | 3 |

Modeling

16 Points Available

- | | | |
|---|----------|---|
| 1. Do the models in both armies adequately represent the units? | Yes / No | 4 |
| 2. Does Each Army have visually uniform basing? | Yes / No | 2 |
| 3. Modeling care has been taken to remove mold lines and fill gaps? | Yes / No | 2 |
| 4. Armies contain over 50% Mantic models by volume? | Yes / No | 2 |
| 5. Armies include high level conversions or complex architectural basing? | Yes / No | 4 |
| 6. Armies are entirely PMC (75%+) by model or sufficient volume? | Yes / No | 2 |

Painting

16 Points Available

- | | | |
|---|----------|---|
| 1. Armies painted 90%+ by the players? | Yes / No | 4 |
| 2. Armies painted to a 3 color minimum standard? | Yes / No | 2 |
| 3. Each Army painted with a consistent paint scheme across its units? | Yes / No | 2 |
| 4. Armies noticeably and consistently highlighted and shaded? | Yes / No | 2 |
| 5. Armies highlighted using layering and/or blending? | Yes / No | 2 |
| 6. Armies contain several high end techniques? (OSL, NMM, Freehand) | Yes / No | 4 |

Theme

20 Points Available

- | | | |
|--|----------|---|
| 1. Team has a custom nameplate and a display board for the alliance? | Yes / No | 3 |
| 2. Armies tied together through painting? | Yes / No | 6 |
| 3. Armies tied together through basing? | Yes / No | 6 |
| 4. Armies have suitable models showcasing their Brawler's Entourage? | Yes / No | 5 |

Breakfast Club will be bestowed on the team with the highest Hobby Score. However, a team must have prepared and painted their own armies to be eligible for this award. In the event of a tie the winner will be determined by the Tournament Organizers.

Coolest Brawler will be awarded to the unit / model voted by the players & brawlers as the best embodiment of that brawler in model form. In the case that nobody does anything fancy for their brawler entourage, Devlin will keep the trophy...again.

Sportsmanship

65 Points Available

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

After Each Game

35 Points Available

At the end of each game you will answer the following questions. Each “yes” answer will score points for your opponents.

Were your opponents properly prepared for the game, arrived on time and had required materials? Yes / No 3

Did your opponents play a clean game?
(dice visible for rolls, bases marked before moving, etc...) Yes / No 2

Were they gracious opponents? (letting you move a forgotten unit, cast a missing bane chant etc..) (within reason like a phase back, not a whole turn) Yes / No 1

If you opted not to use a chess clock, did both teams finish the entirety of the game?
(Check yes if you used a clock) Yes / No 1

After Game 5

30 Points Available

At the end of the tournament each team will award medals to two of their opponents. Each “medal” will garner the following points for your opponents.

Each Gold Medal	6 Points
Each Silver Medal	3 Points

The Top Bananas will be bestowed on the team with the highest Sportsmanship Score. In the event of a tie the winner will be determined by the team with the *highest* Battle Score.



Finally, **Most Gibney** will be awarded to the Largest Bar Tab Over the Weekend. Give the good folks at Meddlesome a reason to invite us back next year, and don't forget to tip your bartender (it's part of the tab, too).