

Sweet Tea GT 2025

King's of War Tournament

Saturday, February 8th, and Sunday, February 9th, 2025

Atlanta Marriott Northwest at Galleria

200 Interstate North Pkwy SE

Atlanta, Ga 30339-2111

Overview

Hello Everyone! Sweet Tea GT will be a two-day, five-game, 2300-point King's of War tournament. This will be a Southeastern Region qualifying event for the US Masters of King's of War. Withdraw is in effect. You may buy any command dice. No allied units.

This is a world builder event as I don't have enough to cover all the tables. If you can help bring a table and/or terrain please reach out to me. I will be thankful!

Awards will be given for the following: Best General, Best Painted, Counter Charger, Wooden Spoon, Best Sport, Best Hat, Best Table and most snake eyes(Nerve)!

For this event I partnered with Drew Gaddy to allow 3 rerolls in the event for a \$15 donation to a local soup kitchen near Mr. Gaddy. Please notify myself and Mr. Gaddy once the payment has been made through paypal. wgaddy12@aol.com

Registration

Players will register by emailing kidd.jeremy50@gmail.com with "REGISTRATION" as the subject including the player's name, club affiliation, and home city. Please add your list as an attachment and send by 02/05/2025.

Tickets for the event are held at two levels. There is a Junior Varsity Ticket and a Varsity Ticket.

Varsity Ticket includes an event shirt and a fully catered, buffet-style lunch for both days at \$140.00.

Junior Varsity Ticket includes an event shirt and is \$60.00.

Both tickets can be purchased through the Warzone: Atlanta 2025 shop page here:

<https://wz-events.com/wz-store>

Location

Sweet Tea GT will be at Atlanta Marriott Northwest at Galleria
200 Interstate North Pkwy SE
Atlanta, Ga 30339-2111

Schedule

Saturday, February 8th

Player Check-in	9:00 AM	10:00 AM
Opening Remarks	10:00 AM	10:15 AM
Round 1	10:15 AM	12:30 PM
Lunch\Paint Judging	12:30 PM	1:30 PM
Round 2	1:30 PM	3:40 PM
Round 3	3:50 PM	6:00 PM

Sunday, February 9th

Player Check-in	9:00 AM	10:00 AM
Round 4	10:00 AM	12:10 PM
Round 5	12:15 PM	2:25 PM
Lunch\Final Scoring	2:25 PM	3:15 PM
Awards	3:15 PM	3:45 PM

Gameplay

The use of chess clocks, while not required, is highly recommended. Players will each have 65 minutes of time when using chess clocks, including time for deployment. Players are expected to provide either their own chess clocks or a suitable app on a digital device (phone, tablet, etc). Players\games may be subject to a dice-down ruling from the TO if chess clocks are not in use.

Missions will be randomly determined prior to the start of each round. No missions will be played more than once. The possible missions to be played are:

- Control
- Smoke and Mirrors

- Hold the Line
- Bulldog
- Seek and Destroy
- Compass Points

Army Construction

Games will be played using 2300 point armies.

All players should bring six copies of their army list to the event (one for each of their opponents and one for the player themselves)