



# KINGS OF VÅR '24 DOUBLES

(23/)24 MARCH

2d6 gaming club

Storgata 32, Oslo

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## **Saturday 23rd of March**

### **18:00 Meet and Swap**

*Feel free to bring models you will never build or paint. Maybe you can swap them with different models that other players bring to the event?*

### **18.30 Mega Battle run by Vidar (4h)**

*This will be an opportunity to test out your army and team up with or face off against other players. The Mega Battle will be a scenario that involves taking control of 5p magic items. These magic items can be used by the teams the next day.*

## **Sunday 24th of March**

10:00 Meet up and get ready

10:15 Doubles Game 1 (3h)

13:15 Lunch

14:00 Doubles Game 2 (3h)

17:00 End of games

17:15 Awards

## Kings of Vår GT - Rules

- Your list : 1495 points maximum. Sign up with a teammate or as a mercenary (and we will team you up with someone!)
- The players on each team are only allowed to use auras and spells on their own units, and not their teammates. However, The team may select a non-legendary character as THE KING. THE KING increases his inspiring range by 3 inches and may inspire both armies on the team.
- Rules: 3rd edition (big red book+clash of kings 2024). Optional rules: Withdraw, No. Allies, Yes.
- Chess clocks will be used, with 1 hour 20 minutes game time per team.  
Timing out = if your clock runs out of time, immediately stop what you were doing. You are then allowed to play one last phase of your current game round in its entirety. Pick either the phase you were in, and finish it, or abandon any remaining actions which you had left in your current turn and pick one of the later phases instead.  
(Hopefully this will put an end to sloppy last second movement, or sloppy last second dice rolling)
- Scenarios: a random scenario will be rolled each round (except Kill, Smoke & Mirrors, Fool's Gold)
- All terrain will be the following heights:  
Forests and Blocking terrain are height 10 (= you can never see over them)  
Hills 3 (Cavalry height), Water flat, Fields 1 (swarm height), Obstacles 2 (Infantry height + never blocks LOS)
- Maps: the organizer will announce a map number each round. Find the epic dwarf maps on Dash 28 and set it up accordingly. (<https://dash28.org/epic-dwarf-map-pack/>)
- Players must bring dice, measuring tape, and at least one extra paper copy of their list to give to their opponent when playing. You do not need to bring a chess clock, the club should have enough.

### Bonus points available

**2 points:** Army list submitted before the end of monday 18th of march 2024 - in the new MANTIC COMPANION format. (send PDF to [fred.oslo@pm.me](mailto:fred.oslo@pm.me))

## Kings of Vår GT - Scoring

Black Jack with Kill points as Tie Breaker