

KINGS OF WAR
CLASH OF KINGS

Tournament Rules Pack 2017
28th-29th October 2017

mantic

WELCOME

Welcome to the UK Clash of Kings rules pack. In this pack you will find all the info you need to help you prepare for the Clash of Kings UK National event.

What is Clash of Kings?

Clash of Kings is our annual Kings of War tournament where you get the chance to play a series of enjoyable and challenging games, with the aim of proving your worth against your fellow combatants, and of course share in the joy of the Mantic hobby whilst making new friends.

Venue

This event will take place over the weekend of 28th-29th October 2017, in the South Wales Gaming Centre:

Firestorm Games
South Wales Gaming Centre
15 Trade St
Cardiff CF10 5DT

In this top class venue, you will find a kitchen providing hot food throughout the weekend, a licensed bar, a PA system so you can hear all those important announcements, free onsite parking and more than 60 gaming tables.

The venue is superbly located for those travelling from across the UK or abroad. It's a relaxing 10 minute walk from Cardiff Train Station or a 25 minute taxi journey from the airport.

Tickets

One ticket is required to play in the Tournament. Tickets are available from the Mantic Games web site:

www.manticgames.com/events.html

Your ticket covers all the games on the weekend (as noted in the tournament schedule below) and includes lunch on both days. Please bring a printed copy of your ticket order with you to the event.

Awards

We will award our unique Clash of Kings trophy to the 1st, 2nd and 3rd place players. The person coming first will also have the honour of being the UK Clash of Kings National Champion for 2017!

At the end of the event you will be asked to vote for the person you played that you feel is most deserving of this award. We will award the player with the most votes with a trophy recognising their efforts.

We will also be giving away our prestigious Brush with Death trophy to the player with the Best Army. We will be looking at painting, theme and conversions. To qualify for this award you need to make sure your army is made up of at least 90% Mantic miniatures, based on model count.

Age limit

Players must be aged 14 or over. Any player under the age of 16 must be accompanied by an adult (playing or non-playing).





Items you should provide

In addition to your armies and copies of your army list, you need to make sure you bring the following:

- All dice, tape-measures, rule-books, damage markers, pencils and other gaming accessories you will need. Make it clear to your opponents how you will be tracking damage. Please bring dice that are clear to read for both you and your opponents.
- You will need a chess clock, stop-watch, phone or other similar time-tracking device.
- It will be a good idea to have your units mounted on unit bases or movement trays – if you insist on individually moving all the models in a Zombie Legion, you'll soon run out of time! Unit footprints must conform to the appropriate size of course.
- Having a large tray to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion.

BUILDING YOUR ARMY

It is our belief at Mantic that a big part of the joy of the hobby is about using wonderfully painted miniatures to play wargames. Nothing beats that moment when you see you force all ready for battle, then your eyes look over at your opponent's troops and you start thinking about how you can be victorious. The better those armies and the scenery look, the better the game experience. Both miniature companies and hobbyists invest a lot of time and money to make their games special, and we believe our premium events are about showing off and celebrating this great effort.

So we have a few rules for the prestige events that we run, but do remember this is just for our organised events. When you are at home, or with your club, please enjoy the game however you want – it's your hobby time. And of course individual event organisers will have their own rules, so check out their OP pack.

In addition to the rules in this section, please review the Special Event Rules later in this pack when building your army. Army Composition



- You can spend up to 2,000 points on your army (and no more) using the standard rules of Army Composition in the Kings of War 2015 'version 2' rulebook.
- The Maximum Duplicates rule applies (see Army Composition in the Rule & Unit Changes section later in this pack). For example, each player may take a maximum of 3 of each hero.
- The following artefacts are disallowed in this event:
 - Brew of Keen-eyeness
 - Ensorcelled Armour
 - Medallion of Life



- You can use the Artefacts & Spells from the Clash of Kings Organised Play book, P. 40-41
- Your Force List must be chosen from one of the official army lists noted below, and allies are permitted:
 - From the main rulebook: Elves; Orcs; Dwarfs; Kingdoms of Men; Abyssal Dwarfs; Undead; Goblins; Twilight Kin*, Ogres, Basileans, Forces of Nature and Forces of the Abyss.
 - From Uncharted Empires: The Brotherhood, Salamanders, The Herd, The League of Rhordia, The Trident Realms of Nertica, The Empire of Dust, Night-stalkers, Ratkin and Varangur.
- Unique individuals, or "Living Legends" (i.e. those marked with a [1] after their

name in the list) can be included in tournament armies, but not in any allied contingent.

- You are allowed a maximum of 1 of each type of artefact.
- * The Twilight Kin army list is available for download from the Mantic web site.

Fan Lists

Fan-lists are considered unofficial and may not be used.

Miniatures

When it comes to playing Kings of War, we fully understand it is up to you what you use to represent your army when you play at home or your local club. However, for our events, part of the majesty of taking part is playing against beautifully painted miniatures that represent the army you are fighting against. To ensure this happens, we have the following rules to help you plan, build and paint your force.

- Players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models. Remember though that the Best Army award will only consider armies with 90% or more Mantic models however. That said, we do want to see more and more Mantic armies, because we want to photograph and feature them, and do live streaming, and we can only do that when the majority of the models are Mantic.
- You must also use war-gaming miniatures and models that don't look out of place in your army and clearly represent the unit including the equipment that unit is armed with. Each unit must be instantly recognisable to your opponent as to what it represents. If you have built and painted something wonderful we want you to include it in your force, so while not every model needs exactly the right weapon option, if it is a 2 handed unit then we need to see lots of the troops with those big weapons.



- Models must be based on the appropriate base size and shape for their type. Unit-basing (or “multi-basing”) is permitted so long as the unit footprint is accurate for the unit size. All units must contain the Minimum Model Count as specified in the official FAQ.
- If the Tournament Organiser sees any units that don’t fit the above criteria, you will be asked to remove the units from the table and use units that meet these rules.
- If you are not sure (and want to avoid being asked to remove units from the table on the day), you can send a message and pictures of what you want to include on your army to us and the Tournament Organiser will let you know if it’s suitable or not. Send your image(s) to support@manticgames.com

Here are some examples to help

Naiad Ensnarers Regiment



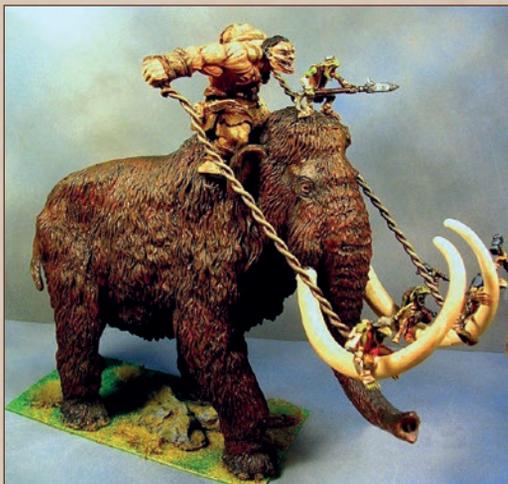
From the base size and number of miniatures it’s clear this is a regiment, and you can see they are armed with hand weapons and nets.

Thuul Troop



Again, the number of miniatures and base size shows this is a Troop, and there’s no mistaking they are Thuul with their octopus heads.

Mammoth



This is a great example of using and converting a variety of models to ensure this unit is clearly part of an Ogre army

Clan Lord on Fire Drake



This beautiful example shows what can be done with imagination and a choice of models and materials to create a centerpiece for a Salamander army.

If you have built and painted something wonderful we want you to include it in your force, but at the same time be fair to your opponent so they know what they’re fighting.



Painting

While we will not turn anyone away with unpainted models, to encourage everyone to arrive with good looking armies the following will apply:

All models in an army should be painted in at least 3 colours. All model (or unit) bases should be painted and/or finished

with basing material. Players meeting these minimum requirements will start the event with 10 TPs. Players not meeting these requirements will start with 0 TPs.

We will also provide an area with some paints and brushes for you to use if you need to make any last minute touch ups to ensure your miniatures count as fully painted.





Force Lists

You are required to submit a copy of your Force List to the organisers at the start of the tournament. You should also have at least one copy for yourself and another spare for your opponents to reference on request. Using a program or list-builder application to create and print out your sheet is often the best option.



You will require spare copies of your Force List, which you should keep with you when you are playing. Your army list must include:

- All of the models/units in your army.
- The equipment and the points value of everything in your army.
- Your name on all copies of the roster.

Please do not use acronyms on any copy of your Force List. If any mistakes are found during the tournament that were not picked up on, the results of all the games in which the player has used the illegal list will immediately be changed to 20-0 Tournament points, in favour of their opponents. This will apply even if the mistake was a totally honest one, so please do double check your Force List before the tournament.

If you are unsure of your army list, please feel free to submit it to the tournament organisers prior to the event for checking.

GAME TIME AND VICTORY CONDITIONS

The tournament consists of six games over the course of the weekend (3 games on Saturday and 3 on Sunday), and will make use of chess clocks or other devices for enabling Timed Games. Each player has 50 minutes for each game, including deployment.

Schedule

The tournament will take place over two days and will use the following schedule:

Saturday

- 9:30-10:00 Venue opens, event registration
- 10:00-10:10 Briefing
- 10:10-12:00 Game 1
- 12:00-13:30 Lunch
- 13:30-15:20 Game 2
- 15:20-15:40 Break
- 15:40-17:30 Game 3

Sunday

- 9:50-10:00 Briefing
- 10:00-11:50 Game 4
- 11:50-13:10 Lunch & Best Army Judging
- 13:10-15:00 Game 5
- 15:00-15:20 Break
- 15:20-17:10 Game 6
- 17:30 Awards Ceremony & home time

Note that the time allocated for each game includes 100 minutes for the game itself (50 minutes per team maximum) plus 10 minutes for meeting, discussing rules and the completing and submitting of paperwork afterwards. The schedule may be adjusted on the day if things are running behind (or ahead!).





Game Sequence

The scenario for each game will be chosen randomly from the 12 scenarios in the Clash of Kings Organised Play book, and announced by the organiser at the start of each game.

- Meet your opponent at the table and discuss the terrain and how you will treat it during the game. Use the terrain as it is laid out on the table. Place any objective markers, and finally roll-off for table side. Players should discuss before the game how they will deal with cocked dice and in what circumstances they should be re-rolled.
- Sit on your own side of the table and place your armies on your side of the table, so your opponent can see your army and your force list and ask any questions.
- Roll-off to decide who is going to take the first turn. Once the winner of the roll off decides who will start to setup, that player's clock IS STARTED. Players alternate setting units up using the clock as described in the Timed Games section of the Kings of War rules. Once the last unit is set-up, both clocks are stopped.
- Roll-off to decide who is going to start making Vanguard moves. Once the winner of the roll off decides who will start to move Vanguard units, that player's clock IS STARTED. Players alternate making any Vanguard moves using the clock. Once the last Vanguard move is made, both clocks are stopped.
- Roll-off to decide who is going to take the first turn. Once the winner of the roll off decides who will start to play, that player's clock IS STARTED. Players alternate taking turns using the clock.
- The game lasts 12 turns (each player taking 6 turns). At the end of turn 12, one person rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends – work out the winner as normal.
- If a player runs out of time, 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 bounce back 1" as if failing to rout the enemy unit. During the remainder of the game, that player may not issue any orders or roll any dice, including for rules such as Regeneration. The timed-out player will also receive a -1 tournament point penalty.



Rounds

The match-ups of the first round (Game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. Once players have completed their game in a given round they should jointly complete the result sheet provided and hand it in to the tournament organisers as soon as possible so that the next rounds can be organised in time.

From the second game, players will be paired using a Swiss system (i.e. matching teams on the same amount of TPs, in descending order).

In the case of more than two players on the same number of TPs, players will be matched in order of descending 'Attrition Score'.

By 'Attrition Score', we mean the amount of points of enemy units Routed by the player until that point in the Tournament. Players will therefore have to record the score they get for each game in addition to the overall game result. At all times, the tournament organiser will endeavour to avoid player's re-playing an opponent they have already faced but on occasion, this may become unavoidable and a minor adjustment made.



Tournament Points

After a game the points will be assigned as follows:

Result	Tournament Points (TP)
Victory	15 TPs
Draw	10 TPs
Loss	5 TPs

You then modify this using Attrition Modified Scoring

Attrition-Modified Scoring

Attrition-modified, as its name suggests, is based on attrition points rather than kill points. This is the difference between the total number of points each player has Routed (their Victory Points or VPs).

Here is an example Attrition-Modified chart for a 2000 point tournament:

VP Difference	Player with the highest VPs adjusts their TP score by	Player with the lowest VPs adjusts their TP score by
1600+	+5	-5
1200-1599	+4	-4
800-1159	+3	-3
400-799	+2	-2
100-399	+1	-1
0-99	0	0

For example, Lisa wins a game (scoring 15 TP) by beating Dave (who scores 5 TP). Lisa has routed 1250 points of Dave's units, and Dave routed 750 points of Lisa's units for a difference of 500 VPs. This amounts to a +2 modifier to Lisa's score for a total of 17 tournament points, while Dave receives a -2 modifier for a total of 3 tournament points.

Winning the Tournament

The winner is determined at the end of the last game (game 6), according to the following criteria:

- The player with the most TPs will be the winner
- In the case of players having the same highest TPs, the winner will be the person with the highest 'Attrition Score'.
- If both the TP and Attrition Scores are matched, games where these players have played each other during the course of the tournament will be evaluated and the winner will be the winner of such a match (based on result and then Attrition scores for that game).
- Finally, if the players cannot be split, the tournament ends with a joint victory and the players share the first prize.



OTHER INFO

Please note the following points. There will also be a brief at the start of the event to cover everything else you need to know.

Sportsmanship

There are no sportsmanship scores at this tournament but you will get to vote on the person you played who you felt were most deserving of this award. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponents, displaying a fun and inclusive attitude to the game for themselves and their opponents.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2015 rulebook. In addition, any official FAQ rulings and errata from Mantic Games (published on the website or official forums) will also be used.

Please note that there is absolutely nothing wrong with asking your opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourself. If in doubt, the organisers are available to resolve your problem. Please also respect the time each player has. If a question cannot be resolved quickly, please stop the clock until the answer or a solution is decided upon.

Judges will be on hand if you require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

The organisers reserve the right to take appropriate action for anybody they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty or even a forced Time Out result. In extreme

circumstances a player may be ejected from the event for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).



Crowd at the Table

If one player feels discomfort with the amount of spectators present at their table, they may request them to step aside. When this happens, a referee will ask everyone around to step away from the table.

Reporting Battle Results

As noted previously, players will be given enough time to play a full game of Kings of War and enough time to hand in results. In order to ensure that the tournament runs smoothly, TP penalties (2 points) may be given to players that report battle results after the scheduled time is over at the tournament organiser's discretion. This penalty will always affect both players.

Special Event Rules

In addition to the normal game rules and the tournament rules detailed above, the following from the Clash of Kings Organised Play book will be in effect for all games played on the weekend:



RULE & UNIT CHANGES

Army Composition

In a standard 2000 point tournament, players may only take the same Hero, Monster or War Engine a maximum of three times. Elves could take a maximum of three Bolt Throwers in 2000 points for example. This limit includes units with artefacts or other upgrades, so an Undead player could only take a maximum of 3 Necromancers, regardless of what options or upgrades they take.

For other game sizes, please consult the table below.

Point Limit	Max Duplicates
0-1499	1
1500-1999	2
2000-2999	3
Each additional 1000 points	+1

If you include allies, you cannot select the same allied unit entry of type War Engine, Hero (all types) or Monster more than once

Special Rules

Breath Attack, Fireball and Lightning Bolt

When targeting enemy units in cover these attacks hit on a 5+ instead of 4+.

Fly

While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (e.g. Individual) then they will remain Nimble while Disordered.



Bane-Chant (Spell)

This will only grant or improve Piercing if two or more hits are scored from the same casting.

Unit Changes

Cursed Pharaoh – Undead

This unit has a Defence of 5+, not 6+.

Vampire Lord – Undead

This unit has a Defence of 5+, not 6+.

Ahmunite Pharaoh – Empire of Dust

This unit has a Defence of 5+, not 6+.



Fiends – Nightstalkers

Nerve values reduced to the following:

- Regiment: 12/15
- Horde: 15/18

Mind-screech – Nightstalkers

Nerve reduced to 14/17.

Herja of the Fallen – Varangur

Replace Judgement rules with: This is a ranged attack that can be used once per game. It follows the same rules as a Heal (5) that can be used on any friendly non-allied unit on the board, regardless of range or Line of Sight.

Death Engine – Ratkin

Defence is reduced to 4+ if the Vile Sorcery upgrade is chosen.

Salamanders

The following units have Vicious: Kaisenor Lancers, Fire Drake, Clan Lord, Clan Lord on Fire Drake.

Trident Realm of Neritica

The following units have Ensnare: Placoderms, Placoderm Defender, Riverguard, Riverguard Captain, Nokken.

Orcs

The following units have Fury: Fightwagons, Morax, Krudger, Krudger on Slasher, Krudger on Gore Chariot, Gakamak.

