Hoosier Storm – Kings of War 2026

TL;DR

Date - February 21 & 22, 2026
Lists Due – February 15, 2026
Point Value – 2300
Time Clocks – yes, 70 minutes per player.
Roll for 7th, off the clock!!
Location – Boone County Fairgrounds, 1300 E 100 S, Lebanon, IN 46052

Check in Time – Saturday 10:00 am, Sunday **9:00** am
Cost - $50
 # Rounds – 5
Extras – Storm Elemental (see below)

Welcome to the Kings of War at Hoosier Storm 2026. This is a 2 day, 5 round, 2300 point event (with a single 'free' special Storm Elemental model (see below)

Registration

To register, send $50 via paypal to ohiowarkings@gmail.com. Please include your name and the army you are playing. In addition, you will need to submit your army list via the Mantic Companion app to tournament code

Building your Army

Armies

This tournament uses the Kings of War 4th edition rules, including the Invasion supplement.. This includes living legends, with a maximum army total of **2300** Points and adhering to the standard rules of composition. Players must choose up to this point limit and no more and this will be used for all the games on both days. In addition, any clarifications from the most recent FAQ will also be used.

Fan Lists

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

Miniatures

While Mantic models are encouraged, players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models.

Models *must* be based on the appropriate base size and shape for their type. Unit-basing is permitted (and encouraged) so long as the unit footprint is accurate for the unit size.

Painted models are strongly encouraged, but in the end are not required. However unpainted forces will not be eligible for "Best appearance" awards and there is a painting score worth up to 30 points of your overall tournament score.

If any model is used as a "counts-as" or a proxy for another, this *must* be made clear to your opponent before a game begins.

Scenic basing

Many people like to create mini dioramas or bases with integrated scenery. There is no minimum number of models required for a unit – however the unit base should look full – this is a large scale battle game, not a skirmish game. A single goblin on a horde base is NOT acceptable. If your war engine base is greater than 50mm wide, then the 50mm firing arc MUST be marked on the base.

Force Lists

You are required to submit your army list via the Mantic Companion at https://companion.manticgames.com/kings-of-war-4th-edition-tournament-submission/?tournament=12
You are required to show two printed copies of your Force List to the organizers at the start of the tournament. (one copy for yourself and another spare for your opponents to reference on request). If you DO NOT have a printed copy of your lists, you WILL be penalized 5 tournament points. Trying to read someone else's list on their tiny phone screen is not easy to do, nor is it easy for the organizer to attempt to read you chicken scratch handwriting. (In addition, viewing the lists via the tournament software now just gives a text version, with only names and point costs, so it pretty useless).

Your force list must include:

- All of the models in your army.
- Their 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 maximum loss of Tournament points, in favor of his opponent.

If you submit your full army list by February 15th, 2026, then you will receive 10 bonus TP. Late list submissions by February 20th will receive 5 points, and lists submitted after that will receive no bonus points

Storm Elemental

Each player must bring a Storm Elemental model. This is based on a 50mm monster base (it cannot be bigger). This is a free part of your force, but if it is killed it counts for 150 pts.

Sp	Me	Sh	De	Us	Att	Ne	Ht	Pts
6	4+	-	5+	1	9	18	5	150
Special Rules: Crushing Strength(1), Thunderous Charge (1), Pathfinder. **Traits:** Spellcaster, Elemental								
Elements will have a subtype that will be announced before each game as part of the scenario								
- Rain – add Icy Breath(6), Radiance of Life								
- Wind – add Wind Blast(8), Aura(Wild Charge(+1))								
- Lightning – add Lightning Bolt(4), Cloak of Death								
- Thunder – add Scorched Earth(3), Aura (Thunderous Charge (1))								
- Fog – add Mind Fog(3), Aura (Stealthy)								

Terrain

All terrain will be preset on the tables. Terrain is not to be moved – if you must move a piece, please make sure it is returned to its original position at the end of your game. Each table with have a printout of the terrain placement so you can make sure everything is correct.

All tables have their terrain placed via Epic Dwarf map packs. A copy of the terrain placement layout will be with each table so you can verify terrain placement.

- Hills are H3 (2 per table)
- Forests are H8. Forests are delimited by a neoprene mat with trees on it. The trees may be moved for convenience during the game, please replace them after the game. (2 per table)
- Blocking terrain is H8 (2 per table)
- Water is H0 (1 per table)
- Difficult terrain is H1 (1 per table)
- Obstacles are H1, do not block line of sight but do provide cover (2 per table). Obstacles are 3D, but have a small 2D mat underneath them. Use this as the actual footprint, and the 3D obstacle can be moved as necessary during the game (like the trees in forests). Please replace any moved terrain after the game.

Planned Tournament Schedule

Saturday	
8:00 am – 10:00 am	Venue setup
10:00 am– 10:20 am	Registration
10:30 am – 1:00 pm	Round 1
1:00 pm – 2:00 pm	Lunch Break / Paint Judging
2:00 pm – 4:30 pm	Round 2
5:00 pm – 7:30 pm	Round 3
Sunday	
9:00 am - 9:20 am	Tournament Check-in
9:30 am - 12:00 pm	Game 4
12:00 pm – 12:30 pm	Lunch
12:30 pm – 3:00 pm	Game 5
3:30 pm	Awards

Tournament Rules

The tournament consists of **three** games on Saturday and **two** on Sunday. The first game will be randomly paired, while all other games will use a swiss style pairing – so you should always be playing someone with a similar record to your own. Grudge matches are allowed for the first round, so long as both players agree.

Game Time and Victory Conditions

Note that there is 2 1/2 hours allocated for each round. Chess clocks WILL BE USED for this tournament. Chess clocks should be set to 70 minutes per player – giving you plenty of time to play the game and turn in your paperwork. time allocated for each game includes 140 minutes for the game itself (70 minutes per player maximum) plus 10 minutes for meeting, discussing rules and the completing and submitting paperwork afterwards. If you are experiencing excessive distractions that are resulting in you having to stop your chess clock please notify the tournament organizer who will deal with the situation.

Games will have an overall time assigned (150 minutes). This should be sufficient for everyone to finish their games (especially since each player only has 70 minutes on their clock).

Scenarios will NOT be announced beforehand. Any scenario from the 4th edition rule book is fair game (as well as any other scenarios the TO might decide to throw in for fun), so bring a balanced list that can handle any of them.

Game Sequence

The scenarios for each game are set on the score sheets handed out at tournament check-in.

- Meet your opponent at the assigned table and discuss the terrain and how you will treat it during the game.
- Place any objective markers according to the scenario, 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 army on your side of the table, so that the opponent can see your models and your force list and ask any questions.
- Both players chess clocks should be set to **70** minutes.
- Roll-off to decide who is going to which player is going to choose table sides (and deploy first). 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 Scout moves. Once the winner of the roll off decides who will start to move Scout units, that player's clock IS STARTED. Players alternate making any Scout moves using the clock. Once the last Scout 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.
- If a player runs out of time during one of their turns, they must immediately put down all dice and may not issue any orders for the remainder of the game, nor may they roll the dice for ANY reason (including regeneration etc). All units will act as if they have a halt order for the remaining turns. If in the middle of an attack, the attack stops and the target unit acts as if double ones were rolled for the nerve check.
- We **will** be using the optional 7th turn however it is off the clock. If you run out of time before turn 7 and you get a turn 7, you are still timed out and dice DOWN.

- While turn 7 is off the clock, the round time continues. When end of round is announced, all dice are immediately down, all play stops, and the game is scored. Both players will receive a -1 sportsmanship penalty for delay of game.

Rounds

The match-ups of the first round (Game 1) will be random (with the exception of grudge matches). In the following rounds (Game 2 onwards) players will be paired using a swiss style based on Tournament Points (TP), as explained below. Once players have completed their game in a given round, the scores should be entered via the companion app (currently only one player must enter the scores). If there is any issue, please see the TO immediately so it can be corrected.

In addition some rounds will have specific voting. For these rounds, the voting slips will be handed out with the scenarios and are expected to be completed and turned in before the next round (for the final round, please fill out and turn in the favorite opponent votes as soon as possible so the scoring can be completed without delays).

Subsequent rounds cannot start unless all votes for the previous round have been turned in.

Tournament Points

Tournament points are broken down into four categories. Battle and scenario points are accumulated each round, while appearance is judged and added once, and final sportsmanship points are added after the final game.

Reporting Game Results

Please enter your game results via the Mantic Companion app on your mobile device. If you entered something incorrectly, then please see the judge with your tail between your legs asking him to correct the scores.
The game results are Win/Tie/Loss, Scenario Points, and Kill Points for each player.

Battle Points

Battle Points are 15 points for a win, 10 for a tie, and 5 for a loss.

Scenario Points

In addition, each scenario will have up to 5 additional scenario points that may be earned. These are in addition to the Battle points earned by winning the game itself.

Kill Points

Each player will receive a bonus between 0 – 5 points toward their score based on the value of all their opponent's units routed. The bonus will be calculated by the companion software.

From the second round, players will be paired using a Swiss system (i.e. matching players on the same total of TPs (the sum of their Battle, Scenario and Kill points), in descending order).

In case of more than two players on the same number of BPs, players will be matched in order of descending 'Kill Points'

At all times, the tournament organizer will endeavor to avoid players re-playing an opponent they have already faced but on occasion, this may become unavoidable, and a minor adjustment made.

The judge has ultimate discretion on player pairing, and may occasionally move players (for example, to attempt to avoid having people who came together playing each other, when possible).

Appearance Points

Kings of War is a hobby as much as it is a game, so points are also given for appearance. There is no minimum number of Mantic models required.

Appearance will be self-scored with judges then confirming the scores, as well as adding additional judging.
There will be an award for the highest judged appearance score.

In addition, there will be a favorite army award – which is voted on by all players for their favorite army (this does NOT have to be an army you played, and you may use any criteria you choose for this vote). Please note that favorite army is a person's army playing in the tournament – so anyone writing down something like "Orcs is da best!" will be thoroughly

mocked (unless of course there is an army names “Orcs is da best!” in the tournament. (and yes, we have seen votes for “orcs” and “dwarfs” before).

There is also an award for the favorite Storm Elemental model.

Voting for favorite army will be during lunch on day 1 (with votes turned in before round 2 starts), and favorite elemental will be during lunch on day 2 (with votes turned in before round 5 starts).

Appearance score + player’s choice votes will be added to your overall score up to a maximum of 30 points. Favorite Elemental score does not contribute to the overall score.

Sportsmanship

In honor of the Pope of Pizza Jesus himself, we will be awarding the Jesse Cornwell Sportsmanship Award. Players will be asked after all their games to rank their three favorite opponents they played, with each player receiving 5 points for each 1st place vote, 3 points for each 2nd, and 1 point for each 3rd.

Sportsmanship score (up to a maximum of 30 points) will be added to the overall score for each player

Winning the Tournament

Overall score is compromised of the following values
Games 1-5 – 25 pts each available (15 battle / 5 scenario / 5 kill points) – 125 pts maximum
Appearance – up to 30 pts
Sportsmanship – up to 30 pts

Tournament Points are the total of battle points, scenario points, base appearance points and sportsmanship points.

The winner is determined at the end of the last round, according to the following criteria:

- The player with the most TP will be the winner
- In the case of players having the same highest TP, and they have played each other, then the player with the higher score for THAT game will be the winner. If they have not played (or they had the exact same tie score) the winner will be the player with the highest Kill Points.
- Finally, if the top players are STILL tied, a sudden death cage match will take place between them. Or they will roll a die to determine the winner (since we only have the one trophy for the winner).

Prizes

A player can only win one of the following trophies. If they qualify for more than one, then they receive the highest award.

- Best Overall – highest combined TP, (Battle, Scenario, Kill Points, Appearance and Sportsmanship scores)
- Best General – highest battle and scenario points (tie breaker Kill Points)
- Best Appearance – highest judged appearance score (tie breaker Favorite Army votes)
- Jesse Cornwell Sportsman – highest sportsmanship score (tie breaker Kill Points)

The following awards can be earned in addition to the above awards (so someone could win them in addition to the others)

- Favorite Army – highest favorite army votes (tie breaker Best Appearance Score)
- Favorite Storm Elemental – voted by players (tie breaker Favorite Army votes)
- Counter Charger (Certificate)
- Dice Hate Me - Lowest overall score (tie breaker LOWEST Kill Points)

In addition to the trophies, there will be several door prizes. To be eligible you must complete all five rounds. Door prizes will be awarded in a random order.

Items you should provide:

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

- All dice, tape-measures, rulebooks, damage markers, pencils and other gaming accessories you will need. Make it clear to your opponents how you will be tracking damage.
- 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 an infantry legion, you'll soon run out of time! Unit footprints must conform to the appropriate size of course.
- Having a display board to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion and is included in your painting scores.

Notes

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 4th edition rules, plus the Invasion supplement. In addition, any official FAQ rulings and errata from Mantic Games (published on their website / companion) will also be used.

Please note that there is absolutely nothing wrong with asking an 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 yourselves. If in doubt, the organizers 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.

The tournament Shuugch will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. Their ruling is final.

The organizers reserve the right to take appropriate action for any player 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 Tournament for inappropriate behavior (such as cheating, excessive swearing, shouting or verbal abuse).

Crowd at the Table

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