# Gem City Massacre 2026

## TL:DR

- Time/place. 12/12/26 at Epic Loot in Centerville OH. The store will allow people in at 10:30 (though registers will not open until noon) to set up.
- Registration - **$20** paypal to **ohiowarking@gmail.com** (+ **$5** for charity rerolls)
- Kings of War 4th edition w/ Invasion and Fracture supplements
- Chess Clocks optional - 55 minutes per player.
- 2 Hour HARD TIME LIMIT per game
- Roll for 7th turn (not timed)
- Lists: Due **12/6/26** – via Mantic Companion

## Registration

Due to space restrictions, the tournament is limited to 16 participants. To guarantee your spot in the tournament, it is highly recommended that you pre-register. Registrations will be accepted in a first PAID – first play order.

Just paypal $20 to ohiowarkings@gmail.com to get registered.
Add $5 charity (American Cancer Society) donation to get 1 die re-roll per game.

## Building your Army

## Armies

This tournament uses the Kings of War 4th edition rules (3rd edition), with a maximum army total of **1995** Points and adhering to the rules of composition as detailed below. Players must choose up to this point limit and no more and this will be used for all the games on the day. In addition, any clarifications from the most recent FAQ and Errata will also be used.

Players may choose from the current Kings of War army lists available in the 4th edition rulebook and Invasion supplement. The Fracture supplement will be used, and all army lists and unit/rule updates from that will supersede those in the main rulebook.

## Fan Lists

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

## Army Composition

- See Special Hero Section below.

## 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 so long as the unit footprint is accurate for the unit size.

Painted models are strongly encouraged, and baseline painting scores will be given for 3 color minimum painting with basing. In the end you may play with an unpainted army but it will affect your results. However unpainted forces will not be eligible for “Best appearance” awards and there is a painting score worth 20 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. When multi-basing, you must have at least the Minimum Model Count (MMC) as defined in the FAQ. All units MUST conform to the unit footprint listed in the FAQ as well. Heroes, monsters and war engines may be on bigger bases, but should be on the smallest base necessary. 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 a printed copy of your Force List to the organizers via the free Mantic Companion web app. You should also have at least one printed copy for yourself and another spare for your opponents to reference on request. You will receive 5 sportsman points when you show 2 copies to the TO before the tournament. 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 your chicken scratch handwriting.

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 to the TO by December 6th, 2026 then you will receive 10 bonus sportsmanship points. Please submit lists in the Mantic Companion**.** Lists received by December 11th will receive 5 bonus sportsmanship points.

## Terrain

Each scenario sheet will show the terrain placement for the game. This way all players will use the same terrain setup regardless of which table they are playing on.

## Tournament Schedule

| **Sunday** | |
|---|---|
| 10:30 am – 11:00 am | Set up |
| 11:00 am - 11:20 am | Tournament Check-in |
| 11:30 am - 1:30 pm | Game 1 |
| 1:30 pm – 2:15 pm | Lunch / Paint Judging |
| 2:15 pm – 4:15 pm | Game 2 |
| 4:30 pm – 6:30 pm | Game 3 |
| 6:45 pm | Awards |

## Tournament Rules

The tournament consists of **three** games 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 are 2 hours allocated for each round. Chess clocks are recommended for this tournament but not absolutely required. If not used the players are required to keep track of overall timing and must complete their game within the allotted total time. If there is a timing discrepancy, please consult the TO. Chess clocks should be set to 55 minutes per player – giving you plenty of time to play the game and turn in your paperwork.

When time expires the round play will end whether chess clocks are used or not. Scenarios will NOT be announced beforehand.

## Game Sequence

The scenarios for each game are set on the score sheets at the end of this document.

- Meet your opponent at the assigned table, place the terrain according to the scenario sheet, and discuss 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 **55** minutes if being used.
- Roll-off to decide which player is going to choose table sides (and deploy first).
- Roll-off to decide who is going to start making scouting moves.
- 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.
- We will be using the optional 7th turn – so manage your time accordingly. Turn Seven will be played off the clock but must still be completed within the overall round time.

## Voting
Players will vote during lunch for favorite army, favorite kringle/krampus, and after the final game for two 2 opponents. This will be done online – the QR code for voting will be displayed on the screen behind the TO station.

## 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 Battle points (i.e. matching players on the same amount of BPs, in descending order). In case of more than two players on the same number of BPs, players will be matched in order of descending 'Attrition Score'. Occasionally the TO may swap players to avoid conflicts (i.e. to attempt to avoid players who came together playing each other when possible).

Once players have completed their game in a given round, one of the players needs to enter the results in the companion app.
- Win / Loss / Tie – points will be auto assigned based on the game result
- Scenario Points – Up to 5 additional scenario points may be earned by each player each game. These are also entered in the app.
- Kill Points – this is the total point value of your opponents models routed in the game. Maximum is 1995 per game. No tournament points are awarded for these, but they are used for tiebreakers.

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

## Battle Points
Battle points will be assigned based off Win / Loss / Tie and scenario points entered in the app.

## Appearance Points
Kings of War is a hobby as much as it is a game, so points are also given for appearance. Players fill out their appearance self scoring form online. The QR code for paint scoring will be available.

All armies should be set up for paint judging / voting during lunch. The paint judge (usually the TO) will weigh and measure (and photograph) each army (and hopefully none will be found wanting). The paint judge will add up to 10 additional points.

Finally, one point will be awarded for each Favorite Army vote. There is no minimum number of Mantic models required.

Best Appearance is self app score + judged score + player votes.

There is a limit of up to 30 points of your appearance score that will be added to the overall score.

## Sportsmanship
Kings of War is a game, and while **the object of the game is to win, the purpose of playing a game is to have fun**. Some players are simply much more fun to play against than others (this could be based on several factors, from personality to the amount of sleep they got the night before). Our sportsmanship award is the "Jesse Cornwell Sportsman" award – appropriately named after one of the most fun players the game had. While gone, his memory lives in this trophy, and the ogre warlock miniature that is based on and which he helped design. (Sir Jesse's Boots of Striding are also named after him, as well as the "Big Deal" ogre mammoth upgrade. In Pizza Jesus's name, By the Bite, The Slice, The Pie). (Seriously, if you haven't seen the mastercrafted battle reports with him on youtube – go find them. (NOT

KID friendly). His review of army changes based on the bribes given to Ronnie is hilarious)).

Sportsmanship points can be earned as follows

- 10 points for submitting your list via the Mantic Companion by 12/6/2026
    - 5 points for submitting your list via the Mantic Companion by 12/11/2026
- 5 points for showing the TO you have 2 printed copies of your list (for you and your opponent to reference during the game)
- 5 points for having a "non-handwritten" nameplate for your army. This helps with people voting for armies.
- 5 points for each #1 favorite opponent vote
    - 3 points for #2 favorite opponent

(Resulting in a maximum possible of 35 points). The person with the most sportsmanship points will win an award. In addition, a maximum of 30 points will be added to the overall tournament score.

## Awards

A player can only win one of the following awards. If they qualify for more than one, then they receive the highest prize in list order

- Best Overall – highest combined TP, (Battle, Scenario, Appearance and Sportsmanship scores)
    - Tiebreaker – kill points
- Best General – highest battle and scenario points
    - Tiebreaker – kill points
- Best Painted Army – highest appearance score
    - Tiebreaker – sportsmanship points, then battle points, then kill points
- Best Sportsman – highest sportsmanship score
    - Tiebreaker – battle points then kill points

## Additional Awards

These awards will given out in addition to the normal top 4 awards. These may be combined with any other awards These awards

- Favorite Kringle/Krampus – based on player votes
    - Tiebreaker – appearance score, then sports then battle then kill points.
- Countercharger – player in the exact middle based on overall scores. In the event of an even number of players, the CC award goes to the higher ranked of the two in the middle (i.e. so for 20 players, the middle is between players 10 and 11 – so it goes to player 10).
- Dice Hate me – last place player for overall score.

## Prizes

Since this is an in-store event, half the entry fee ($10/player) will go toward gift cards for Epic Loot. These will be awarded to Best Overall, Best General, Best Appearance, Jesse Cornwell Sportsman, Favorite Kringle/Krampus. All players **NOT** receiving one of the "Best" awards will receive a door prize. Players will pick from the available door prize pool in reverse order of their overall score (so last place picks first, and the highest scoring non-winning player picks last). The number of door prizes **MAY** be limited, so not everyone is guaranteed something.

To be eligible you must complete all three rounds and not win a "Best" award during the event.

**Finally, being the holiday season there will be a holiday fundraiser. Players may purchase one reroll for each round for cash donated to charity for $5. Rerolls may only be used once per game and only allow the reroll of one die. They may only be used to reroll your own dice, no forcing your opponent to reroll. Charity funds will be donated to the American Cancer Society. Let's show everyone what big hearts gamers!**

## 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, rule-books, 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.

## Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War (3rd edition) rule books. In addition, any official FAQ rulings and errata from Mantic Games (published on their website or official forums) 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.

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

## 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 report results via the companion.

In addition, each player will receive a tracking sheet which they can use to record who they played, scores (and anything else) for each game. This can be used after the third game to vote for your favorite players.

## Gem City Massacre 2026 Special Event Hero Rules

Each army in the event receives a free support hero at no cost to use for all three rounds. They are considered living legends, may not be given items, and require no unit unlock. But in every other way are part of your main force. Please bring a large cavalry (50mm base) to represent them on the battlefield. A special painting award will be given to the favorite Kringle/ Krampus model (as voted by players). They are mirror images of each other in power and have the same game stats. Since 4th edition no longer has the concept of good / neutral / evil armies, you may take either Kringle or Krampus as you see like.

**Kringle**
From the frozen north, a hero of legendary renown and gift giving emerges to help your army. The hero Kringle will join in each battle for the future of the holiday to keep it merry and bright. He will use his gifts and holiday spirit to inspire your troops to defend this most merry of holidays. And when he is injured, he will heal his wounds with refreshing milk and cookies. Kringle does not fight with his hands, he leads with his spirit.

**Krampus**
From the pits of the Abyss, the sinister Krampus will join armies to steal the joy of the holiday from the hearts of the good and virtuous. He will terrify your troops to fight harder and destroy the joy in the hearts of the pathetic followers of Kringle. When he is injured he will drink the blood of naughty children from his wineskin and be restored. Krampus does not sully himself with the menial task of killing his enemies. He prefers to let his minions do the dirty work.

| Kringle / Krampus [1] | Type | Size | Sp | Me | Sh | De | At | Ne | Pts | Traits |
|---|---|---|---|---|---|---|---|---|---|---|
| | Hero/ Lrg Cav | 1 | 8 | - | - | 5+ | - | 18+ | Free! | Christmas |
| Options | | | | Special Rules | | Fly, Very Inspiring, Bane Chant (2), Pathfinder, Regeneration (4+), Radiance of Life (2), Height (3) | | | | |

Kringle/Krampus can be routed but scores you no points for doing so, you scrooge.