

Gem City Mayssacre 2026

TL; DR;

May 3rd, 2026, Epic Loot Games
Chess Clocks set to 70 minutes.
Roll for 7th turn (off the clock)

2400 pts. Lists Due: 4/26/2026.
Round Time 2 1/2 hours each

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.

PayPal \$20 (Plus option for \$5 charity rerolls) to ohiowarkings@gmail.com to get registered (please specify this is for the Gem City Mayssacre 2026)

The event will take place at Epic Loot Games, 9130 Dayton Lebanon Pike, Centerville, OH 45458

There will be a fundraiser option that will benefit the American Cancer Society. Players may purchase a reroll to be used once in each round for \$5 cash donated to charity. 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.

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 **2400** 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. 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.

Army Composition

- Armies must be legal as per the composition rules in the Mantic Companion App.

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, 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 25 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.

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 April 26th, 2026, then you will receive 10 bonus TP. Late list submissions by April 2nd will receive 5 points, and lists submitted after that will receive no bonus points

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.

Tournament Schedule

Being a Sunday event, we will be trying to firmly keep to the schedule so that players are not out or driving home too late. Please be respectful of the times. The store opens at 11 am but may open a bit early for setup.

Sunday	
11:00 am - 11:20 am	Tournament Check-in
11:30 am – 2:00 pm	Game 1
2:15 pm – 4:45 pm	Game 2
4:45 pm – 5:45 pm	Dinner / Paint Judging
5:45 pm – 8:15 pm	Game 3
8:30 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 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 and pairings for each round will be announced via the Mantic Companion Tournament app.

- Meet your opponent at the assigned table and discuss the terrain and how you will treat it during the game.
- Place any objective/loot 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.

Voting

During the meal break, armies will be set up for paint judging and voting. Please fill out the self-scoring appearance sheet and set up your army after your game, with the sheet next to it. Once it has been picked up then you know your army has been judged.

After the final round, players will vote for their favorite army and favorite opponent. These votes will go towards the players appearance and sportsmanship scores, respectively.

Tournament Points

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

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.

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

Kill Points

In addition to the game result (win/loss/draw) and scenario points, you will need to enter the number of points of the opponent's army that has been routed during the game. These are not part of the tournament score, but will be used as a tie breaker for any ties for awards.

Appearance Points

Kings of War is a hobby as much as it is a game. Appearance will be self-scored by each player, and additionally they will receive a score from the paint judge. Players will also vote for their favorite army. Each vote will count as one point added to the players Appearance total. The appearance score sheet is available at https://puggimer.net/Mayssacre2026/AppearanceScoring4_0.pdf. A maximum of 25 points of the appearance score will be part of the overall score.

Sportsmanship

Players will be asked after all their games to indicate their favorite opponent they played that day, with each player receiving 5 Sportsmanship points for each vote they receive. These points will be added to the tournament score, up to a maximum of 25. In addition, the person with the most sportsmanship points will win an award.

Winning the Tournament

Tournament Points are the total of battle points, 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, the winner will be the player with the highest 'Kill Points.
- If both the TP and Kill Points are matched, the player with the higher battle score will win.
- If players are still tied, games where these players have played each other during the tournament will be evaluated and the winner will be the winner of such a match.
- Finally, if the players cannot be split, the tournament ends with a joint victory and the players share the prize.

Awards

A player can only win one of these awards. If they qualify for more than one, then they receive the highest award. These awards include a trophy and a gift card to the store (based on the number of players in the tournament).

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

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

- Counter Charger (Certificate)

- Dice Hate Me - Lowest overall score (tie breaker LOWEST Kill Points)

In addition to this, there will be several door prizes. To be eligible you must complete all three rounds and not win a prize during the event. Door prizes will be given out in reverse order of score to players who did not win gift cards.

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.