

War Kings VII – The War King Awakens

TL;DR

Date – November 21 & 22, 2026

Lists Due – November 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 - \$60

Rounds – 5

Extras – War King

War King GT takes place November 21st and 22nd, 2026, in Lebanon IN at the Boone County Fairgrounds 4H Annex Building - 1300 E 100 S, Lebanon, IN 46052

Cost is \$60. Limit of 24 players

Registration : To register please send \$60 via paypal to ohiowarkings@gmail.com. Please include your name and the army you will be playing.

This is a game tournament – the main deciding factor will always be game play. Painting and Sportsmanship are important and are major factors, however at the core this is about playing the game.

Remember: The goal is to win, but the purpose is to have fun. These are not mutually exclusive.

Prizes

There will be awards for Best Overall, Best General, Best Sportsman and Best Appearance. In addition, all players will vote for the Player's Choice and Best War King. We may also have certificates based solely on the TO's discretion.

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 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 opponent 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

In addition to the rules below, please review the **Special Event Rules** section when building your army.

Armies

This tournament uses the **Kings of War 4th edition rules (including both the Invasion and Fracture supplement, as well as any FAQ/Errata released before November 1, 2026)**, with a maximum army total of **2300** Points and adhering to the standard rules of army composition as detailed in the Kings of War 4th edition rulebook.

War Kings GT 2022 War Kings V – The War King Strikes Back

Your Force List must be chosen from **one** of the official army lists from the lists listed above – the latest versions of revised lists will be used.

Fan Lists

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

Army Composition

- All the normal army selection rules in the Kings of War rulebook apply
- “Living Legends” (i.e. those marked with a [1] after their name in the list) **can** be included in tournament armies.
- You **MUST** take a War King. This is NOT part of your 2300 points.

War King

- The War King is a custom Living Legend warlord who will lead each player’s forces in the tournament.
- There will be special scenarios and objectives centered on the War King.
- Your War King should be named
- Choose one of these two base profiles (Cavalry or Large Infantry):

War King	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Cav)	8	3+	-	5+	2	5	16+	3	[200]
									[50]
Special Rules: Crushing Strength (1), Thunderous Charge(1), Individual, Very Inspiring, Trait: WarKing									

War King	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lg Inf)	6	3+	-	5+	2	6	16+	3	[150]
									[50]
Special Rules: Brutal, Crushing Strength (1), Inspiring, Nimble. Trait: WarKing									

- The War Kings may take a unique artifact by combining up to 3 artifacts for a total of no more than 50 points (these artifacts **may** be duplicates of other artifacts taken in the army).
 - The Sacred Horn MAY NOT be part of the new unique artifact
 - If the Scrying Gem is part of the War Kings artifact, and it is also taken by another unit, then the effects DO NOT stack – roll for both and choose the result to use.
- Increase ONE base stat by one.
- Choose ONE aura for the War King (note, those with numbers **DO NOT STACK**)

Brutal (1)	Cloak of Death (1)	Dread (1)
Fury	Headstrong	Iron Resolve (1)
Lifefeech (1)	Phalanx	Radiance of Life (1)
Rallying (1)	Thunderous Charge (1)	Wild Charge (1)

War Kings GT 2022 War Kings V – The War King Strikes Back

Miniatures

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 (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.

Painting is **STRONGLY** encouraged, though not absolutely required. However your appearance score is a significant part of your overall 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.

Force Lists

You are required to submit a copy of your army list via the Mantic Companion for this event. (There are no longer event codes, you can instead select an event from a drop down box in the companion).

You should have at least 2 printed copies of your list for use in the tournament. You will receive 5 sportsmanship points if you show the TO the 2 copies during checking.

Players who submit their army lists to the event organizer via the Mantic by Midnight EST November 15th will receive **10 sportsmanship points**. Those received by Midnight EST November 20th EST will receive **5 sportsmanship points**.

Since the companion does NOT allow for custom entries, please email your war king information (name, profile used, stat increase, aura, magic item) to ohiowarkings@gmail.com. The TO will provide 2 printed copies or your war king with rules for use in the tournament.

Tournament Rules

Game Time and Victory Conditions

The tournament consists of **five** games over the course of the weekend (3 games on Saturday and 2 on Sunday) and will make use of chess clocks or other devices for enabling Timed Games. Each player has **sixty (70)** minutes for each game, including deployment.

Venue Setup

We should have access to the venue at 8:00 am in Saturday morning. That gives the TO and anyone helping 2 hours to get everything set up before event checkin. The TO will provide donuts for anyone who helps with the setup, as well as **5 bonus sportsmanship points**.

Terrain

All terrain will be preset on the tables, using the Epic Dwarf maps. A copy of the map for each table will be under the corner of the mat. Most terrain features will be placed on small neoprene mats (difficult terrain (ponds, woods, fields), obstacles). The mat is the measurement of the terrain – 3d elements may be moved as needed to make game play easier.

War Kings GT 2022 War Kings V – The War King Strikes Back

Terrain Type	Height
Woods / Blocking	9
Hills	3
Difficult / Obstacles	1
Ponds / water	0

Schedule

The tournament will take place over two days and will use the following schedule (this may be changed as needed):

Saturday

- 8:00 Venue Setup
- 10:00 Doors Open
- 10:00 – 10:45 Event Check in
- 10:45 – 11:00 Welcome / Briefing
- 11:00 – 1:30 Game 1
- 1:30 – 2:30 Lunch / Paint Judging
- 2:30 – 5:00 Game 2
- 5:30 – 8:00 Game 3

Sunday

- 10:00 – 10:20 Day 2 check in
- 10:30 – 1:00 Game 4
- 1:30 – 4:00 Game 5
- 4:30 Awards

Note that the time allocated for each game includes 150 minutes for the game itself (70 minutes per player maximum) plus 10 minutes for meeting, discussing rules and completing and turning in results. The schedule may be adjusted on the day if things are running behind (or ahead!).

Game Sequence

The scenario for each game will be announced by the organizer at the start of each game.

- Meet your opponents 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 army on your side of the table, so that the opponent can see your models and your force list and ask any questions.
- Deployment: The player who chose sides clock IS STARTED and that player deploys the first unit. The players alternate deploying units using the clock as described in the Timed Games section of the Kings of War rules. Once the last unit is deployed, both clocks are STOPPED.
- Scout moves: 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. 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.

War Kings GT 2022 War Kings V – The War King Strikes Back

- The game lasts 6 turns (each player taking 6 turns). At the end of the 6th turn, the 2nd player rolls a die, and on a 4+ a 7th turn is played.
- **At the end of the 6th turn, both chess clocks are STOPPED. The 7th turn, if played, is NOT TIMED.**
- **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 fail to rout the enemy unit, and the charged units all receive a result of “Steady” for their nerve check (as if every rout check rolled 1-1). During the remainder of the game, the player remaining units all receive an order of “Halt” and no dice are rolled, including for rules such as Regeneration. The timed-out player will also receive a 1 point penalty to sportsmanship.

Timed Games

Timed games add a sense of urgency to the game and can present a challenge in time management to the players. In addition, they prevent games from running over time and keep the entire tournament running smoothly.

All games in the tournament are timed. Each player is responsible for bringing their own timing device (i.e. chess clock). Use of chess clocks is NOT OPTIONAL – **players may NOT decide to not use the clock.** If any table is found to not be using chess clocks for their game, then each play will receive a 5 point sportsmanship penalty for that game.

Clocks may be stopped if players have a game question while the question is resolved. If the players cannot resolve the question quickly then they need to have a tournament organizer come over and make a ruling.

If there is a 7th turn, it is not timed.

Rounds

The matchups 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 organizers as soon as possible so that the next rounds can be organized in time.

Scenarios will NOT be announced beforehand. Any scenario in the 4th edition book or the current supplements is fair game.

Tournament Scoring

Each game will be scored 15 / 10 / 5 points based on win / tie / loss. In addition, each game will have 5 scenario points that either play can earn. If a player times out, they take an additional -1 Sportsman Point

Battle Points (per game)

- +15 / 10 / 5 (win, tie, loss)
- +0-5 (scenarios)

Sportsmanship

- +10 list submitted before Nov 15th at midnight EST
- +5 list submitted by Nov 20th midnight EST

War Kings GT 2022 War Kings V – The War King Strikes Back

- +5 helping to set up the venue 8:00 am November 21st
- + 5 showing the TO you have at least 2 printed copies of your list
- + 4 each favorite opponent vote
- + 2 each 2nd favorite opponent vote
- + 1 each 3rd favorite opponent vote
- - 5 not using a chess clock
- -2 late round results
- - 1 Timeout Penalty

Appearance

Each army will be judged on appearance according to the score sheet available at

http://puggimer.net/documents/AppearanceScoring4_0.pdf

- + 0-25 Self Scored Appearance points
- + 0-10 Judge Scored Appearance Points

Voted Awards

After the final game, each player MUST vote for their top three opponents, their favorite army, and their favorite war king model. Use whatever criteria you like for these – picking your favorite army and war king are NOT about technical painting skill – it could be the best theme or composition (there are some fantastically painted armies that, honestly, people don't remember. And there are armies and models that people remember even though the technical skill may not earn them Best Appearance)

Winning the Tournament

- Favorite Army - This will be based solely on favorite army votes (tie breaker appearance)
- Favorite War King - This will be based solely on favorite war king votes (tie breaker appearance)
- Best Sportsman – Highest total Sportsmanship points (tie breaker kill points)
- Best Appearance – Highest total Appearance points (tie breaker Favorite Army Votes)
- Best General – Highest total combined battle and scenario points (tie breaker kill points)
- Overall Champion - Highest combined total of the following (range 25-160):
 - Battle Points (25 - 75)
 - Scenario Points (0 – 25)
 - Sportsmanship score (including favorite opponent votes) – max of 30 points towards overall
 - Judged Appearance points (including favorite army votes) – max of 30 points toward overall

A person can only win ONE of Champion, Best General, Best Sportsman and Best Appearance. In the case where a person would qualify to win more than one, the award will be given to the player with the next highest qualifying score. Voted awards are awarded regardless of other awards.

Ties for overall will be broken using total kill points, with the higher player winning. If both players have the same total kill points, then if one beat the other in a game, the winner wins. Last resort will be a single D6 roll off. Ties for other categories will be based on battle score, then total kill points.

By 'Kill Points', we mean the points of enemy units Routed by the player during the game.

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

War Kings GT 2022 War Kings V – The War King Strikes Back

Notes

Sportsmanship

Sportsmanship is scored via bonus points as well as occasional penalties, as well as player voting. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

Players will choose their three favorite opponents after the last game. These votes as well as points awarded for turning in your list ahead of time (and penalties for not using chess clocks) will be used to determine the winner of the best sportsman award.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 3rd edition (2019) book. 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 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.

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 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 organizer's discretion. This penalty will always affect both players.

Updates

All judge's rulings are final. In addition, changes may be made as necessary and announced.