

# WELCOME

Welcome to the official Mantic Games Kings of War: Clash of Kings UK National Championship 2022 rules pack. In this pack you will find the information you need to help you prepare for this 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... or new enemies.

## VENUE

This event will take place over the weekend of 1<sup>st</sup> and 2<sup>nd</sup> October 2022, as part of the hugely popular London Grand Tournament. This is held at the following venue:

Lee Valley Athletics Centre  
61 Meridian Way  
London  
N9 0AR

## TICKETS

You need a ticket to take part in Clash of Kings. Tickets are available from the LGT website:

<https://www.lgtpresents.co.uk/store>

Your ticket includes the following:

- 5 competitive games of Kings of War
- A goody bag with items worth £50!

## SATURDAY NIGHT GAMING

We love hanging out when we are at a 2-day event, so on Saturday night we will be spending time together at LGT and playing a range of games and, who knows, we may have some sneak peeks too!

## 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).

## AWARDS

We will award our unique Clash of Kings trophy to the 1st, 2nd and 3rd place, and Most Sporting players. The person coming first will become the Clash of Kings UK National Champion for 2022!

There will be a short awards ceremony at the end of the day where we will recognize the following achievements:

- The Clash of Kings UK Champion
- 2nd Place
- 3rd Place
- Clash of Kings US 2023 Award
- Team Award
- Most Sporting Player
- Brush with Death Painting Competition

# CLASH OF KINGS US 2023

## AWARD

The highest placed player that has an army made up entirely of Mantic models\* will lift this special prize.

This is a free ticket to the Clash of Kings 2023 event in the United States and a subsidy to help the player get there!

The subsidy will take the form of a return flight to the 2023 location for the period of the event. This is not a cash sum.

\*To qualify for this prize, all your units must meet preferred model count (see Kings of War Third Edition pg12 (8)) and at least 90% of the miniatures that make up your army must have been made by Mantic Games. Bear in mind that these do not necessarily need to be Kings of War miniatures, so feel free to check out our other ranges for inspiration.

## MOST SPORTING PLAYER

The toughest prize to win? At the end of the event you will be asked to vote for one opponent that you feel is most deserving of this award. What constitutes as 'most sporting' is entirely up to you, it could be the player who you had the most fun playing against, or the one that let you go back to change a mistake that you made. It could even be the one with best-looking army that you played against.

The player with the highest number of votes will win the award. The tiebreaker is the player with the lower Tournament Placing.

## BRUSH WITH DEATH PAINTING

### COMPETITION

We will be presenting three of our Brush with Death trophies to the players who produce the best Hero, best Monster/Titan and overall Army as judged by the Mantic team. Just like the Clash of Kings US 2023 award, to qualify for this prize all your units must meet preferred

model count (see Kings of War Third Edition pg12 (8)) and at least 90% of the miniatures must have been made by Mantic Games. The award will be based on how well the army is painted and presented.

## TEAM AWARD

We realise that players spend time and money to get to our tournaments and that after such expenditure they do not want to end up playing their regular opponents! So as a mini challenge, we are allowing groups of players to register as a Team.

Ahead of the event, when emailing in your lists, you can let us know your team name and the four players that make up that team, including yourself, of course. Team Names may not be repeated.

When calculating the match-ups for games on Day One (games 1-3), we will endeavour to ensure that members of the same team will not play each other. In games 4-5 however, it is 'gloves off' as the chase for the title renews!

The team with the highest combined score over the weekend will pick up a prize.

The winner of the Team Award is determined at the end of the last game (game 5), according to the following criteria:

- The team with the most combined TPs will be the winner
- In the case of teams having the same highest combined TPs, the winner will be the team with the highest Kill Points Total
- Finally, if the teams cannot be split, the tournament ends with a joint victory and all the players share the award – and the glory!

# WHAT YOU WILL NEED

To take part you require the following:

- Your fully painted 2,300-point army, mounted on appropriately sized unit bases
- 6+ copies of your army list, one for you and one for your opponents
- Rule book, rules supplements (e.g. Clash of Kings), tape-measure, dice, damage markers, pencils, and other gaming paraphernalia
- A chess clock, stop-watch, phone, or other similar time-tracking device
- We recommend that you bring a large tray to carry your army between games

Errata can be found at:

<https://www.manticgames.com/mantic-games-free-rules/>

NOTE: Please bring dice that are clear to read for both you and your opponents.

LGT will provide all the tables and scenery for the event. These will be set-up for you before Game One. If you feel that the terrain may have been moved between rounds, please let one of the Judges know and they will reset it for you or agree with your opponent.

## 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. We love that moment when you see your force arrayed for battle, then you look at your opponent's troops and start ruminating about sealing a victory. The better those armies and the scenery look, the better the game experience. We all invest a lot of time and money to make their games special, and we believe our events are about celebrating this effort.

With this in mind, we have a few rules for the events 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 is your hobby time.

## FORCE LIST

Your Army must be chosen from one of the official Force Lists:

- Kings of War 3<sup>rd</sup> Edition
- Uncharted Empires (for 3<sup>rd</sup> Edition)
- Clash of Kings 2022

The most recent FAQ and Errata will be in effect.

## ARMY COMPOSITION

You can spend up to 2,300 points on your army (and no more) following Army Selection in the Kings of War Third Edition rulebook.

In addition, please note you can have no more than three of the same Hero, Monster/Titan, or War Engine.

You may include an allied force from a single other army worth up to 575 points as part of your list. You may not use Good allies if your alignment is Evil and vice versa. Allied armies may not have any duplicate Hero, Monster/Titan or War Engine units and may not take any Artefacts.

## MINIATURES

When it comes to playing Kings of War, 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.

NOTE: both the Brush with Death and Clash of Kings US 2023 awards will only consider armies where all the units meet preferred model count and 90% or more of the miniatures are Mantic models. We want to see Mantic armies because we want to photograph and feature them in our own coverage of the event - and we can only do that when the majority of the models are from Mantic Games.

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

You must use war-gaming miniatures and models that do not look out of place in your army.

Each unit must be instantly recognisable to your opponent as to what it represents. 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.

If the Tournament Organiser sees any units that do not fit the above criteria, you will be asked to remove the units from the table.

If you are not sure, you can send a message and pictures of what you want to include in your army to us and we will let you know if it is suitable or not:

[store@manticgames.com](mailto:store@manticgames.com)

## 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 three colours
- All model (or unit) bases should be painted and/or finished with basing material

Players meeting these minimum requirements will be granted 20 Tournament Points (TPs) after Game Five. Players not fully meeting these requirements will not gain these points.

## ARMY LIST SUBMISSION

You are required to submit a copy of your Army List to the organisers before the event.

Lists must be emailed to

[store@manticgames.com](mailto:store@manticgames.com) by September 12<sup>th</sup>, 2022. All players that submit their lists before this deadline will receive 5 Tournament Points. How generous!

Force Lists must be constructed using Kings of War Easy Army (or another official Mantic list-building app). This is a freely available resource and can be found here:

<https://mantic.easyarmy.com/>

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

- All 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, 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 an honest one, so please do double check your Force List before the tournament.

If you are unsure of your Force List, please feel free to submit it to us prior to the event for checking:

[store@manticgames.com](mailto:store@manticgames.com)

# GAME TIME AND VICTORY CONDITIONS

The tournament consists of five games over the course of the weekend and will be a timed game using a chess clock. Each player has 60 minutes for each game, including deployment.

## SCHEDULE

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

Saturday 1 <sup>st</sup> October 2022		
09:00	09:45	Registration
09:45	10:00	Briefing
10:00	12:15	GAME 1 - INVADE
12:15	13:15	Lunch
13:15	15:30	GAME 2 - CONTROL
15:30	15:45	Break
15:45	18:00	GAME 3 - PILLAGE
18:00	22:45	Other gaming
Sunday 2 <sup>nd</sup> October 2022		
10:00	12:15	GAME 4 - PUSH
12:15	13:15	Lunch
13:15	15:30	GAME 5 - DOMINATE
15:30	15:45	Break
15:45	16:15	Awards and rejoicing

Each round will last 2 hours and 15 minutes. That includes 60 minutes per player, plus an additional 15 minutes for meeting, rules discussions during the game, and the completing and submitting of paperwork afterwards (and trips to the bar).

We will do our absolute best to be finished by 16:15 on Sunday to allow people to start their journey home.

The schedule may be adjusted on the day.

## ROUNDS

The match-ups of the first round (Game 1) will be random. From the second game, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order).

Once players have completed their game in each 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 on time.

In the case of more than two players on the same number of TPs, players will be matched in order of descending Victory Point Total.

In Games 1 through 4, we will endeavour to avoid player's re-playing an opponent they have already faced, but on occasion this may occur.

## GAME SEQUENCE

The scenario for each round have been decided in advance (see Schedule), all players must play the correct scenario each round. The sequence of events each round are as follows:

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.

Players should discuss before the game how they will deal with cocked dice and in what circumstances they should be re-rolled.

Place any objective markers, and roll-off for table sides following the rules for this round's scenario.

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.

During deployment, once a player places their first unit 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 Third Edition rules. Once the last unit is set-up, both clocks are PAUSED.

Roll-off to decide who is going to start making Scout moves first. Once a player starts 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 PAUSED.

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 for 6 turns. At the end of the 6<sup>th</sup> turn, the player who went second rolls a die. On a 1-3 the game ends. On a 4-6 both players play one more turn and then the game ends – work out the winner as normal.

## CLOCKS

Chess Clocks must be running during deployment, any Scout moves and throughout the player's turns. They can be paused for any action involving a roll-off, rules disputes and toilet breaks. Clocks cannot be paused for normal in-game checks, such as LOS, unless there is genuine disagreement between the two players. A "genuine disagreement" is one that requires pulling out

the rulebook or for the Judge to rule on the situation.

If a player feels that their opponent is pausing the clock unnecessarily or taking an excessive amount of time off-clock then they must let the Judge know as soon as possible.

## TIME OUT

### Individual Player Time Out

If a player runs out of time on their clock, they must immediately put their dice down and make no further dice rolls for the rest of the game including nerve rolls for damage already caused etc. Any unresolved nerve checks are treated at a 'Steady' result.

During the remainder of the game, the player may not issue any orders or roll any dice, including for rules such as Regeneration.

### Round Time Out

Should players start their game late, or pause for too long, then the game can time out due to the round ending.

Players should be aware of the scheduled time remaining as there are warnings broadcast toward the end of the allotted time. If the players can see that the round is going to end before they finish their game then they should endeavour to finish the game so each player has had an equal number of turns, e.g. both players should have had 5 turns each as opposed to one player having 5 and the other 6.

If a game is found to be in progress after 'dice down' is called, then both players must immediately stop playing when requested by a Judge or Tournament Organiser.

# SCORING

The tournament will be using the following scoring system, as used in the Kings of War UK Masters event. Your Tournament Points (TP) score will be made up of three elements:

- The outcome of each game
- Your Victory Points from the scenario
- Your Attrition Score

Players will be ranked first by their TPs and then their total attrition value will be used to decide ties. At the end of each of your games, you must report the results of your game to the Tournament Organiser using your score sheet.

Firstly you will receive Tournament Points based on the outcome of the game.

OUTCOME	TOURNAMENT POINTS
WIN	15
DRAW	10
LOSS	5

# VICTORY POINTS

Calculate the number of victory points you scored from the scenario at the end of the game, e.g. the total number of objective markers you hold at the end of the Pillage scenario.

For each Victory Point you earned, add a Tournament Point to your total to a maximum of +5 Tournament Points.

In scenarios where unit strength is used for victory points, e.g. Invade or Dominate, your bonus will be the number of scoring units rather than the total unit strength.

## ATTRITION SCORE

Calculate the total value of your opponent's army that was routed during the game. Compare this total to the table below.

## ATTRITION BONUS TOURNAMENT POINTS

345-804	+1
805-1,264	+2
1,265-1,724	+3
1,725-2,184	+4
2,185+	+5

## Example Scoring

Colin won the game (15 TPs). He controlled 3 objective markers at the end of the game (+3 TPs) and routed 1,300 points of his opponent's army (+3 TPs). This gives him a total score for the game of 21 Tournament Points.

# 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. To ensure that the tournament runs smoothly, TP penalties of -2 points can 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.

# WINNING THE TOURNAMENT

The winner is determined at the end of the last game (game 5), 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, total attrition will be used to decide the winner
- If both the TP and attrition are matched, 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

## SPORTING BEHAVIOUR

There are no sporting 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.

Please remember that interacting in a social environment comes easily to a lot of us but can be a challenge to some. We are committed to making Kings of War an inclusive and welcoming community to all, so please make sure to always treat your opponent with respect and patience.

## SOCIAL DISTANCING AND MASKS

Rules for social distancing and masks are changing all the time. Obviously, we are a long way off from the tournament, but we will be adhering to whatever the current government guidelines are at the time of the event. Whatever happens, we want people to be sensible and think of others.

## 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 Judge will ask everyone around to step away from the table. Please do not discuss ongoing games while within earshot of people still playing their game.

## RULES QUESTIONS AND PLAYER CONDUCT

As noted, all rules will be taken from the Kings of War Third Edition rulebook. All the amendments to units and special rules listed in the Clash of Kings 2022 supplement will be in effect.

In addition, the most recent FAQ rulings, and errata from Mantic Games (published on the website or official forums) will also be used.

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 politely, and that you do your best to sort out any problems yourself. If in doubt, a referee will be 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.

Referees will be on hand if you require a ruling. Your referees for the event will be pointed out at the start of the day. A referee's ruling is final, even if their ruling is later shown to be incorrect.

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