



KINGS OF WAR
CLASH
OF KINGS

UK CHAMPIONSHIP
13TH & 14TH OCTOBER 2018

mantic

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WELCOME

Welcome to the official Mantic Games Kings of War: Clash of Kings UK National Championship 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.

Venue

This event will take place over the weekend of 13th & 14th October 2018, at the Element Games North West Gaming Centre (EGNWGC):

Element Games
1st Floor, Hallam Business Centre
Hallam Street
STOCKPORT, SK2 6PT

This venue includes a licensed bar, free onsite parking, and more than 50 gaming tables.

By Car

The motorway network is generally the best way to get here. From the M60 (Manchester's outer ring road), exit at Junction 1 and join the A6 (via Travis Brow and Heaton Lane). Follow the A6 south and turn right onto Hallam Street.

The car park and entrance are around the back. The store and gaming centre are up the stairs and through the door to the right.

Public Transport

The store is just a short walk from Davenport and Stockport railway stations (8 and 22 minutes respectively). Trains from Manchester Piccadilly run regularly to Stockport, and roughly every hour to Davenport.

elementgames.co.uk/north-west-gaming-centre

Tickets

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

manticgames.com/events.html

Your ticket includes the following:

- 6 competitive games of Kings of War
- Lunch on both days
- Saturday Night Shenanigans
- The 2018 Commemorative Item

Please make sure you bring a copy of your ticket order with you on the day. Spectators are welcome and don't need to purchase a ticket.

Saturday Night Shenanigans. We love hanging out when we're at a 2-day event, so on Saturday night we will be chilling at Element Games Northwest Gaming Centre. They have a bar (open until 1am) and you can order in takeaway food.

In addition to this we'll be running a Q&A with Mantic staff and will squeeze in some sort of pub quiz too.

The 2018 Commemorative Item. This will be shown off close to the event. Attendees will be the only people given this.

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 2018!

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 2019 Award
- Most Sporting Player
- Best Army – 1st Place
- Best Army – 2nd Place
- Team Award

Tournament Placing

Your final placing is determined at the end of game 6, according to the following criteria:

1. The first criteria is Tournament Points (TPs), with more TPs being placed higher
2. In the case of players having the same TPs, the next criteria is Victory Points (VPs), see page 6
3. If both of the above are matched, we will separate based on games where these players have played each other during the course of the tournament. The winner of such a match being placed higher
4. Finally, if the players cannot be split, they will share the position

Other Awards

Clash of Kings US 2019 Award. The highest placed player that has a Mantic army will lift this special prize. More details of this exceptional award can be found in Other Information, page 9.

Most Sporting Player. At the end of the event you will be asked to vote for one opponent that you feel is most deserving of this award. The player with the highest number of votes will win the award. The tiebreaker is the player with the lower Tournament Placing.

Best Army. We will also be presenting two of our Brush with Death trophies to the top two players with the Best Army as judged by the players. Note the 90% Mantic model requirement in the Miniatures section later. The award will be based on how well the army is painted, and presented.

Team Award. More details of this mini-challenge can be found in Other Information, below.

WHAT YOU WILL NEED

To take part you require the following:

- Your fully painted 2,000-point army, mounted on appropriately sized unit bases
- 3+ copies of your army list (see Force Lists, p5)
- Rule book, rules supplements, 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:

manticgames.com/free-rules.html

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

The EGNWGC will provide all the tables and scenery for the event. These will be set-up for you before Game One

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's your hobby time.

Force List

Your Army must be chosen from one of the official Force Lists. Allies are permitted:

- *Kings of War*: Forces of Basilea, Dwarf Armies, Elf Armies, Kingdoms of Men, Forces of Nature, Ogre Armies, Forces of the Abyss, Abyssal Dwarfs, Goblin Armies, Orc Armies, and Undead Armies
- *Uncharted Empires*: The Brotherhood, Salamander Armies, The Herd, The League of Rhordia, The Trident Realm of Nertica, The Empire of Dust, Nightstalker Armies, Ratkin Armies, and The Varangur
- Twilight Kin. This Force List can be found at:

manticgames.com/free-rules.html

Army Composition

- You can spend up to 2,000 points on your army (and no more) following Army Selection in the *Kings of War* rulebook (Rulebook p76, Gamer's Edition p27)
- You may only take the same Hero, Monster or War Engine a maximum of three times, following Army Composition in the *Clash of Kings 2018 Supplement* (p29)
- Unique individuals, or "Living Legends" (i.e. those marked with a [1] after their name in the list) can be included in tournament armies, but not in any allied contingent.
- If you include allies, you cannot select the same allied unit entry of each of the following types more than once: War Engine, Hero (all types) or Monster. You may only include one Irregular allied unit. Allied units cannot take Magical Artefacts.
- You may include Heroes and Units from:
 - *Destiny of Kings*
 - *Edge of the Abyss*
- You may include Heroes, Units, and Formations from *Clash of Kings 2018*

NOTE: As per the *Clash of Kings 2018 Supplement*, Magnilde of The Fallen [1] is used in place of the entry in *Edge of the Abyss*. Additionally, this entry replaces Herja of the Fallen in The Varangur force list.

Clash of Kings 2018 Supplement

The following sections from the *Clash of Kings 2018 Supplement* will be used in their entirety

- Rule & Unit Changes
- Formations
- New Units
- Amended Artefacts, New Artefacts and New Spells

NOTE: As per the *Clash of Kings 2018 Supplement* the following artefacts are amended:

- Brew of Keen-eyeness
- Ensorcelled Armour
- Medallion of Life

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 Best Army and Clash of Kings US 2019 awards will only consider armies with 90% or more Mantic models. We want to see Mantic armies because we want to photograph and feature them, and do live streaming - 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 don't 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. All units must contain the Minimum Model Count as specified in the official FAQ:

manticgames.com/free-rules.html

If the Tournament Organiser sees any units that don't 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's suitable or not:

support@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 3 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 Six. Players not fully meeting these requirements will not gain these points.

Force Lists

You are required to submit a copy of your Force List to the organisers during registration. You should also have at least one copy for yourself and another spare for your opponents to reference on request.

Using a program or list-builder application to create and print out your sheet is often the best option. We recommend:

<http://kow2.easyarmy.com/clash-of-kings-2018.aspx>

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

- All of 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.

NOTE: Be aware of the Unit Changes in the *Clash of Kings 2018 Supplement* (p30-35)

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 a totally 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:

support@manticgames.com

GAME TIME AND VICTORY CONDITIONS

The tournament consists of six games over the course of the weekend, and will use Timed Games (Rule book p88, Gamer's Edition p39). Each player has 50 minutes for each game, including deployment

Schedule

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

Saturday 13th October 2018

09:15	10:00	Registration
10:00	10:10	Briefing
10:10	12:00	Game 1
12:00	13:30	Lunch
13:30	15:20	Game 2
15:20	15:40	Break
15:40	17:30	Game 3

Sunday 14th October 2018

09:15	09:30	Briefing
09:30	11:20	Game 4
11:20	11:40	Break
11:40	13:30	Game 5
13:30	15:00	Lunch
15:00	16:50	Game 6
16:50	17:10	Break
17:10	17:40	Awards

The time allocated for each game includes 100 minutes for the game itself (50 minutes per player) plus 10 minutes for meeting, rules discussions during the game, and the completing and submitting of paperwork afterwards.

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 a given 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 in 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 5, we will endeavour to avoid player's re-playing an opponent they have already faced, but on occasion this may occur.

Kill Points and Kill Points Total

Kill Point Total is the running total of the cost of enemy units you Routed in each game.

Players will therefore have to record the Kill Points they get for each game in addition to the overall game result.

Game Sequence

The scenario for each game will be chosen from the 12 scenarios in the Clash of Kings Organised Play book, and announced by the organiser before the start of each game.

- 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 finally roll-off for table side.
- 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.
- Roll-off to decide who is going to take the first turn. 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 Vanguard moves. Once the winner of the roll off decides who will start to move Vanguard units, that player's clock **IS STARTED**. Players alternate making any Vanguard moves using the clock. Once the last Vanguard 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.
- The game lasts 12 turns (each player taking 6 turns). At the end of turn 12, one person rolls a die. On a 1-3 the game ends. On a 4-6 both players play an extra turn and then the game ends – work out the winner as normal.

Time Out

A game can time out in two ways: either an individual player will time out, or the scheduled end time is called.

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. If there are any unresolved combats, then all charging units bounce back 1" as if failing to rout the enemy unit.

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

Schedule Time Out

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

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.

Should a player object to the Judge's or TO's call, then they will receive a 10 TP penalty. This is in addition to a potential 2 TP penalty for handing in a late result sheet.

Tournament Points (TPs)

After a game the points will be assigned as follows:

RESULT	TPS
VICTORY	15
DRAW	10
LOSS	5

You then modify this using Attrition Modified Scoring

Attrition-Modified Scoring

Attrition-modified, as its name suggests, is the difference between the total number of points each player has Routed (their Victory Points or VPs). The players adjust their Tournament Points using the following table:

VP DIFFERENCE	PLAYER WITH THE HIGHER VPS	PLAYER WITH THE LOWER VPS
1,600+	+5	-5
1,200-1,599	+4	-4
800-1,159	+3	-3
400-799	+2	-2
100-399	+1	-1
0-99	0	0

For example, Lisa gets a Victory (scoring 15 TP) over Dave (who scores 5 TP). Lisa has routed 1250 points of Dave's units, and Dave routed 750 points of Lisa's units for a difference of 500 VPs. This amounts to a +2 modifier to Lisa's score for a total of 17 tournament points, while Dave receives a -2 modifier for a total of 3 tournament points.

Winning the Tournament

The winner is determined at the end of the last game (game 6), 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, the winner will be the person with the highest Victory Point Total.
- If both the TP and VPs are matched, games where these players have played each other during the course of 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.

OTHER INFORMATION

Please note the following points. There will also be a brief at the start of the event to cover everything else you need to know

Clash of Kings US 2019 Award

The highest placed player that has a Mantic army will lift this special prize. This is a free ticket to the Clash of Kings 2019 event in the United States and a subsidy to help the player get there!

- A 'Mantic army' corresponds to the same 90% criteria as the Best Army award (see Miniatures, above)
- The subsidy will be applied to a return flight to the 2019 location for the time period of the event. This is not a cash sum.

Team Award

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

During registration on Saturday (09:30-10:00), groups of 4 players can choose to add a Team Name. Team Names may not be repeated.

When calculating the match-ups for games on Day One (games 1-3), we will endeavor to ensure that members of the same team will not play each other. On Day Two however, it's '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 6), 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.

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 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.

Sportsmanship

There are no sportsmanship 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.

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 people still playing their game.

Rules Questions and Player Conduct

As noted, all rules will be taken from the *Kings of War* rulebook, modified by the *Clash of Kings 2018 Supplement*. In addition, the most recent FAQ rulings and errata from Mantic Games (published on the website or official forums) will also be used.

manticgames.com/free-rules.html

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 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.

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).

Clocks

Chess Clocks must be running during deployment, any vanguard 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.