Clash of Kings Australia 2022

Australia’s Largest Kings of War Tournament

Date: 22nd-23rd January, 2022

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Facebook Event: <https://tinyurl.com/33j3huyx>

Tickets: <https://tinyurl.com/jww39jv5>

Event Software: <https://tinyurl.com/323c5yka>

OVERVIEW

What is Clash of Kings?

Clash of Kings Australia 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. This tournament is the largest Kings of War tournament in the Southern Hemisphere and is run across two days. This year it will be 6 games at 2000 points.

Date

Clash of Kings Australia is timed at the same time as Cancon on the 23rd and 24th of January, 2022 (Cancon runs until the 24th). For reasons of space, temperature control and ability to spread out in current times we will not be co-located with the main event.p

Venue

This year it is important to note that we will NOT be onsite at the Cancon venue but will only be 1.5km at Canberra Technology Park. Access to the Cancon venue is very simple and I am looking into having modes of transport available to us.

<https://canberratechpark.com.au>

Tickets

<https://www.eventbrite.com.au/e/clash-of-kings-australia-2022-tickets-157873739605>

Age Limit

Players must be aged 12 or over. Any player under the age of 16 must be accompanied by an adult (playing or non-playing).

Awards

As always we will have plenty of awards including:

* First Place
* Highest Place Mantic Army
* Best Painted
* Best Painted Mantic Army
* Unluckiest General
* Wooden Spoon and many more!!!

SCHEDULE

**Saturday 22nd January 2022**

08:30 - 9:00 Registration/Briefing

09:00 - 11:00 Game 1

11:15 - 13:15 Game 2

13:15 - 15:15 Armies on Parade/Lunch/Cancon

15:15 - 17:15 Game 3

**Sunday 23rd January 2022**

08:30 - 9:00 Registration/Briefing

09:00 - 11:00 Game 1

11:15 - 13:15 Game 2

13:15 - 14:15 Lunch

14:15 - 16:15 Game 3

16:15+ Awards

The time allocated for each game includes 120 minutes for the game itself (60minutes per player maximum) plus 15 minutes for meeting, discussing rules and the completing and submitting of paperwork afterwards. The schedule may be adjusted on the day if things are running behind (or ahead!).

**There is a 2 hour break on Day 1 for those who wish to go check out Cancon. Other games will be available on site such as Armada, Vanguard and Boardgames.**

**Also note this is the first 2 days of Cancon so the third day (Monday the 24th) will still be available**

TOURNAMENT RULES

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 attrition points

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

Requirements

To take part you require the following:

* Your 2000-point army, mounted on appropriately sized unit bases, ideally fully painted
* 3+ copies of your army list
* Rule book, rules supplements, tape-measure, dice, damage markers, pencils and other gaming paraphernalia
* We recommend that you bring a large tray to carry your army between games
* Errata can be found in the Kings of War FAQ at <https://www.manticgames.com/mantic-games-free-rules/>

Building Your Army

Your Force List must be chosen from one of the official army lists. You can spend up to 2000 points on your army (and no more) following the Army Selection tules in the Kings of War Version 3 rulebook

Armies must be composed using the new composition rules in the Kings of War Version 3 rulebook. Allies are permitted (up to 25% of your force).

Armies/characters from the following are allowed:

* Kings of War V3 Official Rule Book
* Uncharted Empires Expansion Book
* Halpi’s Rift Special Characters
* Kings of war historical lists WILL NOT be allowed as they may not be compatible with the version 3 rules, I will reassess this if it changes
* The Clash of Kings changes in Halpi’s rift WILL be used, but the new magic rules will NOT

**Note: It is likely that by the time of the tournament that the Clash of Kings 2021 Supplement will have been released and this will be in effect**

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.

* 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
* If the Tournament Organiser sees any units that don’t fit the above criteria, without being cleared prior, 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.

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 14 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 No later than 16/01/2021. This can be done via email or by uploading your list to the Tabletop Tournament software.

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

If any mistakes are found during the tournament, the player will be docked 10TP.

If you are unsure of your force list, please feel free to submit it to us prior to the event for checking: mcroger@capitalclinicphysio.com.au

Game Time and Victory Conditions

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

Rounds

The match-ups of the first round (Game 1) will be random. Grudge matches (where you may challenge anybody you wish to) are allowed by prior arrangement. From the second game, players will be paired using a Swiss system

Scenarios

The scenario for each game will be chosen randomly from the scenarios in the Kings of War V3 book, and listed in the player handout on the day.

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 are assumed to do no further damage and their enemies do not take a nerve check.

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. Everyone is advised that, should they feel there is not enough time for a complete turn each, that they should not begin that Round.

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 Referee or Tournament Organiser.

Should a player object to the TO’s call, then they will receive a -10 tournament point penalty.

Tournament Points

Scoring will use the “Blackjack” tournament scoring system which can be found here <https://www.kowaustralia.com/blackjack>

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 attrition points.

· If both the TP and attrition points 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

Reporting Battle Results

A 2 TP penalty may be given to both players if reporting of results is over time

It is essential that players register for the online tournament software <https://tabletop.to>

Award details

1st Place: The Clash of Kings Australia Champion 2020, 2nd Place, 3rd Place

The place awards will go to those who have the highest tournament points (inclusive of bonus paint points). Tie breakers will be as previously discussed above

Most Sporting Player

This will be the player judged to be the best sport by the other players, you will vote for a single player using the tournament software.

In the event of a tie the two TOs will decide on the winner. If the two TOs cannot agree on the winner, then a joint winner will be announced

Best Non-Mantic Army

This award will once again be voted on by the players. “Armies on Parade” will be during lunch on the first day. The army must meet the minimum painting requirements as listed previously. Players will be asked to vote for their single favourite army

NOTE: A player must have painted his/her own army to qualify for the award

In the event of a tie the two TOs will decide on the winner. If the two TOs cannot agree on the winner, then a joint winner will be announced

Best Mantic Army

To qualify for the Mantic painting prize the army must be >80% Mantic produced models. 80% can be worked out on 80% of units OR models. The Tournament Organisers reserve the right to exclude any army that we believe to not be in the spirit of the award (or taking advantage of the selection criteria).

NOTE: A player must have painted his/her own army to qualify for the award

In the event of a tie the two TOs will decide on the winner. If the two TOs cannot agree on the winner, then a joint winner will be announced

Other awards will be available depending on levels of sponsorship

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.

Kings of War is a clean rule set meaning disputes are minimal, disputes can arise over a lack of “Clean play” habits. Here is a great article on “clean play” tactics written by previous RC member, Nick Williams. <https://daedle.net/2017/06/22/clean-play-in-kings-of-war/amp/?fbclid=IwAR0pLXYJS6O1KDgxoYFHU8AksF3Ydo6hbYkpol4Chk-XB4yOgHrerRZ0SBs>

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 referee will ask everyone around to step away from the table.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War Version 3 rulebook. In addition, the most recent 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 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).

Game Play/”No Take Backs”

Kings of War is a game with a very stream lined ruleset that is conducive to minimal arguments and disputes. However, in the interest of having a large tournament run smoothly, I expect players to adhere to the following as much as possible. Please discuss any alterations with your opponent. If it does not

affect the course of the game I expect that players should allow their opponent leeway, and I also expect that our more experienced gamers will help those who are new to our game or tabletop wargaming in general. I expect that it is in the best spirit of the game to remind your opponent about something they have obviously forgotten, winning because of forgetfulness isn’t winning in my book. In the case of dispute I will be looking at the following “no take backs” sequencing

Movement phase – Declare an order on Unit A. Move Unit A. Move on to unit B. Do not return to movement A. Note: Marking your unit starting position and simulating movement is perfectly fine (it’s on your clock)

Shooting phase – Do not return to movement. If you roll a nerve check then your shooting phase is over. Cannot go back to regen.

Combat phase – Cannot go back to any previous phase

End turn – Turn is over. Cannot go back to combats.

Note: Your opponent does not have to accept you wanting to roll ‘Double 1’s’ without rolling out the dice. Given a clock is in play, if you charge a horde with 30 attacks into the rear, they are well within their rights to ask you to roll out the 90 dice.

Terrain

Tables will be laid out using map packs courtesy of Blackjack Maps.

Terrain heights will be as follows:

· Fields/Ponds = Flat

· Forests = Height 10

· Hills = Height 3

· Obstacles = Height 2 (does not block line of sight)

· Buildings/Impassable = Height 8 (A titan will be able to see over if standing on a hill)