

CLASH OF KINGS AUSTRALIA

2024

Australia's biggest Kings of War event
January 26/27 2024 - A side event to Cancon
From the heat of summer, a single hero will emerge



Main Details

Tournament Organisers: Matt Croger and Nick Prosser

Contact: clashofkingsau@gmail.com

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 2300 points.

Date

Clash of Kings Australia is 26/27 January, 2024 (Cancon runs until the 28th).

Venue

We are NOT onsite at the Cancon venue but will only be 1.5km away at Canberra Technology Park. Access to the Cancon venue is very simple.

<https://canberratechpark.com.au>

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).

Tickets

Tickets are \$50 (+ Fees) and are available [here](#)

Tournament Rules

Tournament Placing

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

- The first criteria is most Tournament Points (TPs)
- In the case of players having the same TPs, the next criterion is most wins, followed by most attrition points

Army Construction

To take part you require the following:

- Your 2300-point army, mounted on appropriately sized unit bases, ideally fully painted
- Armies must be composed using the new composition rules in the Kings of War Version 3 rulebook/Mantic companion ALLIES ARE NOT PERMITTED
- Any updates prior to the 24th December will be included, although the TO reserves the right to make individual calls on inclusions/exclusions as necessary
- Where a list has been updated only the NEWEST version of that list will be allowed if published before 24th December. Eg Norther Alliance 2023 list will be the ONLY version of the Northern Alliance list allowed
- Kings of war historical lists WILL NOT be allowed as they are not compatible with the version 3 rules
- Errata can be found in the Kings of War FAQ at <https://www.manticgames.com/mantic-games-free-rules/>. They are also rolled into updates on the new mantic app.

Acquiring Tournament Points

Description	Points Available
6 Games using Blackjack Scoring	Maximum 126 points
Submitting your list on time (By Midnight January 12, 2024) submissions will be via the Mantic app. You will need to contact me directly if some reason you cannot use this. Use the following code for submission AQ6AS2R0RH	10 points
Painting (<u>see rubric</u>)	Max 30 points
Using at least one Mantic made model/terrain piece	10 points
Entirely Mantic Army (> 80% models or units)	5 points

Total Points Available = 181

Painting/Model Choices

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 (except for bonus points)
- 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. Themed armies are absolutely allowed if they follow this principle.
- 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.
- Armies must also be representative and not heavily proxied. It should be very clear to any player what the unit is intended to be within the list. It should also clearly look like it belongs in a list for example:
- Undead units should not be in a non-undead list unless the whole army is following an undead theme or it is truly representative of that unit eg riftwalkers
- A list should not be a mash of models from various themed armies thrown together to allow the player to use a list for example there should not be something that looks like it belongs in a dwarven army being used as goblins unless it is specific to the unit. There may be exceptions to this based on theme.

If there are any questions regarding this contact me on the email above or via Facebook.

Painting Rubric

This score is focused more on effort rather than results with the intention that everyone should be rewarded for bringing a cool army to the table. Each criterion is worth 6 points and is “yes/no”. There is no scaling.

Description	Points
<p>Is the entire Army painted to a 3 colour minimum standard?</p> <ul style="list-style-type: none">• 3 colours does not include the primer color.	6 points
<p>Army painted using a consistent paint scheme across all units & models?</p> <ul style="list-style-type: none">• Army and units should look cohesive/themed	6 points
<p>Do models accurately represent what they are meant to be?</p> <ul style="list-style-type: none">• No confusion between units• Eg. Not using same models to represent two different units• Eg Not using different models to represent the same unit type	6 points
<p>Does the Army have consistent/thematic unit basing?</p>	6 points
<p>Is each unit based to an appropriate size and adequately fill the space of the base (not spacing out models in order to deliberately use less models)</p>	6 points

Terrain/Maps

Each table will play using the same Map for a given round. The map will change each round. Maps will be chosen from the Blackjack Mapst

Terrain heights are below, there will be two pieces of each per table

Terrain Type	Height
Fields/Pomds	Flat when out, height 1 within
Obstacles	2
Hills	3
Forests	10
Buildings/Impassable	8

Tournament Software

The tournament will be run using the Mantic Companion (better than last year). Submit your list using code AQ6AS2R0RH.

As many players using the app as possible will assist with running of the event

Scenarios

Scenarios will be released on the day but will represent a mix of objective and board control scenarios.

Schedule

Friday 26th January

8:30	Registration/Briefing
9-11:10	Round 1
11.10-13:10	Lunch/Cancon
13.10-15:20	Round 2
15:30-17:20	Round 3
17:30+	Shenanigans

Saturday 17th January

8:30	Registration/Briefing
9-11:10	Game 4
11:25-13:35	Game 5
13:35-14:45	Lunch/Armies on Parade
14:45-16:55	Game 6
17:00+	Prizes

Timing/Use of clocks

The time allocated for each game includes 130 minutes for the game itself, 65 minutes per player inclusive of deployment. 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. Also note this is the first 2 days of Cancon so the third day (Sunday the 28th) will still be available

Clock use is mandatory for the running of the event. If your game has gone overtime the TO may decide to call your current turn the last turn.

If a player times out then the following happens:

- Finish the current roll (the roll must have been commenced ie dice on the table). If rolling to hit the follow through to wound. In the case of melee, you may then roll nerve and reform if applicable.

This is not open to player discretion.

Running to time is important, if your opponent is not at the table 5 minutes after the allotted start time their clock will be started