

# CLASH OF KINGS

## AUSTRALIA 2026

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**Tickets:** [bit.ly/4oNr5G7](https://bit.ly/4oNr5G7)

**Pack Version:** 1.0

# ENTRY DETAILS

## 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 (pending edition change) points.

## Date

Clash of Kings Australia is 24th/25th January, 2026.

There will also be a one-day Firefight tournament on Monday, the 26th.

## Venue

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

<https://canberratechpark.com.au>

Please note we have on site catering via Soul Cartel and the venue is licenced for the weekend.

## 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 \$65 (+ Fees) and are available here [bit.ly/4oNr5GZ](https://bit.ly/4oNr5GZ)



# TOURNAMENT RULES

## Included Rules

- Kings of War 3rd Edition rules (Companion) OR 4<sup>th</sup> Edition depending on release date. If 4<sup>th</sup> edition is due to be shipped and released prior to December '25 it will be used
- Withdraw will NOT be in use if 3<sup>rd</sup> edition is in play
- Command dice will NOT be used if 3<sup>rd</sup> edition rules are in use
- All errata released prior to December 24, 2025 will be in use. The TO reserves the right to alter this up until the tournament date. 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 mantic app.

## 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 most up to date composition rules in the Mantic companion/Clash of Kings 2025 updates. 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
- All lists that were updated in Clash of Kings 2025 will be the only version of that list that will be allowed.
- Historical Lists are not allowed

## Tournament Placing

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

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

## Acquiring Tournament Points

Scoring will use the Blackjack! Scoring system available here <https://www.kowaustralia.com/blackjack>. If we are using 4<sup>th</sup> edition this may change. Scenarios will only be made available to players on the day.



## Points Accumulation – Total available 191 TP:

- Maximum of 126 Blackjack! TPs available from the 6 games
- Bonus 10 TPs for submitting your list on time (By Midnight January 17, 2026) submissions will be via our new tournament app. Details to be released
- Maximum of 30 paint points (see painting rubric further on in the pack)
- Bonus 10 points for having copies of your list available for your opponent (suggest multiple copies to allow for loss). Being on the app does not count as having it available
- Up to 12 Mantic Mania Points for use of Mantic models (one option only) :
  - . 0 Points for no Mantic representation in your army
  - . 5 points for at least one model or piece in your army being of Mantic origin
  - . 8 points for at least 50% of your army (units or models) being Mantic
  - . 12 points for at least 90% of your army (units or models) being Mantic

## Choice of Miniatures Guidelines

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 Mantic Mania 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 Scoring

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. The rubric will be used by at least two different judges who will review each army independently. Where differences arise they will reach a consensus, therefore if you have your points reduced at least two people have judged that to be fair.

1. Entire Army painted to a 3 colour minimum standard (not inclusive of prime)
2. Army painted using a consistent paint scheme/theme across all units & models?
3. Do models accurately represent what they are meant to be?
  - No confusion between units
  - No heavy proxy
  - Fliers should look like fliers etc, non fliers like non fliers
  - Eg. Not using same models to represent two different units
  - Eg Not using different models to represent the same unit type
4. Consistent/thematic (and fully complete) unit basing? (individual models stuck to bases is not complete)
5. 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)

## Terrain

Terrain will be standardised heights:

- Fields/Ponds: Flat when out, height 1 when in
- Obstacles: 2 (never block line of sight)
- Forests: 10
- Hills: 3
- Buildings/Impassable: 8

Maps used will be randomly generated prior to event with each table using the same map each round.

## Tournament/List Software

We will be using the Australian Tabletop Tournament Software. List submission will be announced closer to the date as well as relevant links.



# Use of Clocks

**The use of clocks is NOT optional.**

**Time allocated:** 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).

**Time out:** If one player times out the following will occur:

- If the player is NOT in the process of rolling dice ie they have not left their hand to the table for a given combat or shooting attack then no more dice rolling shall take place
- If a player has commenced a shooting attack they may roll through to damage and roll the nerve checks for the shooting attacks that have taken place in that phase. They may not continue to other shooting attacks against other units
- If a player has commenced a combat, they may roll through to damage and nerve check on that combat only. The unit(s) may reform if the opposing unit is destroyed. If it is a combat with multiple chargers, the entirety of that combat can be completed as described. A combat that kills an individual and creates an over run into another combat does not constitute the same combat.
- The opponent then is allowed to continue their turns, inclusive of potential turn 7 until completion of their turns or until they too timeout.
- If a game appears to be running particularly behind schedule the TO reserves the right to tell the players that will complete the game at the end of that game round.



# SCHEDULE

## **Saturday 24th January 2025**

08:15 - 8:45 Registration/Briefing

09:00 - 11:10 Game 1

11:10 - 13:10 Lunch/Cancon/Armies on Parade

13:10 - 15:20 Game 2

15:30 - 17:40 Game 3

18:00 onwards: Clash of Kings After Dark/Game Demos etc

## **Sunday 25th January 2025**

08:30 - 9:00 Registration/Briefing

09:00 - 11:10 Game 4

11:25 - 13:35 Game 5

13:35 - 14:45 Lunch

14:45 - 16:55 Game 6

17:00+ Awards

**There is a 2 hour break on Day 1 for those who wish to go check out Cancon/Armies on parade**

**Also note this is the first 2 days of Cancon so the third day (Monday the 26th) will still be available**



# PRIZES

As always we will have lots of prizes including:

- 1st Place
- Top Mantic Army
- Best Painted Army
- Best Painted Mantic Army
- Counter Charger
- Last Place
- Best Sports
- Unluckiest General
- Bloodiest General
- The Ken Ferris “Pillow Fighter” Award

And more!

