



**CLASH OF KINGS
AUSTRALIA
2023**

CONTACT: mcroger@capitalcliniophysio.com.au

TICKETS: <https://www.eventbrite.com.au/e/clash-of-kings-australia-2023-tickets-413396137977>

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 2000 points.

Date

Clash of Kings Australia is timed at the same time as Cancon on the 21st and 22nd of January, 2023 (Cancon runs until the 23rd). For reasons of space, temperature control and ability to spread out in current times we will not be co-located with the main event.

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>

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 \$40 (+ Fees) and are available here <https://www.eventbrite.com.au/e/clash-of-kings-australia-2023-tickets-413396137977>

TOURNAMENT RULES

The withdraw rule **WILL BE** in play, with the additional -1 to hit modifier

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. All TP accumulation is used to determine the winner (see accumulation below)
2. In the case of players having the same TPs, the next criterion 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

Army Requirements

To take part you require the following:

- Your 2000-point army, mounted on appropriately sized unit bases, ideally fully painted
- 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 rules in the Kings of War Version 3 rulebook
- Armies must be composed using the new composition rules in the Kings of War Big Red Rule Book of 2022. **ALLIES ARE NOT PERMITTED**
- Armies/characters from the following are allowed:
 - Kings of War V3 Official Rule Book 2022
 - Twilight Kin **ARE** allowed as per their previous list
- Kings of war historical lists **WILL NOT** be allowed as they are not be compatible with the version 3 rules, I will reassess this if it changes
- Errata can be found in the Kings of War FAQ at <https://www.manticgames.com/mantic-games-free-rules/>

Scoring/Acquiring Tournament Points

Scoring will use the Blackjack! Scoring system available here <https://www.kowaaustralia.com/blackjack>. Scenarios will only be made available to players on the day.

Points Accumulation – Total available 186 TP:

- Maximum of 126 TPs available from the 6 games
- Bonus 10 TPs for submitting your list on time (By January 14, 2023) submissions to mcroger@capitalclinicphysio.com.au
- 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)
- Bonus 10 points for having any number > 1 of Mantic models in your army:
 - Understandably some armies are themed with models from other providers. What I am asking for here is at least one mantic model so this maybe a model that is a part of a multibased unit with other models
 - I am also willing to accept using of mantic terrain crate for multibasing bits to help achieve this goal

Painting Requirements/Choice of 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 (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. Please also see the FAQ below and painting scoring rubric below.

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.

Points Available 30

1. Is the entire Army painted to a 3 color minimum standard?
 - 3 colors does not include the primer color.
2. Army painted using a consistent paint scheme across all units & models?
 - Army and units should look cohesive/themed
3. So models accurately represent what they are meant to be?
 - 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
4. Does the Army have consistent/thematic unit basing?
5. Does the army meet MMC, if not do the units adequately fill the space?
 - Eg not leaving lots of blank space to get away with less models
 - Eg not spacing out alternative models for other games systems to get less on

Painting/Modelling FAQ

What is MMC?

MMC is defined as the size below + 1. Please see the table from 2nd edition that demonstrates this. Please note given that it is second edition it does not have all types and is a guide only.

Unit Type	Base Size	Troop			Regiment			Horde			Legion		
		Footprint	MMC	PMC	Footprint	MMC	PMC	Footprint	MMC	PMC	Footprint	MMC	PMC
Infantry	20x20mm	100x40mm	6	7+	100x80mm	11	14+	200x80mm	21	27+	200x120mm	41	41+
Infantry	25x25mm	125x50mm	6	7+	125x100mm	11	14+	250x100mm	21	27+	250x150mm	41	41+
Cavalry	25x50mm	125x50mm	3	4+	125x100mm	6	7+	250x100mm	11	14+	n/a	-	-
LrgInf	40x40mm	n/a	-	-	120x40mm	2	2+	120x80mm	4	4+	240x80mm	7	9+
Lrg Cav	50x50mm	n/a	-	-	150x50mm	2	2+	150x100mm	4	4+	300x100mm	7	9+
Lrg Cav	50x100mm	n/a	-	-	150x100mm	2	2+	150x200mm	4	4+	300x200mm	7	9+

I want to take an army such as ogres but have goblins in the list. My goblin models are from a different army so aren't cohesively based with the ogres. Is this acceptable?

Under the current scoring it is not acceptable and won't receive 6 points.

My units are painted different colours but it represents a theme is this ok? Eg Different units of humans representing different regions in a KoM army.

Yes this is fine as long as the basing brings the army together cohesively. It should be appropriately based on not just blue tacked together to make it work.

Terrain

Terrain will be standardised heights:

- Fields/Ponds: Flat
- Obstacles: 2
- Forests: 10
- Hills: 3
- Buildings/Impassable: 8

Tournament/List Software

It is likely that Mantic's new companion app will provide what we need. By signing up you will be emailed any updates.



SCHEDULE

Saturday 21st 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 22nd 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). If one player times out they must stop rolling dice immediately and may not take any further actions. Their opponent may then complete their turns.

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 (Monday the 23rd) will still be available