

The background of the poster is a detailed illustration of a medieval-style battle scene. In the center, a king with a long white beard and a golden crown, wearing a yellow tunic and armor, holds a large golden mallet aloft. He is surrounded by other knights in similar armor, some holding spears and shields. In the background, there are large wooden siege engines, including a catapult and a ballista, firing projectiles. The sky is filled with dramatic, dark clouds and several bright red lightning bolts striking down. The overall atmosphere is one of intense warfare and heroic leadership.

KINGS OF WAR

**Clash of Kings North American
National Championship 2017**

Tournament Rules Pack

Clash To War...

Kings of War has seen massive growth over the last year and we are thrilled to see the game expanding and getting the attention we know it deserves. There has been a huge influx of new gamers which has swelled the player base, and the number of games being played globally is fantastic to see. Entire tournament scenes have switched wholesale to the system and players are embracing the simplicity of the rules and the awesome modeling opportunities that the system allows for. We've seen some truly inspiring units and armies and some wacky ones too!

Kings of War continues to have one of the best war-gaming communities, both online and at events. We hear this spoken about many times and it really does fill us with pride to see everything gel in this way. People still regularly turn up at KoW tournaments to play their first ever games and have immense fun doing so. It's great to see and hear about these stories. It really is what the hobby is about.

We would like to thank the KoW Rules Committee for the huge amount of work they do in preparing FAQs, engaging with, and answering questions for the community, and helping write new material to further develop the game. Kings of War would certainly not be the same without their tireless efforts. And so to the big event in the US KoW calendar for this year: The US Clash of Kings 2017. Good luck, and I hope to see you at the US Clash of Kings.



The North America Clash of Kings Championship will take place at the Adepticon convention, March 25th and 26th, 2017.

Tickets

Each player is required to purchase a ticket through [Adepticon](#).

Prizes

There will be prizes for 1st, 2nd and 3rd places. The player coming first will be crowned the **North American Clash of Kings National Champion** for 2017! There will be additional prizes for the Most Sporting player and the best painted Mantic army (90% or more Mantic models).

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).

Items you should provide

In addition to your army and copies of your army list, you need to make sure you bring the following:

- All dice, tape-measures, rule-books, damage markers, pencils and other gaming accessories you will need. Make it clear to your opponents how you will be tracking damage. Please bring dice that are clear to read for both you and your opponents.
- You will need a chess clock, stop-watch, phone or other similar time-tracking device.
- It will be a good idea to have your units mounted on unit bases or movement trays – if you insist on individually moving all the models in a Zombie Legion, you'll soon run out of time! Unit footprints must conform to the appropriate size of course.
- Having a large tray to carry your army between games is a great way of keeping the tournament moving smoothly and in a timely fashion.



Building your Army

In addition to the rules below, please review the **Special Event Rules** section when building your army.

Armies

This tournament uses the **Kings of War 2015 (“2nd edition”)** rules, with a maximum army total of **2250** Points and adhering to the standard rules of army composition as detailed in the Kings of War rulebook. Players must choose a **single** Force List up to this points limit and no more and this will be used for all the games on the weekend.

Your Force List must be chosen from **one** of the official army lists noted below (however, allies are permitted following rules presented later).

From the main rulebook: Elves; Orcs; Dwarfs; Kingdoms of Men; Abyssal Dwarfs; Undead; Goblins; Twilight Kin*, Ogres, Basileans, Forces of Nature and Forces of the Abyss.

From Uncharted Empires: The Brotherhood, Salamanders, The Herd, The League of Rhordia, The Trident Realms of Nertica, The Empire of Dust, Night-stalkers, Ratkin and Varangur.

* *The Twilight Kin army list is available for download from the Mantic web site.*

Fan Lists

Fan-lists are considered unofficial and may not be used.

Army Composition

- All the normal army selection rules in the Kings of War rulebook apply
- 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 should you have one).
- You may take allies from **one** other army list up to 25% of your total force, following the normal selection rules plus the noted changes in the **Specific Event Rules** section. 25% of 2250 means, at most, you can spend 562 points on allies.

Miniatures

Players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models. Remember though that the best-painted award will only consider armies with 90% or more Mantic models however.

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.

Adepticon policy states that ALL models must be painted to a minimum standard (3 colors, based).

If any model is used as a “counts-as” or a proxy for another, this *must* be made clear to your opponent before a game begins.



Force Lists

You are required to submit a copy of your Force List to the organizers at the start of the tournament. 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 (<http://kow2.easyarmy.com> is highly recommended).

You will require spare copies of your Force List, which you should keep with you when you are playing. Your army list 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 that were not picked up on, 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 favor 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 army list, please feel free to submit it to the tournament organizers prior to the event for checking.

Players who submit their army lists to the event organizer (emailed to puggimer@gmail.com, with subject "Adepticon Clash of Kings Army List") by Midnight EST March 19th will receive 5 bonus sportsmanship points.



Tournament Rules

Game Time and Victory Conditions

The tournament consists of **six** games over the course of the weekend (3 games on Saturday and 3 on Sunday), and will make use of chess clocks or other devices for enabling Timed Games. Each player has **fifty (50)** minutes for each game, including deployment.

Schedule

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

Saturday

- 08:00 – 08:30 Event Registration
- 08:50 – 09:00 Welcome / Briefing
- 09:00 – 11:00 Game 1
- 11:00 – 12:00 Lunch / Paint Judging (please set your armies out with your name on them)
- 12:00 – 14:00 Game 2
- 14:30 – 16:30 Game 3
- 17:00 – 19:00 Game 4

Sunday

- 08:00 – 08:20 Day 2 check in
- 08:30 – 10:30 Game 5
- 11:00 – 13:00 Game 6
- 13:30 Awards

Note that the time allocated for each game includes 100 minutes for the game itself (50 minutes per player maximum) plus 10 minutes for meeting, discussing rules and 10 minutes afterward for the completing and submitting paperwork. The schedule may be adjusted on the day if things are running behind (or ahead!).

Game Sequence

The scenario for each game will be announced by the organizer at the start of each game.

- Meet your opponents 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. Place any objective markers, and finally roll-off for table side. Players should discuss before the game how they will deal with cocked dice and in what circumstances they should be re-rolled.
- Sit on your own side of the table and place your army on your side of the table, so that the opponent can see your models 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.
- Vanguard moves. 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, the player 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.
- If a player runs out of time, 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, and the charged units all receive a result of "Steady" for their 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. The timed-out player will also receive a -1 tournament point penalty.

Timed Games

Timed games add a sense of urgency to the game, and can present a challenge in time management to the players. In addition they prevent games from running over time and keep the entire tournament running smoothly.

All games in the tournament are timed. Each player is responsible for bringing their own timing device (i.e. chess clock). Use of chess clocks is NOT OPTIONAL – players may NOT decide to not use the clock. If any table is found to not be using chess clocks for their game, then each play will receive a 10 point sportsmanship penalty for that game.

Clocks may be stopped if players have a game question while the question is resolved. If the players cannot resolve the question quickly then they need to have a tournament organizer come over and make a ruling.

Rounds

The match-ups of the first round (Game 1) will be random. In the following rounds (Game 2 onwards) players will be paired using Tournament Points (TP), as explained below. 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 organizers as soon as possible so that the next rounds can be organized in time.

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 player with the highest 'Attrition Score'.
- If both the TP and Attrition Scores 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 (based on result and then Attrition scores for that game).
- Finally, if the players cannot be split, the tournament ends with a joint victory and the players share the first prize.



Tournament Points

After a game the points will be assigned as follows:

Result	Tournament Points (TP)
Victory	15
Draw	10
Loss	5

Margin of Victory

This is the difference between the total points the winner has left on the table, compared to the loser. This difference in totals adjusts the Tournament Points by a positive or negative amount. This means that you may score a victory, but should your army be decimated by your opponent, that victory will be a hollow one. Include any points scored for objectives in this calculation in scenarios where it is applicable.

The winner of the game subtracts the point value of the losers remaining army from their own army's remaining point value. The players then consult the table below for the adjustment to both players' scores:

Point Difference	Winner adjusts their TP by	Loser adjusts their TP by
+2000 or greater	+5	-5
+1500 to +1999	+4	-4
+1000 to +1499	+3	-3
+ 500 to + 999	+2	-2
+ 100 to + 399	+1	-1
+ 99 to - 99	0	0
- 100 to - 399	-1	+1
- 500 to - 999	-2	+2
-1000 to -1499	-3	+3
-1500 to -1999	-4	+4
-2000 or less	-5	+5

For example: Fred wins a Loot! game (15 TPs) by beating Sam (5 TPs). Fred has Routed 1250 points of Sam's units while Sam has Routed only 745 points of Fred's. 1250-745 is a difference of 505. Consulting the table, the final TPs for the game are 17 (15+2) for Fred and 3 (5-2) for Sam.

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).

In the case of more than two players on the same number of TPs, players will be matched in order of descending 'Attrition Score'.

By 'Attrition Score', we mean the amount of points of enemy units Routed by the player until that point in the Tournament. Players will therefore have to record the score they get for each game in addition to the overall game result. At all times, the tournament organizer will endeavor to avoid player's re-playing an opponent they have already faced but on occasion, this may become unavoidable and a minor adjustment made.



Notes

Sportsmanship

There are no sportsmanship scores at this tournament but there will be a vote and an award. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

Players will choose their three favorite opponents after the last game. These votes as well as points awarded for turning in your list ahead of time (and penalties for not using chess clocks) will be used to determine the winner of the best sportsman award.

Rules Questions and Player Conduct

As noted, all rules will be taken from the Kings of War 2015 hardback book. In addition, any official 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 an 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 nicely and politely, and that you do your best to sort out any problems yourselves. If in doubt, the organizers are 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.

Judges will be on hand if players require a ruling. Your judges for the event will be pointed out at the start of the day. A judge's ruling is final.

The organizers reserve the right to take appropriate action for any player 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 may be ejected from the Tournament for inappropriate behavior (such as cheating, excessive swearing, shouting or verbal abuse).

Crowd at the Table

If one player feels discomfort with 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.

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 (2 points) may be given to players that report battle results after the scheduled time is over at the tournament organizer's discretion. This penalty will always affect both players.



Special Event Rules

In addition to the normal game rules and those tournament rules detailed above, for the North American Clash of Kings 2017, the following additions and modifications will be in effect for **all** games played on the weekend. Any new FAQ's that are released by February 22nd will be used for this tournament.

Army Selection

Within your main force, you cannot select the same unit entry of type War Engine, Hero or Monster more than **3** times. *For example, in a goblin army, you could take a maximum of 3 War Trombones and a maximum of 3 Wiz heroes. You could still then take up to 3 Biggits of course.*

Allies

If you include allies, you cannot select the same allied unit entry of type War Engine, Hero (all types) or Monster more than **once**. *For example, in a goblin allied contingent, you could take a maximum of 1 War Trombone and a maximum of 1 Wiz hero.*

In addition, magic artefacts **cannot** be given to any allied units you take.

Unit Entry Changes

- **Empire of Dust**
 - **Ahmunite Pharaoh**– This unit has defense 5+ not 6+. The point value remains the same.
- **Nightstalkers**
 - **Fiends** – Nerve is reduced – Regiment 12/15 , Horde 15/18
 - **Mind Screech** – Nerve reduced to 14/17
- **Orcs**
 - The following units have Fury:
 - Fightwagons
 - Morax
 - Krudger
 - Krudger on Slasher
 - Krudger on Gore Chariot
 - Gakamak
- **Ratkin**
 - **Death Engine** - Reduce De to 4+ if the Vile Sorcery upgrade is taken.
- **Salamanders**
 - The following units have Vicious:
 - Kaisenor Lancers
 - Fire Drake
 - Clan Lord
 - Clan Lord on Fire Drake



- **Trident Realms**
 - The following units have Ensnare:
 - Placoderms
 - Placoderm Defender
 - Riverguard
 - Riverguard Captain
 - Nokken
- **Undead**
 - **Cursed Pharaoh** – This unit has Defence 5+ not 6+. The point value remains the same.
 - **Vampire Lord** – This unit has Defence 5+ not 6+. The point value remains the same.
- **Varangur**
 - **Herja** – Replace Judgment rules with: This is a ranged attack that can be used once per game. It follows the same rules as a Heal (5) that can be used on any friendly nonallied unit on the board, regardless of range or Line of Sight.

Special Rules

Note the amendments to the following special rule:

- **Breath Attack, Fireball and Lightning Bolt**
 - When targeting enemy units in cover these attacks hit on a 5+ instead of 4+Attack & Spells
- **Fly**
 - While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble via another method (e.g. Individual or Wine of Elvenkind) then they will remain Nimble while Disordered.
- **Bane-Chant (Spell)**
 - This will only grant or improve Piercing if two or more hits are scored.
- **Alternate Time-Out**
 - If a player runs out of time, 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, and all charged units receive a result of “Steady” for their nerve check, regardless of the amount of damage suffered. During the remainder of the game, the player may not issue any orders or roll any dice, including for rules such as Regeneration. The timed-out player will also receive a -1 tournament point penalty.

Artefacts

The following Magical Artefacts will NOT be allowed:

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

In addition, players may use the new spells and artifacts from the Clash of Kings book.



Scenarios

Scenarios for the event WILL NOT be published before hand, however please note the following definitions WILL be in effect for any scenarios. Please read all scenarios carefully. You should expect scenarios from the Clash of Kings book to be used.

- **Victory Points**
 - Most scenarios award a certain number of Victory Points (VPs) for completing objectives. The player with the most VPs at the end of the game wins. If the players have an equal number of VPs then the game is a draw.
- **Unit Strength**
 - Each unit on the board will have a unit strength that is used in some scenarios to determine who controls different areas of the board. These are:
 - 0 – Individuals, War Engines
 - 1 – Troops, Heroes(without the individual rule), Monsters, any unit with height 0
 - 2 – Regiments
 - 3 – Hordes or Legions
- **Center of the Board**
 - A number of scenarios require you to place an Objective Marker or Loot Counter in the center of the board. If you are unable to do so due to Blocking Terrain, they should be placed along the center line of the table as close to the center as possible.
- **Scoring Units**
 - Scoring units are any units that are not War Engines and do not have the Individual rule.
- **Non-Scoring Units**
 - Non-Scoring units are any units that are War Engines and/or have the Individual rule.
- **Objective Markers**
 - These follow the same rules as Objective Markers from the core rulebook, except only Scoring Units may hold Objective Markers.
- **Loot Counters**
 - These follow the same rules as Loot Counters from the core rulebook, except units lose the Fly and Nimble special rules while carrying them and Loot Counters may not be taken off the board.
- **Bounty**
 - Mark any units carrying a Bounty with a token of some sort. A unit may not have more than one Bounty on it at any one time and may not drop or transfer it. The unit is otherwise unaffected by carrying the token.



- If a player routs an enemy unit carrying a Bounty in melee, then the Bounty has been completed and that player keeps the token until the end of the game as a reminder. If the unit is routed by any other means, e.g. ranged attacks, then the Bounty is lost instead.