

CLASH OF KINGS UK 2026

Welcome to the official Clash of Kings UK 2026 event pack.
Here you will find the information you need to prepare for this mighty event.



WHAT IS CLASH OF KINGS?

Clash of Kings is the world's largest Kings of War Tournament where you get the chance to play a series of enjoyable and challenging games.

Prove your worth against your fellow combatants and share in the fun of the Mantic hobby while making new friends... and perhaps new enemies



GENERAL INFORMATION

6 Games of Kings of War at 2,300 points
Nottingham High School
12th and 13th September 2026

Venue

The event will take place at:
Nottingham High School
Waverley Mt
Nottingham NG7 4ED

Tickets

You need a ticket to take part in Clash of Kings. Please purchase one here:

<https://clashofkings.uk/tickets>

Your ticket includes the following:

- 6 competitive games of Kings of War
- A goody bag, packed with exclusive Clash stuff
- £10 Mantic Games gift voucher plus exclusive Clash of Kings tournament miniature if attending with a NEW Mantic army

Clash Committee

As always, Clash of Kings is organised by a fine bunch of expert TOs and reprobates.

Many thanks to Steve Hildrew, Jan Stother, Bob Aspland, Todd Durkin, Jon Faulkes, Matt Gee, Andy Hawley, and the Smiths (not the band).

Age Limit

Players must be aged 14 or over. Any player under the age of 16 must be accompanied by an adult (playing or nonplaying).

Saturday Social

The venue will stay open after the event, and you can pre-order an evening meal provided on site (at the ticket link above). If you missed buying your evening meal when you bought your ticket, you can get it here:

<https://www.tickettailor.com/events/clashofkings/store>

The bar will stay open, and you can sit back and enjoy the ~~unhinged ramblings~~ special talk on what's coming from Mantic Games by the one and only Ronnie Renton.

So feel free to hang out, play games, and have a great time with your fellow gamers. Please direct any questions and queries to: <mailto:ukclashofkings@gmail.com>





AWARDS

The player finishing in first place will become the Clash of Kings **UK National Champion** for 2026, and their name will be inscribed on the Clash of Kings Shield of Destiny!

There will be a short awards ceremony at the end of the weekend's gaming where we will award the following:

- **The Clash of Kings UK Champion**
- **2nd Place**
- **3rd Place**
- **Team Award**
- **Hobby Awards**

Team Award

We realise that players spend time and money to get to our tournaments and that after such expenditure they may not want to end up playing their regular opponents! We therefore allow groups of players to register as a Team ([CLICK HERE](#)) - each team must be a maximum of four players.

When calculating the match-ups for games on Day One (games 1-3), we will endeavour to ensure that members of the same Team will not play each other. On Day Two however, it is 'gloves off'!

The Team with the highest combined score over the weekend will win the prize following these criteria:

- The Team with the most combined TPs will be the winner.
- In the case of Teams having the same highest combined TPs, the winner will be the team with the highest *Scenario Points; then Points Routed; Scenario Points Attrition; Routed Attrition; and finally Strength of Schedule*
- If Teams cannot be split then a joint victory will be awarded.

Team names cannot be repeated between teams and the TOs reserve the right to reject team names at our discretion

Hobby Awards

We will be presenting hobby awards to the three players who have produced the Best Army as judged by the TO team.

We will also be handing out special badges of honour to those armies we feel represent the best of Mantic hobby, no matter the standard. To qualify for this prize all your units must meet the requirements of a Mantic Army (see below).

HOBBY

Mantic Army

Some awards and prizes require the player to have a 'Mantic Army'. The criteria for a 'Mantic Army' are:

- Must comprise of 90% Mantic miniatures by model count. Units printed from the Mantic Vault count as Mantic miniatures.
- The base must look "full" and represent the unit in question.
- All models must be painted with at least three colours and bases painted and/or finished with basing material.

Players who meet these criteria will receive a **£10 Mantic voucher** at the weekend. Also, players who bring a **NEW** mantic army (i.e. one you didn't bring to last year's Clash) will receive an exclusive Mantic miniature from Ronnie himself! (assuming he remembers)

Non-Mantic Armies

Non-Mantic miniatures and entire armies are allowed, even if we strongly encourage you to use a Mantic army! You must use wargaming miniatures and models that do not look out of place in your army. Each unit must be recognisable to your opponent as to what it represents. Not every model needs exactly the right weapon, but if it is a two-handed unit, then we need to see lots of those big weapons.





Models must be based on the correct base size and shape for their type. Unit basing (or “multi-basing”) is encouraged, so long as the unit footprint is accurate for the unit size and the base looks full and clearly represents the unit in question. If the TOs see any units that do not fit the above criteria, you may be asked to remove the units from the table.

Painting

To encourage everyone to arrive with good looking armies the following minimum requirements will apply:

- All models in an army should be painted in at least three colours
- All model bases should be painted and/or finished with basing material.

We won't turn anyone away for not meeting this standard, but we will subject you to a withering look...

GAMING

Games will be played using the Kings of War 4th edition rulebook and Invasion expansion book. Should any further supplements be released they will be used so long as the release date is at least one month prior to the date of the tournament.

To take part you require the following:

- Your fully painted 2,300-point army, mounted on correct-sized unit bases
- At least two printed copies of your army list for you and your opponents
- Rule book, tape-measure, dice, damage markers, pencils, and other gaming paraphernalia
- A chess clock, stop-watch, phone, or other similar time-tracking device
- We recommend that you bring a large tray to carry your army between games
- It is highly recommended that you bring a smart phone with the Mantic companion installed for reporting of results and viewing matchups.

- Errata can be found at:
<https://www.manticgames.com/kingsofwar/4th-edition-latest-errata-faq/>

Please bring dice that are clear to read for both you and your opponents. Any custom dice may only have a symbol on one facing. For example, you may use dice that have your team logo on one facing, but all other faces must have standard dice pips. You may not also have another symbol on another face.

We will provide all the tables and scenery for the event. These will be set-up for you before Game One. If you feel that the terrain may have been moved between rounds, please let one of the TOs know and they will reset it for you or agree with your opponent.

Terrain heights

For Clash of Kings 2026, we will be using the following terrain heights:

- Impassable terrain: H8
- Forests: H8
- Obstacles: H1
- Hills: H3
- Difficult: H0

Army List Submission

Army Lists must be submitted through the Mantic companion app by midnight on Saturday 29th August using the following link:

<https://companion.manticgames.com/kings-of-war-4th-edition-tournament-submission/?tournament=55>

Advanced Rules The full rulebook including command orders and scenarios will be used at Clash of Kings.





SCHEDULE

The tournament consists of six games over the course the weekend. Each player has **65 minutes** for each game, to be timed using a chess clock or similar, including deployment.

Schedule

Saturday 12th September

09:00 Doors open
09:45 Player Briefing
10:00 Game One
12:25 Lunch
13:15 Game two
15:40 Break
16:00 Game Three
18:25 End of day one
19:00 Pre-ordered food arrives
20:00 Ronnie's address

Sunday 13th September

09:00 Doors open
09:30 Game Four
11:55 Lunch
12:45 Game Five
15:10 Break
15:30 Game Six
17:55 End
18:30 Results and awards

Each round will last 2 hours and 25 minutes. This allows for each player to have their full 65 minutes, plus an additional 15 minutes for meeting, rules discussions and any other required midgame breaks.

We will endeavour to have the game day finished by 6:30pm on both days.

Rounds

The match-ups of the first game will be random. 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). Kill points will be used as the first decider.

Once players have completed their game, they should submit their results via the Mantic Companion.

In games 1-5, we will endeavour to avoid players playing an opponent they have already faced, but on occasion this may occur.

Game Sequence

Scenarios will be announced before each game, along with the number of objectives to be used if the scenario has a variable number.

Pairings and table numbers will be announced via the Mantic Companion app and displayed on screens at the venue.

We will endeavour to release the next round matchups as soon as possible, but this does not mean that you have to start your next game immediately. You must be at your table within 5 minutes of the game start time, however.

Turn 7 is to be rolled for as per standard Kings of War rules.

Clocks

Chess Clocks must be running during deployment, any Scout moves and throughout the player's turns. They can be paused for any action involving a roll-off, rules disputes and toilet breaks. Clocks cannot be paused for normal in-game checks, such as LOS, unless there is genuine disagreement between the two players. A "genuine disagreement" is one that requires pulling out the rulebook or for the Judge to rule on the situation.

If a player feels that their opponent is pausing the clock unnecessarily or taking an excessive amount of time off-clock then they must let a TO know as soon as possible.





Player Timeouts

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 including nerve rolls for damage already caused etc. Any unresolved nerve checks are treated as a 'Steady' result.

During the remainder of the game, the player may not issue any orders or roll any dice, including for rules such as Regeneration nor activate any artefacts, except for the turn 7 roll.

Round Timeout

Should players start their game late, or pause for too long, then the game can time out due to the round ending.

Players should be aware of the scheduled time remaining as there are warnings broadcast toward the end of the allotted time. If the players can see that the round is going to end before they finish their game then they should endeavour to finish the game so each player has had an equal number of turns,

e.g. both players should have had 5 turns each as opposed to one player having 5 and the other 6.

If the round time ends, then both players must immediately dice-down and end the game.

SCORING

Clash of Kings 2026 will be using the **Clash of Kings Scoring System**.

Tournament Points (TPs)

The amount of Tournament Points (TPs) you have scored in your game is calculated using three criteria:

Result Points (RPs)

Win	Draw	Loss
10	5	1

Scenario Points (SPs)

There will be a maximum of 7 Scenario Points available each game and will be based on the VPs scored by each player.

Kill Points (KPs)

A player will score 1 KP for every 20% of the opponent's army points routed, with a maximum of 4 KPs available.

Submitting results

Players will submit their Result, Scenario Points, and Points Routed via the Mantic Companion app and the score calculation will be done automatically.

Your total score for the round is calculated by adding these three scores together (RPs+SPs+KPs), with a max score of 21 and a min score of 1.

When calculating placings, the order of deciders will be: *Tournament Points*; *Scenario Points*; *Points Routed*; *Scenario Points Attrition*; *Routed Attrition*; *Strength of Schedule*



SPORTING BEHAVIOUR

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.

Please remember that interacting in a social environment comes easily to a lot of us but can be a challenge to some. We are committed to making Kings of War an inclusive and welcoming community to all, so please make sure to always treat your opponent with respect and patience.

Player Conduct

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).

Crowd at the Table

If any player feels discomfort with the amount of spectators present at their table, they may request them to step aside.

Please do not discuss ongoing games within earshot of people still playing their game or distract players mid-game. In general try to vacate the gaming area while games are ongoing.



Rules Questions

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 TO will be available to resolve your problem. Please also respect the time each player has. If a question cannot be resolved quickly, stop the clock until the answer or a solution is decided upon.

TOs 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, even if their ruling is later shown to be incorrect.

