

KINGS OF OSLO GT

31.1 & 01.02 - 2026

2d6 gaming club

Storgata 32, Oslo

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Friday 30th of Jan

Optional: 18-23 : Room setup and free gaming

Saturday 31st of Jan

09:30 Meet up and get ready

10:00 Game 1 (2h 30m)

12:30 Lunch (not provided)

- followed by Paint Votes (Players Choice) when people are back from lunch

13:15 Game 2 (2h 30m)

15:45 Break (15m)

16:00 Game 3 (2h 30m)

18:30 End of Day 1 games

The venue will be open until 23ish for those who want to hang out or play games there.

Sunday 01st of Feb

09:30 Game 4 (2h 30m)

12:00 Sportsmanship Votes

- followed by Lunch (not provided)

12:30 Game 5 (2h 30m)

15:00 End of games.

15:30 Awards

16:00 Ticket sales for Clash of Kings UK 2026 open ;)

Kings of Oslo GT - Rules

- Player cap: none (but need to ask the club for an additional floor after 28)
- Your list : 2200 points, max 2 battalions
- Rules: 4th edition
- Chess clocks will be used, with 1 hour 5 min game time per player.
“OsloClock”: Timing out = if your clock runs out of time, immediately stop what you were doing. You are then allowed to play one last phase of your current game round in its entirety. Pick either the phase you were in, and finish it, or abandon any remaining actions which you had left in your current turn and pick one of the later phases instead.
(This enables players to perform their last actions of the game with the same level of precision and communication as is normally expected during the game)
- Scenarios: a random scenario will be revealed by the TO each round
- All terrain will be the following heights:
Forests and Blocking terrain are height 9 (= you can never see over them)
Hills 3 (Cavalry height), Water 0, Fields 1 (swarm height), Obstacles 1 (swarm height + never blocks LOS)
- Maps: the organizer will announce a map number each round. Find the epic dwarf maps on Dash 28 and set it up accordingly. (<https://dash28.org/epic-dwarf-map-pack/>)
- Players must bring dice, measuring tape, and at least one extra paper copy of their list to give to their opponent when playing. You do not need to bring a chess clock, the club should have enough.

Scoring!

Points available: Battle Points: 120/125 Painting Points: 20 Pre-event points: 5	We will have diplomas for: 1. King of Oslo (all scores combined) 2. Best General (Most Battle Points) 3. Berserker award (Most Kill points) 4. Pillowfighter Award (Least Kill points) 5. Favourite Army (vote) 6. Most Correct Player (vote) 7. Most Friendly Player (vote) 8. Gentleman Award / Most Forgiving Player (vote) 9. Unluckiest Player (vote) 10. Countercharger Award (middle of the field) The same person can only win one of the awards numbered 1-3
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<u>Battle Points</u> To be decided	
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<u>Paint Scores system</u> No paint scores this year, we even allow proxies. This enables everyone to build their new 4th edition army without needing to complete everything. There will only be a single category: 20 points: All units, including any proxy units, are not confusing to the opponent. It is obvious what the unit is representing when it comes to speed, height, etc (TO's decision)	Favourite Army voting: every player gets to vote for the 5 armies they like the most. You can not vote for yourself. <u>There are no set criteria for how or why you choose your favourites - it's completely up to you! Conversions, unit choices, color selection, or paint quality, whatever!</u> Details: 60%+ of the players voted for your army = 15p 40%+ of the players voted for your army = 10p 20%+ of the players voted for your army = 5p Fewer than 20% get 0p In addition, the player who receives the most votes win the Favourite Army award. (if a tie, the TO will have a deciding vote)
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*"based" = the bases are not just painted, but mostly covered with texture, like sand, grass, etc.

<u>Other points available</u> 5 points: Army list submitted before the end of monday 26th of january 2026 - in the new MANTIC COMPANION format. (send PDF to fred.oslo@pm.me)	-5 points: If one of your opponents does not get a paper copy of your list during the event. The TO will try to bring copies of each list, so ask if you lose a copy of your list and you will probably get an extra (the responsibility is still on the player). This rule might seem strict but not having a list to look at while planning your turn is IMO such a huge disadvantage that I wish to prevent it.
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