
MAGIC AND MAYHEM
Kings of War Tournament
14th March 2026

Tournament Rules

ARMY LISTS

There will be a 2300 point limit for army selection

No Magical Artefacts may be chosen! At the start of each game the Wheel of Magic will be spun determining how many points can be spent on your Magical Artefacts (in addition to whatever of the 2300 you did not spend).

If you spend less than the 2300 points then the remaining points will go towards your magic item selection before the start of each game.

A maximum of two Battalions may be taken.

Army lists are due before the end of the Monday preceding the tournament to the following email:

republicanknights@gmail.com

Please bring two printed copies of your army list for checking and in game usage

Terrain Heights are as Follows.

- Water Features – Flat
- Fields – 1
- Obstacles – 2.
- Hills – 3
- Blocking Terrain – 9
- Woods – 9

TOURNAMENT SCORING

The tournament will follow the Northern King Scoring system.

PAIRINGS

Pairings will be made at random for Game 1.

If a player enters as part of a club, they will not play another clubmate in game 1.

No challenges are allowed.

From game 2, a Swiss style system will be used for pairing players based on their relative position on the table. Where possible, opponents who have played each other will be avoided.

CLOCKS

Each player will have 60 mins each to complete their setup and turns.

In the event of a player timing out before completing their turn;
Movement phase: immediately stop.
Shooting phase: finish the shooting attack you are doing, if you have started to roll dice, and then roll nerve checks for any units that require it.
Combat phase: finish the combat you are doing, if you have started to roll dice, roll nerve checks for any units that require it and complete any reforms allowed.

VENUE:

37 High Street
High Wycombe
Buckinghamshire
HP11 2AG
PARKING:

On Sundays, parking is free on the High Street with limited availability and access from the A404, please ask for directions if unsure.

The following car parks service High Wycombe listed as closest proximity:

- Swan Car Park
  2494 A40, High Wycombe HP11 1BG
- Eden car park
  Lily's Walk, High Wycombe HP11 2BY
- Easton Street car park
  Queen Victoria Rd, High Wycombe HP11 1NP
- Dovecot Car Park
  High Wycombe HP13 5FX

We can offer drop off for armies on request, let us know and we can direct you to the loading bay.

ACCOMODATION:

The following hotels are an absolute stone's throw from the venue:

- Premier Inn High Wycombe Central hotel
- Arch Way, High Wycombe HP13 5HL
- Travelodge High Wycombe
- Octagon Parade, Abbey Way, High Wycombe HP11 2DQ

FOOD:

Please note there is no food provided in the ticket price, there are snacks and drinks available to purchase at the venue.

WHAT TO BRING:

- A painted army.
- A copy of the most recent ruleset or access to the Mantic Companion
- 2 printed army lists
- A chess clock or clock phone app
- Dice
- Measuring tape / measuring sticks

TIMETABLE:

Saturday	
10.00-10.30	Registration
10.30-12.30	Game 1
12.30-13.15	Lunch
13.15-15.15	Game 2
15.15-15.30	Break
15.30-17.30	Game 3
17.30-18.00	End of Day

Cost

Tickets cost £20. Payment to be sent via Paypal Friends and Family to:

jonquayle@gmail.com

Please include your name and a reference to the event you are paying in Paypal.