



TOURNAMENT RULES:

Force construction: 1500pts Firefight Alignment Protocols.

Recon Roll

At the beginning of each game, players will roll Recon by using their Command Dice pool. The player with the highest result will earn Initiative, which they can give to their opponent if they wish. The player with Initiative can pick their preferred table side and deploy first.

During deployment, the player with the Initiative can hold back a number of units equal to the difference in the Recon roll. These units are not in the reserve but can be deployed after your opponent deploys their strike force.

Objective

Each scenario will describe the method of placing Objectives on the board. Some Objectives require Unit Strength to capture. As a reminder, if a Troop or Specialist unit is reduced to a single model, its Unit Strength becomes 0. This does not apply to Support or Command units.

HVA Drone (pg 52)

While a unit has a Drone (HVA) attached, it may move a maximum of 6" as an Advance, and may not Sprint. A unit may attach an HVA it makes contact with as a short action. A unit may also detach an HVA as a short action in which case the HVA remains in place allowing the unit to move away. If a unit with an attached HVA is destroyed, the HVA is left in place on the table, or can be attached to the victorious unit as a free action if destroyed in an Assault. HVAs do not block LOS or movement and cannot be targeted by any attacks.

A Drone (HVA) cannot be attached to units with any of the following Keywords unless the mission states otherwise: Beast, Walker, Tracked, Vehicle. A unit with an HVA attached may enter a Transport vehicle as a long action, and so must be in contact with it at the start of its activation. The HVA takes up 1 Capacity in the Transport.

List Construction and tournament software:

All factions including the Beta lists may be used however in the case of Asterians the whole army must be constructed solely from either the Alpha or Beta lists. Please submit your list Mantic Companion Tournament Code: rEfbt6AhxO no later than 22/JAN/2025.

Player Costs:

Total Cost \$30

Tickets available here:

<https://www.eventbrite.com.au/e/mantic-mania-2025-clash-of-kings-australia-2025-clash-of-protocols-2025-tickets-936978918167?aff=oddtcreator>

Game Length

Games will last a total of 5 rounds or 120 minutes, whichever comes first.

- 08:30 – 09:00: Check-in
- 09:00 – 11:00: Round 1
- 11:15 – 13:15: Round 2
- 13:15 – 14:15: Lunch and Best Painted judging
- 14:15pm – 16:15pm: Round 3
- 16:30 Awards Ceremony

Table Size

The play area will be restricted to a 6ft x 4ft space.

Scoring:

Winner 14 Points, Draw 10 points, Loser 7 Points

Tiebreak will be in the following order: Total scenario points > Routed > Scenario points attrition > Routed attrition

Prizes:

1st, 2nd and 3rd as well as best painted.

Painting:

A minimum of three colours painted on the army is not mandatory for entry but preferred. The Best Painted award will be peer-judged and only fully painted armies will be in the running.

Terrain:

Rivers, Pond, Marsh, Trenches	Height 0 outside, Height 1 inside
Obstacles, Fields, Craters ect	Height 1
Ruins, Debris	Height 2
Hills	Height 3 Per level
Buildings including Fortified Buildings (please agree before the match if buildings are fortified or not)	Height 4 per level

Woods	Height 6
-------	----------