

# Briscon '22 Players Pack



## Day 1

08:30am – 9:00am: Check-in  
9:00am – 11:20pm: Round 1  
11:20pm – 12:00pm: Lunch  
12:00pm – 2:20pm: Round 2  
2:30pm – 4:50pm: Round 3

## Day 2

9:30am – 11:50pm: Round 4  
11:50pm – 12:20pm: Lunch  
12:20pm – 2:40pm: Round 5  
2:40pm – 2:50pm: Scoring and  
Cleanup

### — ARMY BUILDING GUIDELINES —

Armies from the Kings of War V3 rulebook and Uncharted Empires may be used. The latest Clash of Kings units and rules will be in effect. The points level will be 2,500.

Army lists must be submitted by Wednesday April 13th, 2022. All lists must be generated using [mantic.easyarmy.com](http://mantic.easyarmy.com) and have the PDF output submitted to the tournament organiser via email to [nealbarton@hotmail.com](mailto:nealbarton@hotmail.com). After lists have been reviewed for legality, they will be released publicly to all players.

### — TIME CLOCKS, ROUND TIME & DICE DOWN —

Time Clocks will be used, (70 minutes per player), these will be provided, with community assistance where possible. The total time allotted for each round will be 2hrs 20minutes.

### — GENERAL REQUIREMENTS —

You need to bring everything you need to play a complete game – FAQ(s), a copy of your Army Rules, dice, tape measure, etc. 2 Copies of your army list are REQUIRED.

— Battle Scoring: Black-Jack —

Over the course of 5 rounds there will be up to a possible 21 points per game for a total of 105 potential battle points throughout the event. Battle points for each game will be determined as follows:

*Step 1 - Primary result*

Round 1		Round 2		Round 3		Round 4		Round 5	
Win	14	Win	14	Win	14	Win	14	Win	14
Draw	10	Draw	10	Draw	10	Draw	10	Draw	10
Loss	7	Loss	7	Loss	7	Loss	7	Loss	7

*Step 2 - scenario performance*

Round 1 ??????		Round 2 ??????		Round 3 ??????		Round 4 ??????		Round 5 ??????	
1	0/0	1	0/0			1-2	0/0	1-2	0/0
2-3	+1/-1	2	+2/-2	0-529	0/0	3-4	+1/-1	3	+1/-1
4	+2/-2	3	+4/-4	530- 809	+1/-1	5-6	+2/-2	4-5	+2/-2
5	+3/-3			810 - 1089	+2/-2	7-9	+3/-3	6	+3/-3
6+	+4/-4			1090 - 1369	+3/-3	10+	+4/-4	7+	+4/-4

*Step 3 - Attrition difference*

Round 1		Round 2		(from above)		Round 4		Round 5	
0 - 300	0/0	0 - 300	0/0	1370 - 1649	+4 / -4	0 - 300	0/0	0 - 300	0/0
301 - 1000	+1/-1	301 - 1000	+1/-1	1650 - 1929	+5 / -5	301 - 1000	+1/-1	301 - 1000	+1/-1
1001 - 900	+2/-2	1001 - 1900	+2/-2	1930 - 2209	+6 / -5	1001 - 1900	+2/-2	1001 - 1900	+2/-2
1901 +	+3/-3	1901 +	+3/-3	2210+	+7 / -7	1901 +	+3/-3	1901 +	+3/-3

*Step 4 - final result*

Round 1	Round 2	Round 3	Round 4	Round 5
pts	pts	pts	pts	pts

(track your results on the day by circling results)





40 paint points will be available to contribute to overall scoring for the event. Unpainted miniatures will be allowed to be used. However, all minis must be assembled and placed on the appropriate base size. An army with any unpainted miniatures will score 0 for paint. A model will be considered “painted” if it contains at least three colours, not counting primer/undercoat, and the bases must be painted or flocked. Painted armies will score at least 15 points.

Players nominate their top 5 painted armies by end of day 1.

Mantic models are NOT required, but the models used MUST accurately represent the game piece it is being used for. Any models that may cause confusion may be removed from the table at the TO’s discretion. If you have a concern about whether a model/unit will be acceptable, ask the TO well in advance of the event for approval of anything that may be questionable.

— SPORTSMANSHIP —

25 total points will be available for sportsmanship. 5 sports points will be available for each round, as scored by your opponent. Sportsmanship is always a very important factor in our events. We are playing a game and any blatant unsportsmanlike behaviour will not be tolerated.

Sports scoring				
1	2	3	4	5
Would avoid playing	Still learning how to be polite	They’re alright	Nice person/fella/lady	Absolute bloody legend!

— CLEAN PLAY —

Bring unit templates that you can use to measure out tricky manoeuvres and get mutual agreement from your opponent before you move a unit. If a situation arises where a judge is required to rule on the positioning of a unit, and its original location was not marked, then it is impossible for the judge to make an accurate ruling. We will have no choice but to automatically rule against the person who did not mark their unit’s position.

— RULES CLARIFICATION —

If a unit carrying a loot token is subject to the “Frozen” special rule, its speed is reduced to 4.

— Scoring —



Overall winner will have the most  
tournament points

Games: 105pts

Painting: 40pts

Sportsmanship 25pts

TOTAL 170pts

#### Prizes

Best Overall general

Legend in the field

Leonardo the artist

Best sport

Lucky door prizes x2

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#### —APPENDIX—

Tournament Organiser: Neal Barton

Administration on the day, TableTop TO: <https://tabletop.to/king-of-brisbane>

Event Organiser, BrisCon: <http://www.briscon.com.au/home.html>

Tickets: <http://www.briscon.com.au/tournaments.html>

Contact: [koWbriscon@gmail.com](mailto:koWbriscon@gmail.com)

Maps: 'Epic Dwarf': <https://www.kowaustralia.com/blackjack>

Tournament Scoring: 'Blackjack': <https://www.kowaustralia.com/blackjack>

New player resource: -/28: <https://dash28.org/>

FAQ: <https://drive.google.com/open?id=1zw849-8mGldD4TAloaRC0VHsglOo8xs>

This pack has been based on the Dead of Winter GT event by Mike Rossi - cheers Mike!