



Welcome to BrisCon 2017 Hobbit SBG. This two-day event will comprise of a singles tournament on Day 1 and a massive Battle of Pelennor Fields game on Day 2. Please direct any inquiries to lotrbriscon@gmail.com.

BrisCon

Brisbane's best weekend of gaming. Tournaments, Demo Games, Traders, Bring and Buy - Open to all!

Sponsors



Bray Park Alliance is a friendly wargaming club located on Brisbane's northside. Facebook group: Bray Park Alliance



Tavern Miniatures is an Australian supplier of secondhand and new models and other wargaming products. Lord of the Rings is one of our specialties. Find us on Ebay <http://stores.ebay.com.au/tavernminiatures>

Cost

The entry fee for the event is \$40. This goes towards venue costs. Payment is via PayPal, available through the following link: <http://www.briscon.com.au/tournaments.html>

Venue

Brisbane Table Tennis Centre, 86 Green Terrace, Windsor

Dates/Times

The following is a rough schedule and is subject to change on the day (however both days will begin no earlier than 9am).

Day 1: April 29 9am-5pm

9:00am Round 1
10:45am Round 2
12:30pm Lunch / Army Displays
1:30pm Round 3
3:15pm Round 4
5:00pm Finish

Day 2: April 30 9am-4pm

9am Battle of Pelennor Fields start
12pm Lunch
1pm Battle of Pelennor Fields resumes
3pm Battle of Pelennor Fields finish
3:30pm Awards & Wrap Up

Day 1: Singles Tournament Information

Army Restrictions

- Armies may be a maximum of 600 points.
- Armies must be constructed following warband rules
- Armies must be constructed from the following books: Kingdoms of Men, The Free Peoples, The Fallen Realms, Mordor, Moria & Angmar, The Hobbit "An Unexpected Journey", or The Hobbit Strategy Battle Game "There and Back Again"
- Current official FAQs will be used (available at <http://www.blacklibrary.com/faqs-and-errata.html>)
- Named heroes can only be taken once
- Major conversions and proxies must be approved beforehand – email lotrbriscon@gmail.com and provide details/photos if you wish to use any.

Army Lists

- Lists should be submitted by April 22 2017 at the latest via email to lotrbriscon@gmail.com. Earlier submission of lists is encouraged.
- A hard copy of your army list for your opponent should be brought on the day.

Scenarios

- Four out-of-the-book scenarios will be chosen on the day and used.

Day 2: Battle of Pelennor Fields Information



“Death! Ride, ride to ruin and the world's ending”

As the second day will be more fun than competitive in nature, rules will be somewhat more relaxed. No warbands or composition rules will be in place, other than only forces and heroes that were present at the Battle of Pelennor Fields (or feasibly could have been) can be taken.

Display

This game has the secondary function of a display game advertising Hobbit SBG to the public (there will be plenty of spectators!). As such, while we don't expect any Golden Demon winning paintjobs, fully painted models are encouraged.

What to Bring

We'd like to approximate the real battle as best we can. Please contact lotrbriscon@gmail.com as soon as you can with a) what force you can bring to play with and b) whether you can supply any models for others to play with.

We're looking for lots of Minas Tirith, lots of Rohan, LOTS of Mordor, Haradrim, Easterlings, Fiefdoms, Corsairs, Grey Company, Khand, and more...

Not able to bring your own forces? Don't worry - there will be contingents available for use on the day. Players are encouraged to bring models for others to use in the siege – contact lotrbriscon@gmail.com or Thomas Bott via Facebook with what you are able to bring.

To ensure there is no overlap in what forces and heroes will be there on the day, a publicly-available list of what people are taking is available – access via following link. <https://goo.gl/6pscn9>

The only question remains – which side will you take?



Scoring & Awards

The following prizes will be awarded:

First Place (highest total points score)

Second Place (second highest total points score)

Third Place (third highest total points score)

Sporting (based off sportsmanship ranking awarded by each opponent)

Painting (judges' choice)

Players' Choice (players' choice)

Wooden Spoon (lowest total points score)

Attendance Prize (awarded to everyone who did not receive any of above prizes)

Points Distribution (100 total)

Battle points: 60 total (15 available per battle)

- Major Victory 15 points (double or more victory points than your opponent)
- Minor Victory 10 points (more victory points than your opponent)
- 7 points (equal victory points to your opponent)
- Minor Loss 5 points (your opponent achieved a Minor Victory)
- Major Loss 3 points (your opponent achieved a Major Victory)

Painting points: 25 total (5 points per following for your 600pt army)

- Every model in your army is fully painted
- Every model in your army is based
- Your army's painting scheme is cohesive
- Your army is painted to a high standard (highlighting, shading, etc.)
- Your army has one or more of the following: a display board, themed objective markers, themed "extras" (contact TO to check if something you have in mind is suitable)

Day 2 Participation: 15 points

- Participate in the Battle of Pelennor Fields game on Day 2 (or other Hobbit activities that may be offered on the day)