

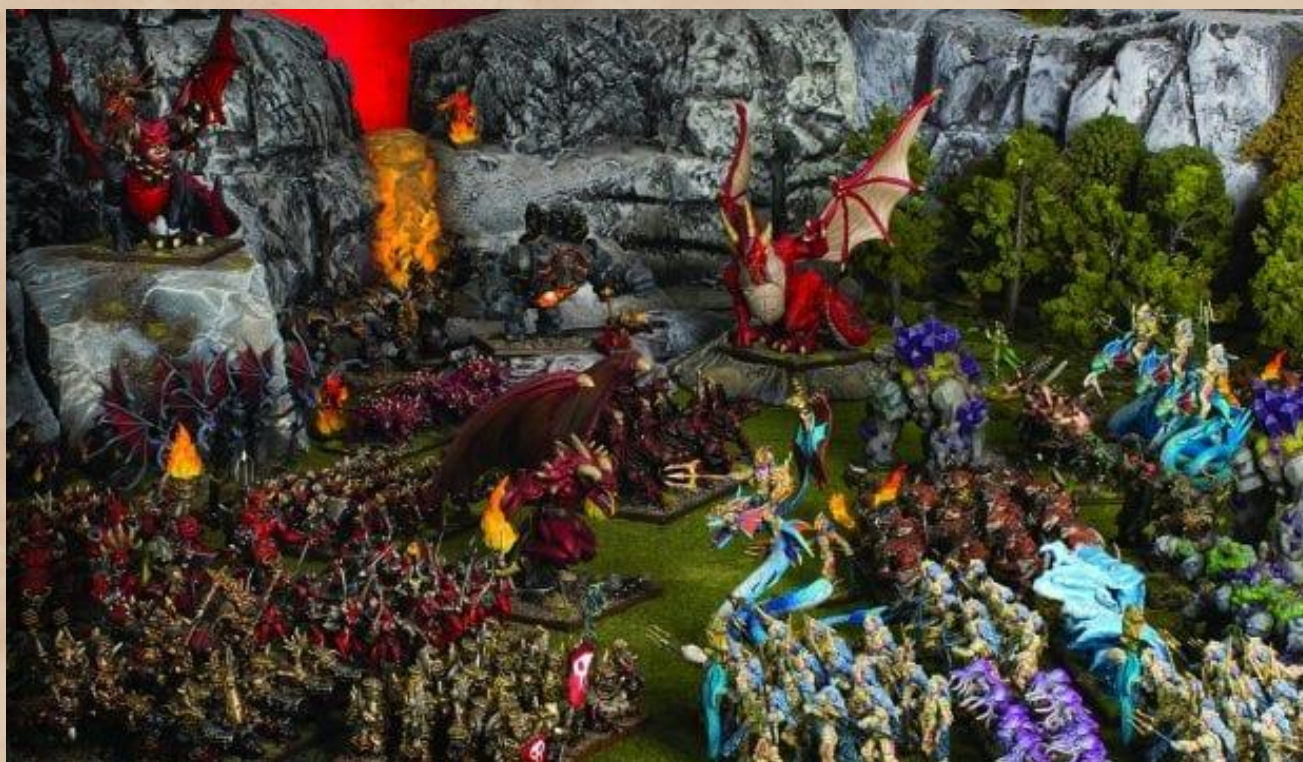
Briscon is Brisbane's greatest day of gaming, and we reckon Kings of War is the best game at this greatest day of gaming – mainly because we've got the best players. Humble, skilled, and great fun to play games with. The event didn't happen through 2020 due to real life issues (we all know) but now face-to-face gaming returns. If you are interstate – get in touch and we will do our best to help where we can

**KING OF
BRISBANE
BRISCON
17, 18TH
APRIL**

Neal Barton & Adam Storey

1 CONTENTS

2	Cool picture bro.....	2
3	Contact details.....	2
4	Armies.....	3
5	TableTop.TO	3
6	Miniatures	3
7	Painting.....	4
8	The day	5
9	Terrain	5
10	Timings	6
11	Scenarios	6
12	Reporting Results	7
13	Tournament Placing	7
14	Most Sporting Player	7
15	Awards.....	7
16	Player conduct and Rules Questions	8
17	Appendix.....	8



2 COOL PICTURE BRO



3 CONTACT DETAILS

Tournament Organiser: Neal Barton & Adam Storey

Website: <http://www.briscon.com.au/>

Tournament Software, Tabletop TO: <https://tabletop.to/>

Contact: koWbriscon@gmail.com

Venue: Mt Gravatt Showgrounds, 1644 Logan Rd, Mount Gravatt
QLD 4122

Tickets: Available through BrisCon website:

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

Age Limit: Players must be aged 12 or over. Any player under the age of 16 must be accompanied by an adult (playing or non-playing).



4 ARMIES

Your **2300pt** army should be selected from the Kings of War third edition rulebook or 3rd Edition Uncharted Empires supplement and Clash of Kings 2021: Halpi's Rift following the normal army selection and composition rules, including theme lists and alignments.

Each army may have up to **575pt of allies**, $\frac{1}{4}$ of your force.

5 TABLETOP.TO

Please register before the event on the Tabletop.TO website [link](#) as all on-the-day administration will be through this website.

event here: <https://tabletop.to/kings-of-war-briscon>

6 MINIATURES

Kings of War is a game renowned for the modelling opportunities it presents, with each unit on a movement tray or multi-based, creating opportunities for the hobbyists to create beautiful looking armies and we will encourage this with the following:

- **Wargaming miniatures** of any brand may be used.
- Each unit must be **instantly recognisable** to your opponent.
- Ideally, units would follow the preferred **model count** as per p12 of the hardback

Kings of War rulebook. The rule of cool will take precedence, of course.

Clarification must be sought prior to the event if there is any chance of the above being breached. If the Tournament Organiser sees unit(s) not fit for the purpose, you will be asked to remove them. Get in touch beforehand, it doesn't hurt to check.

7 PAINTING

Players are encouraged to paint and base their armies (we all know the dice roll better for painted armies!), but in the spirit of inclusivity unpainted armies will be allowed.

- Painted armies will be those with at **least 3 colours** on every miniature.
- Based with at least texture ie sand

Players meeting this requirement will be granted 10 tournament points at the end of the tournament.



8 THE DAY

Round 1 will be randomly drawn before the event and will be available via **TableTop TO**. Through the event a Swiss System will be utilised, where players will be matched on Tournament Points and having not played each other over the weekend.

In case of an odd number of players, we aim to have a bye-busting player and the result from that game will be carried forward to Tournament and Attrition points. Failing this, the bottom player of each round will take the bye but will be awarded 16 Tournament Points and 1250 attrition points.

9 TERRAIN

All terrain will be laid out with maps placed alongside. The maps will be taken from 'Epic Dwarf' [link](#) or 'Blackjack' [link](#) websites.

Terrain will have the following properties:

- Hills, height 3
- Forests, height 10
- Buildings, height 8
- Obstacles, height 2
- Any other form of difficult ground/terrain, flat/0



10 TIMINGS

Each game will last 130 minutes. Each player will have 65 minutes tracked on a chess clock. This will include deployment and Scout moves. Each game time includes 20 minutes leeway, allowing players time to enjoy the show.

Saturday		Sunday	
0900-0930	Sign in	0900-0930	Sign in
0930 – 1140	Game 1	0930 – 1140	Game 4
1140 – 1210	Lunch	1140 – 1210	Lunch
1210 – 2.20	Game 2	1210 – 2.20	Game 5
2.30-4.40	Game 3	2.20 - 3	Pack away, results & prizes

There will be flexibility on timings and number of games, depending upon player numbers, for example. Starting times each day are certain.

If a player's time runs out on the clock, they cease all actions and make no further dice rolls, including nerve and regeneration rolls. If the opponent still has time on the clock (and turns) they may continue to play.

If a rules query occurs or a player needs to urgently deal with some situation, the clock may be paused by agreement with their opponent. They must deal with the situation promptly and return to the quick as soon as possible.

Victory and Tournament Points are worked out as per Blackjack system as normal when both players have used all their allotted time.

11 SCENARIOS

The tournament will utilise 'Blackjack' tournament scoring system. Each game has 21 available points, to be split between both players. It is calculated by combining the results of the game, strength of win and army attrition. Further details can be found on the Blackjack site, linked in the appendix.

- 1) Base score for win/loss/draw: 14/10/7
- 2) Victory point bonus
 - Minor Victory 0
 - Victory +1/-1
 - Solid Victory +2/-2
 - Major Victory +3/-3
 - Dominance +4/-4
- 3) Attrition bonus
 - Too Busy Dancing 0
 - Fisticuffs +1/-1
 - Bloody Battle +2/-2
 - Annihilation +3/+3
- 4) Add the above scores together for round Tournament Points
- 5) Calculate attrition for the round in case of a tie.

Tournament Organiser will provide each player with a score sheet detailing the scoring process, record results and backup Tabletop TO.

12 REPORTING RESULTS

Tabletop TO allows each Tournament Organisers and players to communicate through phones. It is essential for players to register on the website and be able to access the site from their mobile phone or device.

Information such as the round draw and results will be submitted using this technology.
If a player does not have a device to do this, just ask another friendly player

13 TOURNAMENT PLACING

The results of the tournament will be totalled, placing players in order from 1st to last.

- First: Tournament Points are used
- Second: Attrition Points are used to split equal tournament points
- Third: the result of games between equal players
- Fourth: the players will share the position

14 MOST SPORTING PLAYER

Using **Tabletop TO**, each player will have the opportunity to vote for their most highly regarded opponent. At the end of game 6, select your most sporting player

15 AWARDS

1st place	Best painted
2nd place	Most sporting
3rd place	Wooden spoon

We hope to source some fun random prizes and further information will be announced nearer the time.

16 PLAYER CONDUCT AND RULES QUESTIONS

All rules and armies will be taken from the Kings of War v3 rulebook, 3rd Edition Uncharted Empires supplement and Kings of War 3rd Edition FAQ & Errata, linked in appendix.

There is absolutely nothing wrong with asking your opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask politely, and you do your best to sort out any problems yourself. If in doubt a referee or TO will be on hand to help resolve your problem. Respect the time each player has available and if the issue cannot be solved swiftly, pause the clock until the issue is resolved.

The organisers reserve the right to take appropriate action for anybody they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty, or even a forced Time Out result. In extreme circumstances a player can be ejected from the event for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).



17 APPENDIX

Tournament Organiser: Neal Barton & Adam Storey

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

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=1zw849-8mGldD4TAloaRC0VHsgII0o8xs>