

BrisCon

Brisbane's Best Weekend of Gaming

Conquest: The Last Argument of Kings Players Pack

WHERE:	Mt Gravatt Showgrounds 1644 Logan Rd, Mt Gravatt, Queensland Australia http://www.mtgravattshowgrounds.org.au/ (https://maps.app.goo.gl/hMMvCUDn5cgjAFZp8)
WHEN:	Saturday 4 th & Sunday 5 th of May 2024
COST:	\$45
CAP:	24 Players
LISTS DUE:	Sunday 21 st of April 23:59pm
TOURNAMENT ORGANISER:	David Maidment
ARMY COMPOSITION:	2000 Points of TLAOK

BrisCon is an Officially Sanctioned World Events (OSWE) for Season 3!

This means we'll be using the Conquest Companion App throughout the event for all scoring & follow the full Road to Chios pack located [here](#).

Tournament Schedule:

Day 1:

9:00 - 9:20am	Player Registration
9:20 - 9:30am	Welcome and Player Pairings
9:30 - 11:30am	Round 1: Scenario TBA
11:30 - 12:30pm	Lunch & Armies on Display
12:30 - 2:30pm	Round 2: Scenario TBA
2:30 - 2:45pm	Break / Pairings
2:45 - 4:45pm	Round 3: Scenario TBA
4:45 - 5:00pm	Wrap up Day 1

Day 2:

9:00 - 9:20am	Player Registration
9:20 - 9:30am	Welcome and Player Pairings
9:30 – 11:30am	Round 4: Scenario TBA
11:30 - 12:30pm	Lunch
12:30 - 2:30pm	Round 5: Scenario TBA
2:30 - 2:45pm	Break / Results calculated
2:45 – 3:00pm	Wrap up & Presentation

Scenarios for the day will be provided closer to the event.

Rounds and Scoring:

For this event we will play over 5 Rounds. During each Round, each player is paired with an opponent they have not played with before during this Tournament, according to their ranking.

At the end of each Round, the winner of each pair will gain 2 TP (Tournament Points), while the defeated will receive 0 TP. In case of a tie, both players will gain 1 TP. At the end of each Round, the TO (Tournament Organizer) will note for each player: their TP and their VP (Victory Points). The Players are then sorted according to their TP score, then according to their VP (as a tiebreaker).

Playing a Tournament Round

Every game starts at the scheduled time, unless any extraordinary situations arise.

The TO will announce intervals of each tournament Round: one hour remaining, half an hour remaining, final ten minutes, final five minutes.

When the TO calls “Dice Down”, all remaining players must stop the game, with the exception of any active roll occurring at the time of the command (e.g. “Dice down” announced during a Clash action means the Active player still has right to roll the dice and count the result, and the Reactive player has to roll the Defence roll and represent the result on table)

Then the players immediately progress to the Victory phase and calculate Victory points based on the current situation on the table, and as soon as possible reach out to the TO with the final score.

Any game which is conceded follows the rules laid out on the Tournament page of the Para-Bellum website.

If you suspect a player of committing slow play, please inform a TO. One warning will be issued. If the behaviour can be validated a second time, that player will have been considered to have conceded the active game.

List submission:

The Army List must be created using either the Para Bellum Army Builder available at (armybuilder.para-bellum.com) or via the Conquest Companion App (links below). Each player should have at least (2) printed copies of their Army List; one for the Tournament Organizer (TO), one for themselves and one to show their opponents over the course of the event.

Important: as part of your list submission, you must also include your Para-Bellum PIN & email address as part of registration for the event.

Conquest Companion App

Android:

https://play.google.com/store/apps/details?id=com.parabellum.armybuilder&pcampaignid=web_share&pli=1

iOS:

<https://apps.apple.com/us/app/conquest-companion-app/id6446408799>

Lists are to be submitted in either format to ConquestTO@gmail.com no later than midnight on the 21st of April. Failure to submit your list will by the due date may incur a 3 Tournament Point deduction after your first round).

Note: Any rules updates post the 21st of April will not be in play for the event (at the discretion of the TO).

Miniatures and Conversions:

Models

No proxies of unreleased Regiments/Characters permitted, only released and available Models allowed. Unit Upgrades and Retinue Models must be marked on Army Lists, but do not require physical Models. Although, released Retinue and Unit Upgrade Models would be preferred, where applicable.

Regiment Stands must have the correct number of Models as listed on their Army List profile (e.g. Hundred Kingdoms Men at Arms are 4 Models per Stand). Stands that do not meet this requirement cannot be used.

Painting

Painting is an important part of our hobby and the way we paint our armies is an integral part of their story. Therefore, an army is expected to be painted at a 3-color minimum (typically a base colour, layer & wash) and bases and Stands are expected to be based and primed. Models that are not painted or do not meet this standard will be removed from the table & be unable to be used until they meet the minimum requirement.

Conversions

Conversions are an integral part of our hobby. Much like painting, converting helps tell a story of where the army is coming from and allows for your unique ideas to manifest. It is important however for the Regiment's to remain identifiable by your opponent so as to not cause any misunderstandings during the game.

Therefore, when converting at least 70% of the miniature should include Para Bellum Wargames Ltd. plastic or resin parts. Furthermore, it is important to include features of the miniature that allows it to be identifiable e.g. when converting a Regiment of Household Guard to make sure they are using halberds instead of spears so as to not confuse them with the Gilded Legion.

Any conversions or proxies **must** be approved by the TO prior to the day.

If you have any models requiring TO approval or queries surrounding models/upgrades for your army please ensure you email ConquestTO@gmail.com prior to the list submission deadline.

Failure to do so may result in your models being removed from the table on the day (and no one likes that!)

Terrain

Terrain on tables will be set by any of the Tournament Organisers (TOs). Terrain should not be moved without checking with the TOs. Tables will be adjusted in between Rounds as necessary. to abide by guidelines for the active scenario and Objective placement.

Sportsmanship:

How you conduct yourself at the table can make or break games and players experiences at events. Any anti-social behaviour, bullying or cheating will not be tolerated and may result in you being asked to leave the event. Please be respectful of each other, the venue that we are being allowed to use for this event and the organisers who are putting this event on for you.

If you have any rules disputes, in the first instance discuss it with your opponent and consult the relevant rules (<https://www.para-bellum.com/rules-and-faq/>) and try to come to a resolution on your own. If you are not able to come to an agreement, call over the TO and they will make a ruling for you. The TO's ruling on this is final.

Prizes:

First Place: Prize based on Tournament Points scored over the course of the tournament. Awarded to the highest scoring player over the day.

Second Place: Prize based on Tournament Points scored over the course of the tournament. Awarded to the second highest scoring player over the day.

Third Place: Prize based on Tournament Points scored over the course of the tournament. Awarded to the third highest scoring player over the day.

Best Painted: Based on nominations received from other players (TO as tiebreaker) for the best painted army on the day.

Best Sports: Based on nominations received from other players (TO as tiebreaker) for excellent display of sportsmanship and behaviour displayed over the course of the day.