# BrisCon Brawl

Welcome to Warmachine at BrisCon 2025! Full tournament details are below, but please join the Warmachine Australia Facebook Group (https://www.facebook.com/groups/ozwmh) and the Warmachine Australia Discord (https://discord.gg/wHH8mut6cb) to stay up to date with any additional announcements.

Tickets are available here: www.briscon.com.au/tournaments

Cost: $50 per player

## Saturday 17th May 2025

**50pt PRIME Brisbane Brawl:** (MAX 16 players) 8:30am registration for a 9am start, 3 rounds, Deathclock (40 minutes per player per game), round timer in place, 1 lists. The top 2 players will play in the Brawl finals on Day 2.

**Estimated finish time: 5.00pm**
**R1** 9am –10:20am **R2** 11:00am – 12:20pm **LUN** 12:20pm – 1:30pm **R3** 1:30pm – 2:50pm

**Drop in and play 30 point:** (two tables pre set up for introduction games) New and returning players learn and or refresh on MK4 Add details how to book this in

**Estimated finish time: 3:00-3:30 (after Day one prizes and announcements)**

## Sunday 18th May 2025

**Narrative:** (MAX 8 players) 10am registration for a 10:30am start,  Add details

**Estimated finish time: Break at 11pm for 12:30 finnish (3 hour event)**

**Final of Brawl:** 1 table 12:30pm Live streamed Epic terrain table

**General housekeeping.**

All events will use the most current BrawlMachine pack. [Brawlmachine.rtf](#) *All models* on the watchlist will not be permitted in this tournament, so please read this carefully.

This year the tournament results will be entered directly into the Longshanks tournament software by one of the players. Both players are required to check the result.
Please ensure you have an account set up well in advance of the event to ensure there are no delays on the day. Please use your real name in your Longshanks username for your events, so players can easily identify each other.

Players who are **more than 10 minutes late for the start of an event will be dropped** unless they give a TO prior notice.
Players who are **more than 10 minutes late for the start of a round will suffer an automatic round loss.**
Ask the TO if you want to know how much time you have to run and be free between rounds.

## Painting and Conversions

Painting will be required at this event. Your models will be required to have 3 colours and basing. All models must be fully assembled.

Each day will have an award for best painted army, to be judged by the TO or one or more judges chosen by the TO.

You will be judged according to how sweet your army looks, not on specific techniques used.

If you have a converted model that you wish to use, you need to ask the TO for permission to use it, and they may tell you to bring the proper model(s) if necessary.

### Supply to Australia and Proxies

Generally proxies are not permitted at Warmachine events, however due to current Australia supply issues clearly identifiable proxies of models already released to the public may be approved at the discretion of the TO. Conversion may also be approved by the TO. To ensure there is appropriate time to review this please reach out to the TO no later than 16th of May..

### Terrain

This year we will be playing with 2D / 3D terrain. This means that most of the 2D terrain templates will have 3D terrain on top of them.

Players are to confirm with their opponent what each piece of terrain on the table is before any other start of game actions have occurred. If you and your opponent cannot agree on what a piece of terrain should be, please ask the TO to decide for you.

If a 3D terrain piece is in the way when moving models or measuring distance, it can be moved to the side at any time. The 2D terrain underneath **must not be moved**.

Please treat the 3D terrain properly and refrain from damaging it.

### Sportsmanship

While you are expected to be on your best behaviour both before, during and after games, there will be prizes awarded for those who go above and beyond. Players can recommend a player for an award at any point during the event, or if the TO happens past someone displaying extraordinary sportsmanship.

### Finishing Times

These have been calculated assuming the event runs the maximum time that it can across all rounds.

### Pub Details

After each day we have booked a table a ta pub TBA close to the location

### Brawl Machine

Brawlmachine.rtf