



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://goo.gl/maps/vT8hWibcSSmmhv4KA)
WHEN:	Saturday 29 th & Sunday 30 th of April 2023
COST:	\$40
CAP:	16 Players
LISTS DUE:	Saturday 8 th of April 23:59pm
TOURNAMENT ORGANISER:	David Maidment
ARMY COMPOSITION:	2000 Points of TLAOK

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 3 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).

List submission:

The Army List must be created using the Para Bellum Army Builder available at (armybuilder.para-bellum.com). Each player should have five (5) printed copies of their Army List; one for the Tournament Organizer (TO), one for themselves and one for their opponent.

Lists are to be submitted in Army Builder PDF format to ConquestTO@gmail.com no later than midnight on the 8th of April. Failure to submit your list will by the due date will incur a 3 Tournament Point deduction after your first round).

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.

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 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!)

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:

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

The Faction Champions: Prize based on Tournament Points scored over the course of the tournament. Awarded to highest scoring players in each individual Faction (Dweghom, The Hundred Kingdoms, Old Dominion etc) who played all 5 rounds. (Note: The player who receives the Warmaster prize will not be eligible for this prize).

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.