

Briscon Flames of War 2026

2 – 3 May 2026 – Mt Gravatt Showgrounds

Tournament Organiser **Garry Wait**

General	All players must register for the tournament by visiting the Briscon website (www.Briscon.com.au) and must pay in advance via Paypal
Rules	Flames of War hard or soft cover rulebook (this is the V4 rules).
Point Limits	95 points maximum including command cards (using Dynamic Late War Points)
Armies	Any printed Flames of War list may be used with the final points preferably taken from Forces.flamesofwar.com and this is the umpire's preference. NO LEVIATHANS PLEASE PRINT OUT LESSONS FROM THE FRONT https://www.flamesofwar.com/portals/0/Documents/Version4/LessonsFromTheFront-V4.pdf
Games	Five Games of 2.5 hour's maximum duration over two days (Day 1 with three games, Day 2 with two games). Extra time will be allowed for round One to encourage players to get into the groove of the game and a random extra amount of time will be permitted at umpire's discretion. Starting Games 15 minutes should be enough time to discuss terrain, exchange army lists, set up for the mission and both players deploy. Ending Games Players will receive a 1 hour to go, 30 minutes to go, 10 mins to go and then a final 'dice down' Call. If the game result would be decided at the start of the next turn, players should check the victory conditions for the start of the next turn i.e. sole survivor, company morale, possessing enemy objective as if the turn has started and has been played. – Taking no more than 1 minute. <u>Remember if you have a time issue in a game, and you don't tell us and we don't notice, there is nothing we can do once all cards are handed in and the next draw sorted, except to be more vigilant in future rounds.</u>
Missions	<i>Missions to be drawn from the Expanded Missions matrix, with each player nominating Attack Manoeuvre or Defend and dicing by mutual consent once chosen.</i>
Army Submission	<u>All Army Lists, including electronic lists, are to be emailed No Later Than 27th April 2026 to allow list checking and first round matchups to be arranged with organiser's list to be published PRIOR to this date on Facebook or on request from email.</u> Please submit lists in Forces.flamesofwar.com format if possible as it makes it much easier to ensure lists are correct. Lists to be emailed to teamyankee@bne@gmail.com
Terrain	Tables during the event that prove problematic may be changed during the event –but not during games. Players are to refrain from altering terrain.

WYSIWIG and Pre Game Declarations

Before each game starts, take 2 mins to talk through and agree on the terrain with your opponent. Whilst this is a WYSIWIG game, not all terrain is WYSIWIG, and some people bring with them different concepts on terrain. Talk about it and make decisions. If you can't agree on an interpretation quickly roll a dice and move on. Do not spend more than 5 mins. This is especially important for things like 'crop fields', 'orchards', 'elevations', 'ridge lines' and 'rubble' which are often played differently and are often not modelled WYSIWIG to scale.

If you are not sure if you can be seen or see to shoot, ask your opponent in your movement phase, or get down, or declare what you are trying to do. If it is unreasonable your opponent will let you know it is unreasonable.

Get down and see what your teams can see or use a laser pointer.

90% of game issues are terrain issues.

If a TO is called over to adjudicate a terrain issue, their first question will be "what did you both decide at the start of the game?" – if the answer is 'nothing' and the terrain rules are not clear in a WYSIWIG way, the TO will roll a dice to determine whose interp is correct for the rest of the game.

General Guidelines

- We're all here to have fun and play toy soldiers. We all want to win and do well, but that doesn't mean that you should be unpleasant during your game.
- Keep it calm.
- State your intentions.
- Doubts about special rules or potentially tricky situations should be discussed BEFORE a conflict arises.
- Discuss what you are doing during the game so your opponent knows what you are doing – or rolling for.
- At any time if a person feels that they have been treated in an unsporting manner, they should inform a ref or the TO about it.
- If need be, have a self-imposed 5min sin bin break and walk away from the table and calm down.
- If you bring a big army or a fortified army, you are entitled to do so as this aids in your enjoyment of your game, but please consider the enjoyment of your opponents game, and ensure you know all your special rules, have worked out strategies to set up quickly, and move through your turns quickly.
- This player pack might seem daunting if you are a new player or new to tournaments. Please don't let this put you off coming along. If you are new, ask questions – in email, on the forum and during the game. Even the most hardened power gamer will take the time to help you out and answer your questions, especially if you make it known at the start of the game you are new. The community is a pretty helpful one.

Schedule

Saturday 2 May 2026

- Player Briefing 0830 – 0845
- Game 1 0845 – 1130
- Lunch
- Game 2 1215 – 1445
- Game 3 1500 – 1730

Sunday 3 May 2026

- Game 4 0915 – 1145

- Lunch
- Game 5 1230 – 1500
- Prizegiving and Pack Up

The game schedule has been designed to allow players time to socialise and explore the stalls.

Game Draws

The Draw will be a modified Swiss chess system matching players on similar Win Bands. First round will be drawn so where possible Blue on Blue or club mate match ups are avoided in Round 1 only. Players can nominate mutually nominate for a grudge matchs or to avoid regular opponents in the first round only.

When cards are handed in the TOs they will check the results of both cards to make sure the scores are the same. Issues do happen, if you come to us after the draw is done, the draw will not alter, however, after talking to both players we will amend the result if required, and all future rounds will be drawn appropriately.

In the event of odd numbers of players the following policy will be adopted: In the first round, a Bye will be issued by the TO on a random basis. From Round 2, without exception the Bye will go to the lowest ranked player who has not already had a bye. Players may not request a Bye and will only be allocated one Bye regardless of finishing position in subsequent rounds. A Bye results in a 8-1 win. (Bye Armies will be available so the player can still have a game against the TOs, and still retain the 8-1 win).

Players should not have to play the same player twice. If you have drawn a player you have played already notify the TO immediately.

Tournament Scoring

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Scoring will use the Flames of War points system. The tournament results will be based solely on performance in battle. With the player with the highest score coming first.

Should a tie break be required, we'll adopt the following count back process in order:

- Total of your opponents VPs (low is good) (i.e. if you had 8-1, 7-2, 6-4, 2-1) your score will be 8, if you are tied with someone who 9 you will rank higher.
- Result of any face to face match up. (Winner will be ranked higher)
- Which of the tied players had their eight opponents score more battle points (VPs) than others in the tie.

Roll a dice – lowest score wins.

Prizes

Prizes are awarded in all tournaments and comprise a mixture of Sponsor vouchers, trophies, certificates and other prizes. Prizes to be awarded include:

Best General, 2nd Best General, 3rd Best General

Most Sporting

Best Painted Army

Wooden Spoon, Encouragement Awards