KINGS OF WAR 2026 BrisCon

Brisbane's Best Weekend of Gaming

Saturday May 2 to Sunday May 3 2026 | Mt Gravatt Showgrounds | 2300pts

Schedule

Day One	**Day Two**
2hrs 20min per game	**2hrs 20min per game**
Please register by 0830 for a 09:00 start.	arrive at 0830 for a 09:00 start.
Game 1: 09.00-11.20am	Game 4: 9.00-11.20am
LUNCH: 11.20 - 12.00pm Display and judge best painted	LUNCH: 11.20 - 12.00pm
Game 2: 12 - 2.20pm	Game 2: 12 - 2.20pm
Game 3: 14:40 - 17:00 pm	Pack away and prizes: 2.20 - 3pm

Rules

Army Composition

1 list created and submitted with the Kings of War Mantic Companion app.

Link: https://companion.manticgames.com/kings-of-war-4th-edition-tournament-submission/?tournament=47

Mantic Companion link: https://companion.manticgames.com/

Games will be played at 2300 points, maximum 2 battalions

Lists

Lists must be submitted via Mantic Companion by Sunday 26th 2026.

Clocks

ALL PLAYERS ARE TO USE CHESS CLOCKS.

Games last 2hrs 20 minutes, with each player having 1 hour 10 minutes (70mins); this includes the meet and greet and deployment..

This event will use chess clocks (there are some at the venue but having an app on your phone or your own works much better! – we would encourage you to use this method).

Any player that runs out of the allotted time will not automatically lose; however, they will only be able to issue pivot orders. Their opponent will then continue to play until they finish their turn(s) or time out themselves.

Additionally, a round clock will be used for all players, this will ensure the event sticks to the advertised schedule. Once the round timer expires all games are to cease, results are to be calculated and provided to the TO

Scenarios

Scenarios will be finalised once all lists have been submitted in the week leading up to the event.

Models Proxy and Painted

Proxy models are more than welcome just make sure that your opponent knows what the units are. Although we are not turning away un-painted armies, players are encouraged to have their army fully painted to a tabletop standard.

Scoring

All games will be scored via supremacy scoring app

Supremacy scoring works as a modified Win-Loss-Draw (WLD) System. Players start with 10-5-0 for a win, draw or loss, and scores are then adjusted using bonus points based on the strength of the victory.

Win - 10

Draw - 5

Loss - 0

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Strength of the victory

Goal	Results
Win	10
Draw	5
Loss	0
Score at least 1 Scenario Point	+1
Score OVER double your opponent's SP (0 counts as 0.5)	+1
Kill the enemy Army General	+1
Kill at least half your opponent's army (points)	+1
Lose less than half your army (points)	+1

Trophies for top 3 placings and Best painted

Tickets

Tickets cost $70.00, and include entry to the rest of the show. They are available via Briscon website