

# BRISCON 2026

## Flames of War V3

### Early War

2 to 3 May 2026

**Tournament Organizer** Charles Stubbs – [provost121@gmail.com](mailto:provost121@gmail.com) (Who Will Play).

#### **General Rules**

Version 3 Rulebook with Lessons from the Front.

All players must register for the tournament by visiting the BRISCON website ([www.briscon.com.au](http://www.briscon.com.au) or [www.briscon.com.au/tournaments](http://www.briscon.com.au/tournaments))

Lists from the following books shall be accepted

Blitzkrieg

Burning Empires

Hellfire and Back

Barbarossa

Rising Sun

#### **No Fortified Lists**

Email organizer list you are playing by 25 April 2026.

#### **Cost for Convention**

Saturday 2<sup>nd</sup> and Sunday 3<sup>rd</sup> May - \$60

Play for 1 day (Either Saturday or Sunday) - \$30

#### **Game Timings**

Day 1 Saturday 0845 for Briefing with Play to commence 0900.

Round 1 0900 – 1130

Lunch 1130 – 1245

Round 2 1245 – 1515

Day 2 Sunday 0845 for Briefing with Play to commence 0900.

Round 1 0900 – 1130

Lunch 1130 – 1230

Round 2 1230 – 1500

#### **Point Limits**

Early War 1500 points

#### **Missions**

- Saturday – Hasty Attack (Mobile)
- Saturday – Encounter (Far Fight)
- Sunday – No Retreat (Defensive)
- Sunday – Counter Attack (Mobile)

The order of these missions may be changed at the discretion by the TO.

#### **Terrain**

Players are to refrain from altering terrain.

Terrain shall be discussed before the game, and mutually agreed upon.

**Terrain**

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.

**General Guidelines**

We're all here to have fun and play toy soldiers, but that doesn't mean that you should be unpleasant during your game.

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.

**Fog of War**

During each game the TO may roll a number of dice to see if a Fog of War event may occur. If it does, each table shall be given the Fog of War card.

This shall affect both players during that particular game.

**Prizes**

Prizes may be awarded.

This shall be dependent on the number of players.

**What to Bring**

Rulebook, Dice/Tokens, Tape Measure, Artillery Template and Smoke Markers etc  
Sense of humour and positive attitude.