

# BRISCON 2025

## Flames of War V3

### Mid War

17 to 18 May 2025

**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))

No Pacific Lists

No Fortified Lists

Email organizer list you are playing by 10 May 2025.

#### **Cost for Convention**

Saturday 17<sup>th</sup> and Sunday 18<sup>th</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**

Mid War 1650 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.

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 shall 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.

For all your FOW, Battlefield in a Box, TY needs visit  
[www.battlebunker.com.au](http://www.battlebunker.com.au)

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