

# REGIS VICTORIA

# 2025



## Conquest Last Argument of Kings World Community Tournament

Rounds: 3

Points: 2000

Painting Requirement: No, we do not require fully painted armies, we just want people to play.

When: Saturday June 7<sup>th</sup>

Where: Auburn Bowls Club 2b Munro St Hawthorne East 3123

Time: 8:30am arrival for 9am start

Cost: \$30

### Lists

Lists are limited to 2000 points. They will be using the latest rules and FAQs, lists must be designed and accessible via the Para-Bellum Companion App.

Lists to be sent to [scott.bartel@gmail.com](mailto:scott.bartel@gmail.com) by the 1st of June.

During the event, ensure you have a printout of your list.

### Schedule

All games will be 2.5 hours long. Warnings given at the last 30 minutes, last 15 minutes, last 5. Then Dice down ends the game at that point.

Arrival: 8:30 - sign in & briefing

Game 1: 9-11:30

Lunch: 11:30-12

Game 2: 12-2:30

Game 3: 2:45 – 5:45

Packup and presentation to follow when the last game ends.

### Rounds and pairings

Scenarios are to be played from the latest tournament scenario pack located at the Para Bellum site. These will be determined during the event.

Pairings are determined using the Para-Bellum Companion App. First round to be published before the 7th of June

### Prizes

Prizes will be distributed via a raffle system.

Each player may only receive one prize.

The raffle will be conducted via an online wheel.

Raffle tickets are earned as follows:

All players receive 1 raffle ticket for attending.

All players who bring a fully painted army will receive 2 raffle tickets.

1st will receive 3 tickets.

2nd will receive 2 tickets

3rd will receive 1 ticket

Each player will be granted a best sports ticket which they can award to their favorite opponent of the event.

### **Podium Places**

Placings will be determined using the Tournament feature in the Conquest Companion App.

Major placings for:

1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>

### **Best Painted**

As we are encouraging people to play, we will instead give an extra raffle ticket to each person with a painted army.

### **Best Sports**

Sports will be determined by Players' Choice voting. You are giving one person an extra raffle ticket.

### **What to Expect.**

When participating in an event you are required to have everything you need to play with you, that includes your own Models, dice, Command Cards, measuring tools, a printed copy of your Army List and other miscellaneous tokens. Furthermore, you may use any other game accessories you find useful.

### **Models**

The most important part of any Army is, well the soldiers themselves! You are required to bring all your own Models and correct size Stands for each Regiment. The Models need to accurately represent each entry in your Army List and so they have to abide by the following rules in regard to conversions and painting. A player may use all models that have been officially released either as a product or as part of a promotion. e.g. The Season 0 kit of the Organized Play program, awarded players with an alternative version of the Tempered Sorcerer. That model may be used in an official Tournament even though it has not been officially released to retail.

You are free to use 3rd party Stands and bases as long as they are the correct size, that is the size of the Stands and bases included in the boxed set of that Regiment. You are also free to customize and decorate your Stands as much as you want, as long as it remains clear what Models are on each Stand. You may also use any accessories or system of moving Stands and bases on the battlefield that **a)** does not change the footprint of the Regiment and **b)** does not obstruct play.

### **Character, Command and Regiment Stands**

Each Stand in an Army must come with the appropriate number of Models on it as described in the Regiment's Army List entry. Furthermore, a Regiment's Command Stand must include all Officers/Command Models included in the Army List.

### **Painting requirements**

We understand that people don't have time to do everything, we encourage use of fully painted armies, however it is not required that your army is fully painted, we would prefer people to have a chance to play. Only fully painted armies are eligible for Best Painted.

### **Bye rounds**

In the case a round has an odd number of players, the odd player counts as having scored the average number of Victory Points rounded up to the nearest whole number between all players during that round. So the player doesn't end up not playing, the TO will provide and play a Bye army.

### **Terrain**

Terrain will be set up at the beginning of each round. While we will endeavour to ensure tables are even and balanced, it is likely that there will be instances where you will need to adjust the terrain to accommodate objective zones and markers.

If that is the case, flag the TO and they will come and adjust the terrain.

**Terrain rules**

Terrain will use the recommended types from the latest tournament pack.

Forests	Obscuring Hindering Elevation 3 Traversable
Huts, rocky outcrops, Dweghom menhirs Obstructing	Impassable
Buildings	Impassable Obstructing
Fences, hedges, defensive walls, craters, debris	Dangerous terrain Hindering Traversable
Crops, fields	Broken ground Obscuring Traversable
Water features	Water Hindering Traversable
Hill	Elevation 2 Obstructing
Frozen pond	Dangerous Hindering Traversable Water

If there are any uncertainties around terrain, either determine with your opponent prior to beginning, or call the TO over.

**Payment:**

Payment can be made either Direct Deposit or Paypal

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