

GET OVER EA!

A 12 PLAYER **CONQUEST THE LAST ARGUMENT OF KINGS** TOURNAMENT
MARCH 5TH AT NEXT GEN WARGAMING

BISHOPTHORPE SOCIAL CLUB
12 Main Street, Bishopthorpe, YO23 2RB



Welcome to our first Conquest event of 2023!

This is a 1500 point, three game tournament using the 2.0 Ruleset. In this tournament pack you'll find details for the missions, timings as well as our expectations for the day.

Tickets can be purchased from:

<https://www.ehgaming.com/product/conquest-last-argument-of-kings-tournament-york/>

We consider this to be a beginner friendly event and do **NOT require fully painted armies.**

Timings

We're running this event at the **Next Gen Wargaming Club** in Bishopthorpe on Sunday the 5th of March. The club's Venue has a later opening time than you'd typically find for a one-day tournament event, so we expect to start our first game at shortly before mid day and finish the event in the early evening.

Please arrive ready to play with all required rulebooks, army lists, dice and measuring tools.

Each Game will last 90 minutes.

11:30 - Registration

11:45 - First Round

13:15 - Lunch

14:00 - Second Round

16:00 - Final Round

We anticipate this event will last around 6/6.5 hours in total, so we should be done by around 18:30.

With the 2.0 ruleset transitioning from individual models to Stands, we'd encourage all players to fix models to stands (blutac, etc) to aid setup. We'd like to start promptly.

List Building

Please bring a printed copy of your list with you, which must be built using the official army builder available at <https://armybuilder.para-bellum.com/>

Where there is a discrepancy between the Army Builder and the official Army List PDF, we will use the PDF's rule/stat. Where there is a disagreement on the interpretation of a rule the Tournament Organiser's decision will be final on the day.

Missions

We'll be playing three missions from the official Scenario Pack, available at: https://www.para-bellum.com/wp-content/uploads/2022/12/LAST-ARGUMENTOF-KINGS_ADDITIONAL-SCENARIOS-3.pdf - please pay attention to the additional list building considerations contained in the linked Scenario Pack.

Round	Scenerio
1	Breakout (Scenario Three)
2	Forlorn Hope (Scenario Five)
3	Head-to-Head (Scenario Ten)

Games will end when their Victory Conditions are met or we reach the end of the allocated 90 minutes. There will be a call at 15 minutes remaining, 5 minutes remaining and at the end.

When the end of the game is called the active player can choose to complete the in-progress activation of the last drawn unit.

There is prize support in place for this Event... but mostly it is our hope that newer players join us for a day of gaming and three great games of Conquest; The Last Argument of Kings!

If you have any questions ahead of the event please reach out;

Ross (EH Gaming) - <https://www.ehgaming.com/contact-eh-gaming/>
Dan (Vanguard) - "Dan (Vanguard, Yorkshire UK)" on the Official Conquest Discord.