

Conquest: The Last Argument of Kings Herocon 2024

Event summary

What: 2 Day Conquests: The Last Argument of Kings Event

Date: November 30 - December 1 2024

Points: 2000 points

Format: 5 rounds, World Community Event

Player cap: 20

Lists

Lists are limited to 2000 points. They will be using the latest rules and FAQs as of the date of submission.

They must be exported as pdf using the Para bellum Army Builder app.

You must include your **player pin** and **army faction**. These are included by default when signed in with your account.

Due date: Lists are due by November 24th 23:59.

Submission: i.am.w00k13+conquest@gmail.com

During the event, ensure you have at least 2 print outs of your list.

Schedule

Saturday	
Briefing, Rego	8:00 to 8:30
Pairings	8:30 to 8:45
Round 1	8:45 to 11:15
Round 2	12:30 to 15:00
Round 3	15:15 to 17:45
Sunday	
Round 4	9:00 to 11:30
Round 5	12:30 to 15:00
Wrap up	15:15 to 15:45

Rounds and pairings

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

<https://www.para-bellum.com/community/#organized-play>

Pairings are determined using the Para Bellum Companion App.

Model requirements

https://www.para-bellum.com/tournament/#elementor-toc_heading-anchor-3

As this is a Community World Event, you must follow the Para Bellum model requirements.

'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 regards 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 amount 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.

To ensure smooth gameplay we would encourage you to avoid gluing Models on to their Stands and magnetize them instead. Character and Command Stands do change quite often based on the upgrades you take on those Stands, therefore Models will have to come on and off regularly. Regular Stands are designed so the Models can rotate on the spot and allow Regiments to come into contact flush with one another. By gluing the Models on their Stands, the Models cannot rotate therefore making it harder for two Enemy Regiments to properly engage.'

Painting requirements

As a World Community Event, we do not require fully painted armies.

Drop outs and bye rounds

Following the tournament pack, in the case of an odd number of players, the odd player will be awarded the minimum number of points required to count as a win.

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

Each table will have a print out detailing common rules in play for each terrain piece.

Forests	Obscuring Hindering Size 3
Huts, rocky outcrops, Dweghom menhirs	Height 2 Obstructing Impassable
Buildings	Height 3 Impassable Obstructing
Watch towers, Dweghom garrison	Height 3 Garrison (Capacity 4, Defence 1) Obstructing
Fences, hedges, defensive walls, craters	Broken ground
Crops	Height 1 Obscuring
Water features	Water

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

Contact details

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