



Foolcon 2025 Official Event Pack



We are delighted to invite you all to Conquest at Foolcon 2025

Game system: Conquest: The Last Argument of Kings

Game size: 2,000 points

Date: 5th and 6th of April 2025 (Saturday and Sunday)

Location: The Oaks Hotel
25 Annand St, Toowoomba City QLD 4350

Tickets purchased via: <https://polymathtabletop.com.au/>

Ticket Cost: \$40

List Construction and Submission:

Lists constructed via Para Bellum Army Builder <https://armybuilder.para-ellum.com/>

Or,

Conquest Companion App

Android -

https://play.google.com/store/apps/details?id=com.parabellum.armybuilder&pcampaignid=web_share

iOS - <https://apps.apple.com/us/app/conquest-companion-app/id6446408799>

Lists are to be submitted as a PDF to rhys.king@para-bellum.com by 11:59pm on March 28th 2025

Rule Update Cutoff: Any updates post March 24th 2025 **will not be used** at the event.

Tournament rules to follow guidelines set by the Tournament page on the Para Bellum website:

<https://www.para-bellum.com/tournament/>

World Event

This event is a World Community Event for the 2025 Road to Chios. World points will be given to players in the tournament.

Prizes for the event are sponsored by Para Bellum Games and PMTT!

Day 1 Schedule

8:00am - 8:30am	Player Registration and welcome
8:30am - 11:30am	Round 1
11:30am - 12:30pm	Lunch break
12:30pm - 3:30pm	Round 2
3:30pm - 4:00pm	Close of day one

Day 2 Schedule

8:00am - 8:30am	Start of day two
8:30am - 11:30am	Round 3
11:30am - 12:30pm	Lunch break
12:30pm - 3:30pm	Round 4
3:30pm - 4:30pm	Award ceremony and pack down

Format

We will play 4 games* over 2 days on 6'x4' tables. The scenarios will be chosen randomly on the day of the tournament - so prepare for them all!

Army lists are to be shared freely to their opponent's and are open knowledge. Players are to answer any questions asked about their list.

First round will have randomly drawn opponents with "Friendly Fire" enabled to minimize people from the same group(s) playing against each other.

Victory scoring will be done according to the Para Bellum Tournament page and the official Conquest Companion app.

Terrain

Terrain on tables will be set by any of the Tournament Organisers (T.Os). Terrain should not be moved without checking with the TOs. Tables will be adjusted in between Rounds as necessary to abide by guidelines for the active scenario and Objective placement.

Terrain rules will be set by the TOs and all player's will abide by these rulings.

Playing a Tournament Round

- Every game starts at the scheduled time, unless any extraordinary situations arise
- The TO will announce intervals of each tournament Round: one hour remaining, half an hour remaining, final ten minutes, final five minutes.
- When the TO calls “Dice Down”, all remaining players have to stop the game, with the exception of any active roll occurring at the time of the command (e.g. “Dice down” announced during a Clash action means the Active player still has right to roll the dice and count the result, and the Reactive player has to roll the Defence roll and represent the result on table)
- Then the players immediately progress to the Victory phase and calculate Victory points based on the current situation on the table, and as soon as possible reach out to the TO with the final score.
- Any game which is conceded follows the rules laid out on the Tournament page of the Para Bellum website.
- If you suspect a player of committing slow play, please inform a TO. One warning will be issued. If the behaviour can be validated a second time, that player will have been considered to have conceded the active game.

Forces

Normal rules from the Para Bellum Tournament page apply for this event, including (but not limited to) the following:

- Only released Regiments and Character Stands can be used.
- No proxying of Regiments (e.g. cannot use Nords Stalkers as Nords Bow Chosen)
- Officers must be represented with a physical model. In the case a model has not been released for an Officer, a model on the Command Stand must be different enough to distinguish that there is an upgrade in that Regiment (different paint job, minor/major conversions etc.)
- Conversions of models as per normal policy of Para Bellum as per the Tournament page
- Regiment Stands **must** have the correct number of Models as listed on their Army List profile (e.g. Hundred Kingdoms Men at Arms are 4 Models per Stand). Stands that do not meet this requirement cannot be used.

Players must bring the following:

- Your Army, including all Models and Stands required to field your force!
- At least 1, preferably 2, printed copies of your Army List. One for the TO and one for you and your opponent.
- All Command Cards for your Army, dice, tape measure, any tokens you may need for effects for your army

Painting Requirement

- There is no painting requirement for Foolcon 2025.
 - If you want to have your name in the pot for Best Painted your army will need to be painted as follows:
 - Your whole army **is required to be painted** to “tabletop” level, consisting of at least 3 colours (typically a base, wash and layer). Unpainted models will be removed from the table.
- Bases and stands are required to be based and/or painted

Prize Support

This event’s prize pool is supplied by Para Bellum, and **every** player will leave with something (maybe many somethings)!

Prizes will be awarded for the following categories:

First Place:

Second Place

Third Place

The Nordic Spoon

Best Painted

Best Sportsman