

# Goonhammer Presents: Conquest at ANZAC Cup

## Event summary

**What:** One day World Cup Qualifier Event for Conquest: the Last Argument of Kings

**Date:** 12 April 2025

**Points:** 2000

**Format:** Tournament play!

**Player cap:** 14

**Tournament Organiser:** Alex Selth / Magos Sockbert

**Contact email:** [GoonhammerConquestAus@gmail.com](mailto:GoonhammerConquestAus@gmail.com)

**Tickets:** Tickets will be released closer to the date. If you email us beforehand, I'll shoot you an email letting you know when they've launched; or just follow this event page!

## Lists

Lists are limited to 2000 points using the latest rules and FAQs as of midnight 11 April 2025.

You will need to export your army list as a PDF using the Para Bellum Army Builder app or website, and must include your **player pin** and **army faction**. These are included by default when signed in with your account. We need these to track for the event!

**Due date:** None. Play what you feel on the day!

During the event, ensure you have a print out of your list to show your opponent and event organiser.

## 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

## Scenario pack

We will be using the most up to date scenario pack: <https://www.para-bellum.com/wp-content/uploads/2025/01/TLAOK-TOURNAMENT-SCENARIO-PACK-JANUARY-UPDATES.pdf>

## Rounds and pairings

Scenarios are to be played from the latest scenario pack located at the Para Bellum site. Scenarios will be revealed at the beginning of each round. Pairings are determined using the Para Bellum Companion App.

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

## Model and painting requirements

[https://www.para-bellum.com/tournament/#elementor-toc\\_heading-anchor-3](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. As a World Community Event, we do not require fully painted armies.

## 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 recommend types from the latest tournament pack.

Forests	Elevation (3), Hindering Obscuring, Traversable
Buildings/Rock formations	Impassable, Obstructing
Water	Hindering, Traversable, Water
Fog	Elevation (2), Obscuring, Traversable, Water
Hill	Elevation (2), Obstructing
Field	Broken Ground, Obscuring, Traversable
Swamp/Debris	Dangerous Terrain, Hindering, Traversable
Frozen Pond	Dangerous Terrain, Hindering, Traversable, Water
Garrison Terrain	Capacity 4-6 (check with your opponent or the TO), Elevation (3), Defence (1), Garrison, Obstructing

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