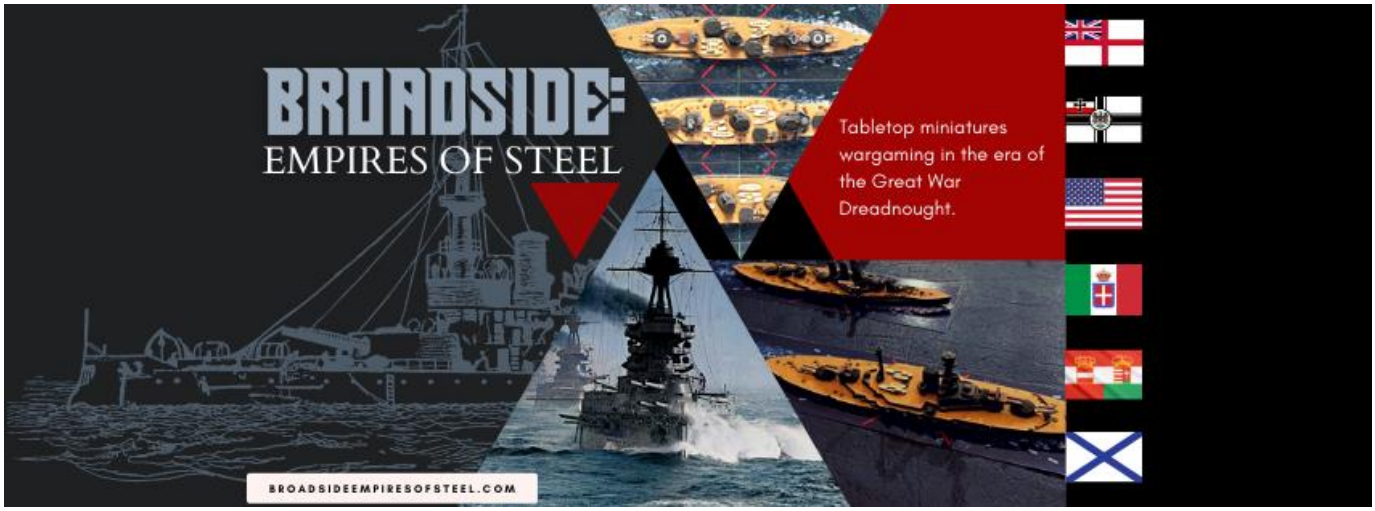
BROADSIDE EMPIRES OF STEEL

TOURNAMENT GUIDE



BrisCon 2022

Mt Gravatt Showgrounds,

1644 Logan Road, Mount Gravatt

22 April - 24 April 2022

Foreword

Welcome to the first Queensland based tournament for Broadside Empires of Steel in 2022.

Broadside: Empires of Steel has been designed for fast, action-packed games between fleets consisting of roughly 7 to 12 ships per side.

The rules allow you to play a game of six turns in a couple of hours with decisive results. They are also designed to be fun, without the need for consulting vast numbers of tables to find out what is happening to your ships.

The rules will also force you to make difficult choices during play. Do you keep your dreadnought steady for more accurate gunnery, or do you need to take evasive action before the enemy finds her range? Is it worth putting your destroyers in harm's way for a torpedo run, or should you keep them back for now? Do you need to send extra men to stop that flooding right now, or is it more important to put one last, accurate broadside into the enemy first?

Missions

Missions will be announced on the day, and detailed on your tournament card

Your Fleet

Build your Fleet with 400 points

Please note the minimum standard for the presentation of your fleet is undercoated grey and it must be representative of the Navy you plan to deploy. No pink & purple camouflaged ships for example.

Entry

Entry Fee is $50 payable on the BrisCon web page. You may enter up to the day before the tournament, if tickets are available. Registration to be completed at least 48 hours before the event and please be prompt.

Game Sessions

Each game is to be completed in 3 hours, please have your fleet ready to station prior to arriving at your table. Play may commence at the allotted times only to ensure fairness across the tournament.

Scoring

Will be standard Broadside mission victory points for each engagement, in the unfortunate event that a bye occurs (because of odd players numbers) a ballot will be had and points equal to the above average for the tournament will be awarded.

The adjudicators retain the right to adjust points for poor sportsmanship as per the standard scoring regime.

Day 1 Schedule

8:30 am – 9:00 am Arrival, greetings, introductions, Q&A and instructions
9:00 am – 12:00 pm Game 1
12:00 pm – 1:00 pm Lunch
1:00 pm - 4:00 pm Game 2
4:00 pm – 4:15 pm Tidy up and organise for Broadside dinner and drinks venue.
Please note lunch on day one is an hour to allow players to have a good look around.

Day 2 Schedule

8:30 am – 8:45 am Information session and Q&A
8:45 am – 11:45 am Game 3
11:45 pm – 12:00 pm Lunch
12:00 pm - 3:00 pm Game 4
3:00 pm – 3:20 pm Tidy up and prizes
Please note lunch on day two is very short so we can get two games in. Make the most of any time you get from finishing a game early.

Winner and Runner Up

At the conclusion of the events all points will be tallied. The player with the highest combined points score will be the winner. The player with the second highest score will be the runner-up, as well as a third place will also be awarded assuming sufficient players register.

Prizes

A Lucky door prize will be given out, which will be a US Fleet Box.
The winner will receive an inaugural trophy.
The runner-up will be awarded with a US Fleet Box.
We will hand out other goodies depending on numbers.

Best Painted

The organizer may run a best painted competition on the day, dependant on number of paying competitors and the number of painted fleets on the day. If a best painted competition runs there will be a prize for best painted.

Missions

All games end at the conclusion of the session time. Points are tallied for both players, scored entered on score sheets and players sign off their opponents scores. Score sheets are then provided to the adjudicators.

Tables
The games will be played on full size tables sizes (4’ x 6’) as per standard Broadside rules.
All missions will be chosen from the combat missions section of the mission book.

Adjudicators
You should be aware that it is the intention of the adjudicators to play during the course of the tournament. However no adjudicator will adjudicate on any matter arising from the course of a battle in which he is engaged.

Frequently Asked Questions

Q. 1 Do I need to paint my ships and base on Sea zone templates.

A. 1 Yes, the ships must have at least one colour, and be correctly based on their corresponding templates.

Q 2 Do I need to bring, fleet books.

A 2 No, just the cards, tokens and rule book you will need to play.

Q. 3 Do I need to bring tape measure, dice, sea mat?

A 3 Yes, we will have 6 sea mats on the day but one more cannot hurt.

Q. 4 I am a new player, will there be someone there to help me on the day

A 4 Yes, help will be available from Ben and Andrew, as the event is aimed at new players.

Q. 5 What kinds of facilities will be available and will this be like other tournaments hosted by war gaming clubs.

A 5 The facilities available at BrisCon 2022 are the best on offer and it is Australia premier wargames convention. There are a number of commercial eateries, trade stands, demo games and public toilets are close by. You will be able to purchase a wide variety of gaming supplies

Q. 6 What will my $50 be used for.

A 6 All of the entry fees will be used to fund the event, prizes to be awarded at the end of the tournament are provided by our sponsor “Broadside Empire of Steel”.

Q.7 How will this be scored.

A. Using the standard Broadside point scoring for each engagement, scores being tabulated over the sessions you played. You must play 2 sessions to have a valid score for the competition.

Organisers & Adjudicators

Andrew Tanner
Ben Wynn

FLEET LISTS (400 points)

Your fleet must contain valid Flagship and screening squadrons pursuant to any Broadside Fleet list. You can use the fleet list builder on the Broadside website. (Available in March)

You must provide a detailed listing of all components of your Fleet, in the following format, we request typed lists but neat hand writing is acceptable.

Points total is limited to 400 you may elect to field less points.

Name of Player_____ Fleet Name_____

Nationality: _____

Description of Fleet Actual Points_____

Flagshp
"list ships" points for each component

Battle Squadron
"list ships" points for each component

Screening Squadrons
"list ships" points for each component

Screening Squadrons
"list ships" points for each component

Destroyer Squadrons
"list ships" points for each component

Special purpose craft Squadron
"list ships" points for each component

_____

Total Points _____

Entry Checklist

	I have a BrisCon Ticket for Broadside
	I have my fleet and Fleet List
	I have my ship cards
	I have my damage card deck
	I have my Order card deck
	I have my tape measure, dice and gaming aids
	I have given the TO my fleet list
	I have my Upgrade card deck