



Date: Monday, 26th January 2026

Location: Canberra Technology Park, 49 Philip Avenue,
Watson, ACT 2602

Tournament Organiser: Mike Painter 0414 716 577

Mantic Companion Code: **UNqlbxa3tE**

A 1500-point Firefight tournament by Pathfinder Gaming.

Cost	\$30 Mantic Mania 2026 - Clash of Kings Australia 2026 & Clash of Protocols 2026 Tickets, Sat, Jan 24, 2026 at 8:00 AM Eventbrite
List Building	1500 points 3 games Companion app link: https://companion.manticgames.com/ Lists due: Saturday 17th January via the Mantic Companion app. Alignment Protocols will be used. Beta lists and units are allowed. However, in the case of Asterian, the whole army list must be created from either the Asterians or the Asterians (Beta) list. Spare armies may be available. Please email mikepainter143@gmail.com if you wish to borrow an army.
Gameplay	Alignment Protocols - in use. Win:14 / Draw:10 / Loss:7 Tiebreak will be in the following order: Scenario points > Routed > Scenario points attrition > Routed attrition > Strength of Schedule Scenarios: Will be released after the list submission. Please note that there may be some minor modifications to existing scenarios

Terrain	Anything not labelled as given below is classed as 'open terrain' Rivers, Pond, Marsh, Trenches, Height 0 outside, Height 1 inside Obstacles, Fields, Craters, etc. - Height 1 Ruins, Debris - Height 2 Hills - Height 3 per level Buildings, including Fortified Buildings (please agree before the match if buildings are fortified or not and their capacity) - Height 4 per level Woods - Height 6 (ref Command Protocols pages 16 - 20) Also, please note that we will be using a height-4 differential to determine partial LOS as clarified in Alignment Protocols.
Round Times	135 Minutes Game Time Clocks will be in use for this event for 60 minutes per player, which includes deployment. Time will be paused for rolling command dice and end-of-turn activities (break tests, regeneration, scoring, etc.) In the event a player runs out of time, complete the current activation, then mark all remaining units as activated. All units will remain activated until the end of the game. You may perform no other actions (including triggered effects) for the remainder of the game, other than the following: • Roll Nerve Checks (except for Headstrong), • Roll for Shield Generator • Trigger Regeneration Remove all Overwatch tokens, nullify all Commander Orders and discard all Command Dice (and will not roll them at the start of future Rounds). You do not automatically lose, and any remaining units score as usual at the end of the turn. In the case of a rules dispute: Players are first to check the rulebook. If there is still a dispute, pause the clock and call the TO. The TO will unpause the clock after they have made their ruling.
Schedule	08.30 - 09:00 - Setup, sign-in and announcements 09:00 - 11.15 - Round 1 11:30 - 12:00 - Lunch and best painted judging. 12:00 - 14:15 - Round 2 14:30 - 16.45 - Round 3 16.45 - 17:00 - Awards and Pickup
Painting	There is no requirement for painted miniatures; however, only painted armies will be eligible for the best-painted award, judged by players during the lunch break between rounds 1 & 2.
Venue & Parking	Canberra Technology Park 49 Phillip Avenue, Watson, ACT 2602

What to Bring

Essential:

A 1500 point Firefight Army

- d8 Dice in at least two, preferably three different colours, command dice, tape measure and tokens.
- Two printed copies of your list (one for yourself and one to lend to the opponent).
- 4 Objective Markers (40mm base) and 3 HVA Markers (25mm base).

Recommended:

Command Protocols rulebook, Super glue (for fixing unfortunate accidents)

