

SWORDPOINT EVENT: SWINDON 2019

The event will take place on 16th/17th February 2019 at Moredon Community Centre, 1 The Street, Swindon SN25 3ER.

Armies will total 1000 points and should be taken from the Classical Armies book.

Army lists must be submitted to martin@grippingbeast.com no later than 8th February 2019. Tickets are available from the Gripping Beast Website at a cost of £20.

Terrain will be provided and set by the Umpire. You should however bring any additional terrain piece you are allowed (e.g. by the Stratagem rule). Terrain will be of varying density and so you may get a table with no terrain, or one with 10 pieces.

Food is not provided but there are several shops and takeaways nearby.

We will be trialling the following rule alterations:

- The first turn of the game will begin in the Remaining Moves phase.
- The maximum number of Momentum Tokens that may be retained in any player's pool at the end of a game turn is 12.
- A unit may only shoot if its centre front can see the target unit. All missile-armed bases in the unit will then shoot even if some bases cannot see the target.
- A unit's entire frontage must be able to see the entire target for shooting to be resolved at full effect. If its view of the target is partially blocked by terrain or friendly troops, or the target is not in the arc of vision of some of its bases, the target is obscured.
- If the target is obscured, but the shooting unit's entire frontage can see part of the target, the shooting dice rolls receive a -1 modifier as if the target was in soft cover.
- If the target is obscured and only part of the shooting unit's frontage can see part of the target, the shooting dice rolls receive a -2 modifier as if the target was in hard cover.
- If the unit is shooting at its target through a gap between two friendly units, the minimum gap that can be shoot through is 80mm in width.

Games on the first day will be pre-drawn against historical opponents wherever possible, with efforts made to avoid clashes between regular opponents. On the second day a swiss draw will be used.

Prizes will be awarded for performance, painting and random reasons that suit the organisers' peculiar sense of humour.

Games will be played using the scenario set which can be downloaded from the Gripping Beast website.

Games will be scored using the Army Break Point system on page 10 of the rules. Victory points will be calculated as per the right-hand column; in addition, a player who forces his opponent to break point gets a bonus of 100 VPs. The winner will be the player with the higher score.

Tournament Points will be scored by the Umpire as follows: Win by more than 1000 points-4pts. Other win-3 pts. Draw or lose by less than 100 points-1pt. Victory Points difference will be tracked and used in the event of equal tournament points.

Timetable:

Saturday 16th February

8.45-9.15 a.m. **Registration**

9.15-11.45 a.m.	Round 1	Scenario 6: Meeting Engagement: <i>Stratagem</i> options 3 and 4 are not available. There are no pre-battle moves in this scenario.
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12.15-2.45 p.m.	Round 2	Scenario 5: Outscouted: <i>Stratagem</i> option 3 is not available. Option 4 is only available to the outscouting player. There are no pre-battle moves in this scenario.
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3.15-5.45 p.m.	Round 3	Scenario 9: Flank Attack: <i>Stratagem</i> option1 & 2 are subject to the terrain placement restriction in the scenario. See scenario for available pre-battle moves.
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Sunday 17th February

9.30-12.00 noon	Round 4	Hidden Deployment
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1.00-3.30 p.m.	Round 5	Hidden Deployment
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4.00 p.m.	Results and prizes
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