**SWORDPOINT EVENT: SWINDON 2021**

The event will take place on 25th/26st September 2021 at Moredon Community Centre, 1 The Street, Swindon SN25 3ER. Should it prove impossible to do so due to the Coronavirus Pandemic, all entry fees will be refunded.

In the event that unforeseen government or local authority regulations limit the number of attendees to less than the number of tickets sold, a lottery will be held to determine attendees and the remainder offered free entry to a later event, or a refund or other compensation of equivalent value at their request.

Armies will total 1250 points and should be taken from the Medieval Armies book or the Genghis Khan supplement, plus the following from the Dark Ages book:

Mayan, Korean, Hindu India, Champa, Ethiopian, Christian Spanish, Al-Andalus and Granada, Japanese, Khmer Empire, Later Irish, Pecheneg, Khitan Empire, Norman and Breton. Seljuk Turks, Song China, Ghaznavid, Early Polish, Georgian, Turcoman, Capetian France, Early Medieval Hungarian, North African Berbers, Later Byzantine, Early Italian States and Cuman or Kipchak.

In each case these armies may not field options noted as available only before 1066 AD. Armies designated on page 38 of the rulebook as able to employ Torsion Artillery may do so since many Medieval armies have access to gunpowder artillery.

The event will be run using Version 2 of the Swordpoint Rulebook.

Army lists must be submitted to martin@grippingbeast.com no later than 10th September 2021. Tickets are available from the Gripping Beast Website at a cost of £20.

Terrain will be set using the Competitive Play method shown on page 5 of the rules. Terrain will be provided but you should bring any particular pieces you wish to use, in particular loops of string or other methods of indicating an open space . You should also bring any additional terrain piece you are allowed (e.g. by the Stratagem rule).

Food (other than tea, coffee and biscuits) is not provided but there are a number of shops and take-aways nearby.

Parking at the venue is free of charge.

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 found in the rulebook from page 46, playing to Army Break Point.

Games will be scored using the Army Break Point system on page 8 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. Win by less than 100 points: 1 pt. Other win: 3 pts. Lose by less than 100 points:1pt. Victory Points difference will be tracked and used in the event of equal tournament points.

**Timetable:**

**Saturday 25th September**

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| 8.45-9.15 a.m.  | Registration |  |
| 9.15-11.45 a.m.  | Round 1 | Scenario 6: Meeting Engagement: *Stratagem* options 3 and 4 are not available. There are no pre-battle moves in this scenario. |
| 12.15-2.45 p.m.  | Round 2 | Scenario 5: Outscouted: *Stratagem* option 3 is not available. Option 4 is only available to the outscouting player. There are no pre-battle moves in this scenario. |
| 3.15-5.45 p.m. | Round 3 | Scenario 9: Flank Attack: Terrain may not scatter to within 12” of table edge. See scenario for available pre-battle moves. |

**Sunday 26th September**

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