



Barons War “Grand Melee” 24th November 2024

The Old Major in conjunction with Firestorm Games are proud to present the 2nd National Barons War tournament. The event will be a true celebration of the Barons War Rules and its Supplements and will see the crowning of the UK Champion.

Tickets are priced at £25 for the day and includes a hot lunch.

Booking: To secure your place please purchase your ticket here

https://www.thebattlefields.co.uk/events-at-the-battlefields/barons-war-grand-melee-2024-british-championship?fbclid=IwY2xjawElv1ZleHRuA2FlbQlxMAABHR96eBo36e4Hy6N2rH7-VbkryMiaoMnB9v35fh4BdwTB3ddNzuX1y5f4fg_aem_xxPaWWNPFqynVHCg5ykHgz

There are a maximum of 24 tickets.

Event to be held: The South Wales Gaming Centre
Firestorm Games
Sloper Road
Cardiff
CF11 8AB
[029 2022 7117](tel:02920227117)

What to bring:

- 2x copies of your army list (one for you and one for your opponent).
- Dice, tape measure, action tokens.
- Rules book and an up to date FAQ

Timetable for event:

- *Access for tournament Doors open 8.30 (including set up for tables for those supplying game boards)*
- *Registration 9.00 until 9.15*
- *First round 9.30 until 11.00*
- *Second round 11.15 until 12.45*
- *Lunch 12.45 until 1.30*
- *Third round 1.30 until 3.00*
- *Fourth round 3.15 until 4.45*
- *5.00 Prize Giving*

Event rules:

- Event will be played under Footsore's Barons War Rules in conjunction with the Latest FAQ available here (please pay particular attention to the recent changes on page 12).

<https://Warhost.online>

- If there is a disagreement within the rules players are urged to resolve between themselves. Please use the common sense 'rule of thumb' if it seems idiotic in the real world then it probably is and remember it's a game! A referee ruling can be asked for at any time.
- Game will be a total of *1 hours 30 mins*, this includes for any set up and discussion between players about each other's list etc.
- Games will be played to the standard 5 turns, scenario objective or to the end of the current action should time limit be reached.
- Initial match ups where possible, will attempt to place historical forces against each other on appropriate tables. From Round 2 on-wards a Swiss pairings system will be used to determine opponents. Where possible players will be be reallocated if they are drawn against previous opponents or on a previous table.

List selection:

Players must use a list to the following criteria:

- Forces from all the published Barons War material will be allowed (Barons War, Conquest, Outremer, The Welsh, Death & Taxes.)

- 750 point maximum list.

- **NEW EVENTS RULES** ~ A maximum of 1/3rd of your points (250 pts) may be spent on Bow and Crossbow armed units. Outlaw Command characters points are not included and are additional to this limit.

Knight Commanders (Lords and Barons) are not allowed to form a Command group equipped with ranged weapons.

A command group not only has to spend a minimum of 1 Action point on their own unit, they may only spend a maximum of 2 Action points on their own unit. If a 3rd action is available they must use it giving an order to another unit or lose it.

Barons War Faction Rule ~ Retinue lists drawn from the main Barons War rule-book can benefit from the following faction rule. *Seasoned Levy* : *When building your retinue you may spend at least 10% of your points on irregular levy instead of the usual 10% Green requirement.*

- Named Characters are to be allowed this year but on a first come first served basis ~ so if you want a specific character get in early.
- Abilities are allowed but a maximum of 1 additional group ability per unit and no particular ability can be added to more than 1 unit in your force. The following abilities will be melee ONLY ~

Castle forged, cruelty, damascus steel, finishing blow and frightening. In addition only Swords (1 handed or 2 handed can be of Damascus steel)

- The aim is for this to be a "friendly" tournament. Please leave any Win At All Costs attitudes at home!! We look to keep our tournaments fun and whilst healthy competition is encouraged this is not a free licence to "break the game". As always we reserve the right, to speak with you about your list. If in our opinion it is too "OP"/"Nasty" for the event we will ask you to amend.
- Lists must be submitted by Midnight Sunday 17th Nov 2024, preferably by pdf. A 1 point penalty will be imposed to your overall score if late.

Email to ~ mark@sword-dance.co.uk

- Models tabled where possible must use 'WYSIWYG' guideline for a minimum of 50% of the figures in the unit. If your unit are armed with Bows and other weapons please try to indicate this on at least 50% of the group. They must also be painted to a 3 colour minimum.
- Copies of the list must be available on the event day for your opponent to look over and ask any questions.
- Players are encouraged to come up with a theme (whether historical or fictional for their forces) a prize will be awarded for whichever force impresses Andy Hobday

Scoring.

3 Points for a win , 1 point for a draw, 0pts for a loss.

Tie Break.

At the end of each game total up your *Feudal points as follows.*

10 pts for each named named character killed.

5pts for each non -named Enemy Commander (Baron, Lord or Veteran Sgt) slain.

2pts for each knight (mounted or on foot) slain, +1 if they were mounted on a warhorse.

1pt for each sergeant (mounted or on foot) or Outlaw slain.

0 pts for each dirty smelly peasant (shod or unshod) slain

If players are tied on points at the end of the 4 games , positions will be decided on who has the higher feudal points.

Prizes

1st Place ~ the King Award

2nd Place ~ the Baron Award

3rd Place ~ the Knight Award

Best Themed army ~ The Chroniclers Award

Best Painted army ~ The Illuminators Award

The Wooden Spoon ~ The Gongfarmers Award

Prize sponsorship by footsore Games and Warhost

The Barons War community has begun to develop significantly over the past couple of years and this Event has been set up with the aim of continuing to develop the friendly and supportive network of players and fans of this great Ruleset.

To foster that further we are looking to make a weekend of the event. You are cordially invited to come down for an afternoon of social gaming at Firestorm Games on Saturday 23rd for either a warm up game or a social game of something else. Meet the Event team as well as Andy , George and Mark Farr of Footsore. (Please note Firestorm Games will require us to book these tables in advance and the cost is not included in your event ticket).

We are also looking to go for a beer and a curry afterwards!

Official sponsors

Footsore Miniatures

Sarissa Precision.

Any questions?

Feel free to contact me on Facebook ~ Mark Vance or email mark@sword-dance.co.uk

