

# Napoleonic Wars Theme Day 30th May 2020 TICKETS £10



# Welcome to Warlord Games' Black Powder - Napoleonic Wars Theme Day

Our event, ran as a campaign of 3 games, will enable players to fight games set in the countryside and towns of the Black Powder Era.

This event is intended to be played with the community spirit and theme of play in mind... this is far more important than the winning of games.

## Theme Day:

The games during this theme day are played using the main BLACK Powder 2nd edition Rulebook. Games will be played out over the course of one hard fought day held at The Marcus Garvey Ballroom (Above the Warlord HQ Store) in Nottingham between 10am and 6pm on Saturday May 30th 2020. The missions played will be announced before each round and will be one of those found in the Core Rulebook.

## Date/Venue:

DATE: Saturday 30th May 2020

**VENUE:** Marcus Garvey Ballroom, The Howitt Building, Lenton Business Centre, Lenton Boulevard, Nottingham, NG7 2BD, United Kingdom.

### Schedule:

The event runs from 10am-6pm following the below order of Battle. Games will run for 2 hours. Once time is called all games must end at this point, no further rounds are to be played. At the end of each game the result must be submitted to the game umpires.

REGISTRATION - 8:45-9:00am

FIRST GAME - 9:00-11:00am

BREAK - 11:00:-11:15am

SECOND GAME - 11:15am-1:15pm

LUNCH BREAK - 1:15pm-2:00pm

THIRD GAME - 2:00-4:00pm

BREAK - 4:00-4:15pm

BLACK SEAS GAME/DEMO POD - 4:15-5:30

AWARD CEREMONY - 5:30



# Player Requirements:

- Fully Painted and Based army (Minimum 3 Colours)
- A Core Rulebook and all current errata/faq's
- Dice, counters, etc
- A pen/pencil and Paper
- 1-3 Divisions containing 4-6 units, 4 if playing multiple divisions
- If playing with multiple divisions, 1 division must consist of infantry, with at least 2 units of Line infantry.
- If playing in the Black Seas Game please bring with you a fully painted 1000pts fleet. (Don't worry if you aren't playing as we are running demos and hobby sessions during this time)

