



WARBAND COMBAT IN THE ANCIENT WORLD



A Call to Arms Campaign Day March 28th 2020

 TICKETS £10 

WARLORD
GAMES
HQ STORE

Welcome to Warlord Games' SPQR – A Call to Arms Campaign Day.

Our event, ran as a campaign of 5 games, will enable players to fight a series of games in the countryside and villages of the Ancient World.

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.

Campaign:

Heroes from around the ancient world are raising their banners, calling their warriors to take up arms and to hunt out glory.

Romans are trudging upon your farmsteads and are asking you to pay allegiance to the emperor, will you be subservient or will you muster a force and make your homeland yours once more?

The Campaign is played using The Injuries Tables found within the main SPQR 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 March 28th 2020. The missions played will be announced before each round and will be one of the 6 found in the Core Rulebook.

Date/Venue:

DATE: Saturday 28th March 2020

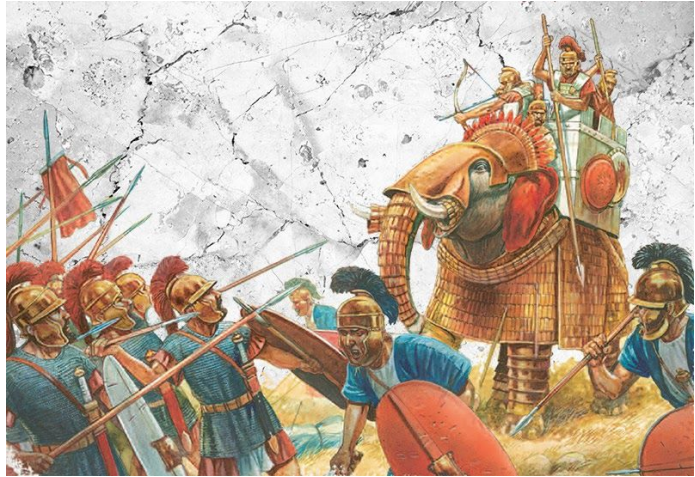
VENUE: Marcus Garvey Ballroom, The Howitt Building, Lenton Business Centre, Lenton Boulevard, Nottingham, NG7 2BD, United Kingdom.



Schedule:

The event runs from 10am-6pm following the below order of Battle. Game 1 is 45 mins, Games 2 & 3 are 1 hour, Game 4 is 1 hour and 15 minutes and the Grudge Match is 1 hour 30 minutes. 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 - 10-10:30am
FIRST GAME - 10:30-11:15am
BREAK - 11:15-11:30am
SECOND GAME - 11:30am-12:30pm
LUNCH BREAK - 12:30-1:15pm
THIRD GAME - 1:15-2:15pm
BREAK - 2:15-2:30pm
FOURTH GAME - 2:30-3:45pm
BREAK - 3:45-4pm
GRUDGE MATCH - 4-5:30pm
AWARD CEREMONY - 5:30-6pm
EVENT CONCLUSION - 6pm



Player Requirements:

- Fully Painted and Based models (Minimum 3 Colours) to create 500, 800 & 1000 Denarii Warbands
- A Warband **MUST** include a Hero to lead your force
- All Minions must be placed in units. A unit of Minions is usually between 5 and 20 models (unless the unit entry indicates it starts with fewer models) of the same type and with the same weapons, armour and equipment.
- Maximum 2 heroes
- Maximum 1 per type of hero (i.e. druid, warlord, etc.)
- Maximum unit size 20
- 35% of list can be mercenaries
- A Core Rulebook and all current errata/faq's
- Dice, counters, etc
- A pen/pencil and Paper

