

## **The Heathen Banner 2013**

### **Introduction**

2013 marks the first year that The Heathen Banner will be held by Leicester Phat Cats. It is a 6pt Saga tournament that will be held on October 12<sup>th</sup> of this year at the Ukrainian Social Club in Leicester (full details of dates, times and addresses can be found below). The aim is to create an event that is fun to play, looks great and is a fantastic showcase for the game.

*Alasdhair MhicMhaolain, Tournament Organiser*

### **Buying Your Ticket**

Tickets are £10 can be bought from [tiebreak.co.uk/heathenbanner](http://tiebreak.co.uk/heathenbanner). Gripping Beast is kindly sponsoring the event and every ticket includes a free metal warlord.

### **Pre-Registration**

When you've purchased your ticket, please send an e-mail to [theheathenbanner@gmail.com](mailto:theheathenbanner@gmail.com) with the following information;

- Your name
- The faction you will be playing
- Allergy information/dietary requirements

### **The Tournament Schedule**

09.00 – Arrival/Registration  
09.30 - Game 1  
11.00 - Break (hand in results, stretch legs, etc.)  
11.15 - Game 2  
12.45 – Lunch Break  
13.45 - Game 3  
15.15 - Break (hand in results, stretch legs, etc.)  
15.40 - Game 4  
17.10 - Break (hand in results, stretch legs, etc.)  
17.40 - Prize Ceremony

## **Registration/Arrival**

The event will be held in the upper hall (on the second floor) of the Ukrainian Social Club in Leicester. There will be a club member standing on the door to guide you in the right direction. The address is:

Ukranian Social Club,  
2A Fosse Road South,  
Leicester,  
Leicestershire,  
LE3 0QD.

Registration begins at 09.00, please don't arrive later than 09.20 as this will delay the first game. Once you have registered you will be given an events pack, a record card and directed to your table.

## **Breaks and Lunch**

There are two 15 minute breaks and one 25 minute break. During these breaks you should hand in your results sheet, stretch your legs and regale the hall with tales of your deeds in battle!

Snacks and refreshments will be available throughout the day, however lunch will not be provided. There is a Tesco and Spar within a 5 minute walking distance, and various take-aways within a 5 minute drive. Details of how to get to these places can be provided upon request.

## **Games Information**

There will be four games during the tournament with the following scenarios:

- **Game 1** – Clash of Warlords
- **Game 2** – The Escort
- **Game 3** – Battle at the Ford
- **Game 4** – Sacred Ground

The games will be 6pts each. The tournament organisers will have set out the scenery in a fair way; if you have an issue with it, please ask a judge and they will be happy to help you. Please bring a copy of all the relevant rules for your warband with you (this includes expansion packs, battleboards, etc). Your figures do not need to be painted, but it looks much more heroic if they are!

The rules in the Saga rulebook for basing models are quite open, but for the tournament there is a general rule of thumb that if you have to ask if something is based for advantage then it probably is! For game 4 (The Escort), both players will roll a dice, and the winner will be the escorting player for the scenario.

## **Scoring System**

At the end of your game, you will be asked to fill out a sheet to record the result of the game. A win is worth 20 points, a draw 10 and a loss is 5. Slaying the enemy warlord scores 2 points, and whoever has killed the most victory points of enemies scores 2 points as well. Victory points are worked out as per the Saga rulebook. The two secondary objectives have been designed to be calculated at the end of the games so as to ensure that they are not forgotten in the chaos of shieldwall!

## **Prizes**

There will be 6 prizes available on the day; 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place overall, best sportsman, best painted army and a wooden sword for the player in last position! In the event of a tie for final placing, the difference between victory points will be used. Painting will be judged by one of the non-competing club members. At the end of the fourth game, players will be asked to select their favourite opponent of the day. Whomever has the most nominations will win the sportsmanship award.

The nature of these prizes will be announced closer to the date of the event.

## **Sportsmanship and Conduct**

Although there are prizes for these events, this tournament should be considered a friendly one, and therefore players are expected to behave in a friendly way. I am reluctant to introduce strict rules on punishing unsportsmanlike behaviour because it is my hope that Saga creates an atmosphere of pleasant competition. If you do have an issue with the behaviour of another player, please contact a judge and it will be judged on a case by case basis.

## **Final Word**

Thank you for reading the event pack and I am looking forward to seeing you all at the event on October 12<sup>th</sup>. My aim is to attempt to run this event, and others like it, annually. I will give each player a chance to offer anonymous feedback at the end of the event; I want to know what went right and what went wrong so I can improve the event for the next time it is run.

If you have any queries at all regarding the event please feel free to contact me via my e-mail - [theheathenbanner@gmail.com](mailto:theheathenbanner@gmail.com)

Thank you again for reading,  
- Alasdhair MhicMhaolain