



NORDIC TABLETOP SHOWDOWN JANUARY 9th 2027

1. Program

08:30-09:00 - Check ind

09:00-11:30 - Round 1

11:30-12:30 - Lunch

12:30-15:00 - Round 2

15:00-15:15 - Break

15:15-17:45 - Round 3

17:45-18:45 - Dinner

19:00-21:30 - Round 4

21:30-21:45 - Awards ceremony



2. Introduction

By Fire and Sword - by the polish developer Wargamer Games Studio LTD - is a realistic, dynamic, and tactical 15mm wargame recreating the numerous conflicts fought across Central and Eastern Europe during the latter half of the 17th century. With eleven distinct factions to choose from, the game offers a huge variety of units and playstyles for players to master.



3. Registration

Registration for the event includes the following steps:

1. Register and pay for the event at nordictabletopshowdown.dk — you can also order lunch and dinner here.
2. Create an account and register for the event in the Longshanks software via the event page. You must include your chosen faction in the “List” section when you register:
<https://generic.longshanks.org/event/36895/>
3. During the event, you must have access to Longshanks on your phone to register game results.

4. Tournament Format:

The tournament is played using the rules for 2nd Edition of By Fire and Sword, at the Task Force level of play. Each player may bring up to *two Army lists* from a single chosen faction (NB: Moldavia and Wallachia are treated as one faction).

Games are played in accordance with the Rulebook, the Playbook, the Army Books, and the current FAQ/Errata and rules updates published by the game's publisher.

4.1 Army lists and Army Builder:

All army lists must be created using the official Army Builder:

<https://oim.wargamer.pl/index.php>

Players must bring their army lists to the tournament as English-language printouts from the official Army Builder, with two copies of each list: one for themselves and one for their opponent to reference during the game.

Once a player has informed their opponent which faction they will play, the method for selecting which army list they will use follows the rules described in the "1. Army Preparation" section on page 26 of the Playbook. The army list remains hidden from the opponent until it is revealed during this step of the game.

4.2 Victory Points, Tournament Points, and Player Ranking:

The tournament is played using the Swiss system: in the first round, pairings are generated randomly; in subsequent rounds, pairings are determined by the current Tournament Player Ranking.

Throughout the tournament, players play Scenarios selected as specified in the Playbook. Each Scenario has a maximum of 18 Victory Points (VP) available, calculated according to the rules on page 32 of the Playbook.

After completing a game, players calculate their VP scores and submit their results using the Longshanks software.

Tournament Points (TP) are awarded as follows: a win earns 2 TP, a loss earns 0 TP, and a draw earns 1 TP for both players. Tournament Points determine the current Tournament Player Ranking.

4.3 Game Schedule:

Each game round lasts 2½ hours, which includes choice of scenario, army setup, gameplay, VP calculation, and result submission in Longshanks.

Five minutes before the round ends, the Tournament Organizer (TO) will give an audible signal. If the game has not concluded by that time, each player is allowed one final activation, including any activation already in progress.

Players must submit their results in Longshanks no later than 5 minutes after the round ends.

4.4 Terrain:

The 48"×72" game areas are set up with terrain by the organizers before the tournament and may not be modified by players. Terrain classifications follow the rules specified in sections 13.2.2 and 13.3.4, pages 54–55 of the Rulebook.



5. Armies

Only fully painted armies are permitted. All movement trays must be either the original manufacturer's trays or printed replicas with identical dimensions and markings.

5.1 Painting Contest:

A painting contest will be held during the tournament, where each player can enter a unit or Commander of their choice for judging.

6. Prizes

The prize pool for the tournament will be determined by the companies that kindly sponsor the event. A list of sponsors will be made available during the event, and pictures of the tournament winners with their sponsor gifts will be shared on social media. If you do not wish to have your picture shared on social media, please inform the TO during the tournament.

Prizes for players will be awarded based on the available prize pool, at the discretion of the TO.

7. General Information

Tournament Organizer contact information:

Rune Hoff Lauridsen

e-mail: aermord@gmail.com

Location of the venue: Gigantium

Willy Brandts Vej 31

9220, Aalborg

Denmark

Closest Airport:

Aalborg Lufthavn (AAL)

Ny Lufthavnsvej 100

9400 Nørresundby

Denmark

