

Brawl in the Hall

Objective/ Goal

First and foremost Brawl in the Hall is a calibration of the hobby. And the hobby is about so much more than winning. Seeing fantastic models, well painted and well played in a fun game we think forms the basis for the hobby.

That is the basis we try to build our event around. We award Painting, Sportsmanship, and Best General, separately and equally. We also put a lot of effort into door prizes, because it's not just about being the best but having fun, and its fun to win stuff.

Missions we aim to be tactical that are just tweaks to the book missions. The different stuff is commonly limited to bonus points so if you want to play a simpler game you can and without significant penalties. Tables we aim to look great but hopefully not as great as the models on them.