

Warfare 2018 L'Art de la Guerre

1. **Theme 1: 25mm – Any legal army after 500AD. 200points. 6' x 4'-ish tables**

Theme 2: 15mm scale. “He Ain't Heavy (He's My Brutus)”

The Roman and Greek Classical World, but with less ‘heavyweight’ troops.

Permitted Lists must be valid between 350BC-493AD and drawn from the following:

Lists 39-77, 79, 82-115.

Allied contingents must be drawn from these lists.

All submitted lists can only include:

- the minimum permitted number of Cataphracts or 2;
- the minimum permitted number of Elephants or 1,
- the minimum permitted number of and HCh or 2,

whichever is the greater in each case (this does not permit lists to add troops not normally available at all!) Allied contingents which would increase an existing minima in the main list to more than 2 Cataphracts, 1 Elephant and/or 2 Ch cannot be chosen.

2. Entries

All entries should be booked through the Warfare website. The organisers reserve the right in their absolute discretion to transfer unsold seats if there is a waiting list for another ruleset.

E-mail enquiries: may be sent to David Clubley (tournaments@wargamesreading.co.uk) or Tim Child (tjp.child@gmail.com).

Admission to the tournament is at the sole discretion of the organisers and their decision on all matters is final. An application to enter denotes acceptance of these rules.

3. Rules

The rules to be used are the relevant published L'Art de la Guerre rules, together with the published errata at the date of the event (see the Art de la Guerre forum http://www.artdelaquerre.fr/en/aide_jeu.php).

4. Lists

The list-checker will be Steve Watling, to be submitted by email only to steve.watling@btconnect.com.

The list submitted must not exceed the points specified and as permitted by the Theme.

The competition is single list format. Any incorrect list discovered after a game has commenced (after set up dice have been rolled) must be corrected prior to deployment if spotted in time, and fully corrected in any case before the next match.

Army lists must be submitted for checking in advance and must be received by Steve not later than 25 October 2018.

5. Timetable

Saturday : Three Games

Sunday : Two Games

Saturday: (2h 15m games plus a 1-5 min(s) variable addition – **N.b. this is slightly shorter than Sunday**)

Check-in: 8.30 am to 9.15 am (The earlier everyone gets here, the earlier we can get through check-in and “let the games begin”)

Round 1: 9.30 am to 11.40 pm

Round 2: 12.10 pm to 2.35 pm

Round 3: 3.05pm to 5.25pm

Sunday: (2h 20m games plus a 1-10 min(s) variable addition)

Round 4: 9.00 am to 12.00 noon (**n.b. earlier start-time than Saturday**)

Round 5: 1.00 pm to 3.30 pm

Tables will be numbered and the draw for the next round will be published as soon as we can. Once they know their opponent, players can always commence games earlier by mutual consent.

6. Competition rules

- i. The scoring system will be the standard ADLG tournament system.
- ii. A modified Swiss Chess system will operate throughout the competition. Players may not play against fellow club players in the first 2 rounds, nor players whom they have played in earlier rounds, nor against any relatives in the first degree of consanguinity. Thus an entrant cannot be matched against his/her spouse, parent, brother, sister, and/or child (unless both entrants specifically inform us beforehand that you would like to have this rule disappplied to yourselves).
- iii. Players must fully define their troops as they are placed on table. Figures must provide a reasonably accurate representation of the troops they are trying to represent – they must not look deliberately misleading.
- iv. Table size: The 25mm-theme tables will be 6' x 4'-ish. The 15mm-theme tables will be approximately 120cm x 80cm (**the tables may be slightly narrower due to the width of the marking tape**). Players must supply their own terrain pieces. These must be to an acceptable standard, and umpires will have the discretion to remove unsightly items. In addition all figures must be representative and painted and based to an acceptable standard.
- v. Players must be present and ready to start the match at the appointed time. Where a player has a reasonable excuse for arriving late the match start will be delayed by up to 10 minutes, after which time the affected player will be awarded a bye.

- vi. If a player resigns from a game at any stage after the first set-up dice have been rolled the game will be scored as if the resigning player's army had been broken at that point. Players are expected to play their games to a conclusion if they may have any relevance to final placings, as a courtesy to other competitors.
- vii. Players may always commence games earlier than the stated time by mutual consent.