

Warfare 2018 FOG: AM 15mm

1. Theme: Western Europe Dark Ages 15mm, 6' x 4'-ish tables

Points. This is a handicap competition, to level the playing field for less experienced players:

- Group A will have 800 points. These are the players who have appeared in the top 6 of the rankings in recent years. Paul Bartlett, Terry Shaw, Pete Dalby, Paul Longmore, Dave Ruddock, Graham Briggs, David Bannister, Graham Evans, Steve Brown, Phil Powell.
- Group B will have 850 points. These are the players who regularly appear high up the rankings, but not in the top 6: Steve Murton, Dave Morrison, Martyn Simpson, David Fairhurst, John Patrick.
- Group C will have 900 points: any player not mentioned above.

All other aspects will remain the same: the usual scoring system, random first round draw where anyone can play anyone except club mates, Swiss chess thereafter (no clubmate matches in round 2 though)

Theme Details:

Army date must be 396AD to 1100AD (inclusive). Armies must be chosen from the current Army Books.

The permissible armies are listed below. Note that some armies can use all troops and allies available in the date range. Others (where listed as such) have certain troop types or allies not available to them. The reasoning being to restrict the armies to how they would have been in Western Europe (note Byzantines included as they held the South of Italy)

Pictish

Later German (Western)

Later German (Eastern)

Hunnish (No Hephthalite options allowed)

Post Roman British

Foederate Roman (Western or Gothic only)

Later Visigothic

Early Byzantine (no Moorish allies or Middle Armenian Allies allowed)

Merovingian Frankish

Maurikian Byzantine (no allies allowed)

Anglo-Saxon and Anglo-Danish

Thematic Byzantine (No Slav, Moorish or Bulgar allies allowed)

Later Umayyad. 695-750AD only. (No Bedouin, Dailami, Khurasanian or Turkish troops allowed. No allies allowed)

Early Spanish

Carolingian Frankish (No Slav allies allowed)

Andalusian

Muslim North African and Sicily. (No camelry allowed. No Tuareg allies allowed)

Viking

Early Scots
Norse-Irish
Early Medieval European. (No Magyar or Polish allies allowed)
Nikeforian Byzantine. (No Armenian, Bedouin or Georgian allies allowed)
Taifa Andalusian
Medieval Spanish and Portuguese
Norman
Italo-Norman and Sicilian
Medieval French
Medieval German
Communal Italian
Scots Isles and Highlands
Medieval Scots
Komnenan Byzantine (no allies allowed except Sicilian Norman)
Anglo-Norman
Medieval Welsh

2. Entries

Tickets can only be purchased 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 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 latest published Field of Glory: Ancient and Medieval rules, together with the published errata.

4. Lists

The list-checker will be Steve Murton s.murton596@btinternet.com

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

Army lists must specify the number and size of battle groups and their order of march for deployment, and the number and type of commanders chosen. They should also include the territory list for the army. Once an army list has been submitted it may not be changed or altered other than to correct any errors. Players may only correct their errors by making reasonable changes to their list. It is not allowed to completely re-write the list, and the list checkers decision on this is final.

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 23 October 2020.

5. Timetable

Saturday

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 12.45 pm

Lunch: 12.45 pm to 1.45 pm (meals are available from the café on site, but there can be long waits – if possible, find someone to take an order for you)

Round 2: 1.45 pm to 5.00 pm

Sunday

Round 3: 9.00 am to 12.15 pm (n.b. earlier start-time than Saturday)

Lunch: 12.15 pm to 1.15 pm

Round 4: 1.15 pm to 4.30 pm

Prizegiving: As soon as we can work it out!

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 FOG 0-25 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 disapplied 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 tables will be approximately 6' x 4'. 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 15 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 routed 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. When time is called **play will continue only until the end of the current phase, regardless of whose turn it is.**
- viii. Time will be called after **3 hours 15 minutes** (n.b. Warfare is shorter than the "standard" 3 hours 30 minutes) plus or minus 0 – 5 minutes. The random factor will be determined by the umpire prior to the start of the round, and will not be revealed until the announcement is made. Players may always commence games earlier than the stated time by mutual consent.