

# ARMATI LEAGUE – Warfare (Farnborough) 2022 - COMPETITION RULES

## THE RULES

Tournament organiser: John Bradley – [bayleaf@waitrose.com](mailto:bayleaf@waitrose.com)

Armati 2 will be used.

The period being used is **post AD 1000 (late Triumph of Cavalry and Chivalry)**.

Competitors are invited to provide one or more armies that shall go into a 'pool' of armies that will be drawn randomly for each round except for one round of the competitor's choice they may decide to use their own army. Note that decision must be made on the first day of competition and before the table and the opponent's draw has taken place (i.e. you might know who you're playing, but not what army they're using or the type of terrain you'll be playing in).

## ARMY SELECTION

1. Armies are to have 75 bonus points. Chosen from the A2 list or the Warflute.org 'tourney approved' list. Please try and let me have details at least two weeks before the competition to allow time to print cards etc.
2. Players will select an army randomly from the face down army cards at the same time as opponents are determined.
3. If the player has already used that selected army list (variants of a list are considered different armies) it should be returned to the pack and a new one selected.
4. If, having taken the last card, it is found that the player has used all remaining armies, then the player will swap armies (last card) with the first player higher up the rankings which would result both players having fresh armies.
5. Unless asked to do so please do not leave the selection process until everyone has an army.

## RULES AMENDMENTS/CLARIFICATIONS.

- Rule 6.2.2 Mixed Skirmisher/Light Divisions. This rule allows rear rank LI/LHI to move/wheel to disperse SI in their front rank. This rule is clarified in that all forward wheeling must occur based on a full front rank of the division; so the whole division, including the SI must be wheeled prior to dispersal by forward movement of the LI/LHI. (SI cannot 'self-destruct' by charging troops who will disperse them in the open, but can be dispersed by LI/LHI behind)

- Rule 6.13 Reserves. Where a Reserve Division move will take a Division out of the 12" deployment zone, it may finish this move to its fullest extent but then loses its Reserve Division status
- For this competition, corner to corner contact for units within a division is permissible and is classified as allowing both flank fire and units to avoid 'routed into' tests
- Rule 7.8.6 Shield Walls. Where both WB and FT are deployed in the same Division and the FT are formed in Shield Wall in a move in which the WB are subject to an Impetuous Charge, the whole Division can only move as far as the FT in Shield wall can move (2") - although the WB can stagger forward as long as they remain in contact and maintain Divisional integrity or split the division subject to normal Split Division rules. WB cannot form shield walls
- Forming Shield Wall. To form shield wall the player must declare the infantry are stationary during their movement phase, and then may declare the Shield Wall is formed in the Rally phase of the same turn, that is the only time that a shield wall may be formed. (The rules are unclear, so this seems the simplest compromise).
- Shield Wall Markers. Players providing armies that can form shield wall must provide distinctive markers to be placed in front of each unit when it is formed into shield wall. One recommended option is to use brightly painted 'spare' shields or counters
- ALL units of infantry with bows may move/fire irrespective of differences in the lists.
- Echeloned Divisions. Where a division has units positioned more than one deep, those units in the rear echelons MUST have their front line contact with the rear line of the unit to their front. (As diagrams in box at top left of page 7, the diagram on page 6 shows possible positions of units B-E relative to A, they are not intended to all be in the same division).

### Treatment of LC and LHI

**ALL LC and LHI** will be classed as **KEY** troops,

### **CHOOSING OPPONENTS**

In the first round opponents will be chosen at random, there will be no attempt to prevent playing against club members or seeding.

For the remaining games we will use a 'Swiss Chess' system again with no attempt to prevent players from the same club being opponents. If the players have already had a game the opponents will be adjusted (this may require some modification for the last few match ups).

## **TERRAIN**

### **Terrain Pieces**

The boards will have fixed terrain; this will be laid out Friday night or Saturday morning.

Terrain may not conform to the standard Armati sizes or layout rules.

Where villages are used these will be considered as 'rough ground'.

### **Choosing Boards**

The board to be played on will be chosen at random at the same time as selecting opponents and armies.

If either of the players has already played both sides of the resulting board a different board must be chosen.

If a player has already played one side of the board he will automatically play the other side. (This process could result in the need to choose another board).

If neither has played the board then decide which side randomly.

## **SCORING**

Competitors shall be given a score sheet to be completed at the end of each game.

Win – 3 points.

Loss – 0 points.

For losers score:

+1 is achieved for half of the winner's BP killed, rounded up i.e. winner's loss is 3 BP out of 6 BP or 4 out of 7 BP.

A further point is scored if the winner's loss is within 1 BP of total i.e. winner's loss is 5 out of 6 BP the loser scores 2 (1+1).

Player's will also score in accordance with standard BHGS 32 point system as a 'goal difference' to the above. However, in the event of a draw losses are calculated as per matrix on score sheet.

Player A Score = 16 – (own losses) + (opponent losses)

Player B score = 32 – (player A score)

With the proviso that the 'winner' of a 'drawn' game should never be awarded more than 24 points; or 20 points if the army has the higher initiative.

## **TIMEKEEPING**

### **Game Length**

We will only play four games to give competitors time for lunch and the show on Saturday. Games are programmed to be three hours; games **MUST** be finished by the programmed time, no new turn to begin within 10 minutes i.e. after two hours fifty minutes.

The onus is upon everyone to try and finish the game in the allotted time, please try to do so.

#### Saturday

08:30 - 09:00	Check in
09:30 - 12:30	First Game
14:00 - 17:00	Second Game

#### Sunday

09:30 - 12.30	Third Games
13.00 - 16.00	Fourth Game