

Warfare 2022 – Bataille Empire

15 mm Napoleonic's: - Coalition armies v Republican/Empire armies

This 15mm event will run with 4 games over the weekend (2 games on Saturday and 2 games on Sunday, players only able to make one day will be accommodated if possible) with.

- Games being fought between two opposing teams of Coalition armies and French Republican/Empire armies.
- Armies being entered being as either a coalition army or a Republican/Empire army (Red v Blue), players able to enter in both categories are encouraged to do so to make it easier to balance sides up, preferences should be given to the list checker who will do his best to achieve this.
- Players will then be informed which army to bring hence forming two teams and players will use the same army over the weekend. Those with only one army will be using that army.
- All army lists should comply with the requirements in the BE rulebook in addition British artillery can take the option for shrapnel shells for 2 extra pts.
- Army lists should be 200 pts maximum
- Standard sized tables of 120mm * 80mm
- Set up is as per Rules including terrain selection and placement except that rivers/stream are to be excluded as these have been found to slow the game down. However, to speed up the terrain selection process a computer-generated print-out fully compliant with the rules will be available for each geographical region to those wishing to avail themselves of the service at the event, defenders choose the geographical area as per the rules.
- Players can bring a selection of terrain with them to use on their half of the table and cloth. Otherwise, the organiser will provide a range of terrain for player to select from.
- Depending on numbers attending the draw will ensure no two players play each other, if possible. In the case of odd numbers, I will bring two armies and during the rounds the bottom player will get a bye, a toss of the coin to determine which side, no player will get two byes.

Timetable

The timetable for 15mm is as follows:

- Saturday : 09:30-13:00, 14:00-17.30
- Sunday : 09:00-12:30, 13:15-16:45
- These games times will be extended by a few minutes (up to 15) as decided by the umpires.
- When time is called there will be a 'hard stop' to the games - put the dice down and work out the result. We know there are pros and cons to this system, but it is the same for everyone and greatly helps the overall organisation of the whole event (we are inputting scores and calculating draws for almost 200 players across 10+ other events too) by preventing games dragging on and holding up the scoring.
- Scoring will be done on the usual French system.

Umpire : Adrian Steer, plus the usual cabal of experts who'll be playing anyway

List Checker : [Adrian Steer](#)

List submission deadline November 1st