

Warfare 2023 – Bataille Empire

- Figure scale : 15mm/18mm.
- Basing : As per rule book 3cm base widths are ideal but up to 4cm base widths accepted.
- Unit of Distance (UD) : 3cm.
- Army Points value : 200 points.
- Rules used : Version 2 of Bataille Empire (published June 2023).
- Event duration : 2 days - 2 games on Saturday and 2 on Sunday.
- Players will submit an army list of up to 200 points in value selected from the army lists section of the rule book. There is no theatre or year specific theme so all lists are valid.
- This will be a red v blue event eg there will be no Empire v Empire or Coalition v Coalition games. Those players who are able and willing to submit both an Empire and a Coalition army list are welcome to do so (please indicate a preference and I will try to accommodate). This will greatly aid me in balancing up the Empire and Coalition armies.
- If there are uneven numbers then the lowest ranked player will face a bye (players will only face a bye once over the weekend)
- Tables will be of the standard 200 point size of 120cm x 80cm. Players who can, please bring an appropriate sized terrain mat.
- 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.
- Scenarios played will be determined by the attacker rolling a D6 and the result referenced against the Scenario table in the rule book. Please note that there are now 6 scenarios in V2 rather than the 3 in the previous version, be prepared to play any one of the 6.
- No optional rules will be played from the rulebook (British shrapnel ammunition is now a standard option)

Timetable

The timetable for 15mm is as follows:

- Saturday : 09:15-12:45, 13:45-17.15
- 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 using the usual French system.
- Umpire : Roddy Trimble.
- List Checker : Roddy Trimble – lists to roddytrimble@mail.com by 1st November 2023.