

Art de la Guerre at Warfare 2024

ADLG - Art De la Guerre allows you to fight battles ranging from early Antiquity (3000 BC) to the end of the Middle-ages (1500 AD). Each player commands an army of twenty or so units. Battles tend to take around 2 - 2.5 hours. So smaller but quicker than its cousins.

This year we're aligning the two periods to cover a similar timeframe:

The 15mm and 25mm themes will therefore each be:

The Waning of Crusading Chivalry in Greater Europe & The Levant 1250-1400

The period between 1250 and 1400 AD witnessed a significant military watershed across Europe and the Middle East, marking the gradual decline of crusading chivalry. In Europe, the Hundred Years' War (1337-1453) dominated the landscape, pitting the Kingdom of England against the Kingdom of France in a protracted conflict over territorial disputes and power struggles which showcased evolving military tactics, with the English longbow beginning to play a pivotal role in challenging traditional knightly warfare.

Simultaneously, in the Levant, the Crusader states were under constant pressure from the Mamluk Sultanate. The pivotal Battle of Ain Jalut (1260) saw the Mamluks decisively defeat the Mongols, halting their westward expansion and marking a turning point in the power dynamics of the region. The Mamluks continued to assert their dominance, ultimately leading to the fall of Acre in 1291, signalling the end of the Crusader presence in the Holy Land even as the Ottoman Turks expanding influence in Anatolia threatened to block the path of any further prospective Crusaders anyway, further challenging the traditional knightly model. During the same period, the Northern Crusades unfolded in the Baltic region, where the Teutonic Order and various European monarchs sought to Christianize and subdue the pagan tribes of The North in a series of fierce clashes and complex alliances in the struggle for dominance in Northern Europe, further contributing to the diverse array of conflicts shaping the geopolitical landscape between 1250 and 1400 AD.

Overall, the years 1250 to 1400 AD witnessed a transformative era in military history, characterized by the decline of crusading chivalry in the face of evolving warfare tactics, geopolitical shifts, and the rise of new powers in both Europe and the Levant.

All armies must be drawn from the following list and be valid from 1250-1400 inclusive, allies from these lists only.

All armies to be 220 (yes two hundred and twenty) points just to stop you all lazily wheeling out a pre-tested, previously played Late Medieval list, all other rules/restrictions/table sizes etc as for the standard 200 point game.

- 182 Feudal French
- 183 Feudal English
- 184 Feudal Scots
- 185 Feudal Welsh
- 186 Feudal Anglo-Irish
- 187 Scots Isles and Highlanders
- 188 Kingdom of Sicily
- 189 Communal Italian
- 190 Feudal Spanish

191 Feudal German
194 Cilician Armenian
196 Later Crusader
197 Frankish Cyprus
198 Eastern Latin Empire
202 Fatimid Egyptian
203 Seljuk Turks
205 Syrian
211 Berber
213 Feudal Polish
214 Feudal Hungarian
215 Georgian
218 Feudal Scandinavian
219 Prussian and Estonian
220 Teutonic Knights
229 Mongol Empire
230 Granadine
231 Swiss
232 Medieval Scots
233 Medieval Irish
234 Medieval Anglo-Irish
235 Condottieri
236 Hundred Years War English
237 Hundred Years War French
238 Medieval German
239 Medieval Spanish
240 Kingdom of Navarre
241 Free Company
242 Burgundian
243 Low Countries
244 Medieval Welsh
248 Lithuanian
249 Medieval Hungarian
250 Muscovite Russian
251 Medieval Scandinavian
252 Golden Horde
253 Medieval Teutonic
254 Medieval Polish
256 Serbian Empire
258 Later Byzantine
259 Mamluk
261 Ottoman Turkish
262 Catalan Company
263 Order of St John
264 Medieval Cyprus
265 Vlach and Moldavian
267 Ottoman Empire
268 Besieged Byzantine
270 Ilkhanid Mongol

List Checker: Simon Leray-Mayer: urban_bunny@yahoo.com.au

List Deadline November 5th

Please submit all lists using the official Excel spreadsheet, in its original Excel format.

Timings are as follows:

Saturday 0900-1130, 1215-1445, 1500-1730

Sunday 0930-1200, 1300-1530

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This year we're "sort-of" aligning the two periods to cover a similar timeframe, with the usual caveat of 25mm being slightly less restrictive in recognition of the fact the figures take longer to paint!

The 25mm themes will therefore be:

25mm "Even More Other Empires are Available": Similar idea to 15mm , and same troop type restrictions, but also extending the datelines a little wider to 395-962 CE (from the partition of the Roman Empire to the coronation of Otto I by the Pope to (again) restore the Holy Roman Empire).

There are no geographical restrictions in this period, however only the minimum number of Cataphracts and/or Elephants can be taken in any list. Allied contingents that have a compulsory minima of Cataphracts and/or elephants are allowed to be chosen.

Timings are as follows

Saturday 0900-1130, 1215-1445, 1500-1730

Sunday 0930-1200, 1300-1530

List checker : Simon LeRay-Meyer the.urban.bunny@gmail.com

Tickets will go on sale on April 26th here and at the ticket shop

[WARFARE-Attendee-Terms-Conditions-2023-v0.2](#)