

WARFARE 2024

28mm miniatures. Armies to be used painted with at least 3 colours.

TtS! rules, Errata and Even Stronger valid on 05/09/24 (noon) to be used.
All official current TtS! army lists current at 05/09/24 (noon) of allowed.

135 points. Army list generator can be found on Big Red Bat Website

There will be minor unit costs modifications in an attempt to balance play.

African Elephants become 5 points, Indian Elephants become 6. Escorted elephants cost double. Then upgrading elephants to veteran will cost one point per "life" and downgrading elephants to raw will save 1 point per "life." These are all covered in the Army List Generator.

12 x 8 grid on 6' x 4' tables.

4 rounds in round robin format.

1st round with pre-set terrain with a variation.

2nd, 3rd and 4th Will be the same (see Below)

Tournament ranking determined by how competitors did in each of the 4 rounds.

Bring terrain pieces if you can but we may well have the terrain you need on the day.

Scoring will be as follows:-

A win = 10 Points

A draw = 7 Points

A Lose = 3 Points

All medals taken = 5 Points

Upto 25% of victory points taken + 2 points

Upto 50% of victory points taken + 4 points

Upto 75% of victory points taken + 6 points

Upto 100% of victory points taken + 8 points

Email me at derrywulf@talktalk.net if you need further information

Lists to me for checking by 1st November 2024

The title of the army list for each player will be put on the forum before the event. After the event each player's full army list will be put on the forum. If you do not want your List put on the forum please let me know.

The map for the preset terrain is as follows.

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_ H _ _ _ _ _ W _  
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----- M _ _  
_ H _ _ _ _ _  
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W = woods (rough ground that cannot be shot over)

M = marsh (rough ground that can be shot over)

H = hill (gentle hill)

Each player to bring 3 pieces of terrain only one can be impassable terrain. There will be no roads, rivers or lakes. After scouting has been completed the player that out out scouted their opponent gets to lay their first terrain piece, then their opponent until all pieces are laid. Then starting with the player that placed the first terrain piece is to roll a D6 for their own terrain piece or a set piece to move one square. 1= Remove, 2= Left, 3= Toward on base edge, 4= right, 5= Toward opponents' base edge and 6= players choice including diagonal.

Provisional timings are as follows.

08:00 entry to the hall

08:30 match #1 starts

10:15 current turn(s) to be completed. (Non phasing player gets a final turn if they went second (i.e. lost the scouting), to even out the number of turns played.)

10:30 match #2 starts 12:15 current turn(s) to be completed.

13:00 match #3 starts 14:45 current turn(s) to be completed.

15:00 match #4 starts 16:45 current turn(s) to be completed.

16:55 Declaration of the winner who is then remembered in songs of heroes for generations to come, or maybe just a sedate presentation and a group photo.

I will need to share some email addresses for event co-ordination purposes. Please let me know if you would like to keep your email address confidential.