

# Warfare 2025 at Farnborough Armati Rules

## ARMY SELECTION

The period to be played is Triumph of Cavalry.

Armies may be chosen from the standard book or those available on [warflute.org](http://warflute.org).

Armies are to have 75 bonus points.

All LHI and LC will be classed as KEY troops regardless of what the army lists state (and therefore contribute to the final army BP).

## 4 OFFICIAL GAMES PLUS A FRIENDLY

All players will play 4 official games, the results of which will count towards their final score.

If we have an even number of players then the middle slot of the Saturday (12:00 to 15:00) will be designated time for a “friendly”. Those who wish to play 5 games will be able to play at this time.

If we have an odd number of players then the middle slot will be used to play 2 official games. If any of the remaining players wish to play 5 games they may do so at this time.

## SWAPPING OF ARMIES

Players will use their own army in the first and third rounds and at the end of the games 1 and 3 swap armies with their opponent.

If there is an odd number of players then the 2 selected to play 3 games on the Saturday will swap for their second and third games and use their own army again for their fourth game.

## CHOOSING OPPONENTS

Opponents will be drawn at random on Saturday morning for all 4 rounds. This is done mainly so that players from the same association avoid being paired up as much as possible.

# TERRAIN

## Terrain Pieces

Players use core and may buy bonus terrain with their bonus points in the normal Armati manner. In addition, before any other terrain is placed, each player may place one extra item of terrain as follows:

- Choose either whatever their army's core terrain is or a gentle slope (or choose nothing at all).
- This item must be placed in the middle of the table (at least 6 game inches from either deployment zone) but at least part must be in line with the deploying player's left hand flank zone.

## 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

Games will need to be less than 3 hours long in order to fit 3 games into one day, for this reason I will be calling "hurry up" after 2 hours and 30 minutes and "time" twenty minutes after that.

**No new turn to begin after "time" is called.**

## Schedule

### Saturday

08:00 - 09:00 Check in

09:00 - 12:00 First Game

12:00 - 15:00 Second Game

15:00 - 18:00 Third Game

### Sunday

09:30 - 12:30 Fourth Game

12:30 - 13:00 Lunch

13.00 - 16.00 Fifth Game

## 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).