

Armati

Armati is a rules system that simulates the battlefield tactics of Ancient armies and is unique amongst Ancients rules sets in that it utilises screens to hide deployment. It is more restrictive movement wise as it is aimed at reducing the players' helicopter view advantage.

Your tournament organiser is Philip Bathe.

This is a two day tournament with 4 official games in total – armies are 15mm and to 75 points

The Headline Tournament Rules

Period & Army Selection

The period this year will be Triumph of Cavalry.

All LHI and LC will be classed as KEY troops regardless of what the army lists state.

4 Official Games With Optional Friendly

Some players have expressed a desire to only play 2 games on the Saturday whilst others would still like to play 3 if possible. To achieve this we will retain our usual time slots that allow for 3 games on the Saturday and 2 on the Sunday, however the middle slot on the Saturday will not be an official tournament game for most if not all players.

In the event of an odd number of players, 2 players will be selected to play 3 official games on the Saturday and one on the Sunday.

Extra Terrain in the Middle Flank Zones for Free!

Standard Armati terrain buying rules apply (you get your core for free and may purchase more should you wish) with the addition that you get a second piece of terrain for free (the player may choose either a gentle slope or whatever their core terrain is). This extra terrain piece must be deployed in the middle of the table with at least part of it in line with the player's left flank zone but no nearer than 6 game inches of either deployment zone. It is less complicated than it might sound – we used it for the last two years and mostly got it right!

Swapping Armies

Players use their own armies for the first and third rounds. For the second and fourth rounds players use the army that they just fought against in the previous round. In other words: players swap armies after the game finishes. The idea being that if you just got thumped you get some sort of revenge knowing you now have a better army whilst your victor has to use the shambolic mess of yellow bellied curs you just commanded.

If we have 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.