

Warfare 2019 FOG:R 15mm

1. Theme: Ottomans and Enemies - 1660 to 1700AD, 15mm, 650 points. 5' x 3' tables

10" flank sectors; Deployment remains at 10"/15".

Terrain sizes remain the same but players choosing 2-3 in addition to the compulsory piece.

2. Entries

All entries should be booked through the Warfare website. The organisers reserve the right in their absolute discretion to transfer unsold seats if there is a waiting list for another ruleset.

E-mail enquiries: may be sent to David Clubley (tournaments@wargamesassociationreading.co.uk) or Tim Child (tjp.child@gmail.com).

Admission to the tournament is at the sole discretion of the organisers and their decision on all matters is final. An application to enter denotes acceptance of these rules.

3. Rules

The rules to be used are the relevant published Field of Glory: Renaissance rules, together with the published update.

4. Lists

Permitted armies are:

Later Ottoman
Safavid
Tatar
Cossack
Habsburg Austrian Imperial
Later Russian
Later Polish & Lithuanian
Later German States
Hungarian Kurac Rebellion
Desert Bedouin
Settled Arab States
Ethiopian
North African States
Later Venetian Colonial
Caucasian States

The list-checker will be Simon LeRay-Mayer, email address the.urban.bunny@gmail.com.

The list submitted must not exceed the points specified and be from one of the official FOG:R list-books as permitted by the Theme.

Army lists must specify the number and size of battle groups and their order of march for deployment, and the number and type of commanders chosen. They should also include the territory list for the army. Once an army list has been submitted it may not be changed or altered other than to correct any errors. Players may only correct their errors by making reasonable changes to their list. It is not allowed to completely re-write the list, and the list checkers decision on this is final.

The competition is single list format. Any incorrect list discovered after a game has commenced (after set up dice have been rolled) must be corrected prior to deployment if spotted in time, and fully corrected in any case before the next match.

Army lists must be submitted for checking in advance and must be received by Simon not later than 25 October 2018.

5. Timetable (all games 2h 20m + 1-10 minutes)

Saturday (3 games):

Check-in: 8.30 am to 9.15 am (The earlier everyone gets here, the earlier we can get through check-in and "let the games begin")

Round 1: 9.30 am to 12.00 noon

Round 2: 12.45 pm to 3.15 pm

Round 3: 3.45 pm to 6.15 pm

Sunday (2 games)

Round 4: 9.00 am to 11.30 am (n.b. earlier start-time than Saturday)

Lunch: 11.30 am to 1.00 pm

Round 5: 1.00 pm to 3.30 pm

Prizegiving: As soon as we can work it out!

Tables will be numbered and the draw for the next round will be published as soon as we can. Once they know their opponent, players can always commence games earlier by mutual consent.

6. Competition rules

- i. The scoring system will be the standard FOG 0-25 tournament system.
- ii. A modified Swiss Chess system will operate throughout the competition. Players may not play against fellow club players in the first 2 rounds, nor players whom they have played in earlier rounds, nor against any relatives in the first degree of consanguinity. Thus an entrant cannot be matched against his/her spouse, parent, brother, sister, and/or child (unless both entrants specifically inform us beforehand that you would like to have this rule disapplied to yourselves).
- iii. Players must fully define their troops as they are placed on table. Figures must provide a reasonably accurate representation of the

troops they are trying to represent – they must not look deliberately misleading.

- iv. Table size: The tables will be approximately 5' x 3'. Players must supply their own terrain pieces. These must be to an acceptable standard, and umpires will have the discretion to remove unsightly items. In addition all figures must be representative and painted and based to an acceptable standard.
- v. Players must be present and ready to start the match at the appointed time. Where a player has a reasonable excuse for arriving late the match start will be delayed by up to 15 minutes, after which time the affected player will be awarded a bye.
- vi. If a player resigns from a game at any stage after the first set-up dice have been rolled the game will be scored as if the resigning player's army had been routed at that point. Players are expected to play their games to a conclusion if they may have any relevance to final placings, as a courtesy to other competitors.
- vii. When time is called **play will continue only until the end of the current phase, regardless of whose turn it is.**
- viii. Time will be called after **2 hours 20 minutes plus 0 – 10 minutes.** The random factor will be determined by the umpire prior to the start of the round, and will not be revealed until the announcement is made. Players may always commence games earlier than the stated time by mutual consent.