

# Warfare at Ascot November 2020

## Armati Competition

The competition will be 15 mm Armati 2nd edition rules.

Armies shall be 'Age of Empires' or 'Triumph of Cavalry' each of 75 points. Armies to be based on those in the A2 rules or from those designated 'Tourney Approved' from the Warflute website. N.B. all LC and all LHI are to be treated as 'key' regardless of the army listing.

Competitors can choose which period to play then armies will be chosen at random from those available.

Competitors are encouraged to bring one or more armies to add to the 'pool' of armies available; there is no guarantee that a competitor will play with any of their own armies during the competition. Competitors wishing to bring along army/-ies should send their army list to the organiser (see below).

The tables will have fixed terrain; this will be laid out Friday night or Saturday morning. Terrain will not conform to the standard Armati sizes or layout rules. Where villages are used these will be considered as 'rough ground'. The table to be played on will be chosen at random at the same time as selecting opponents and armies. If either of the players has already played both sides of the resulting board a different board must be chosen. If a player has already played one side of the board he will automatically play the other side. (This process could result in the need to choose another board). If neither has played the board then decide which side randomly. Note that as there will be a fair bit of terrain on the boards there will be no requirement for any armies to win in 15/20 moves.

There will be four games held over the weekend to allow time for competitors to visit stands etc. The timing for each round will be:

Saturday

08:30 - 09:00 Check in

09:30 - 12:30 First Game

14:00 - 17:00 Second Game

Sunday

09:30 - 12.30 Third Games

13.00 - 16.00 Fourth Game

N.B. it is important that timekeeping is strictly kept. If at the end of three hours a game is not finished the umpire may call 'time' at which point players must finish the game turn when 'time' is called (all phases, both players) and the game shall be considered a draw.

### **Rules Changes/Clarifications**

The following are changes and clarifications to the Armati 2<sup>nd</sup> edition rules:

#### 4.1.1 Divisional Echelon (Block) Tactics.

Corner to corner contact for units within a division is permissible and is classified as allowing both flank fire and to allow units to avoid 'routed-into' tests.

#### 4.1.1 Echelon Division Unit Arrangement:

Where a division has units positioned more than one deep, those units in the rear echelons must have their front edge in contact with the rear edge of the unit to their front, as per the diagrams in box at top left of page 7. (The misleading 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).

#### 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

#### 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 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.

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

#### General:

ALL units of infantry with bows may move/fire irrespective of differences in the lists.

#### 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.

### **Finally**

Questions, advice, army lists etc. should be directed to John Bradley, email: [bayleaf@waitrose.com](mailto:bayleaf@waitrose.com).