



## 2010 Competition Information

**The rules are available from the usual traders (Monarch Military Books have it I believe) and Amazon. The book is:**

**ANCIENT & MEDIEVAL WARGAMING, Neil Thomas, Sutton Publishing 2007, ISBN978-0-7509-4572-1**

<b>Who should enter</b>	All FWGS members with a valid 2010 membership
<b>Competition Rules</b>  <b>Winner's Prize</b> is having your name on the shield and the (much sought-after) winner's certificate.	<p>Simplified Version:</p> <ol style="list-style-type: none"><li>1. All games to be conducted in a relaxed manner and will last 1½ hours max.</li><li>2. Neil Thomas' Rules to be used (see above)</li><li>3. Players should field 15mm armies to <b>800pts</b>. The army should be <b>not greater than 17 units</b> but has no minimum limit. The army breakpoint will be <b>4 units</b> irrespective of the number of units in the army at the start.</li><li>4. If both players agree they may alternatively play 25/28mm games at <b>400pts</b>. The army should have <b>not more than 9 units</b> but there is no minimum limit. The army breakpoint will be <b>2 units</b> irrespective of starting number.</li><li>5. Any army can be fielded as long as its composition is representative of the historical army. The choice is not in any way limited to the selection in the book.</li><li>5. The <b>Competition Points System</b> will be applied (see below).</li><li>6. Army lists to be submitted to the organiser (TC) not less than ONE WEEK IN ADVANCE of the competition.</li><li>7. Table size will be 5x4 approx for both 15mm and 25mm games. On which terrain will be largely placed at the flanks.</li></ol>
<b>Quick Reference Sheets</b>	<p>There is no replacing the rule book as lots of useful information is included. Most importantly, the <b>Special Rules</b> that will really help your army are explained in the book.</p> <p>The book also has a lot of helpful explanations. However, as there are no quick reference sheets provided with the rules, you can download the Farnborough Society Quick Reference (QR) sheets from the site.</p>

## Important Rules Clarifications / Additions:

1. Initial deployment is through alternate placing of units. Roll a d6 each. Player with lowest dice score places two units (or 1 unit in 25mm games) then the dice roll winner places two (1 in 25mm games). Alternately place units until all units are positioned.
2. Dice again to see who moves first. Highest score goes first.
3. A flank attack must start with the whole attacking unit behind the line projected from the front edge of the target unit.
4. Only one unit can contact a target unit's face at one time. This means that only up to 4 units may attack a target at any one time (front, sides and rear).
5. Units charging onto the side of a unit and who started their charge with any part of their unit in front of the flank line may make contact but cannot count the attack as a flank attack.
6. A unit may only fight against the unit it is in frontal contact with.
7. Manoeuvres beyond the movement arc may only occur as the first action at the start of the movement phase. Thus such manoeuvres cannot be used in charges.
8. **NEW RULE:** A minimum of one and up to two generals may be fielded. Each general counts as a whole unit from the allowed total of 16 units. The general adds +1 to the morale test throw for the unit he is with. Generals may only attach to or leave a unit during the movement phase. If the unit he is with is destroyed, the general is also lost. Generals do not add to the number of bases in the unit nor do they have casualties on them when attached. Generals may be attacked and/or shot-at as separate targets. When detached and shot at, generals take 4 casualties before they are eliminated. Heavy armour is assumed for saving throws where applicable. Detached generals contacted by enemy troops are immediately eliminated and cause no effect on the contacting enemy troops. No melee is fought and there is no impediment to movement. Generals may not shoot-at or attack enemy units when detached.
9. Special rules limitations: no optional morale rules, levy, drift, ambush, English deployment, tactical finesse, political intrigue, or extra terrain special rules.
10. Players lose the game if their army reaches its breakpoint first (800pts: 4 units; 400pts: 2 units). Winners are awarded 4 points. Close losers (winning army down to 8 units or less for 800pt games and 4 units or less for 400pt games) are awarded 2 points. Other losers (and Oren for all games, irrespective of outcome) are awarded 1 point. 1 further point is deducted for each general lost. These breakpoints are irrespective of the starting unit strength. So an 800 point army that only had 12 units in it at the start still loses when it reaches 4 units. Similarly, if it wins but was reduced to 8 units in so doing, the loser is awarded 2 points (not Oren obviously).
11. Points could be deducted for inappropriate behaviour or because you are Oren.
12. Games to be played in-period.
13. Units are eliminated and immediately removed from play when reduced to 1 base.
14. Troops always face the direction they are moving in. No oblique moves etc.
15. Troops may only change direction by wheeling or by an about turn (180 degrees). The distance wheeled is deducted from the total movement allowance. Over 30° the distance is halved so the wheel is a bigger proportion of the total move.
16. Troops always complete the wheel/turn to face the desired direction but will move no further if they have no movement left after the wheel/about turn.
17. Elephants killed during hand-to-hand fighting consider their front to be the side in contact with the unit that killed them for the purposes of adjudicating direction when going berserk.