

25.01.25



Rules:

- 2000 points
- Rule of three (only three of the same unit/model)
- No allies allowed
- No special/named characters allowed
- Woods are difficult terrain, but NOT dangerous terrain
- All scenarios are taken from the main rule book. If there are any modifications to a scenario, it will be listed under the “per game” rules

Chess clocks and timing:

- Every player has 90 minutes per match (we use chess clocks/apps on the phone to keep track of the time spent)
- Once a player has spent his 90 minutes, the final score will be tilted one tier in the opponent's favor for each 10 minutes that player keeps playing in his turns.

For example:

Player 1 plays against Player 2.

Player 1 runs out of time, by spending a total of 90 minutes during his turns, indicated by his chess clock.

In Player 1's following turns, for each 10 minutes spent playing, the final score will go up by one tier in Player 2's favor.

If Player 1 has played 30 minutes in addition to his standard 90 minutes, and the score is 10-10 at the end of the battle, the actual score will be tilted in Player 2's favor by 3 tiers, so the end result will be a 13-7 win to Player 2.

2000 points	
Victory points difference	Score
0-200	10 - 10
201-400	11 - 9
401-600	12 - 8
601-800	13 - 7
801-1000	14 - 6
1001-1200	15 - 5
1201-1400	16 - 4
1401-1600	17 - 3

- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points equal to 100% of its points cost.
- Each enemy unit that is fleeing at the end of the battle is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up). For example, a unit that cost your opponent 351 points to field would be worth 176 Victory Points to you if it is fleeing when the battle ends.
- Each enemy unit that has been reduced to less than 25% of its starting Unit Strength at the end of the battle is worth a number of Victory Points equal to 25% of its points cost (rounding fractions up).
- If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 100 Victory Points.
- You win a bonus of 50 Victory Points for every enemy standard claimed as a trophy. Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 50 Victory Points.

Schedule:

Game 1	09:00 - 12:00
Lunch	12:00 - 13:00
Game 2	13:00 - 16:00
Dinner	16:00 - 18:00
Game 3	18:00 - 21:00

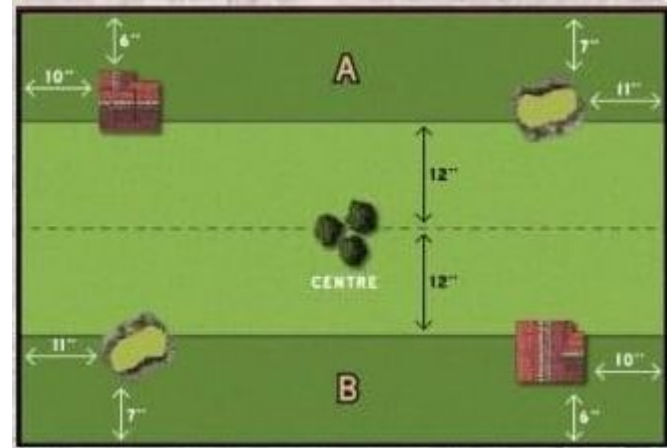
*Each game lasts 180 minutes - 90 minutes
dedicated to each player in a game.*

One hour for lunch, and two hours for dinner.

Game 1 - Command & Control

Control is determined by the Unit with the highest rank bonus within, or partially within the terrain feature (centre forest).

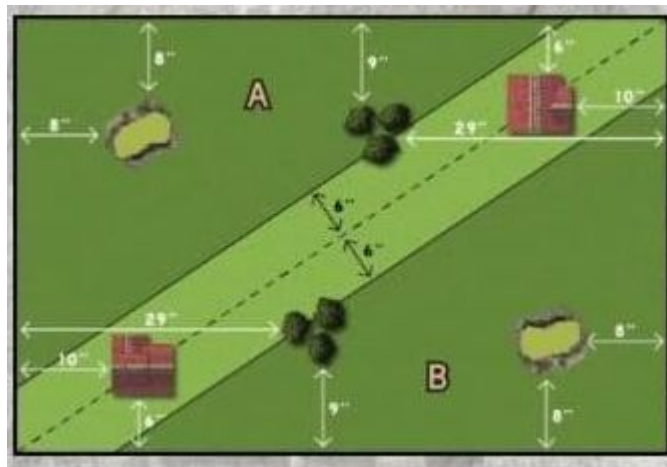
- Must have a rank bonus to control it
- Fleeing units do not count
- Bonus for controlling the centre forest at the end of the game: 3 battle points
- The scenario has a fixed game length (6 rounds)



Game 2 - Meeting Engagement

Control is determined by the Unit with the highest rank bonus wholly within a quarter of the table.

- No reserves roll for this scenario!
- Must have a rank bonus to control it
- Fleeing units do not count
- Bonus for controlling a quarter of the table at the end of the game: 1 battle point per quarter controlled
- The scenario has a fixed game length (6 rounds)



Game 3 - Open Battle

- The scenario has a fixed game length (6 rounds)

