

# **ATTACK! 2009 – Field of Glory – 15mm Doubles Tournament - Age of Darkness**

- 1) Attack! 2009 FOG is a Doubles competition. Each army is to be commanded by 2 players. Consideration will be given, however, to entries with only one player or three players if there are special circumstances.
- 2) The rules to be used are the published Field of Glory rules.
- 3) The theme is “**Age of Darkness**”. Any army from Field of Glory Companion 7: Decline and Fall, or Field of Glory Companion 8: Wolves from the Sea, or from Appendix 2 in either book, can be used.

These include:

Sassanid Persian; Gepid or Early Lombard; Western Hunnic; Early Alan; Alamanni, Burgundi or Suebi from Early Frankish, Alamanni, Burgundi, Limigantes, Quadi, Rugii, Suebi or Turcilingi; Early Anglo-Saxon, Bavarian, Frisian, Old Saxon or Thuringian; Early Byzantine; Later Moorish; Later Visigothic; African Vandal; Italian Ostrogothic; Early South Slav; Lombard; Maurikian Byzantine; Christian Nubian; Avar; Western Turkish; Arab Conquest; Early Bulgar; Thematic Byzantine; Umayyad Arab; Abbasid Arab; Early North African Dynasties; Khurasanian Dynasties; Bedouin Dynasties; Dailami Dynasties; Pecheneg; Ghaznavid; Nikephorian Byzantine; Post-Roman British; Early Welsh; Later Scots-Irish; Merovingian Frankish; Later Pictish; Early Slavic; Middle Anglo-Saxon; Astur-Leonese; Andalusian; Early Navarrese; Carolingian Frankish; Viking; Magyar; Great Moravian; Early Scots; Rus; Norse-Irish; Early Medieval French; Early Medieval German; Norman; Early Polish; Anglo-Danish.

**Only options permitted in the date range 496 AD to 1040 AD can be used. (No knights!)**

- 4) The list submitted must not exceed 900 points.
- 5) The competition will use the full rules including the terrain and set-up appendices. There will be no formal division of the battle groups comprising each army between the members of a team. It is usual, however, for each player to take control of the troops on about half of the battlefield.
- 6) The scoring system will be as follows:

# Competition Score Sheet



No.	Player 1	Army Size	Attrition points lost
No.	Player 2	Army Size	Attrition points lost

Detailed scoring	Locate the column that matches your initial army size. Find the row that contains the number of attrition points lost. (use row above if exact number not shown). Use this row to find the number of points lost.																		
	Army Size																		Points Lost
Attrition Points Lost	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22		
	-	-	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	1
	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	2
	2	2	-	3	3	3	4	4	4	5	5	5	6	6	6	6	6	7	3
	-	3	3	4	4	5	5	5	6	6	7	7	7	8	8	8	9	9	4
	3	-	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	11	5
	4	4	5	6	6	7	7	8	9	9	10	10	11	12	12	13	13	13	6
	-	5	6	7	7	8	9	9	10	11	12	12	13	14	14	15	16	16	7
	5	6	7	8	8	9	10	11	12	12	13	14	15	16	16	17	18	18	8
	-	-	-	-	9	10	11	12	13	14	15	16	17	18	18	19	20	20	9
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	22	10	
Player 1									Player 2										
Points left of own army (10 - losses)									Points left of own army (10 - losses)										
Opponents losses (0 to 10)									Opponents losses (0 to 10)										
Opponents army broken & not your own (+ 5pts)									Opponents army broken & not your own (+ 5pts)										
Total points scored (maximum 25)									Total points scored (maximum 25)										

7) **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 total pre-battle initiative modifier and the territories 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.

Army lists should if possible be submitted using Olivier's Excel Spreadsheet, which can be downloaded from the following link: [Field of Glory army list calculator](#)

8) **Please note that the Attack! 2009 Field of Glory event is a 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.

- 9) Army lists must be submitted for checking in advance and must be received by the List Checker at least 2 weeks before the event.
- 10) The Umpire and List Checker is Richard Bodley Scott ([rbs@byzant.demon.co.uk](mailto:rbs@byzant.demon.co.uk)) 28 Priory Gardens, Usk, Monmouthshire, NP5 1AJ.
- 11) 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.
- 12) Table size is 6' x 4' and players must supply their own **cloth** and terrain pieces. These must be to an acceptable standard, and the umpire will have the discretion to remove unsightly items. In addition all figures must be representative and painted and based to an acceptable standard.
- 13) 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 30 minutes. After which time the affected player will be **awarded a bye**. No player will be awarded more than one bye for any reason. A bye will carry 10 points for the duration of the tournament and will be adjusted at the end by inserting instead the average of the team's real results, with a minimum of 10 points.
- 14) If a player resigns from a game at any stage after the first set up dice have been rolled their opponents will be awarded maximum points, and they will be awarded 0 points.
- 15) When time is called, play will continue until the **end of the turn of the player who moved second**, such that both players will have had an equal number of turns. Play will stop immediately **before** the joint action phase following this.
- 16) Time will be called after 3 hours 15 minutes. Players may always commence games earlier than the stated time by mutual consent, in which case their game continues until time is officially called as normal.
- 17) Admission to the tournament is at the sole discretion of the organisers and their decision on all matters is final. Entry forms are available from the DDWG web site [www.ddwg.org.uk](http://www.ddwg.org.uk)  
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