



WESTERN FEUDAL 900 POINT DOUBLES

Attack! 2011 - July 23-24

Any army from the following list:

Oath of Fealty

- Italo-Norman
- Feudal French
- Imperial German
- Feudal German
- Communal Italian
- Papal Italian
- Early Scots Isles and Highlands
- Feudal Scots
- Anglo-Norman
- Later Welsh
- Wendish, Prussian or Estonian
- Early medieval Frisia and Other Free Cantons
- Post-Viking Scandinavian
- Early Plantagenet English
- Later Sicilian
- Early Medieval Irish
- Early Anglo-Irish
- Middle Plantagenet English
- Early Teutonic Knights

Storm of Arrows

- Hundred Years' War English – Continental or Britain
- Wars of the Roses English
- Medieval Welsh
- Later Medieval Scots – Continental or Britain
- Later Scots Isles and Highlands
- Later Anglo-Irish
- Medieval Irish
- Medieval French
- Ordonnance French
- Free Company
- Navarrese
- Later Low Countries
- Medieval Burgundian
- Ordonnance Burgundian
- Swiss
- Later Medieval German
- Later Medieval Danish
- Later Medieval Swedish

- Condotta Italian

Lost Scrolls

- Medieval German City Leagues
- Later Medieval Feudal German
- Later Medieval Frisian or Dithmarschen

Other competition rules:

1. The competition will use the **full rules** including the terrain and set-up appendices.
2. **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.
3. 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.
4. Army lists must be submitted for checking in advance and must be received by the List Checker not later than two weeks before the event. **The List Checker is Nik Gaukroger – nikgaukroger@blueyonder.co.uk**. 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.
5. Table size is 6' x 4' and 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.
6. 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 effected player will be **awarded a bye**. No player will be awarded more than one bye for any reason. A bye will be scored at 20 points.
7. 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.
8. When time is called, play will continue until the **end of the current phase regardless of which team's turn it is**.
9. Time will be called after 3 1/4 hours plus a 1 – 15 minute random factor. 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.
10. 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.