

TOURNAMENT SCENARIO

The tournament scenario provides a quick-playing scenario game for two players, that includes some restrictions on what the players can include in their armies to help ensure each game is as balanced as possible.

B1.0 SELECT ARMIES

The players must pick an army sheet for each side to use, and then pick units with a total points value of up to 300 points. If a player wants to, they can choose to bolster their army with an extra 50 points, allowing them a total of up to 350 to spend on units. However, doing so awards their opponent 1 victory point at the start of the battle.

The following restrictions apply to the units each player can pick for their army:

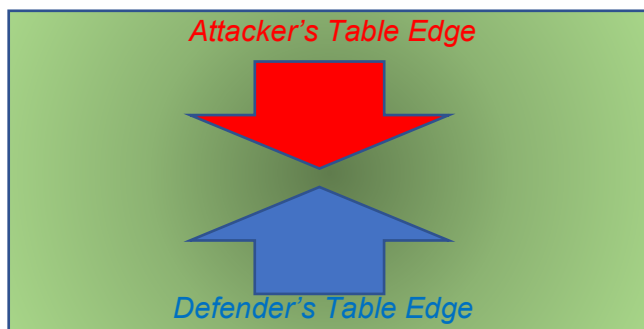
- An army must have from 10 to 15 units split into 3 or 4 brigades
- An army cannot include more than 3 artillery units or more than 4 cavalry units. **Exception:** *Napoleonic Ottoman armies can include any number of cavalry units.*
- Elite unit upgrades and leader traits cannot be used, but any other upgrades can be taken. **Exception:** *Cavalry in Napoleonic French armies can be upgraded to Imperial Guard with +1 melee and tenacity for 6 extra points, and artillery in Napoleonic French armies can be upgraded to Imperial Guard with +1 tenacity for +4 points.*

B2.0 PICK ATTACKER AND DEFENDER

The players each roll 1 dice, rolling again if there is a tie. The player who rolls higher is the attacker and the opposing player is the defender.

B3.0 SET UP BATTLEFIELD

This scenario is played on a battlefield that is 6' wide and 4' deep. The defender sets up the terrain for the battle. The attacker then picks one long table edge to be their side's table edge. The opposite edge is the defender's table.



B3.1 Terrain Features

In this battle, terrain is limited to the following:

Towns: Two to three towns, each represented by a one or two buildings and their associated walls or fences. Each town is a defensible terrain feature.

Woods: Two to three woods, each represented by a clump of tree models about 6" to 9" across. Each wood is a defensible terrain feature.

Stream: Up to 1 stream of any length.

Hills and Roads: Hills or roads of any size or length. Roads can be bordered by fences, hedges or walls.

B3.2 Objectives

The player's take it in turn to set up objective marker, starting with the defender, until a total of 4 objectives have been set up. Each objective must be set up more than 12" from the edge of the battlefield and any other objectives.

B4.0 SET TIME LIMIT

The game has a 2-hour time limit.

B5.0 DEPLOY ARMIES

The players alternate setting up their brigades, 1 brigade at a time, starting with the defending player. Units must be set up wholly within 18" of their side's table edge.

B5.1 Reinforcements

Instead of setting up a leader or unit on the battlefield, it can be held back as a reinforcement. Half of a side's reinforcement units arrive on their side's 2nd turn, and the remainder on their side's 3rd turn. Leaders can arrive on any of turn after the 1st turn. Reinforcements enter from their side's table edge.

B6.0 FIRST TURN

After deployment is complete, the attacker rolls 1 dice. On a roll of 4+, they can decide which side takes the 1st turn. On a roll of 3 or less, the defender decides which side will take the 1st turn.

B7.0 VICTORY AND DEFEAT

The winner of the game is determined using the rules for Winning the Battle.

B8.0 TOURNAMENT SCORING SYSTEM

You can use the following tournament scoring system for V&F tournaments between 3 or more players.

Tournament Points: The winner of a game receives tournament points equal to the difference between their victory point score and that of the losing player, up to a maximum of 3 points. The loser receives 0 points. In tie, both players receive 1 point.

Tournament Winner: The winner of the tournament is the player that scores the most tournament points after all games have been played. In the case of a tie, the player that scored the most victory points in their games will be the winner. If tied on victory points, then the tied players share the victory!

Army Painting Points (optional but recommended): If you use this option, at some point during the tournament, the players will be invited to place their armies out 'on parade'. All of the players will then be allowed to secretly vote for what they think is the best painted army. The player that receives the most points will earn 3 extra tournament points, the player that comes second will earn 2 extra points, and the player that comes third will earn 1 extra point. If the votes are tied, the tournament organiser will decide which of the tied armies is, in their opinion, the 1st, 2nd and 3rd best painted armies.

Design Note: The organiser of the tournament will need to decide how many rounds it will have. They will also need to let the players know if there are restrictions on the armies that can be used, how their opponent will be decided in each round, and so on. For example, the organiser of a 4-player tournament might require the players to use Napoleonic armies and play 1 game against each of the other players over the course of 3 rounds.