

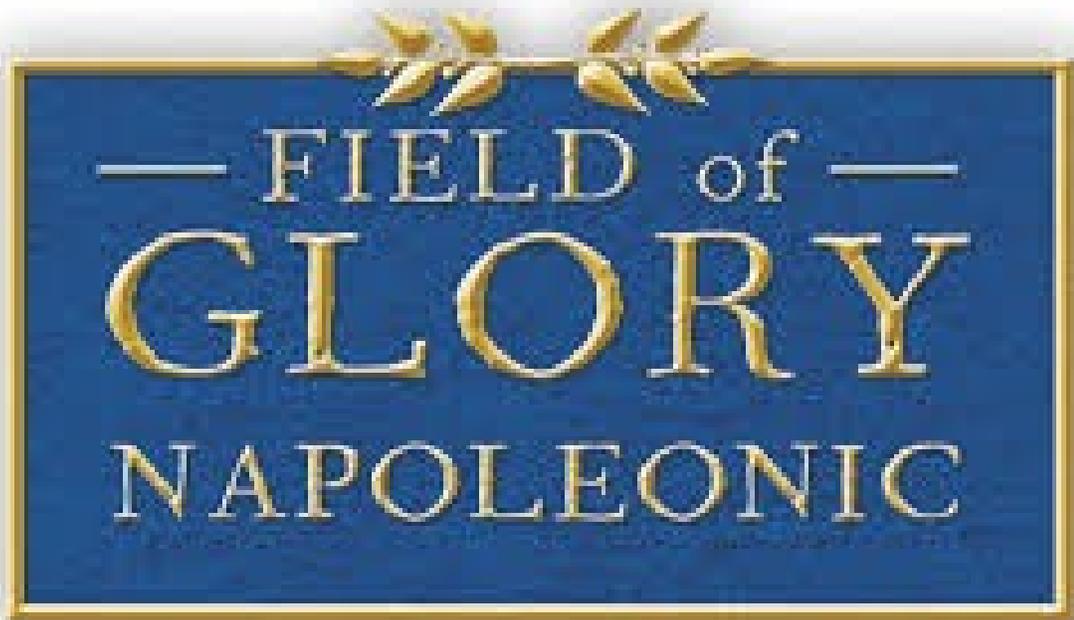
BristoriCon 2019

Field of Glory Napoleonic Tournament

When: 14 and 15 September 2019

Where: BristoriCon, Mt Gravatt Showgrounds Brisbane

9am-4pm Saturday, 9am-3pm Sunday



- 15mm.
- All attending need to possess the current FoGN v2 copy currently available through Amazon for @30 AUD. No outdated or redundant copies of the drafts floating about will be allowed. Immediate forfeiture of their first game if found out.
- Fee will be \$55.
- 800 POINTS.

- Lists must ensure that individual corps may not carry more than two standalone artillery units. This restriction does not apply to artillery as attachments apart from the standard ruling that attachments to the same unit may not be the same type.
- Lists must be submitted well in advance of the event to allow for proper vetting and resubmits (where applicable).
- Cavalry must NOT outnumber infantry units by two-to-one ratio. If so, lists will be returned for compliance.
- Historical lists may be used but must conform to the artillery and cavalry specific mentioned above. Such lists in breach will be returned for revision.
- Everyone needs to include a redoubt (dimensions in the new rulebook) in their lists. They will feature in one game at the very least.
- First three rounds will be scenario-generated with pre-set fixed terrain. Final round will be a blank canvas with players generating and deploying terrain as per rulebook before commencing game.
- All rounds will incorporate the Strategy Initiatives for points-based games.
- Scoring sheets will be made available online for downloading at least two weeks prior to the event,
- Equipment required: tape/rule; situation markers (disordered and wavering mainly); d6 dice; scoring sheet (4 copies); list (4 copies); copy of rulebook v2).
- The tourney will be run in rounds, two per day. It will be a modified round-robin format (to ensure everyone gets to play someone different each round). So Round 1 will be randomly drawn. Round 2 will be graded (based on Rd1 results). Round 3 will be ranked but still randomized (with the emphasis however on higher ranked playing one another). By the final championship round the order of play will have sorted itself out with #1 ranked playing #2 ranked, and so on down the line to arrive at the final order of merit.

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