## L'Art de la Guerre 15mm at Bristoricon

Where: Mt Gravatt Showgrounds, Logan Road, Mt Gravatt

When: 14-15 September 2019

Cost: $50 for both days, $40 for one day

L'Art de la Guerre (ADLG) is an enjoyable and easily learned ancients and medieval wargame.

***As this is the first time an ADLG event has been run in Qld we will make the event conditionally running as long as we have six (6) players as an absolute minimum.  Please get  in and register early !***

The event will feature open lists in 15mm scale from the L'Art de la Guerre rule book, with a maximum of  200 points per army.  All armies are to be painted to at least three colours per miniature and based to match the rules basing.  No unpainted figures to be fielded.    Contact the organisers on the below email address if you wish to borrow an army.

Please submit lists to [garry.wait@gmail.com](mailto:garry.wait@gmail.com) by 7th September 2019. Please remember to specify a date for your list. If your choices cover a range of years, please pick one year.

Games will begin at 9am each day. Please arrive at  8:30 Saturday for setup and registration, and by 8:45 Sunday so the draw can be done. Games will last for a maximum of 2.5 hours. There will be three rounds on Saturday, and two on Sunday.

The Tournament Organiser will be providing a selection of terrain, but we encourage players to bring their own as we may not have exactly what you require.

First round opponents will be chosen based on chronological proximity of their armies. From the second-round onward opponents will be chosen based on player score.  Scoring system is out lined on page 2 of this document.

The tournament will be run by TO Garry Wait.

"playing umpires". The idea of three playing umpires is that they are still able to participate in the tournament, while also running the event.

New players are encouraged to attend. We can provide borrowed armies and host practice games in advance of the event; just contact us to find out more.

Trophies will be awarded for:

First Place
Second Place
Third Place

Countback, if necessary to decide places at the end of the event, will be based first on if the tied players played one another, and who won. Second on strength of schedule. Third on chronological list choice, with the earlier list winning.

**Scoring**

**Victory:**
100 -  1 point for every 5% (rounded down) of morale suffered loss. See table below.
A score between 81 and 100 points

**Defeat**

10 points + 1 point for every 5% (rounded down) of morale losses inflicted to the opponent. See table below.

A score between 10 and 29 points

**Draw:**

Each player scores 40 + 2 points for every 10% (rounded down of morale loss inflicted to the opponent - 1 point for every 10% (rounded down) of suffered losses.

Table below does NOT assist with this calculation.

**Double demoralisation**

Each player scores 58 points

| Losses | Size of Army | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 3 | 4 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 4 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 |
| 5 | 6 | 6 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 |
| 6 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 4 | 4 |
| 7 | 9 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 5 | 4 | 4 |
| 8 | 10 | 10 | 9 | 8 | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 5 |
| 9 | 12 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 6 |
| 10 | 13 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 |
| 11 | 14 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 8 | 7 | 7 | 7 |
| 12 | 16 | 15 | 14 | 13 | 12 | 12 | 11 | 10 | 10 | 10 | 9 | 9 | 8 | 8 | 8 | 8 |
| 13 | 17 | 16 | 15 | 14 | 13 | 13 | 12 | 11 | 11 | 10 | 10 | 10 | 9 | 9 | 8 | 8 |
| 14 | 18 | 17 | 16 | 15 | 14 | 14 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 10 | 9 | 9 |
| 15 | 20 | 18 | 17 | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 10 |
| 16 | | 20 | 18 | 17 | 16 | 16 | 15 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 11 | 10 |
| 17 | | | 20 | 18 | 17 | 17 | 16 | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 |
| 18 | | | | 20 | 18 | 18 | 17 | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 12 | 12 |
| 19 | | | | | 20 | 19 | 18 | 17 | 16 | 15 | 15 | 14 | 14 | 13 | 13 | 12 |
| 20 | | | | | | 20 | 19 | 18 | 17 | 16 | 16 | 15 | 14 | 14 | 13 | 13 |
| 21 | | | | | | | 20 | 19 | 18 | 17 | 16 | 16 | 15 | 15 | 14 | 14 |
| 22 | | | | | | | | 20 | 19 | 18 | 17 | 16 | 16 | 15 | 15 | 14 |
| 23 | | | | | | | | | 20 | 19 | 18 | 17 | 17 | 16 | 15 | 15 |
| 24 | | | | | | | | | | 20 | 19 | 18 | 17 | 17 | 16 | 16 |
| 25 | | | | | | | | | | | 20 | 19 | 18 | 17 | 17 | 16 |
| 26 | | | | | | | | | | | | 20 | 19 | 18 | 17 | 17 |
| 27 | | | | | | | | | | | | | 20 | 19 | 18 | 18 |
| 28 | | | | | | | | | | | | | | 20 | 19 | 18 |
| 29 | | | | | | | | | | | | | | | 20 | 19 |
| 30 | | | | | | | | | | | | | | | | 20 |