

Big Pillage 2024

Army lists/ Period/ Rules:

Eligible lists of 1500pts will be those taken from the “Classical”, “To the ends of the Earth” and “Rise of Rome” supplements.

The most recent version of the Swordpoint rules and official errata published before 7th April 2024 will be used.

This additional rule will be in effect:-

- Light chariots have only one attack in combat and have their points reduced accordingly.

Army.	New points.
Late Lydian	26
Republican Indian	24, + additions
Gallic	21
Classical Indian	24, + additions
Warring states Chinese	22
Galatian	21, + light armour
Northern Britain	21
British tribes	23

Please submit your list for checking by **28th April**, to dave.p2@virginmedia.com

Terrain.

Tables will be 8' x 6'. All terrain will be provided and pre-set.

You may bring a small feature to represent the shrine in scenario 1 (otherwise it will be beach-huts again).

If your General has “Stratagem” you may bring terrain pieces not larger than 8” square.

Schedule

Saturday 9.00 – 9.30 Registration.
9.30 – 12.30 Pitched battle. Shrine. To the death.
13.30 – 16.30 Pitched battle. Camp. Breakpoint.

Sunday **9.15 – 9.30** Deploy for **Unexpected Engagement.**
9.30 – 12.30 Unexpected Engagement. To the death.
13.00 – 16.00 King of the hills. Breakpoint.

Tournament scoring. 0 – 32 points will be awarded with reference to the 2,000pts victory chart supplied. Morning games only, end at the time limit, however the afternoon games maybe ended by reaching breakpoint. Please do not start a new phase if there is less than 10 minutes to go.

In the games decided by **breakpoint, this is reached when your army loses at least 850pts. This is the ordinary points value of units destroyed or routed off-table, 100pts for dead or routed off-table Generals (plus actual points-cost for Ld10 or Stratagem), and double points for all other lost commanders.**

The battle stops at the end of the phase in which one or both armies reach breakpoint.

If both armies reach breakpoint in the same phase use the points losses above. In addition give full points for troops currently routing or stampeding, and half points for non-routing troops reduced to half strength or less.

If only one army reaches breakpoint, it has lost the battle and will attempt to abandon the field. It is awarded points equal to the current enemy loss and half points for enemy units reduced to half strength (standing or routing). The victor is awarded points equal to the current enemy losses and full points for routing or stampeding enemy units which have not yet left the field. In addition the victor will receive half points for the remaining enemy forces. There are no bonus points for taking the enemy to breakpoint, but scenario bonuses are automatically achieved.

In the case that breakpoint was either not reached or not played-for, full points are awarded for units and leaders destroyed, routing, or routed off-table. Half points for non-routing units reduced to half strength or less, and a 100pt bonus for killing the enemy General.

Pitched battles.

Games 1, 2, and 4 are pitched battles. Flank attacks and scouting are factors in all of them. The Hidden deployment scenario is used for unit location and pre-game movement except where **Scouting** factors (listed below) supercede this.

Flank attacks.

Flank attacks **may** be attempted in all scenarios except for the meeting engagement (Sunday morning). The decision to attempt flank attacks is noted at the map drawing stage and will show which units are attempting to go around which flank and in which third of the flank they are endeavouring to arrive. A total of 500pts of your army may be involved in such attacks.

If flank attacks are made, the player rolls for the arrival of his forces (separately for each flank), starting in the third turn, before rolling for initiative.

The chance of returning each turn is as per p51 of the rulebook.

If it is not possible to enter the table in the mapped sector (due to entry being physically blocked by enemy troops), the units may be moved by the minimum distance required into a neighbouring flank sector.

Scouting.

Scouting will be a factor in every game except for the meeting engagement. The scout value of your army is the combined points value of up to three units each of your skirmish cavalry and skirmish infantry, to a maximum of 400pts (you may have more skirmishers but they have other duties). If your army **cannot** have skirmish cavalry, you may add the value of one non-superior, non-barded cavalry unit without heavy or cataphract armour, who are Ld7 or less. You may add 50pts to your scout value if your General has the "stratagem" rule (for a maximum 450pts).

Players review army lists, then compare scout-values, subtracting the lower from the higher.

If the difference is less than 50pts, nobody has gained an advantage. In this case play "Hidden deployment" with the optional flank-attacks.

If there is a 50pt or greater difference, the player with the lower is out-scouted. An out-scouted player may not place troops in ambush positions outside of his deployment zone, and may not use the stratagem rule. An out-scouting player who has the stratagem rule may use points 1, 2, and 4.

Wagon laagers are deployed before any maps are drawn.

The out-scouted player draws a map detailing his unit positions, and makes a note of ambush and flanking units. The out-scouting player notes any ambush and flanking units only.

The out-scouted player deploys units in order according to the following list. For the first full 50pts that you are out-scouted by, deploy the troops in the first line of the list which are in your army. For each further full 50pts, deploy all of the troops in the next appropriate line, or the next unit in line 4 of the list (beginning with those which are most visible).

- 1). All elephants not hidden by woods or hills which could be visible from the enemy positions.
- 2). All skirmish infantry.
- 3). All skirmish cavalry.
- 4). A single formed unit, scythed-chariot or artillery battery not hidden by woods or hills.

The out-scouting player now deploys his army and then his opponent deploys his remaining troops according to his map. The out-scouting player may make free skirmisher, mounted-infantry, and special-deployment moves.

The scenario begins in the Initial phase.

Scenario 1. Shrine.

There will be a marker somewhere on the centre-line of the table which denotes the entrance to a shrine, sacred to both armies. The player who has a formed unit on the shrine at the end of the game is the winner. If there are no formed enemy units within an 8" radius, this is worth 400pts. If there are formed enemy units within 8" radius, it is only worth 100pts.

If neither player has a unit on the shrine, neither player scores any bonus points.

Scenario 2. Camp.

The 2' in the centre of the enemy base-line is the entrance to his camp. If you exit a non-fleeing/stampeding unit into this area you will receive a 400pt bonus. This unit may attempt to return after two full turns once it has passed an unmodified Ld test. Your opponent does not gain extra points if your unit fails to return.

Scenario 3. Unexpected Engagement.

Your army is advancing along two routes into enemy territory where (due to a combination of poor visibility and lax scouting) you encounter an equally surprised enemy.

Before arriving at the venue you should map-out the deployment of your army along two routes (left-side and right-side), which need not be equal forces. The centre-line of the routes will be marked on the tables. You may deploy units up to 2' along each route (from your entry point), one unit (up to 180mm wide) on each side of the route marker. The leading formed units on each route must be infantry or cavalry. One of the lead units on each route may include a commander.

Elephants and scythed-chariots may be placed up to 3 wide in the march column, one on the route centre-line and one each side of it.

Artillery, wagons, and all other commanders must begin at least halfway back along the march route.

The outer edge of skirmisher bases may be a further 6" away from the route marker, beside and in front of your main units.

Examples Left route

Right route



Deployment is simultaneous, and there are no pre-game moves. The battle begins in the initial phase, and continues for 3 hours (nearly). There will be a 200pt bonus for holding (with formed units) each of the two features which hindered initial visibility, reduced to 75pts if there are formed enemy within 8" of the terrain centre, as marked by a centre-dot.

Wagons and artillery move as close-order infantry but may not enter difficult terrain or woods. They are considered to be deployed after spending a turn stationary and unengaged, and may not deliberately move again. Bases contacted by the enemy before they are fully deployed are immediately over-run.

Scenario 4. King of the hills.

The battle is for control of three hills considered strategically important.

Prior to deployment, you will assign a value of 100 or 200pts to each of the three hills (a total of 400pts). Note the value on folded paper and place it under your side of each hill. If you control a hill at the end of the game, your points are awarded to you.

To determine who controls a hill, add up and compare the base strengths of all the troops physically on the hill, the side with the highest number controls the hill and gains the points. Fleeing troops don't count.

The hills are flat-topped. When calculating base-strength, all of the base must be on the hill to count.

Where the base forms part of an incomplete rank of a unit whose whole footprint is not completely on the hill, then the base is assumed to occupy the most advantageous position for the purposes of determining whether it is on the hill or not.