

Pompey Pillage 2020. 8 – 9th August
Horndean Community School, Barton Close, Horndean, Hants, PO8 9PQ
Swordpoint Rules Pack
1250pts...700BC – 299AD

Introduction

Welcome to the Pompey Pillage 2020. We like to see the Pillage as a fun weekend with slightly less emphasis on outright competition than you will see at some other events.

The cost of the event is **£35** per player which pays for the venue, the trophies and the subsidised meal tickets. I'll happily take your money at events, otherwise pay by paypal to rdavidj54@gmail.com (please specify that you are paying for Swordpoint as other competitions will be running).

There will be prizes for the top three players, most sporting player, best painted army and last place.

Event Timetable. (Subject to alteration)

If you are delayed and expect to arrive late, please let me know.

Phone – **Dave.P 07305 339270** or **Dave.J 07899953087**

Saturday 8th August

0830 – 0900 – Arrival and registration
0900 – 0915 – Introduction and announcements
0915 – 1215 – Game 1 1250 pts
1215 – 1315 - **Lunch**
1315 - 1615 – Game 2 1250 pts
1630 - 1800 - Game 3 250 pts +/-20

Sunday 9th August

0830 - 0900 – Arrival
0900 – 1200 – Game 4 1250 pts
1200 - 1300 – Lunch
1300 – 1530 – Game 5 1000 pts +/-20
1600 – 1700 – Awards Presentation

At the end of the first game each day, before lunch, please move your figures to your next table, or at least gather them together so someone else doesn't have to!

Tournament Rules

I would like to know the race and time frame of your army as soon as is practicable (to discuss potential “uber-armies” and to facilitate the organisation of the first three games), but I do not need a detailed army list until the end of the **19th July**. Please send it to:- dave.p2@virginmedia.com

The tournament will be played using the most recent Swordpoint rulebook, classical period army-lists (except Late Sassanids), “To the ends of the earth” supplement (army-lists but not special rules) and their errata published before July 2020.

All armies must include a General.

If a scenario allows you to use Stratagem rule 1, your extra terrain feature cannot be larger than a 6” square and must be three-dimensional.

What to bring

You will need to bring a fully painted 1250 pt army from the period 700BC - 299AD selected from the available army-lists (Note the revised limits on some troops in large armies on page 3 of the classical army-lists).

The forces deployed in games 3 and 5 when combined are your main army. Your main army must conform to the troop type percentages from your chosen army list, your smaller armies need not.

If your army is from a list which extends either side of 700BC-299AD, you may only select troops, allies and equipment appropriate to the admissible part of the list. If in doubt, please ask.

Please bring at least 2 copies of your army roster. You will also require your relevant army books and any other items relating to your army. An objective marker, a screen suitable for hidden deployment and some spare movement trays may be handy. Measuring aids, dice and a sense of humour are often useful.

Tournament Points

Army selection

You will initially receive 20 tournament points for army selection.

It is in your interest to submit a list which is legible and understandable. If your list arrives sufficiently early, discrepancies can be cleared up without incurring penalty points.

For all commanders and troops your list should include:- statistics, equipment (including points for all purchases) and the correct title of any special rules applying to them. You must include the break-point of your forces and your scout value (the total points value of your skirmishers). It should also clearly specify which troops are in your 250pt army. Points may be deducted for late and incorrect lists.

If an army list is technically correct, but thought to be unsporting or unhistorical we will ask you to alter it.

Lists which are submitted on the day, or armies which do not match their list, will receive no points for army selection and may incur further penalties. If you find that you have left figures at home it is up to each opponent whether you can use stand-ins.

Painting.

Your army must be fully painted and based – no matter who by. Painted means at least four colours. Based means on bases or sabot bases of the correct width and not less than the correct depth. You will receive 20 pts for this.

Quality of painting will be judged separately. If you have painted all of your army yourself and would like it to be considered for the “Best Painted” prize, ensure that on both lunchtimes you leave your army displayed (along with your name). There are no extra tournament points for the best painted army.

Sportsmanship.

After Game 5 you will be asked to name your most sporting opponent.

Game-Play.

There will be 5 games spread over 2 days. Four of the games are each worth 20pts and game 3 is worth 8pts. The first 3 games will be pre-determined, hopefully taking into account players ability (where known), with a bias in favour of historical opponents and against same club members. If a number of players come from the same club you will increase your chances of not playing each other on the first day if you select armies from differing parts of the time-frame/world.

We will allow grudge matches in the first game.

The last two games will be determined using the Swiss-chess system.

Turn1 of every game will begin with dice for initiative followed by remaining moves.

All games have a pre-determined finish time, which must not be exceeded.

All tables will be 8' x 4' and all scenery is provided and fixed.

We will use army break-point in all except game 3.

It is the player's responsibility to discuss their army units and special rules before the game begins.

Deployment rules.

Special deployment.

After the deployment sequence is complete move troops with special deployment (after skirmishers and mounted infantry).

If both armies include troops with special deployment, move those units alternately beginning with the player with the most such units.

Ambush.

Use the rules from page 42 of the rule-book with the following additions/alterations.

When a unit is concealed you must note its facing and formation. If you are claiming that a unit is concealed within a terrain feature then the unit footprint must be smaller than the terrain footprint.

Concealed units **do** take terror tests and cohesion tests where appropriate.

Impetuous troops **do** charge enemy troops **if** they can see them (unless they pass a cohesion-test).

Breakpoint.

If you force your opponent to break-point (and do not reach breakpoint yourself in that phase) you will gain a 200pt bonus. If you still have troops on the table capable of securing board-quarters you will gain 200pts for each enemy quarter.

Pillage scenarios 2020

Scenario 1. 0915 – 1215. 1250pts. Meeting engagement. (Gripping Beast scenario 6).

Players dice-off for choice of table-sides. If you have stratagem you may use rule 4 only.

The scenario finishes after 3 hours including points scoring unless finished by breakpoint.

Use the 1700pt chart for victory points.

Scenario 2. 1315 – 1615. 1250pts. Outscouted. (G.B scenario 5).

The player with the highest scout-value (the total points of all your skirmishers) has the choice of table sides.

The scenario lasts for 3 hours including points scoring unless finished by breakpoint.

Use the 1700pt chart for victory points.

Scenario 3. 1630 – 1800. 250pts (+/-20) Advanced scouting. (not a G.B scenario). See page 4.

The player with the highest scout-value has the choice of table ends. There are no post-deployment free moves, stratagem or ambushes in this scenario.

This scenario lasts for one hour and is not ended by break-point

There are up to 8pts available for this.

Scenario 4. 0900 – 1200. 1250pts. Flank attack. (G.B scenario 9).

The player with the highest scout-value has the choice of table sides. If you won scenario3 and controlled the furthest hill, you will gain a small hill on your base-line.

The scenario finishes after 3 hours including points scoring unless finished by breakpoint.

Use the 1700pt chart for victory points.

Scenario 5. 1300 – 1530. 1000pts (-/+ 20) Hidden deployment. (G.B scenario 3)

The player with the lowest tournament score has the choice of table-sides.

The scenario finishes after 2 1/2 hours including points scoring unless finished by breakpoint.

Use the 1700pt chart for victory points.

Do not forget to nominate your most-sporting opponent of the event.

Scenario 3. Advanced scouting.

As scouts operating far in advance of your main army your tasks include locating the enemy army, intelligence gathering, foraging and intercepting enemy scouts.

Scenery.

There will be at least six important terrain pieces along with a number of smaller hindrances to movement and shooting.

Armies.

Armies are chosen from your 1250pt army to a maximum of 250pts +/-20. The army must include the vast majority of the skirmishers which make-up your army scout value and may be rounded-off with other mission-appropriate units. Those light cavalry which have the option of being used as skirmishers may only do-so in this scenario so long as they do-so in all other scenarios. **Skirmishing cavalry** (in this scenario only) may be re-deployed into units as small as two bases each, whereas all other units must retain their number of bases used in the other scenarios. There are no commanders in this scenario.

Deployment.

Armies are deployed by hidden deployment across the 4' table width.

Skirmish cavalry may be deployed up to 3' onto the table.

Skirmish infantry and open-order cavalry/camelry may be deployed up to 2' onto the table.

Open-order infantry may be deployed up to 1' onto the table.

There are no post-deployment special moves.

Any other mission-appropriate troops will enter your table-edge during the movement phase of turn 1. Their entry points will be noted on your deployment map.

Game play.

In the first turn only, who moves first is decided by the player with the **highest scout-value in this scenario**. Each army begins with three momentum tokens. Extra tokens are not generated by shooting except when an enemy unit is destroyed by shooting. Tokens are not awarded if an enemy fled your charge or if you force an enemy to flee.

The scenario lasts for one hour and is not stopped by breakpoint.

Victory conditions.

Victory is principally achieved by having some of your troops exit the furthest table-edge. Investigating the furthest woods and settlements, occupying the furthest hill and **killing** the enemy (routing enemy will eventually stop and may still divulge intelligence) are secondary victory conditions.

100pts if any of your troops exit the furthest table-edge (except by routing).

50pts for each of the tokens (representing intelligence gathering) retrieved from the centre of two of the **furthest** terrain features by a unit reaching the terrain centre-point and remaining there for a least one turn not in combat. The features do not have to be held but if the unit is destroyed the token is lost.

50pts if your troops occupy the furthest hill at the end of the game and they outnumber by at least 50% in unit points any enemy within 12" of the hill centre. Skirmishers may occupy or contest this hill.

10pts for each of the three terrain features **closest** to your table-edge solely occupied by your troops at the end of the game.

Full points for dead enemy bases.

Half points for routing enemy bases.

If you win this scenario and have uncontested ownership of the furthest hill, it will be placed somewhere on your base-line in scenario 4.

Use the 500pt chart for victory points.