MASS UPRISING 2-3 June 2018
Tournaments Ancient-High Middle Ages and Medieval
SWORDPOINT rules, 28mm.
1000 pts Classical and Dark ages, 1250 pts Medieval

Both tournaments will follow the same format described below.

Participants are expected to bring their own army and provide their army list for validation to the following address XXXXXXXXX by May 18, 2018 .

The two tournaments will follow the published rules as well as the erratas published before May 1st on the site of gripping beast or the associated forum.

The Ancient / Early Middle Ages tournament includes the lists of Classical Age and Dark Ages supplements .

However the lists following can be used for the tournament in Medieval : Mayan, Korean, Hindu India, Champa , Ethiopian, Christian Spanish, Al- Andalus and Granada, Japanese, Khmer Empire, Later Irish, Pecheneg , Khitan Empire, Norman and Breton, Seljuk Turks, Song China, Ghaznavid , Early Polish, Georgian, Turcoman, Capetian France, Early Medieval Hungarian, North African Berbers, Late Byzantine, Early Italian States and Cuman or Kipchak .

A list that includes medieval spears (Lance, not Spear) is for the medieval tournament, as well as for any list including at least one artillery.

The budget for the tournament antique / high middle ages (dark age) will be 1000 pts.

The budget for the medieval tournament will be 1250 pts.

Exceeding this budget is possible if it is strictly lower than the value of the cheapest base.

Armies must be fully painted and based.

The figures must represent as accurately as possible the equipment they can use. A tolerance is applied but it must lead to a report to the other player. Thus legionaries can be visibly equipped with a single sword but have in their list a pilum (heavy throwing spear). Likewise, at least two bases of a unit with armor must have armor on its figurines. If a unit leader is equipped with armor, but not his unit, this must also be indicated at the beginning of the game.

Similarly, all combined or mixed formations will be reported.

Each player will bring three identical army lists, one for the referee, one for his opponents and one for him.

A template will be provided in return for registration to fill his army list.

For players from afar, the club has two armies, classic Indian and Seleucid and club players can also lend their army. Please contact the organizers if necessary.

Duration of the tournament

The tournament is played in five rounds, with a final table for the last round, bringing together the two participants with the highest score.

One game stops:

1) when at least one of the two armies is routed (ABP).

2) When one of the two players gives up, we then consider his army routed.

3) when at the end of a round it is no longer possible to have the time to play the next, a minimum of 15 minutes before the end of the round.

4) when you reach the 12th turn (nightfall)

Player's score:

The possible results are calculated in points:

Victory: 6 pts if the player has VP with a difference equal or greater than 100 over his opponent, or if he manages to defeat the opposing army.

Undecided Battle: 2 pts if the player does not have more than 100 VP of difference.

Undecided Battle: 2 pts if both players see their army routed (ABP).

Defeat: 1 pt if the opponent is victorious.

We add 1pt per star possessed by the opponent for a victorious player.

The VPs will be counted in all cases in order to determine the winners and solve the eventual cases of equality.

The VP scores will use those of the rules on page 10. The PVs are calculated on the right side of the page. In addition 500 PV will be added in case of rout of the opposing army without having routed oneself.

A mission system randomly drawn could bring VP bonuses. These missions are only revealed at the end of the game when scoring points.

The possible missions are:

1) Defeat the enemy general or make him flee the field (+200 VP)

2) Control the center of the field in a radius of 12 "without presence of enemy formed unit (+200 VP)

3) Bring out units within 12 "of the center of the opposing deployment zone (+ 200 PV)

4) Control at least one gentle hill without adverse presence (skirmish included) at 4 "(+200 VP)

5) Destruction of the opponent's power: Any unit destroyed on the battlefield has 50% extra VP, maximum bonus of 200 VP.

6) Destruction of the opposing elite: The destruction or defeat of the most expensive unit in PV brings a bonus doubled in PV, if the most expensive is destroyed, the following will also give a bonus and so on, all up to a maximum bonus of 200 VP..

Organization of the games

In the first round, the pairs of players will be formed by focusing on:

- meeting with new players

- the most historical possible meeting.

In subsequent rounds, the top ranked players challenge players they have not met yet.

A summary table will facilitate the allocation of tables.

Additional players can join the tournament en route, at the discretion of the organizers and mainly to complete tables.

For the last round, players will meet according to their ranking.

The two best meet on a final table and score a double bonus for the stars, if any. The victorious player of the final table will be the winner of the tournament. In case of a tie, a player from another table may be declared the winner.

The playing time is limited to two hours thirty per round, placement of armies included .

However the last round will be three hours.

 Battle fields

The size of the table will be of 1m60 on 1m20 (TO VERIFY)

The battle fields are predetermined.

They are of three types :

1) A dense terrain with six elements including three forests , a scrub , a steep hill and a gentle hill .

2) Two lots with three to four elements including a gentle hill .

3) Clear terrain with a single gentle hill.

The fields can be modified according to the special swordpoint rules . Players who can generate additional land will need to bring their item.

The scenario played will be that of the Hidden Deployment of the Download section of the Gripping website Beast .

A card representing the battle field and the zones of deployment will be given to each player.

The deployment of artillery and wagons will be done before the rest of the army.

Timetable of the tournament:

Saturday, June 3 from 8:45 am to 5:45 pm

8: 45-9: 15	**Recording**	
9:15 am - 11:45 am	**First round**	**Historic meeting with a new player**
12h15-14h 45	**Second round**	**System of challenges**
15h15-17h 45	**Third round**	**Challenges system, scenario Gruuiiikkk**
Sunday, June 4 from		
9 30 - MIDI	**Fourth round**	**System challenges**
12h30-15h30	**Last round**	**Final round according to the classification at the end of the fourth round / Final tables**
3:45 p.m. -16h00	**Results and prices**	

At 11:45 on Saturday and noon on Sunday, players will benefit from victuals which are reserved for them.

Each tournament will give a final ranking, the first three will receive prizes.

A special prize will be awarded to the most beautiful army (Ancient and Medieval combined)

A prize will be awarded for the most fair play player.

Other prizes will be awarded according to the goodwill and the particular humor of the organizers.

Special Rule sof deployment based on the mobility of armies;

Each unit may generate mobility points according to the following table

Type of unit	OS	OL	OD
Infantry	0	1	2
Cavalry	0	2	4
Cavalry with D = 3	0	1	2
tanks	0	2	-
Elephants / Artillery / Wagons	0	-	-

(OS: Tight Order or Close Order , OL: Loose or Open Order , OD: Dispersed Order or Skrirmish)

The sum of the mobilities of all the units corresponds to the mobility of the army.

Then divide the most mobile by the least mobile to obtain a comparative ratio .

For example, if the army A has 6 of mobility and the army B 12 , B being the most mobile, we will divide 12 by 6 to obtain a ratio of 12/6 = 2. The army B will be twice as mobile .

The table below gives the consequences in terms of play.

Comparison of mobilities and consequences

Comparative ratio	Minimum	Deployment	Battle Field
Insufficient (ratio less than 1.5)	0	0	0
S greater than or equal to 1.5	4	Spread on one side	0
Greater than or equal to 2	6	Extend both	1
Greater than or equal to 3	10	Flanking	3

If during the comparison, the mobility of an army does not reach the minimum mobility necessary , it goes up a line until this minimum is reached. *Thus, if Army A holds 8 Mobility points and Army B*

1pts , Army A will not be considered four times higher (Despite a ratio of 8 but a minimum of 10 not achieved), but simply two times higher (minimum 6 achieved with its mobility score of 8) .

The effects of mobility:

Extending on one side means that the 12 "limit of a small table edge is removed, at the option of the player who must announce it before deployment.

Extending both means that the 12 "limit of small table edges is removed.

Flanking : Player extends on both sides but can put some units off the table, up to 25% of his units, rounded units to the lowest, it can include a leader, but not the general. The player indicates on a paper that he places under a scenery the location of his flank march, if he does not score anything, it is a false flank step and the unit can arrive anywhere by its initial deployment zone.

We test a flank march for his return as a unit out of the table the previous round and this in the second round, the choice of the player who can delay the finish. All units of the flank march arrive at the same time.

Cohesion test with these modifiers:

Condition of the flank step	Modifier
Only OS	-3
Presence of OS	-2
Presence of OL	-1
Only OD	+2
Leader Bonus	according to leader
By missed turn	+2

In the absence of a leader, the highest cohesion present in the flank march is taken.

The farest entry point of the flank march depends on its calculated speed based on the slowest unit in it.

Turn	8 "speed	12 "speed	16 "speed
2	20	24	28
3	28	36	40
4	36	48	48
5	48	48	48

If there is more than one unit, one unit can follow another on the same entry point or enter a lower point in distance up to 20 ".

You move from the entry point during the movement phase.

Battle field

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For each point acquired, the player can, before the deployment :

1) Try to eliminate one piece of land on a 3+ (multiple attempts possible)

2) Rotate an element of land (except river) on a 2+ (only one attempt)

3) Attempt to move a terrain without changing its orientation from 3d6 "to a 3+, without reaching the enemy deployment zone (only one attempt)

Note: clarifications / interpretations of rules will be provided before tournaments.