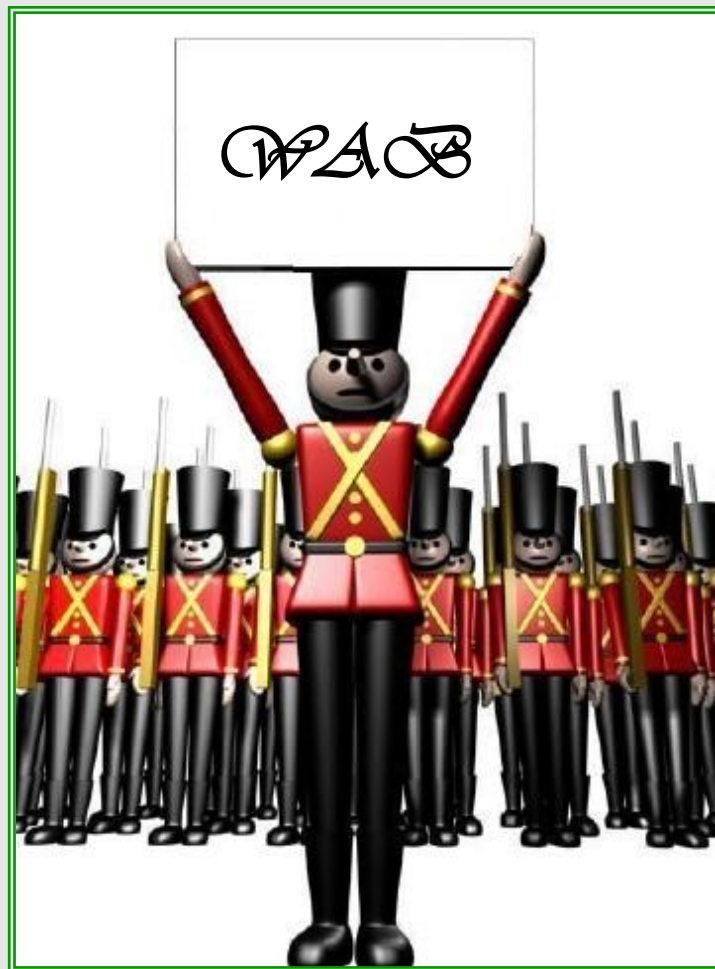


Toy Soldier 2011



Warhammer Ancient Battles

You Will Need To Bring

- A fully painted army complete with movement trays
- 2 copies of your army list
- All rulebooks and documentation needed to play the game
- Tape Measure
- Dice and Templates
- Super glue/Plastic glue
- Try to carry armies on

Event Times

Saturday

09:00-09:30	Registration
09:30-12:00	Game 1
12:00-13:00	Lunch
13:00-15:30	Game 2
16:00-18:30	Game 3

Sunday

09:30-12:00	Game 4
12:00-13:00	Lunch
13:00-15:30	Game 5
16:00	Prize Giving

Awards

- 1st Place Overall
- 2nd Place Overall
- Last Place
- Best Army
- Most Sporting

Armies

Painted Armies:

Armies should be painted for this event. A fully painted and based army will be awarded a bonus of 32 tournament points.

Army Size is 2000pts:

Armies may be less than but cannot be more than 2000pts.

Armies Allowed:

All armies are allowed from the following supplements:

Hannibal and the Punic Wars (including Numidian+Spanish later variants)

Alexander the Great

(players wishing to use Greek mercenaries as complete armies please contact the umpire, twhaslam@uclan.ac.uk)

Spartacus

Rule Book Romans

Rule Book Britons/Germans/Dacians (no 'generic' barbarians)

Fall of the West

Arthur

Art of War (again see umpire, no 'funny' armies)

Successor lists (see bottom of document)

NO SPECIAL CHARACTERS

(Persian 'Great King' is a rule not a special character)

Army lists from other sources will not be allowed this year.

Your armies should be to a total value of 2000pts

Army List Submission

Players are required to submit army lists to the umpire by email prior to the event. Failure to do so will result in a reduction in overall tournament points as the bonus for a correct list received on time will not be awarded.

All players must submit their army list to Tim Haslam via email to the following address: twhaslam@uclan.ac.uk

All players must submit their army list by: Noon on Saturday the 9th of July, 2011.

All lists must be submitted in Word format and must contain all points' values, unit sizes, and weapon or armour options.

Bonus Tournament Points:

A correct list received on time is worth a maximum of 20 TP's.

9 TP's for a correct list: If the list contains any errors this will not be awarded.

5 TP's for being received on time: If the list is late this will not be awarded.

5TP's for ABP: You must include the correct ABP of your army. (both values, ie, 12/3)

1TP for including your name: Please include your name at the top of the document.

Any player found to be using a list on the day that differs from that submitted will be awarded 0TP's for list submission and will have any wins scored reversed in favour of their opponents.

Sportsmanship

Each player will be handed a slip during game 5 on which they should record the name of their favourite opponent of the weekend; the one they found to be the most sporting. This vote should be submitted to data entry along with the results from game 5.

Best Army Awards

All players with a fully painted army will be eligible to win the Best Army prize, both in system and overall, in addition to being awarded a bonus 32TP's for playing a fully painted army.

The best army awards for each system and overall will be decided by the votes of the other players.

On the Saturday players should leave their armies set up over lunch for other players to view.

Best Army In System

Over lunch on the Saturday all players are asked to view the painted armies within their system and to cast their vote for their favourite on the slips provided. The best army in each system will be the one that receives the most votes.

Deadline

Votes for best army in system on the Saturday must be submitted to data entry by the end of game 3. Any votes submitted on the Sunday for best army in system will not be counted.

Best Army Overall

On the Sunday morning the winners of best army in each system will be quietly informed and will be asked to set their armies up over lunch on the tables indicated.

Over lunchtime on the Sunday all players are asked to view the best armies from each system and to cast their vote for their favourite army overall on the slips provided.

Deadline

The votes for Best Army Overall must be submitted to data entry by the end of game 5

Game Play

Each round will be a standard Battle (Page 143) and all games will end either with Army Break Point (Page 150) or within the tournament time/turn limit, whichever comes first.

Army Break Point

Page 150 of WAB version 2

Time Limit

Should time be called before a game has ended by ABP players should work out Tournament Points as detailed below to determine the winner.

Note the 'new' Victory Chart on page 149 of V2.

When time is called players must end their current action and cease playing.

For example, if you are halfway through moving a unit when time is called, finish the unit's movement and cease play. If you are resolving an attack, finish doing so, then cease play.

Scoring

After each round one or both players must fill in and hand in to data entry a results slip (these will be placed on each table during each round).

On this the players must record the names of both players with the result (win, lose or draw) and the Tournament Points scored by each player as detailed below.

Due to the nature of the tournament each game is worth a potential 32TP's to the winner. This breaks down as follows:

	<i>Victory Points</i>	<i>Difference</i>
16	0-150	16
17	151-300	15
18	301-450	14
19	451-600	13
20	601-750	12
21	751-900	11
22	901-1050	10
23	1051-1200	9
24	1201-1350	8
25	1351-1500	7
26	1501 – 1650	6
27	1651 – 1800	5
28	1801 – 1950	4
29	1951 – 2100	3
30	2101 – 2250	2
31	2251 – 2400	1
32	2401 +	0

Deployment Scenarios

Each game will use the rules in V2 for each scenario.

Game 1

.Hidden Deployment.

Army Break Point

Game 2

Hidden Deployment.

Army Break Point

Game 3

Flank Attack (page 147) Both sides can keep forces 'off table'

Army Break Point

Game 4

Hidden Deployment.

Seven Turns

Game 5

Hidden Deployment.

Seven Turns

Note

We will all be relatively 'new' to WAB V2 this year, please keep this in mind. Some players may only have had chance to practice a couple of games with the new rule set.

Just remember to use common sense and not to fall out over it.

Also please pay particular attention to the scenery generator (page 145), and the comments in Hannibal, in the section 'Battles of the Period' (page 82).

Ptolemaic Successor

Composition:

Characters: Up to 25%

Cavalry: Up to 25%

Phalanx: At least 25%

Supporting Infantry: Up to 33%

Special : Up to 25%.

0 – 1 Elephant per 1000 points.

Characters

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
General	4	6	3	4	4	3	5	3	9	156

Equipment: Hand weapon, light armour and shield. May have heavy armour (+2pts). May ride a horse (free). If mounted may exchange shield for Xyston (+3pts).

Special: Army General

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Army Standard Bearer	4	4	4	3	4	2	5	2	8	62

Equipment: Hand weapon, light armour and shield. May have heavy armour (+2pts). May ride a horse (free).

Special: Army Standard Bearer

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Hero	4	4	4	3	4	2	5	2	8	62

Equipment: Hand weapon, light armour and shield. May have heavy armour (+2pts). May ride a horse (free). If mounted may exchange shield for Xyston (+3pts).

Cavalry

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
0-1 Companions	8	4	4	3	3	1	4	1	9	25
Kleruch	8	3	3	3	3	1	4	1	8	20

Equipment: Hand weapon and xyston. May have light armour (+2pts) or heavy armour (+4pts).

Special: Wedge

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Egyptian Cavalry	8	3	3	3	3	1	3	1	7	17
Tarentine Cavalry	8	3	4	3	3	1	3	1	7	20

Equipment: Egyptian cavalry are equipped with hand weapon, throwing spears and javelins. Tarentine cavalry are equipped with hand weapon, javelins and shield.

Special: Egyptian and Tarentine cavalry are Skirmishers, and have Parthian shot.

Phalanx

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
0-1 Agema	4	4	3	3	3	1	4	1	8	17
Phalangites	4	3	3	3	3	1	3	1	7	9
Machimoi	4	2	2	3	3	1	3	1	6	7

Equipment: Hand weapon, pike and shield. May have light armour (+2pts).

Special: Macedonian Phalanx. Agema are stubborn and Veterans.

Supporting Infantry

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
0-1 Cretan Archers	5	2	4	3	3	1	3	1	7	11
Peltasts	5	3	3	3	3	1	3	1	7	7

Equipment: Cretans are equipped with hand weapon, shield and composite bow. Peltasts are equipped with hand weapon, javelins, buckler. Peltasts may have thrusting spear +1pt.

Special: Cretan archers are Skirmishers. Peltasts are light infantry

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Thracians	5	3	3	3	3	1	3	1	5	7

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Thracians	5	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon, javelins and halberd.
Special: Warband. Light infantry.

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Nubians	5	3	3	3	3	1	3	1	7	8

Equipment: Halberd, javelin and buckler.
Special: Light infantry

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
0-1 Galatians	5	3	3	3	3	1	3	1	5	6

Equipment: Mixed weapons and shield.
Special: Warband. Light infantry.

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Elephant Escorts	5	2	3	3	3	1	3	1	6	7
Skirmishers	5	2	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins and buckler. Skirmishers may replace javelins with slings (free), composite bow (+1pt).
Special: All are skirmishers. Elephant escorts are Escorts

Elephants

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
African Elephant	6	4	-	6	5	5	3	4	4	143
Mahout	-	2	-	-	3	1	3	1	7	
2 Crew	-	3	3	3	3	1	3	1	7	

Equipment: Mahout has a knife. 1 crewmen is equipped with hand weapon and javelin. 1 crew is equipped with hand weapon, and pike. May add 1 additional crew is equipped with javelin and hand weapon (+15pts). 1 crew may replace javelin with bow +2pts. All crew may have light armour +2 pts for each crew. Howdah (+2 save). Elephant may have barding (+15pts).
Special: Elephant.

Seleucid Successor

Composition

Characters: Up to 25%

Cavalry: Up to 50%

Phalangites: at least 25%

Subjects, Allies and Mercenaries: Up to 40%

Special Units: Up to 33%

0 – 1 Elephant per 800 points.

Characters

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
0-1 Strategos	4	6	5	4	4	3	5	3	9	170

Equipment: Hand weapon. May have light armour (+2pts) or heavy armour (+4pts), and (only if on foot) shield (+2pts) or large shield (not with pike) (+4pts). May ride a horse (free) or a Warhorse (+4pts). If on foot may have thrusting spear (free) or pike (+3pts). If mounted may have thrusting spear (+1pts) or xyston (+3pts), may have half barding if mounted on horse or warhorse (+4pts)

Special: Army General. Drilled. Stubborn.

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Army Standard Bearer	4	5	5	4	4	2	5	2	8	85

Equipment: Hand weapon. May have light armour (+2pts) or heavy armour (+4pts) and (only if on foot) shield (+2pts) or large shield (+3pts). May ride a horse (free) or a Warhorse (+4pts). May have half barding if mounted on horse or warhorse (+4pts)

Special: Army Standard Bearer. Drilled. Stubborn.

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Taxiarch	4	4	4	4	4	2	5	2	8	70

Equipment: Hand weapon. May have light armour (+2pts) or heavy armour (+4pts), and (only if on foot) shield (+2pts) or large shield (not with pike) (+4pts). May ride a horse (free) or a Warhorse (+4pts). If on foot may have thrusting spear (free) or pike (+3pts). If mounted may have thrusting spear (+1pts) or xyston (+3pts), may have half barding if on horse or warhorse (+4pts)

Special: Drilled. Stubborn.

Cavalry

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Companion Cavalry	8	4	3	3	3	1	4	1	9	25
Noble Cavalry	8	4	3	3	3	1	3	1	8	23
Heavy Cavalry	8	3	3	3	3	1	3	1	7	21

Equipment: Sword and xyston. May have light armour (+2pts) or heavy armour (+4pts). May have half-barding (+2pts). May upgrade to Cataphract armour (+4pts), Cavalry with Cataphract armour may have full barding (+4pts).

Special: Wedge. Companion Cavalry are Drilled If equipped with cataphract armour they become Cataphracts and can no longer use Wedge. One unit of Companions can be upgraded to Agema (+3pts) and becomes Stubborn.

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Light Cavalry	8	3	3	3	3	1	3	1	6	18
Skythians	8	3	4	3	3	1	3	1	7	23

Equipment: Light Cavalry are equipped with hand weapon, javelins and buckler. Skythians are equipped with improvised weapons, composite bow, may have buckler (+1pt).

Special: Skirmishers. Skythians have Feigned Flight, Parthian shot, Expert horsemen.

Phalangites

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
0-1 Argyraspids	4	4	3	3	3	1	4	1	8	15
Phalangites	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike and shield. May upgrade to light armour (2pts).

Special: Macedonian Phalanx. Argyraspids are Veterans and may be Stubborn (+2pts).

Subjects, Allies and Mercenaries

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Theurophoroi/Peltasts	5	3	3	3	3	1	3	1	7	7
0-1 Thorakites	5	4	4	3	3	1	3	1	7	11
Levy Archers	5	2	2	3	3	1	2	1	5	4

Equipment: Hand weapon, javelin and shield. May have a thrusting spear (+1pts). Thorakites have light armour. Levy archers have improvised weapons and composite bow.

Special: Light Infantry. Levy archers are Levy.

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Thracians	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapons, javelin and buckler. May exchange buckler for shield (+1pts). May have a thrusting spear (+1pts) or Halberd (+2pts).

Special: Warband. Open Order.

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Galatians	5	3	3	3	3	1	3	1	5	8

Equipment: Mixed weapons and shield. May replace buckler with shield (+1pts) or Large Shield (+2pts).

Special: Warband. Stealth. Galatians are Fierce and cause Fear.

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
0-1 Cretan Archers	5	2	4	3	3	1	3	1	7	11
Neo-Cretans	5	2	3	3	3	1	3	1	5	8
Elephant Escorts	5	2	3	3	3	1	3	1	6	7
Skirmisher	5	2	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelin and buckler. Cretans and Neo-Cretans replace their javelin and buckler for composite bow.

Special: All are Skirmishers. Elephant Escorts are Escorts.

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Kappadokian Cavalry	8	4	4	3	3	1	4	1	8	18
Asiatic Cavalry	8	3	3	3	3	1	3	1	7	15

Equipment: Hand weapon, throwing spear and short bow. May have light armour (+2pts) or heavy armour (+4pts). Kappadokians may have half-barding (+2pts) or barding (+4pts).

Special: Levy. Massed Cavalry.

Special Units

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Scythed Chariot	7	-	-	5	4	1	3	-	-	75
Driver	-	3	3	3	3	1	3	1	7	

Equipment: Hand weapons and heavy armour.

Special: Scythed Chariot. May be fielded in units of 1 or more. May not have leader standard or musician. Each chariot has a unit count of 3. Does not cause panic when destroyed. Causes D6+2 impact hits.

Elephants

Name	M	WS	BW	S	T	W	I	A	Ld	Pts
Indian Elephant	6	4	-	7	6	6	3	4	4	180
Mahout	-	2	-	-	3	1	3	1	7	
2 Crew	-	3	3	3	3	1	3	1	7	

Equipment: Mahout has a knife. 1 crewmen is equipped with hand weapon and javelin. 1 crew is equipped with hand weapon, and pike. May add 1 additional crew is equipped with javelin and hand weapon (+15pts). 1 crew may replace javelin with bow +2pts. All crew may have light armour +2 pts for each crew. Howdah (+2 save). Elephant may have barding (+15pts).

Special: Elephant.