

GRAND BATTLES NAPOLEON TOURNAMENT

BRISCON 2022

OVERVIEW

Welcome to Briscon 2022.

This year we're looking to put on a Grand Battles Napoleon Tournament over two days to highlight these locally produced rules and to bring the Napoleonic gaming community together.

A thematic tournament has been proposed to enable participants to enjoy two one on one battles on Saturday and a larger battle involving all players on the one table on Sunday.

To provide historical flavour we'll ask players to bring either a French (or French allied) or coalition force of 600 points in 15mm set in the 1813-14 time period. A few of the organisers can play as either side to even out the numbers.

The French player with the most victory points from Saturdays game will play as Napoleon on Sunday. He or she will command a Napoleon figure on the table top as well as their own 600 point force. Similarly the coalition player with the most victory points from Saturdays game will play as an appropriate allied army commander of their choice (such as Wellington or Blucher) as well as their own 600 point force.

Should the French win the Sunday game then the player who commands Napoleon will be the overall tournament winner and the coalition leader will come runner up and vice versa.

For the two Saturday games, players will receive 3 points for a win, 1 for a draw and 0 for a loss. To promote gentlemanly behaviour, players will also score their opponents for best and fairest and a point will also be allocated to the player who accrues the most best and fairest points.

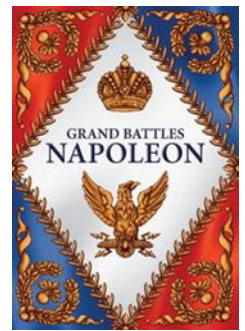
Thus the maximum number of points a player can earn will be 7 (ie 3 for each win and 1 for best and fairest).

In the event of a tie, a tie breaker system will be implemented which will be documented and provided to players prior to Saturday.

SATURDAY GAMES

Players will marshal at the playing area at 9:00am on Saturday morning to be allocated a table and an opponent.

The two Saturday games will be played for three hours each from 9:30am to 12:30pm and 1:30pm to 4:30pm. 12:30pm to 1:30pm has been allocated to lunch.



Games will be played on a 6ft by 4ft table.

For deployment, both players will roll a d6 (with no modifiers) and the player with the highest score chooses which long table edge to deploy their army on and deploys a division, up to 12 inches from the table edge. The opposing player then deploys a division along the other long table edge. Players take turns deploying divisions until all forces are deployed.

Games will be won by players breaking their opponents army morale (page 102 of the rules). If neither side breaks in the allotted time then the game is a draw.

SUNDAY GAME

Players will again marshal at the convention centre at 9:00 for the Sunday game which will commence at 9:30am and be completed by 2:30pm with an hour allocated for lunch.

The highest scoring player from the previous day will choose a long table edge and each player on their side will deploy a division up to 12 inches from the table edge. Each player on the opposing side will then deploy a division along the other long table edge and the teams will continue to deploy divisions in this manner until all forces are deployed.

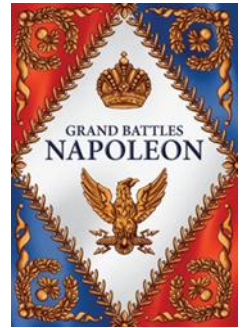
TERRAIN

The following table provides a summary of terrain effects. If it's not on the table (eg a wheat field) then there is no effect and that particular terrain piece is only there for aesthetics.

Terrain Types	Area					Obstacles				
	R1	I	DS	LOS	CV	R1	I	DS	LOS	CV
Hill				Y						
Woods	Y		Y	Y	H					
BUA	Y	Y*	Y	Y	H					
Hedge						Y		Y		S
Stone Wall						Y		Y		H
Plowed or Mud Field	Y		Y							
Ford						Y		Y		
Bridge									Y	
Stream						Y	Ya	Y		S
R1=Rough -1 inch move, I=Impassible, DS=Disorder, LOS=Blocked Line of Sight, CV=Cover Y=Yes, Y*=Cavalry only, Ya=Artillery only, S=Soft Cover, H=Hard Cover Soft Cover = bonus in melee only, Hard Cover = bonus in melee and shooting										

PRIZES

It is our intent to mark the occasion with some type of trophy/medal provided to the tournament winner, runner up, best and fairest and lowest scoring players as well as a campaign medal for each player. The details of these are currently being finalised.



COST AND REGISTRATION

Cost will be \$40.00 per player for the two day event.

Register your interest at www.briscon.com.au.

ARMY LIST SUBMISSION

Army lists to be submitted by 15th April to the event organiser for checking and also to assist the organiser to even the team numbers and to work out the draws for Saturday. Where possible players will be matched against people who they haven't played before to facilitate participants getting to know each other.

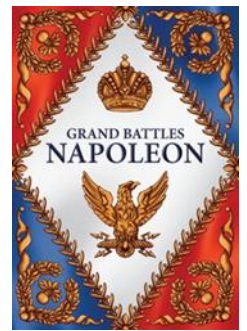
An outline Army List Submission form is provided at the end of this document. It is filled in with example data. Please remove the example data (in *italics green*) and replace with your details.

Please add or remove rows to the table and or change the submission form as appropriate.

The format isn't too important but rather the purpose is to convey to the event organiser what force you'll be bringing (for points checking and evening out the number of players on each side), your contact details (just in case you need to be contacted) and who your typical opponents are (so you can be matched against someone else).

EVENT ORGANISER CONTACT DETAILS

Please either email myself (tim.d.crane@gmail.com) or PM Bryce Simon on Facebook with any queries.



BRISCON 2022 – GRAND BATTLES NAPOLEON

ARMY LIST

PLAYER DETAILS

Player Name: *Napoleon Bonaparte*
Player Phone Number: *8675309*
Player Email: *napoleon.bonaparte@gmail.com*
Players Typical Opponents Names: *Arthur Wellesley, Blucher, Archduke Charles, Tsar Alexander*

ARMY LIST

Nation: <i>France</i>	Points
Army General: <i>Class 0, Average, 10" Command Range</i>	<i>10</i>
1st Division – Infantry Division	
- Average General (5+ Response, 3" Command Range)	<i>0</i>
- 4 Line Regiments + 8 Screens	<i>160</i>
- 1 6# Battery	<i>35</i>
2nd Division – Infantry Division	
- Average General (5+ Response, 3" Command Range)	<i>0</i>
- 4 Line Regiments + 5 Screens	<i>145</i>
- 1 6# Battery	<i>35</i>
Light Cavalry Division	
- Poor General (6+ Response, 2" Command Range)	<i>-15</i>
- 2 Chasseur Regiments (Standard)	<i>70</i>
Cuirassier Division	
- Average General (5+ Response, 3" Command Range)	<i>0</i>
- 2 Cuirassier Regiments	<i>160</i>
Total Points	<i>600</i>