



The Downfall of Boney

28mm Lasalle Tournament - BattleCry 2012



Tournament for 28mm scale armies using Lasalle rules themed for 1813-1815 i.e. "*The Downfall of Boney*" (Note: Earlier armies will be allowed if a player wishing to participate has no other option – but we ask that entrants get into the “swing of things” as best as possible and enter a suitable army if they can or as close to it as possible otherwise).

Organisers & Playing Umpires are John Moher & Campbell Millar (AWC).

Army Selection

- Armies to be purchased using the latest version (1.21) of the AWC Points System developed by Campbell Millar & John Moher. This is available at <http://wargaming.info/2011/a-lasalle-points-system-our-latest-draft/> and may be updated up until the 30 January 2012 so the current version as of 01 February 2012 is what will be used for the Tournament. Armies are to total 225 points including Attack/Defence bonus cost (which should approximate the size of a typical AB List +2 Support options).
- Armies should be based on Historical OOBs and the source cited when the list is submitted. Armies may be based on the generic AB Lists in Lasalle if the player has no other option (i.e. has insufficient troops to do an actual historical force) but players are asked to do their best to present historical forces. Special Rules, Sub-Commander Quality, Divisional Attack/Defence Bonuses, etc, will all be as per the AB Lists in Lasalle.
- This will be a "visual" event - so figures & models must all be painted and reasonably based and represent what they purport to be (i.e. you can get away with incorrect facing colours if absolutely necessary but no fielding Portuguese Caçadores as 1815 Brunswickers, or troops in the wrong colour uniforms or wrong type of headgear, or other blatantly substituted units, and such like). Unpainted troops or figures stuck on plain cardboard or such won't be acceptable, after all Napoleonic is all about the visual appearance. ☺
- 1BW will be 50mm and where possible armies should consequently be on 50mm bases (but other sizes will be accepted as needed).

Terrain

- Table sized is planned to be 8' x 6' (2.4m x 1.8m).
- Fixed terrain will be used to reduce set-up time – tables will be pre-planned layouts and will not change.
- Players are asked to bring some terrain to contribute towards table layouts – the actual layouts will be finalised a few days prior to the tournament and the organisers will then confirm with players what terrain they need to bring (to save lugging unnecessary items).
- Also all terrain provided should be of a suitable standard as well (i.e. no shaggy bits of felt that have been stuffed in the back of your undies for 10 years and then rolled out with a single 30-year old model railway tree on please).

Tournament Draw

- There will be 2 rounds per day of approximately 3.5 to 4 hours each (shorter rounds won't be attempted due to the larger armies than previous tournaments).
- Day 1 will feature a stylised Round Robin to match players with opponents they normally would never play for the first 2 rounds. The Round 1 draw will be published pre-tournament (e.g. probably the Thursday Night 16 February).



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- Day 2 will use a hybrid Swiss-Chess Draw for rounds 3 & 4 with players ranked by their results from Day 1 and paired off (round 3 will be true Swiss Chess, e.g. 1 plays 4, 2 plays 5, 3 plays 6, etc, but the final round 4 will be the closest highest ranked opponent they haven't yet played). In cases of ties and such players will be paired off against people they wouldn't normally play wherever possible.

Game Set-Up

1. Both sides will nominate Attack/Defence as normal and if a dice off is required apply their relevant modifier to determine the nominal attacker or defender. The defender will make the usual choice of pick side/deploy first or not, and deployment zones will be as per normal for each role.
2. Both sides will deploy an objective marker in their opponent's set-up zone and both may then move the other marker up to 8BW (as per page 91). Markers must always be in open ground or on a road (they may not be in rough terrain or buildings or such – on a open hill is okay though). Objectives do not affect Morale as per normal Lasalle but instead add a bonus tournament result (see below).
3. Players then deploy their armies in the appropriate sequence – and both sides will use their full army (i.e. the Defender will not have his force reduced because he is the Defender) – then the Attacker commences the first turn as usual.

Scoring

Games results will be determined as per Lasalle rulebook (Page 67 – including Pursuit). Results will be scored as follows:

- Decisive Victory: Victor 4 points Defeated 0 points
- Marginal Victory: Victor 3 points Defeated 1 point
- Drawn Game: Both Sides 2 points
- Objective Bonus: +1 point (if you have uncontested control of both objectives at the game's end as per page 91 you get the bonus – however limbered artillery are never considered for determining control of any objectives).

Too Few Players

In the unlikely event we get less than 6 entrants we will play a 2 round tournament on Saturday as above, and then on Sunday potentially ad-lib a large game involving all players, etc...

Special Tournament Rules

1. When an infantry unit not in Square is being attacked by cavalry (page 57) the Infantry only halve dice if they and the cavalry are both in Open Ground.

Lasalle AB Rules That Will Be In Use

- Officer Tactics and Casualties (page 72)
- Creating Irregular Units (page 74)
- Superior Commander (page 75) – if paid for.
- Entrenchments (page 75) – if paid for.
- Linear Tactics (page 75) – must be paid for in unit costs.
- Send in the Guards (page 75) – if paid for.



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- Unpredictable (page 76) – must be paid for in unit costs.
- Home Field Advantage (page 76) – must be paid for if applicable.
- Rifle Volleys (page 76) – must be paid for in unit costs.

Lasalle Optional or Add-On Rules That Will Be In Use

- Splitting Musketry Fire Between Two Targets (page 80)
- Howitzer and Rocket Batteries (page 81)
- Obstacles: A Simpler Alternative Rule (download) – i.e. Linear obstacles are Rough Ground.
- I'm With Stupid (download)
- Changing Formation Near the Enemy (download)

Lasalle Advanced or Optional Rules not in use

The following won't be in use for the tournament: Engineering; Continuing Games and Campaigns; Compressed Artillery; Forming Line by Platoons; Impetuous Cavalry, Capturing the Baggage, and Nobility Points.

Note: Impetuous Cavalry is not being used solely because we have not yet determined how to cost it in the point system.