

# Call to Arms 2024

## Glory is Fleeting – 15mm Napoleonic competition

**Rules:** Glory is Fleeting edition 1.0

**Table size:** 6 x 4 feet.

**Points and lists:** One list of 1000 points from any of the published lists. Email your list to the umpire before 19 August.

**Umpire:** Philip Abela [pabela@xtra.co.nz](mailto:pabela@xtra.co.nz)

**Rounds:** Four rounds of 3 ½ hours each.

Two games each day on Saturday and Sunday.

Games run from 9am-12.30pm and 1.30-5pm each day.

**Awards:** 1st, 2nd, and 3rd place, and Players' Choice (as voted by all the players)

### Other conditions:

1. A minimum of 6 players is needed by the close-off date. The umpire will play if there is an odd number of players.
2. Players to bring their own armies and terrain pieces for the game. Figures must be recognisable representations of the units being depicted.
3. The initial draw for the first round will be done at 8.45am on Saturday. Opponents will be selected randomly except that players will not be drawn against someone from the same town if avoidable. Subsequent rounds will match players on the closest score who have not already played each other.
4. The umpire will call time after 3 ½ hours. If a Firing, Combat or End Phase has begun, play to the end of that phase but do not play any other phases. Then go to Victory and defeat on page 77 for the result of the game.

The rules and lists are available as a free PDF from the Glory is Fleeting Facebook group <https://www.facebook.com/groups/gloryisfleeting>

Hard copies of the rules and lists are available from Amazon.