



The Italian wargame federation is pleased to present the first edition of the world individual Art de la Guerre Renaissance. This is a first in our game, the event will be curated by the creator of the rules Simon Leray Mayer whom we thank for the availability and friendship below the rules:

ADLG-R 15mm

220 points

This tournament will use the V4 of ADLG and the Renaissance September 2023 supplement including any errata up to April 2024.

The ADLG-R Supplement, QRS, Army lists and Army List spreadsheets can be found on the ADLG-R Facebook forum, the ADLG Forum or at <https://tinyurl.com/y6xnay3u>

The games will last 2h and 30' with a minimum of 7 turns per player. The first 2 hours of play will be announced and at 2 h 15 minutes players will start blitz turns if necessary. Players will ensure that a game does not last longer than the stipulated time The referee reserves the decision to end the game as it is at 2h:30 minutes.

Each BLITZ TURN for each player will be done as follows:

3 timed minutes to perform movements.

Resolution of shots and combats.

6 Games:

1st. Friday start at 18.00

3 games Saturday, starting at 09.00

2 games Sunday starting at 08.30



Theme

The fight for Europe

Any army from 1 - 58

Army lists due by the 9/6/2024

List Checker Simon, [the.urban.bunny@gmail.com](mailto:the.urban.bunny@gmail.com)