



WARHORSE DIVISION

To: All El Degüello Tournament Players

From: Col. J. Ellis, CO 4th Division, I Corp, AoG
Officer Commanding
El Degüello Tournament

Re: El Degüello Tournament Rules

Sirs:



The El Degüello Tournament is open to ACWGC Officers with access to HPS Antietam.

Background

El Degüello is a bugle call signaling that no quarter will be given in the assault. It is said to have been played before the gates of the Alamo. (Listen to: ["El Degüello"](#)) In the El Degüello Tournament officers will play two modified mirror match Preliminary Rounds with the highest Victory Point totals advancing to Semi-Final and Final Rounds. Points will be awarded based on enemy killed and material destroyed in each battle.

The El Degüello Tournament is an ACWGC sanctioned tournament. ACWGC Rule 5.3.2. allowing mirror matches to be treated as regular battles for DoR records has been approved by the Chief of Armies of both military groups.

Tournament Rules

1. All contestants will be required to have access to HPS Antietam. The Tournament is limited to 10 players from each military group (USA and CSA). Officers will be registered on a first-come-first-served basis.
2. No Surrenders will be allowed. All scenario turns will be played.
3. An Umpire will score all battles and confirm the results with both officers. Unfinished battles will be scored based on results at the last day of the Round. Scoring decisions of the Umpire are final.
4. A “.bte” file must be submitted to an Umpire for scoring at the conclusion of each battle. All files for a Round must be submitted no later than the last day of the month designated for the Round in the Tournament Schedule.
5. At the conclusion of each battle, each player will be awarded Victory Points (VPs) equal to the sum of the scenario point value of all Losses inflicted on the enemy as shown in the Victory Dialog of the Scenario Information drop down menu. No VPs will be awarded



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for objective hexes.

6. The tournament will consist of two (2) Preliminary Rounds, a Semi Final Round and a Final Round. Each Round will consist of two (2) battles.
7. A scenario will be designated for each Round. Each officer will be assigned an opponent and side (USA or CSA) for each battle. Each contestant will play both the USA and CSA side of the designated scenario in each Round.
8. The 4 Players with the highest cumulative VP totals at the conclusion of the Preliminary Round will advance to a Semi-Final Round. The two players with the highest cumulative VP totals from the semi-final battles will advance to the Final Round.
9. Ties will be decided based on the highest cumulative point loss value for losses inflicted during the Round on enemy Infantry. If the officers are still tied, then the officer having inflicted the highest cumulative point loss during the round on enemy Cavalry will be the winner; if the officers are still tied, then the officer having inflicted the highest cumulative point loss during the round on enemy Artillery will be the winner.
10. Players will be allowed to report all tournament scenarios played as Battles in DoR records, regardless of the opponent, outcome or tournament score. All battles should be registered at the DoR in the normal manner.
11. Replacment officers will be allowed to join the tournament and assume the command of any player who is unable to continue or who has not responded to e-mail for thirty (30) days. All replacements must be approved by an Umpire.
12. Players will conduct themselves as Officers and Gentlemen, except that No Quarter should be expected in each battle.

Scenarios

Round 1 – Battle of Groveton 026 2BR_Groveton V.3 (10 Turns)

Round 2 - Antietam North Woods 043 Ant_North Woods (Historical 16 Turns)

Semi Final Round – Henry Hill Variant 013 1BR_Henry Hill V.1 (12 Turns)

Final Round – Battle of Cedar Mountain 053 CM_Cedar Mountain (Historical 21 Turns)



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Scenario Optional Rules

Tournament Scenarios will be played with the following Optional Rules Dialog settings:



Tournament Schedule

Battle Start and End Dates for Each Round

- December 1, 2009 Registration Opens**
- December 31, 2009 Brackets established and players notified**
- January 1, 2010 Round 1 Battles commence**
- February 28, 2010 Round 1 Battles conclude**
- March 1, 2010 Round 2 Battles commence**
- April 30, 2010 Round 2 Battles conclude**
- June 1, 2010 Semi Final Battles commence**
- July 31, 2010 Semi Final Battles conclude**
- August 1, 2010 Final Battle commence**
- September 30, 2010 Final Battles conclude**
- October 1, 2010 Champion announced**



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Tournament Brackets

Round 1 – Battle of Groveton 026 2BR_Groveton V.3 (10 Turns)

Battle 1

Playing USA Side		v.	Playing CSA Side		Game No.	USA VP Score	CSA VP Score
Player No.	Name		Player No.	Name			
1	Shaw	v.	11	Hulinsky	1		
2	Ringbloom	v.	12	Beacco	2		
3	Groce	v.	13	Barnard	3		
4	Killeen	v.	14	Gandt	4		
5	Gleason	v.	15	Magnus	5		
6	Miller	v.	16	Kunz	6		
7	Thompson	v.	17	Adams	7		
8	Butley	v.	18	Weir	8		
9	Jones	v.	19	Kuhlmann	9		
10	Brennan	v.	20	Bonferroni	10		

Battle 2

Playing USA Side		v.	Playing CSA Side		Game No.	USA VP Score	CSA VP Score
Player No.	Name		Player No.	Name			
11	Hulinsky	v.	2	Ringbloom	11		
12	Beacco	v.	3	Groce	12		
13	Barnard	v.	4	Killeen	13		
14	Gandt	v.	5	Gleason	14		
15	Magnus	v.	6	Miller	15		
16	Kunz	v.	7	Thompson	16		
17	Adams	v.	8	Butley	17		
18	Weir	v.	9	Jones	18		
19	Kuhlmann	v.	10	Brennan	19		
20	Bonferroni	v.	1	Shaw	20		



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Round 2 - Antietam North Woods 043 Ant_North Woods (Historical 16 Turns)

Battle 1

Playing USA Side		Playing CSA Side		Game No.	USA VP Score	CSA VP Score
Player No.	Name	Player No.	Name			
1	Shaw	v.	12	Beacco	21	
2	Ringbloom	v.	13	Barnard	22	
3	Groce	v.	14	Gandt	23	
4	Killeen	v.	15	Magnus	24	
5	Gleason	v.	16	Kunz	25	
6	Miller	v.	17	Adams	26	
7	Thompson	v.	18	Weir	27	
8	Butley	v.	19	Kuhlmann	28	
9	Jones	v.	20	Bonferroni	29	
10	Brennan	v.	11	Hulinsky	30	

Battle 2

Playing USA Side		Playing CSA Side		Game No.	USA VP Score	CSA VP Score
Player No.	Name	Player No.	Name			
12	Beacco	v.	4	Killeen	31	
13	Barnard	v.	5	Gleason	32	
14	Gandt	v.	6	Miller	33	
15	Magnus	v.	7	Thompson	34	
16	Kunz	v.	8	Butley	35	
17	Adams	v.	9	Jones	36	
18	Weir	v.	10	Brennan	37	
19	Kuhlmann	v.	1	Shaw	38	
20	Bonferroni	v.	2	Ringbloom	39	
11	Hulinsky	v.	3	Groce	40	



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Semi Final Round – Henry Hill Variant 013 1BR_Henry Hill V.1 (12 Turns)

Battle 1

USA Player No.	v.	CSA Player No.	Game No.	USA VP Score	CSA VP Score
TBA	v.	TBA	41		
TBA	v.	TBA	42		

Battle 2

USA Player No.	v.	CSA Player No.	Game No.	USA VP Score	CSA VP Score
TBA	v.	TBA	43		
TBA	v.	TBA	44		

Final Round – Battle of Cedar Mountain 053 CM_Cedar Mountain (Historical 21 Turns)

Battle 1

USA Player No.	v.	CSA Player No.	Game No.	USA VP Score	CSA VP Score
TBA	v.	TBA	45		

Battle 2

USA Player No.	v.	CSA Player No.	Game No.	USA VP Score	CSA VP Score
TBA	v.	1	46		

ACWGC Approved Ribbons and Medals

Each Officer participating as a Player or Umpire will receive The El Degüello Tournament Campaign Ribbon.



The Highest Scoring USA Officer will receive the Kearny Cross.

The Highest Scoring CSA Officer will receive the Stonewall Jackson Medal





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ACWGC Rule Section 5 GAMING**5.3 Mirror Matches**

5.3.2 OBD Points. Points will be awarded for both games of a mirror match. If the match is between officers of different military groups, full points will be awarded. If officers from the same military group are on opposite sides the games of the match will be considered maneuvers and the points awarded divided by 2. (Exception: Tournaments approved by the CoA's of both military groups may use mirror matches that count as regular battles even though, during certain matches of that tournament, two officers of the same side may end up facing each other.)

Respectfully Submitted,

Col. Jon Ellis
Officer Commanding
4/I/AoG