

Warfare 2018

Warhammer 40,000 Rulespack v1.0.2

Introduction

Warfare is the Wargames Association of Reading's annual wargaming show. This year the show is being held on the 17th and 18th November at the Rivermead Leisure Centre (the same place as in previous years). As part of the show we run a number of Tournaments, including Warhammer 40,000. This document contains everything (hopefully) you need to know to take part.

Tickets

Tickets can be bought online from: <https://wargamesreading.co.uk/product/warhammer-40k-warfare-tournament/>
Tickets are £25 (£20 if purchased before the end of August) and includes show entrance. When booking your tickets please ensure that we have your correct name(s) and email address, so we can keep you informed of any changes to the event. You can also keep up with us by following our event page on Facebook. It can be found here: <https://www.facebook.com/events/840843576088353/>

If you have any questions regarding the rules pack including army composition please email the organizers at djhendrsn@googlemail.com.

Timings

These are currently provisional and subject to change.

Saturday 17th November

0845-0920 Registration
0920-0930 Welcome and Briefing
0930-1200 Game 1
1200-1245 Lunch Break
1245-1515 Game 2
1515-1530 Break
1530-1800 Game 3

Sunday 18th November

0915-0930 Arrival and Briefing
0930-1200 Game 4
1200-1330 Lunch Break
1330-1600 Game 5
1615ish Awards

Please note that lunch on Sunday is longer to allow you enough time to view the rest of the show. Although we encourage you to look around if your games end early please ensure that you arrive back 5 minutes before the start of the next round to ensure that the event runs to time. Anyone who arrives more than 5 minutes late to a round will incur a points penalty.

You will need

- Your fully painted, based and WYSIWYG army (see page 2 for more details)
- Rulebook, Chapter Approved 2017*
- Any Codexes/Indexes and FAQs you require to play your army*
- Dice
- Tape Measure
- Wound Trackers- if you don't have these but need some we recommend www.woundwang.com
- 6 Objective markers, numbered 1-6
- Tactical Objective Cards
- A Copy of this Rulespack*
- A Copy of the Missions Document*
- Glue for battlefield repairs
- Pens (knowing how many I lost last year 100 might be enough)

*For those of you who like trees or who've just joined the 21st century you don't have to bring paper copies of any of these. Please make sure that the device you are using is fully charged and able to last a full day of gaming. However we can't guarantee that there will be any available plugs for the charging of devices at Warfare, so please plan accordingly.

Army Restrictions

- Any Codex may be used providing the Codex FAQ has been released by 2nd November.
- All armies are to be battle-forged and chosen to a maximum of 2000 points
- Your army may contain up to 3 detachments, and may not contain more than 3 of any non troops, non dedicated transport unit.
- The Beta Matched Play rule for Battle Brothers will be in effect
- No model chosen may have greater than 29 wounds.
- Due to space considerations the only Fortification choices that may be used are those listed below. In all cases you must use the official model(s) unless you get prior permission.
 - Aegis Defence Line
 - Imperial Bunker
 - Imperial/Chaos Bastion
 - Vengeance Weapon Battery
 - Imperial Defence Line
 - Firestorm Redoubt
 - Tidewall Shieldline
 - Tidewall Gunrig
 - Tidewall Droneport
 - Sporocyst
- Imperial Armour (IA) rules and army lists are permitted providing the rules are not experimental. Please ensure you have the most up to date version of the rules with you.
- Included in your list should be the following:
 - Who is your Warlord and which Trait they are using.
 - Which powers (Psychic, C'Tan etc.) each of your units/characters knows.
 - The replacements for the bracketed keywords in each detachment, and in the case of those armies without a default trait, which trait you will be using.
 - What Relic(s) you are using and which Character(s) are carrying them.
 - What pre-deployment Stratagems your army is using (e.g. Extra Relic ones)
 - The numbers of the 6 Maelstrom cards you are removing from the deck. (see page 4)
 - If any of these are missing then it will be assumed that you don't wish to have the associated benefit and you will play without so please double check that you have included everything in your list before submitting. I have 50ish lists to check, I will get very bored very quickly reminding you to include this stuff!

All lists should be emailed to djhendrsn@googlemail.com by midnight on the 2nd November for checking. If you submit your list late you will receive a 20 points penalty and if you fail to submit your list completely then you will be disqualified from the event and you will score 0. Although there is no set list format that we require, lists should be submitted as a .doc, .pdf, or .xls (or equivalent) file type. If I can't read your file type, then I can't check it and you will be asked to resubmit it. This may cause you to get a late list penalty. Once you have submitted a legal list you may not change it for any reason.

House Rules

- Unless using a stratagem that generates command points. No more than 1 command point may be gained per turn. No command points may be regained from stratagems that are used before the first battle round.
- Command Points cap at 10. At no point can you have more than 10 command points. Any additional command points above 10 you generate from detachments are lost. They can be used to 'fund' Auxiliary support detachments though.
- The Beta rules for Tactical reserves and Battle Brothers will be used.
- Any model with the 'Airbourne' special rule counts as having the Flyer battlefield role during games.
- Any Model with the Flyer battlefield role cannot be repaired using special rules from models that do not **Fly**.
- Any card or ability that scores D3 Victory Points automatically scores 2.
- Don't be a dick!

Army Painting and WYSIWYG

All models in your army must be fully painted and based to be used in Warfare. By this we mean that every part of the model looks painted. Bases (other than the clear flying stands) should be completely textured and painted in some way. If you have to ask if your army is fully painted or not the chances are that it isn't.

In the same way Proxies are not allowed and all models must be WYSIWYG. Again if you have to ask if your army is WYSIWYG then the chances are that it isn't. Conversions are fine and are in fact encouraged, but please make sure it's clear what the model is. Modelling for an advantage is however not allowed, we all want to see and play against cool looking armies but if you have clearly done a conversion or modelled a unit to be considerably bigger or smaller than the original please be prepared to use the size of the official model when determining line of sight to/from/past them and for determining cover saves.

In light of player feedback from previous years any player using a count-as models or armies must email pictures of their models to the organizers to check their suitability. Please do this even if you've used these models without issue in other events or at previous Warfares.

When it comes to base sizes please feel free to use whatever base size you feel the model fits on, but if in doubt use the base the model was supplied with. All non-vehicle models, skimmers and walkers must be based, regardless of whether or not they are supplied with one.

Any models that do not meet these minimum standards will be removed from play and counted as destroyed. Please note that this year no excuses will be tolerated; if you're unsure whether your models/army falls foul of these restrictions then check with the organizers prior to the event.

Traits and Painting/Modelling

To prevent confusion if you wish to use a named chapter/regiment/craftworld/etc. then your army must be painted and/or modelled appropriately. This means that Ultramarines are blue, Imperial Fists are yellow etc. If you're unsure whether your army fits this criteria please email the organizers with pictures and we will check this for you. Official Successor Chapters (other than Black Templars) must use the appropriate codex and chapter tactics for their parent chapter where known.

If your chapter/legion etc. has an official variant colour scheme such as the pre-heresy ones then you can use those. We hope that anyone coming to the event will have enough knowledge of the background to work that out for themselves, but it might be helpful if you could provide source material for those more obscure ones.

Remember there is a subtle difference between having a trait/doctrine/obsession/etc. and having the associated keyword. You can designate your home-brew chapter/regiment/craftworld/etc to have whatever trait/doctrine/obsession/etc you like (subject to the rules of the codex), what you can't do is call your home-brew chapter Ultramarines and use their warlord trait and/or keyword specific Relic since you aren't Ultramarines.

Scoring and Matchups

This year at Warfare we will be using a positive scoring system. This means that the tournament points you score will be proportional to the number of victory points you score in your games. Each round will be worth 1000 points and you will allocated a percentage of those equal to the percentage of the points you scored compared with the total number of points scored in the round.

So if John Doe scored 20 victory points in his game and the total number of victory points scored by all players in the round is 250 then he will score 80 tournament points.

Scorecards

When Filling in your score card please fill in both your score and your opponents. Also fill in the stars at the bottom of the card to say how fun your game was. A 1 star rating would be for the worst opponent ever whereas a 10 star rating is for one of the best. Please don't take into consideration how badly your/your opponent's luck was or if it was a bad match-up. This is purely a gauge of how fun your opponent is to play. When completed please hand your completed scorecard into the desk. **Do not also hand in your opponents scorecard. He/she can do that him/herself!**

Slow Play

We think that 2.5 hours should be more than enough time to at least finish 5 turns at 2000 points. Even the rule book say that that's the case! If you are playing slowly then you are only penalising your own score (and that of your opponent) as if you only make it to turns 2 you will only score 2 turns worth of points which will put you at a distinct disadvantage compared to those players who make it to turn 5 and score 5 turns worth of points. If you feel your opponent is playing overly slowly then please come and speak to a judge.

Matchups

In rounds 2-5 we will be using the Swiss system to make sure that you are playing people with roughly the same number of points as you.

In round 1 you will be randomly assigned an opponent, although we will try our hardest to make sure that members of the same club or those people with the same army don't play each other, this may not be possible especially if you're a member of multiple clubs.

Missions

Missions have been custom written for the event and incorporate design elements of both Maelstrom and Eternal war missions. The missions document is available here:

Tactical Objective Cards

Some of these missions will be using Tactical Objectives. Due to the impracticalities of rolling dice to generate these you **MUST** bring a set of Tactical Objective cards. If you do not bring these cards, then you will not be able to generate any tactical objectives. This *may* lead to some low scores for you in your games...

Modified Deck

At Warfare we will be using a slightly modified deck for all the missions with tactical objectives. You must remove card 66- 'Priority Orders Received' and you may remove up to 5 additional tactical objectives. When submitting your army list you need to also submit a list of the objectives numbers that you are removing from the deck. If you fail to do so, then you will be using a 35 card deck.

Objective Markers

When placing numbered objective markers make sure that the numbers of the objectives are randomly allocated and not revealed to either player until the start of turn 1.

Mission Impossible

If during the course of your game you generate an impossible tactical objective, you cannot re-generate it. The modified deck rule above is designed so you can remove those cards that you can't do.