

Warfare 2019- Age of Sigmar Rulespack

Introduction

Warfare is the Wargames Association of Reading's annual wargaming show. This year the show is being held on the 16th and 17th November at the Rivermead Leisure Centre (the same place as in previous years). As part of the show we run several Tournaments, including Warhammer, Age of Sigmar. This document contains everything (hopefully) you need to know to take part.

This document is as final as possible but may need to be altered if/when future publications are released. If you have any questions regarding the rules pack including army composition, please email the organizers at tournaments@wargamesreading.com.

Tickets

Tickets are £30 (£25 if purchased before the end of August) and includes show entrance. They can be bought online from: <https://wargamesreading.co.uk/product/warfare-2019-age-of-sigmar-tournament-ticket/>

When booking your tickets please ensure that we have your correct name(s) and email address(es), so we can keep you informed of any changes to the event. Refunds can only be given up to the 19th October.

Schedule

Saturday 16th November

0830-0905 Arrival and Registration
0905-0915 Welcome and Briefing
0915-1145 Game 1
1145-1230 Lunch Break
1230-1500 Game 2
1500-1515 Break
1515-1745 Game 3
1815 Centre Closes

Sunday 17th November

0900-0920 Arrival
0920-0930 Briefing (if needed)
0930-1200 Game 4
1200-1330 Lunch Break and Painting Judging
1330-1600 Game 5
1615 (ish) Awards

Note that like previous years that lunch has extended on the Sunday so you can look round the show and make any purchases that you want to make. Obviously feel free to look round at other times but please make sure that

you are back 5 minutes before the start of the next round. Anyone who is more than 10 minutes late for the start of a game will be considered to have forfeited that round and will score nothing.

What to Bring

- Your fully painted and based army
- Your submitted army list*
- General's Handbook, Battletomes, FAQs, Supplements etc. that you need to play your army. If you can't show a rule, then you can't use that rule.*
- Tape measure
- Dice**
- Wound Trackers- if you don't have these but need some, we recommend www.woundwang.com
- 4 Objective markers
- Glue for Battlefield repairs
- Pen(s) for recording results

*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. However, we can't guarantee that there will be any available plugs for the charging of devices at Warfare, so please plan accordingly and make sure that the device you are using is fully charged and able to last a full day of gaming.

**A note on dice. I know we all have our own special dice that we like to use but since at Warfare you may be playing people you don't know please can you ensure that any dice you are using only have symbols on either the 1s or 6s. At the start of the game let your opponent know which facing the symbols are on. If you have symbols on both facings, then all dice with symbols count their symbols as being on the 1s regardless of the actual side they are on.

Army Restrictions

You may spend up to 2000 points on your army, following the restrictions laid out in the General's Handbook 2019 (assuming it's released) for a Battlehost. You may use any Battletome/Grand Alliance book, providing that the FAQ for the book has been released before the 2nd November 2018.

All lists must be emailed by midnight on the 1st November to

armylist@wargamesreading.co.uk for list checking. In your list you must note who is the army general, which hero(es) have magic items and state your allegiance. Any lists received late or incorrect will incur a points penalty.

House Rules

- A spell is only considered to be successfully cast if it has a legal target.
- Don't be a dick

Scoring

This year we will be using a progressive scoring system where you score more points the more points you score compared to your opponent. The table below shows the percentage margin of difference required to score that number of points. The loser will score 30 minus the winner's score.

Percentage Win	Points
0 (Draw)	15
≥25	16
≥50	18
≥75	21
≥100	25
<100	30

Hidden Agendas

In addition to the normal victory conditions you will have a list of 12 hidden agendas to complete over the course of the weekend. At the start of each game (before rolling for table sides) pick two of the agendas in secret. Regardless of success or failure you may not attempt to do the same hidden agenda twice. The hidden agendas are available from Warhammer Community here: https://whc-cdn.games-workshop.com/wp-content/uploads/2018/09/AoS2_GHB19_Hidden_Agendas_Download-1-1.pdf

At the end of the game note down whether you completed your hidden agendas for the game on the scorecard. At the end of the tournament you will receive points according to how many of these you completed during the weekend. One completed mission will get you 1pt, Two 3pts, Three 6pts, Four 10pts and Five 15pts etc.

Army painting and WYSIWYG

All models in your army must be fully painted and based to be used in Warfare. 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 and that it fits the theme of the Mortal Realms. 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. 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 or an appropriate round/oval base. All models must have a base.

Any models that do not meet these minimum standards will be removed from play and counted as destroyed at the end of the game.

Tables and Realms

At Warfare this year we are going to improve the standard of the scenery to better represent the mortal realms. Because of this we are going to have at least 1 table to represent each playable realm (at time of writing there we have 18 players so 2 realms will be doubled up). On each table there will be a table guide which details which realm the table represents and has all the scenery rules you'll need for the game. Only use the rules written on the sheet not any additional rules/spells detailed in the rulebook/malign sorcery.

Due to the extra special rules for the tables this year we are going to try and make sure that no-one plays on the same table twice. If you are playing on a table that you have played on before then please let the organisers know and they will move you to a different table.