



Warfare 2020

Swordpoint Tournament

Player Pack

Warfare Information:

Warfare, is Reading Wargames Association's annual wargames show. This year, it is being held on the 14th and 15th November 2020 in the Grandstand at Ascot Racecourse, Ascot.

General Admission Opening times:

Saturday 10am to 5pm Sunday

10am to 4pm

Event Information:

Entry is £30 per person (£35 after September) and includes show entrance. Please book your tickets via the Wargames Association of Reading website.

<https://wargamesreading.co.uk/product-category/wartickets>

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.

Cancelations/refunds - can only be given up to 31st October 2020.

For any more information please contact: tournaments@wargamesassociationreading.co.uk

Tournament Schedule:

This will be a singles event using the "Classical" and "To The Ends Of The Earth" supplements.

The most recent version of the Swordpoint Rules and official errata will be used, so please familiarize yourself with any changes.

Players will play four games (two on Saturday and two on Sunday). Please ensure that you are at your table in time for each game.

Game 1 will be pre drawn.

PLEASE NOTE: All games will begin in the MOVEMENT PHASE.

Each player must select one of their four secondary objectives before deployment.



Saturday:

Registration 08:30 to 09:15

Player Briefing: 09:15

Game 1 9:30 to 12:00 Meeting Engagement

Terrain is pre-set. Players dice for choice of table side. There are no pre-battle moves in this scenario.

The Stratagem rule may be used. If option 1 is chosen then you may select a hill, wood or piece of difficult terrain provided by the tournament organiser.

Before the game begins both players make a list of all the units in their army, excluding Commanders. Each player's list represents his marching order, with the units at the top of the list at the front of the column. Once players have completed their marching order, the player with the most units deploys the first unit from his list, then his opponent deploys the first unit from his list. The players continue to alternate deploying units until all troops are deployed. Note, Commanders are deployed last as one entry after all other troops have been deployed.

Units can be placed anywhere on the player's own half of the table but not within 6" of the centre line or within 18" of an enemy unit that has already been placed.

The game is played to the time limit or until Army Break Point, whichever comes first.

Game 2 13:30 to 16:00 Hidden Deployment

Terrain is pre-set. Players dice for choice of table side.

Each player makes a sketch of the battlefield upon which he indicates where his various units will be deployed. Once both players have completed their maps they are revealed to their opponent and the armies are set out as indicated on the map. Armies are deployed no closer than 24" to each other and only skirmishers may be closer than 12" to the side edges of the table.

Once both sides have completed deployment, all skirmishers not falling into one of the two following categories may be moved 4" (infantry) or 8" (cavalry) further onto the table. Next Mounted Infantry may be moved in accordance with the Riding Horses and Riding Camels rules. Finally, troops with the Special Deployment rule may be moved in accordance with that rule.

The game is played to the time limit or until Army Break Point, whichever comes first.

Sunday:

Game 1 9:30 to 12:00 Out scouted

Terrain is pre-set.

For the purposes of this scenario, each mounted Skirmish base counts as 3 Scouting Points, and each foot Skirmish base counts as 1 Scouting Point. Note that skirmishing units of less than 3 bases may not claim the Scouting points.

Compare Scouting Points. If one army has 50% more Scouting Points than the other, then it out scouts its opponent. Otherwise, roll a D6, highest scorer out scouts the other



player. The out scouting side chooses which table side to deploy on. All units must commence the game no more than 12" from their own table edge.

Starting with the out scouted player, each in turn deploys a skirmisher unit until **both players have placed all of their skirmishers**. The out scouted player then deploys all of his remaining troops, before his opponent does likewise. The out scouting player may then move his skirmish units and Mounted Infantry as in the Hidden Deployment scenario, before the out scouted player moves any units with the Special Deployment rule. Finally the out scouting player moves his units with the Special Deployment rule.

The game is played to the time limit or until Army Break Point, whichever comes first.

Game 2 **13:00 to 15:30 Hidden Deployment**
Rules are as per game 2 on Saturday.

Awards 15:45

Army Lists/Period:

Eligible lists will be those taken from the Classical Swordpoint Supplement and the To The Ends Of The Earth campaign supplement. **Note - any list options only available after 300 AD cannot be used.**

Please submit your list for checking by Sunday 25th October to martin@grippingbeast.com

Please ensure you have a copy of your list for your opponents and that you share this with them before deployment.

Tournament Scoring:

All games end at the time limit or when Army Break Point is reached, whichever comes first. **Please do not start a new round if there is less than 10 minutes to go.** This is to ensure that games do not over run. **If one side reaches Army Break Point then the game ends at the end of the phase** i.e. shooting phase, movement phase or combat phase.

Note that this may mean that both sides reach Army Break Point in the same phase.

At the end of the game victory points are scored for;

1. FULL POINTS - Each enemy unit or Commander destroyed, stampeding or currently fleeing. So you get full points for stampeding elephants regardless of whether they are on the table or not at the end of the game.
2. HALF POINTS - Each enemy unit or model reduced to half bases/base strength or less but currently not destroyed/fleeing.
3. 200 POINTS - Each table quarter on the enemy's starting side of the table solely occupied by your own troops. A commander, elephant, skirmishing or unformed unit cannot claim a table quarter - only a unit of formed troops. Note, reaching Army Break Point does not automatically grant the victor table quarters. Table quarters may be contested even if an army has reached break point.



- 4. 100 POINTS - If the enemy General was killed or has fled the table. Note this is in addition to any points already gained for the General as part of a destroyed or fleeing unit.
- 5. 30 POINTS - If you have more than twice the number of momentum tokens than your opponent at the end of the game. Note that this replaces all other bonuses associated with momentum tokens.
- 6. 200 POINTS - If you forced your opponent to Army Break Point and have not reached Army Break Point yourself.

Players will be required to record their Victory Point totals and ensure that they notify the tournament organiser of the result after each game.

Victory Point Difference	Winners Tournament Points	Losers Tournament Points
0 - 250	5	5
251 - 500	6	4
501 - 750	7	3
751 - 1000	8	2
1001 - 1250	9	1
1251 - 1500	10	0
1500+	12	0

Secondary Objectives:

Each player has four secondary objectives, as detailed below. At the start of each game, before deployment, each player secretly selects one of their secondary objectives to achieve during the game. Each objective may only be selected once, therefore each player will use all of the objectives throughout the weekend.

Objective	Success Conditions
Head of the Snake	You must kill more Commanders than your opponent
Secure the Ground	At the end of the game you must have an unbroken formed unit in both of your opponents table quarters. Elephants, skirmishers, unformed and fleeing units do not count
Preservation	At the end of the game you must have more than 750pts on the table. Fleeing troops and units below half strength do not count
Momentum	At the end of the game you must have more than double the number of momentum tokens than your opponent

If the player achieves their Secondary Objective, then they earn an additional **2 Tournament** points.

The player with the most Tournament points after 4 games will win. In the event of players being



tied, then the Victory Point totals will be used to determine the winner.

Army painting and WYSIWYG::

Please ensure that your figures are fully painted and based. If using proxy figures then please make your opponent aware of what they represent.

Awards:

There will be a prize for the 1st, 2nd, 3rd places.

Travel Information:

CAR PARKING AT ASCOT

Car Parking – **FREE**

There are from 2,000 to 8,000 car parking spaces available at Ascot Racecourse Park in Car park 2 and 3



BY CAR

From London & The North:

M4 Junction 6 onto the A332 Windsor by-pass and follow the signs to Ascot.

From the West

M4 Junction 10 to the A329(M) signed to Bracknell and follow the signs to Ascot.

From the South & East

M3 Junction 3 onto the A332 signed to Bracknell and follow the signs to Ascot.

From the Midlands:

M40 southbound, Junction 4. Take the A404 towards the M4 (Junction 8/9). On the M4 head towards Heathrow/London. Leave M4 at Junction 6 and follow the A332 Windsor by-pass to Ascot.

BY RAIL

South West Trains runs a frequent service to Ascot from both Reading, Guildford and London Waterloo. The average journey time is 27 minutes from Reading and 52 minutes from Waterloo. The railway station is a seven-minute walk from the racecourse, via a spacious paved path away from roads.