

Warfare 2021

Adeptus Titanicus Rulespack (v1.0)

Introduction

Warfare is the Wargames Association of Reading's annual wargaming show. This year the show is being held on the 27th and 28th November at Ascot Racecourse in Ascot. This is a new venue for the show and means the show will be considerably larger than it has been in previous years. As part of the show we run a number of Tournaments, including Adeptus Titanicus. This document contains everything you need to know to take part.

Tickets

Tickets can be bought online from the Wargames Association of Reading website (www.wargamesreading.co.uk). At the time of writing there is a maximum capacity of 18 players. Tickets are £35 (£30 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. Refunds can only be given on tickets before the end of September.

If you have any questions regarding the rulespack, please email the organizers at tournaments@wargamesreading.co.uk.

Timings

Saturday 27th November

0845-0940 Registration
0940-0945 Welcome and Briefing
0945-1200 Game 1
1200-1245 Lunch Break
1245-1500 Game 2
1500-1515 Break
1515-1730 Game 3
1845 Venue Closes

Sunday 28th November

0900-1000 Arrival
1000-1215 Game 4
1215-1345 Lunch Break
1345-1600 Game 5
1615ish Awards

This year the show is at Ascot racecourse which means that there will be a couple of changes in the way that admission is handled from previous years. Admission will be done from the ticket stall located on the high street. On arrival there will be bag searches conducted by the Ascot Racecourse security team. It is also about a 5–10-minute walk from the stall to the area where the tournament is being held; please plan your arrival time accordingly. Finally due to the increased numbers of players that we have across all tournaments this year we are staggering the start times of the various events. If you arrive early, we may ask you to wait and prioritise those people whose tournaments are starting before yours. If you are travelling with someone who is playing in a different event, they may need to arrive earlier or later than you so please be aware of this.

What to Bring

- Your fully painted and based army
- Your submitted army list*
- Rulebook, 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**
- Terminals and Trackers
- Glue for Battlefield repairs
- Pen(s) for recording results

* You don't have to bring paper copies of any of these if you have access to them digitally. However, we can't guarantee that there will be any available/accessible 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 are readable and only have symbols on either the 1s or the 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

Follow the instructions for creating a battlegroup in the Titanicus Rulebook using the restrictions laid out on page 83 of the Rulebook for a confrontation sized game. All lists must be emailed by midnight on the 12th November to tournaments@wargamesreading.co.uk for list checking. Due to the number of lists we need to check from several different tournaments we will only be in touch with you if there are any issues with your list; if you hear nothing then all is well.

Army painting and WYSIWYG

All models in your army must be fully painted to at least a battle-ready standard as defined by the Warhammer Community website. Models must be representative of what they represent. If you have painted your battlegroup in the colours of one of the named titan legios in one of the supplements to prevent confusion you must use those rules for your legio.

If you are using conversions (which we are all in favour of) please ensure that they fit the theme of the Horus Heresy, are not confusing to play against and not wildly different in size and/or style to the official model(s). If you are unsure if your conversion meets these broad criteria, please email us at tournaments@wargamesreading.co.uk and we will check them for you.

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

Scoring

We will be using the following scoring system for all rounds this year. You will score a number of tournament points equal to the number of victory points you score during the game. In addition, you will receive bonus points determined by the outcome of the game; a Victory is worth 100 tournament points, a draw 50 and a loss 0. In the event of a tie in tournament points the player with the fewer points in their battlegroup will be ranked higher. At the end of the tournament if both of those are tied then the player with the better painted and/or modelled battlegroup will be ranked higher.