

Warfare 2021

Age of Sigmar Rulespack (v1.2)

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 Warhammer: Age of Sigmar. This document contains everything you need to know to take part.

Tickets

Tickets, which can be bought online from the Wargames Association of Reading website (www.wargamesreading.co.uk), 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. At the time of writing there is a maximum capacity of 36 players.

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

Timings

Saturday 27th November

0815-0900 Registration
0910-0915 Welcome and Briefing
0915-1145 Game 1- Savage Gains
1145-1245 Lunch Break
1245-1515 Game 2- Survival of the Fittest
1515-1530 Break
1530-1800 Game 3- Power Struggle
1845 Venue Closes

Sunday 28th November

0830-0930 Arrival
0930-1200 Game 4- Veins of Ghur
1200-1330 Lunch Break
1330-1600 Game 5- Feral Foray
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*
- 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. *
- A copy of this tournament pack*
- Tape measure
- Dice**
- Wound Trackers
- Objective markers
- 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 and restrictions laid out on pages 9-10 in the General's Handbook 2021 for a 2000 point pitched battle army. You may only use warscrolls with a pitched battle profile in this years Pitched Battle Profile book or any Battletome released after 1st July 2021. To prevent excessive rules queries and for the fairness of all you can only use a new Battletome if the FAQ/Errata for the book has been released before the list submission deadline.

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 General's Handbook 2021. Models must be representative of what they represent. If you are using conversions (which we are all in favour of) please ensure that they fit the theme of the mortal realms, are not confusing to play against and not wildly different in size 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

At Warfare this year we will be using a comparative scoring system where you will score tournament points based on the margin of victory (or defeat) as follows:

Victory Point Difference	Winning Player's Tournament Points	Losing Player's Tournament Points
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

(Thanks go to the Honest Wargamer for the scoring system that we have in no way copied verbatim...)

Tournament Rankings

If 2 or more players have the same score, we will use the cumulative number of Victory Points scored to determine who ranks higher. If that's still the same the player with the better painted and/or modelled army will be ranked higher.

Battleplans

We will be using battleplans from the General's Handbook 2021. They are as follows:

Game 1- Savage Gains (pg.24)

Game 2- Survival of the Fittest (pg.30)

Game 3- Power Struggle (pg.28)

Game 4- Veins of Ghur (pg.44)

Game 5- Feral Foray (pg.40)

Grand Strategies

For all Battleplans if you completed your Grand Strategy at the end of the game you score an additional 5 Victory Points.

Scenery

All games will be played on the recommended 60" x 44" playing area with 8 pieces of scenery on each table. The scenery on each table will comprise of roughly 5 larger pieces such as a Wyldwood or Sigmarite Mausoleum and 3 smaller pieces such as group of Timeworn Ruins or a Baleful Realmgate. Pieces of scenery over 12" in size will count as multiple larger pieces of scenery as specified in the core rules. However, we will try to ensure that no table has more than 1 of these pieces on it.