

# **Warfare 2022**

## **Age of Sigmar Rulespack (v1.1)**

### **Introduction**

Warfare is the Wargames Association of Reading's annual wargaming show. This year the show is being held on the 12<sup>th</sup> and 13<sup>th</sup> November Farnborough International Exhibition & Conference Centre. 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](http://www.wargamesreading.co.uk)), are £45 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 50 players.

If you have any questions regarding the event, please email the organizers at [tournaments@wargamesreading.co.uk](mailto:tournaments@wargamesreading.co.uk).

### **Timings**

#### **Saturday 12<sup>th</sup> November**

0815-0900 Registration  
0910-0915 Welcome and Briefing  
0915-1200 Game 1  
1200-1245 Lunch Break  
1245-1530 Game 2  
1530-1545 Break  
1545-1830 Game 3  
1900 Venue Closes

#### **Sunday 13<sup>th</sup> November**

0830-0930 Arrival  
0930-1215 Game 4  
1215-1330 Lunch Break  
1330-1615 Game 5  
1630ish Awards

### **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 2022-23- Season 1 for a 2000 point pitched battle army. All lists must be emailed by midnight on the 28<sup>th</sup> October to [tournaments@wargamesreading.co.uk](mailto: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 2022. 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](mailto:tournaments@wargamesreading.co.uk) and we will check them for you.

Any models that do not meet the minimum battle ready 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**

Instead of using 1 battleplan for each round we will be using a choice of 3. At the start of the round both players roll off. The winner chooses which player will be the attacker; the other player is the defender. The attacker chooses one of the 3 Battleplans for the round to veto. The defender then chooses which of the remaining 2 battleplans will be used. All the battleplans are from the General's Handbook 2022/23- Season 1. The choices for each round are as follows:

Game 1- The Prize of Gallet (pg.22), The Mighty and the Cunning (pg.34), The Silksteel Nests (pg.40)

Game 2- Battlelines Drawn (pg.26), In the Presence of Idols (pg.30), Head on Collision (pg.36)

Game 3- The Lurkers Below (pg.28), Won't Back Down (pg.38), Turf War (pg.44)

Game 4- The Realmstone Cache (pg.24), The Nidus Paths (pg.32), Close to the Chest (pg.42)

Game 5- See below

As there are only 12 battleplans in the General's Handbook and with 5 rounds we would need 15 to go without duplications the 3 battleplans for round 5 will consist of the 3 battleplans that have been played the least at the event during rounds 1-4. This will be posted with the round 5 draw on the day.

## **Scenery**

All games will be played on the recommended 60" x 44" playing area with approximately 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. The rule requiring scenery to be placed more than 3" from an objective is not in play for this event for all scenery pre-set up on the table by the organisers, however, if you think that a table unfairly favours one player due to this then please call over the organiser who can alter it if necessary.