

Warfare 2022

Warhammer 40,000 Rulespack (v1)

Introduction

Warfare is the Wargames Association of Reading's annual wargaming show. This year the show is being held on the 12th and 13th 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: 40,000. 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 60 players.

Tickets 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 up to 4 weeks before the event.

If you have any questions regarding the rulespack, please email the organizers at beardyfluffbag@googlemail.com

Player Code

At Warfare we want to encourage fair and friendly gaming. As such the following player code applies to all competitors. Anyone found to be breaching the player code will be disqualified and asked to leave the event.

- Always be polite and respectful
- Always be honest and never cheat
- Arrive to each game on time and with everything you need to play the game
- Avoid using language that your opponent or another attendee would find offensive
- Offer your opponent the chance to review your army roster prior to the start of the game
- Answer any questions your opponent has about your army and the rules that apply to your army
- Measure distances accurately and carefully
- Make sure your opponent has the chance to examine your dice rolls before picking them up
- Remind your opponent about rules they have forgotten to use or rules that they are used incorrectly, especially when doing so is to your opponent's advantage
- Never deliberately waste time during a game
- Avoid distracting your opponent when they are concentrating and be careful to respect their personal space
- Never complain about your bad luck or your opponent's good luck
- Never fix the outcome of a game

Timings

Saturday 12th November

0830-0925 Registration
0925-0945 Welcome and Briefing
0945-1215 Game 1
1215-1315 Lunch Break
1315-1545 Game 2
1545-1555 Break
1555-1825 Game 3
1845 Venue Closes

Sunday 13th November

0830-0930 Arrival
0945-1215 Game 4
1215-1340 Lunch Break
1340-1610 Game 5
1620ish Awards

What to Bring

- Your fully painted and based army
- Your submitted army list*
- A pack of Tempest of war cards
- 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 in the tempest of war instructions for a Strike Force with a modified points limit of **1750**. You may only use datasheets with a points entry in the latest points update or Codexes and Codex Supplements released after the latest points update. To prevent excessive rules queries and for the fairness of all you can only use a new Codex or Codex Supplement if the FAQ/Errata for the book has been released before the list submission deadline.

All lists must be emailed by midnight on the 29th October to beardyfluffbag@googlemail.com 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 Chapter Approved. To prevent confusion if your models are painted and/or modelled as one of the many recognised subfactions of the 40k universe you must use the appropriate keyword for them. Additionally, if your models are not painted and/or modelled as a recognised subfaction you cannot use that keyword for them.

Models must be representative of what they represent (ie WYSIWYG). The one exception we will allow for WYSIWYG is that if you can use Forge World model/units to represent an appropriate model/unit from your codex (eg using a Javelin Land Speeder to represent a Land Speeder Typhoon). If you decide to use this option then no models from your army may use rules from the Imperial Armour Compendium.

If you are using conversions (which we are all in favour of) please ensure that they fit the theme of the 40k universe, 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 beardyfluffbag@googlemail.com 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 a positive scoring system for this event the points you score in the games will be your score the highest total score will be the winner. Everyone will be playing the same combination of mission in each round so that you have the same opportunity to score points.

Battlefields

All games will be played on the recommended 60" x 44" playing area with pre-set scenery on each table. We are aiming to have a good mixture of types of scenery to create interesting games at the event.

Obscuring Scenery

When measuring the height of scenery with the obscuring trait assume that any terrain piece that is close to being 5" in height is 5" tall.

Additional Scenery Rules

As some of our scenery isn't covered by the scenery types in the rulebook here is a new list of scenery rules to avoid confusion when playing on tables with these on.

Crashed Aquilla Lander

Terrain Type- Area Terrain

Terrain Traits- Light Cover, Difficult Ground

Death World Forest Fauna

Terrain Type- Area Terrain

Terrain Traits- Dense Cover, Obscuring, Breachable, Difficult Ground, Unstable Position

Wall of Martyrs- Defence line and Defence Emplacements

Terrain Type- Area Terrain

Terrain Traits- Defence Line, Light Cover, Heavy Cover, Defensible, Unstable Position

Intact Buildings (not purchased as part of an army)

Terrain Type- Area Terrain

Terrain Traits- Scaleable, Light Cover, Defensible, Obscuring

Fortifications

To better allow the use of fortifications at the event any army that includes one or more units with the fortification battlefield role has access to the following additional stratagem:

Battlefield Clearance- 1CP

Play this stratagem during deployment immediately before deploying a unit with the fortification battlefield role.

Choose one piece of scenery that was pre-setup on the table whose footprint is at least partially within your deployment zone. Remove that piece of scenery from the table and set up the fortification at least partially within its footprint. You may only play this stratagem once per game.

NB- Please put the piece of scenery to one side and return to the table in the position it was in prior to you removing it after the game, thanks.