

WARFARE 2022

Announcing the Inaugural 2022 Warfare open to be held on 12th November 2022.
Farnborough International Exhibition & Conference Centre. Gate F - GU14 6 TQ
Then follow the signs to the event

28mm miniatures.

TtS! rules, Errata and Even Stronger valid on 05/09/22 (noon) to be used.
All official current TtS! army lists current at 05/09/22 (noon) of allowed.

135 points. Army list generator can be found on Big Red Bat Website

There will be minor unit costs modifications in an attempt to balance play.
Lances will cost an extra 1/2 point.
African Elephants become 5 points, Indian Elephants become 6. Escorted elephants cost double. Then upgrading elephants to veteran will cost one point per "life" and downgrading elephants to raw will save 1 point per "life." These are all covered in the Army List Generator.

12 x 8 grid on 6' x 4' tables.
4 rounds in round robin format.
1st round with pre-set terrain. 2nd, 3rd and 4th round pre-set terrain if both players want it, otherwise terrain as per rulebook.
Tournament ranking determined by how competitors did in each of the 4 rounds.
Bring terrain pieces if you can but we may well have the terrain you need on the day.

Scoring will be as follows:-
A win = 10 points
Upto 25% of victory points taken + 2 points
Upto 50% of victory points taken + 4 points
Upto 75% of victory points taken + 6 points
Upto 100% of victory points taken + 8 points

£25 entry fee, payment via the Warfare website.
<https://wargamesreading.co.uk/product/warfare-2022-tothestrongest/>

Email me at derrywulf@talktalk.net if you need further information

Lists to me for checking by 1st November 2022.

The title of the army list for each player will be put on the forum before the event. After the event each player's full army list will be put on the forum. If you do not want your List put on the forum please let me know

The map for the preset terrain is as follows.

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_ _ _ _ _ _ _ _ _ _
_ W _ _ _ _ _ _ _ _
_ H M _ _ _ _ _ W _
_ _ _ _ _ H _ _ _ _
_ _ _ _ _ M _ _ _ _
_ W _ _ H _ _ _ _ _
_ _ _ _ _ _ _ _ _ _
_ _ _ _ _ _ _ _ _ _

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W = woods (rough ground that cannot be shot over)
H = hill (gentle hill)
M = marsh (rough ground that can be shot over)

Provisional timings are as follows.

08:00 entry to the hall

08:30 match #1 starts

10:15 current turn(s) to be completed. (Non phasing player gets a final turn if they went second (i.e. lost the scouting), to even out the number of turns played.)

10:30 match #2 starts

12:15 current turn(s) to be completed.

13:00 match #3 starts

14:45 current turn(s) to be completed.

15:00 match #4 starts

16:45 current turn(s) to be completed.

16:55 Declaration of the winner who is then remembered in songs of heroes for generations to come, or maybe just a sedate presentation and a group photo.

I will need to share some email addresses for event co-ordination purposes. Please let me know if you would like to keep your email address confidential.