

Warfare 2023

Swordpoint Tournament - Player Pack

Warfare, is Reading Wargames Association's annual show. This year, it is being held on the 11/12th November 2023 at Farnborough International Exhibition & Conference Centre.

Event Information:

Entry is £45 per person 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.

Army Lists/Period/Rules:

Eligible lists of 1,000 points will be those taken from the "Classical" and "To the ends of the earth" supplements. The most recent version of the Swordpoint Rules and official errata will be used.

The additional rules will be in effect:

- Open Order archers do not get the additional dice for a second rank firing.
- Troops with the Riding Horses rule or Mounted Infantry may not shoot whilst mounted.
- No artillery may be used.

Please submit your list for checking by Sunday 16th October to martin@grippingbeast.com

Please ensure you have a copy of your list for your opponents **and that you share this with them before deployment.**

Terrain:

All terrain is set in accordance with the scenario and may not be moved. No piece may be larger than a piece of A4 paper. Please bring sensibly sized terrain pieces. There will be some terrain available on the day and where possible terrain will be set by the organiser.

Tournament Schedule:

Saturday

- 8.45-9.15 Registration
 - 9.30-12.00 Round 1: Scenario - High Ground.
 - 13.30-16.00 Round 2: Scenario - King of the Hills.

Sunday

- 9.30-12.00 Round 3: Scenario - Chosen Ground.
- 13.00-15.30 Round 4: Scenario - Meeting Engagement.

Awards Sunday 15:45

Tournament Scoring:

All games end at the time limit or when Army Break Point is reached, whichever comes first. **Please do not start a new round if there is less than 10 minutes to go. If one side reaches Army Break Point then the game ends at the end of the current phase** i.e. shooting phase, movement phase etc.

Note that this may mean that both sides reach Army Break Point in the same phase.

Games will be played using the scenarios detailed in this player pack with Tournament and Victory points calculated as follows:

Condition	Victory Points
You forced your opponent to Army Break Point	200 pts
Each full table quarter, on the enemy's starting side of the table, solely occupied by a normal formed unit from your own side. A single unit may only claim one quarter. Commanders, skirmishers and Elephants cannot occupy a quarter	100 pts per quarter
You killed your opponents general or caused him to flee the table	100 pts
Every 3 surplus momentum tokens in your pool at the end of the game	10pts per 3 (maximum of 30pts)
Each enemy unit Fleeing, Stampeding or Destroyed.	Full points
Each none fleeing enemy unit, still on the table, reduced to half strength or less.	Half points

Total up the Victory points for each side and record them on the results slip. Please hand in the results slip to the tournament organiser (Wayne Richards) asap after each game.

Tournament Points will be recorded by the organiser based on the difference in the victory points recorded on the slip. Win by more than 1000 points: 4pts. Win or Loss by less than 100 points: 1 pt. Other win: 3 pts.

Victory points will be used where players are tied on Tournament points.

Umpires:

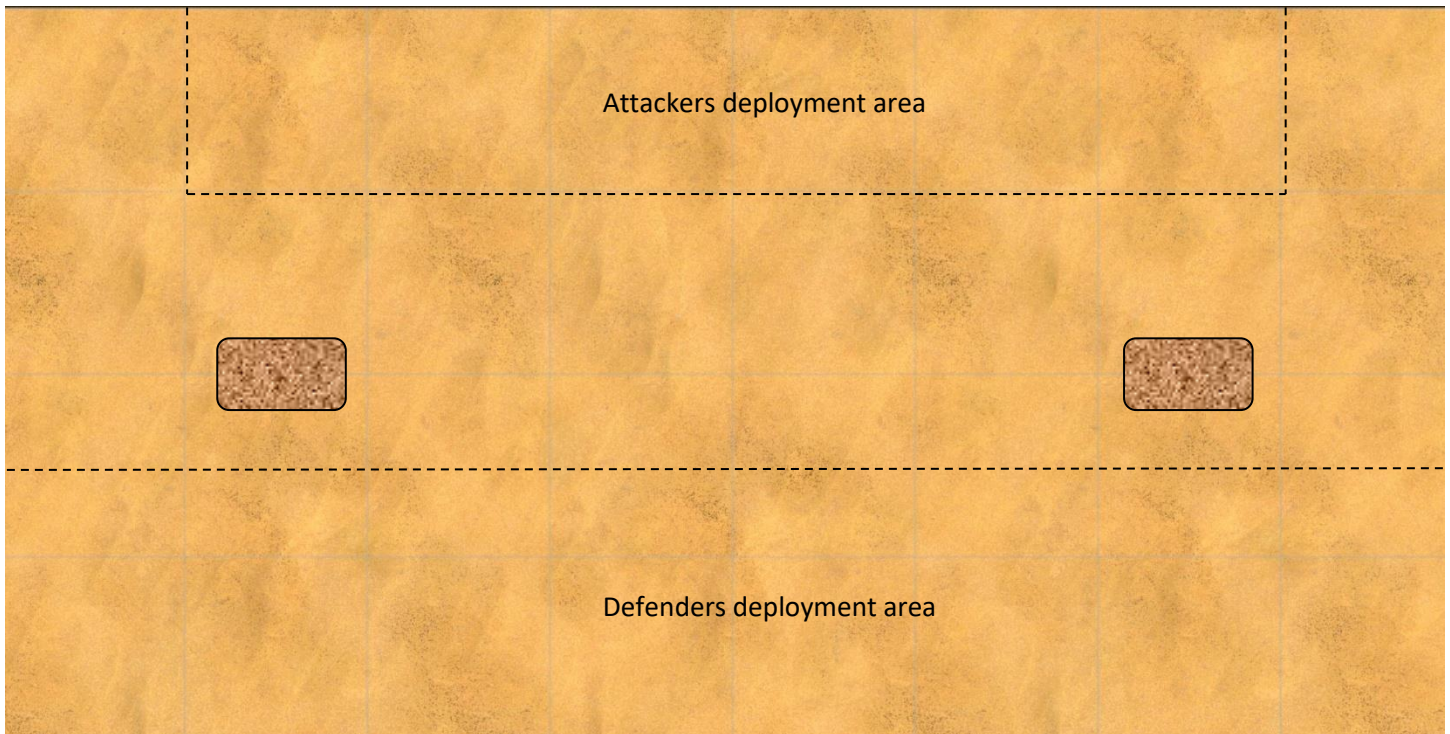
Should you require an umpire then Martin Gibbins and Wayne Richards are the event umpires. Their decisions are final, even if later found to be incorrect.


Scenario: The High Ground

Set Up: The game is played on an 8ft x 4ft table. There are two areas of difficult ground - these may not be moved. The ground within 18" of the defenders base line is high ground (i.e. a slope).

Both players roll 1d6. The highest player chooses whether they are the attacker or the defender. If a player has the Stratagem rule then they may +1 to their die roll.

The defender deploys first. They may deploy across the entire width of the board and up to 18" from their base line. The attacker then deploys up to 12" from their base line but no troops may be placed within 12" of either table edge.



Difficult Terrain 

Pre Game Moves:

The defender may move any skirmishing troops (foot or mounted) up to 6" within their deployment area. These troops may not use this pre-game movement to move outside their deployment area.

The defender may move any troops with the *Special Deployment* rule up to 8". These troops may move outside their deployment zone.

The attacker may only do a pre-game move with troops that have the *Special Deployment* rule. Any such troops may move up to 8" and may move outside their deployment zone.

Special Rules:

1. The game begins in the Initial Phase.
2. The attacker automatically wins the initiative for the first turn.
3. The high ground slopes up and therefore troops count as being on higher ground (uphill) than other troops to their front. The normal rules for shooting apply, i.e. units on higher ground may shoot over intervening friendly troops, so long as the friendly troops are a minimum of 80mm away from both the shooters and the target. In all cases the target counts as obscured.

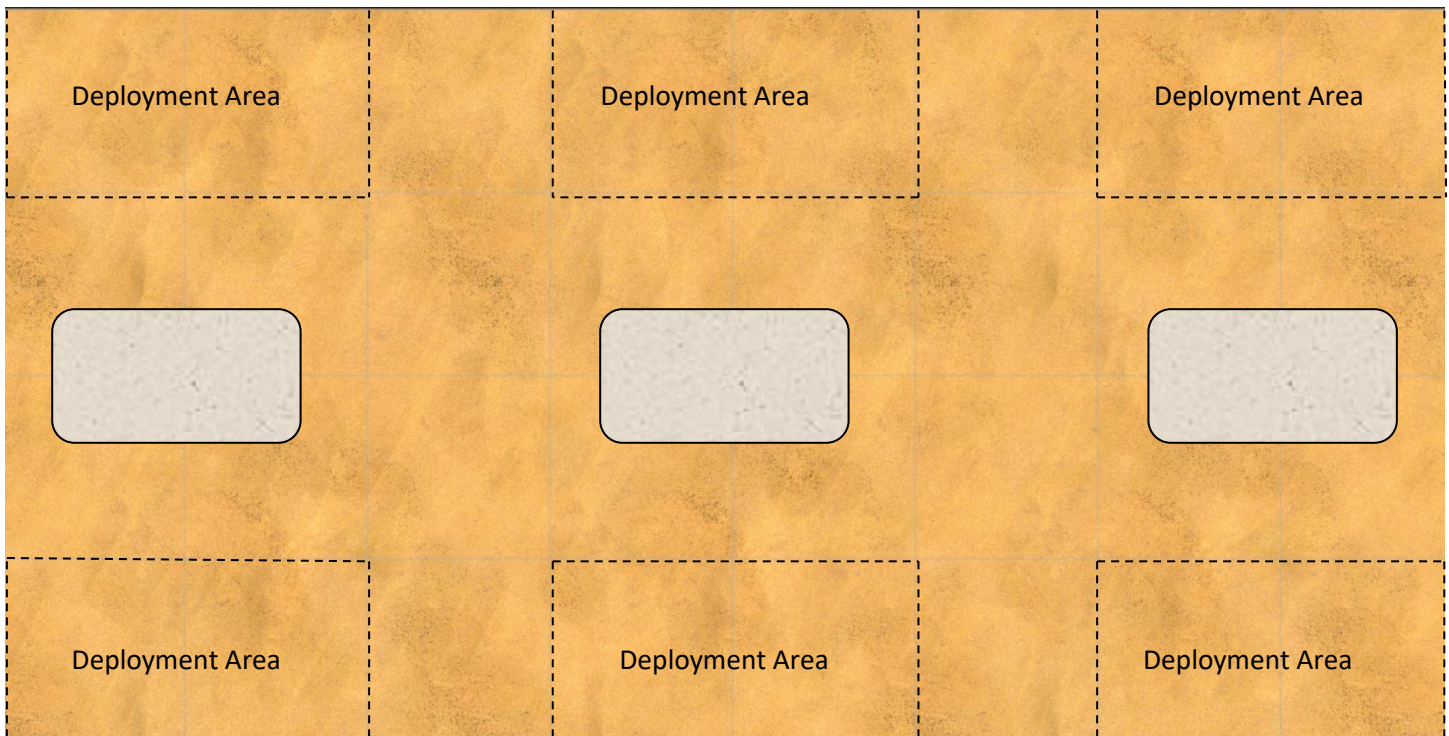
Scenario 2: King of the Hills

Set Up:

The game is played on an 8ft x 4ft table. There is a large hill in the centre of the board, a hill on the right flank and a hill on the left flank (see map). All hills are flat topped.

Both players draw maps for their deployment, unless the Strategem rule is used to force the opponent to deploy first. Troops can be deployed in any of the three areas indicated on the map but no more than 50% of armies points value may be deployed in any one area. Each area measures 2ft x 1ft.

No troops may be set up in Ambush.



Pre Game Moves:

Troops with the "Special Deployment" rules may make a full move after deployment but before the battle begins. No other troops may make pre-game moves.

Special Rules:

1. Following deployment, but before the game begins, each player places one token on each hill. The tokens are numbered 100 pts, 200 pts and 300 pts. At the end of the game, the tokens are revealed. If a player has control of a hill then they score additional victory points equal to the value on their token ie. 100, 200 or 300 pts.
2. The game begins in the initial phase.
3. The game lasts 8 turns. Add up the victory points in accordance with the table above but ignore any points for table quarters. Add on any additional points for controlling each hill (see point 1).

Control of a Hill:

To determine which side controls a hill add up and compare the base strengths of all the troops physically on the hill, the side with the highest number is deemed to have control of the hill and scores accordingly. If the strengths are even then no points are awarded. Fleeing troops do not count towards base strength.

The hills are flat topped. When calculating base strength, all of the base must be on the hill for it to count.

Where the base forms part of an incomplete rank of a unit whose whole footprint is not completely on the hill, then the base is assumed to occupy the most advantageous position for the purposes of determining whether it is on the hill or not.

Scenario 3: Chosen Ground

Set Up:

The game is played on an 8ft x 4ft table.

Both players are given 10 Momentum tokens. Players roll a D6, the highest roll becomes the first player.

Starting with the first player, players take turns to place terrain in accordance with the following rules.

- It costs 2 Momentum tokens to place a piece of terrain wholly within your own deployment area.
- It costs 3 Momentum tokens to place a piece of terrain wholly or partially outside your own deployment area.
- Each player may only place terrain on their own side of the table.
- Each player may only place up to 2 pieces of the same terrain type.
- Each player may only place up to a maximum of 4 pieces of terrain. No piece may be larger than a piece of A4 paper.
- A player may spend 4 Momentum tokens to remove one of their opponents terrain pieces.
- Any remaining Momentum tokens become the starting pool for that player.

For Example, if I place 2 pieces of terrain wholly in my deployment area (4pts) and 2 pieces outside my deployment area (6pts), then I will start the game with no momentum tokens.

Likewise, if I decide not to place or remove any terrain then I would begin the game with 10 momentum tokens.

Deployment and pre-game moves are as per Hidden Deployment in the Main Rulebook.



Special Rules:

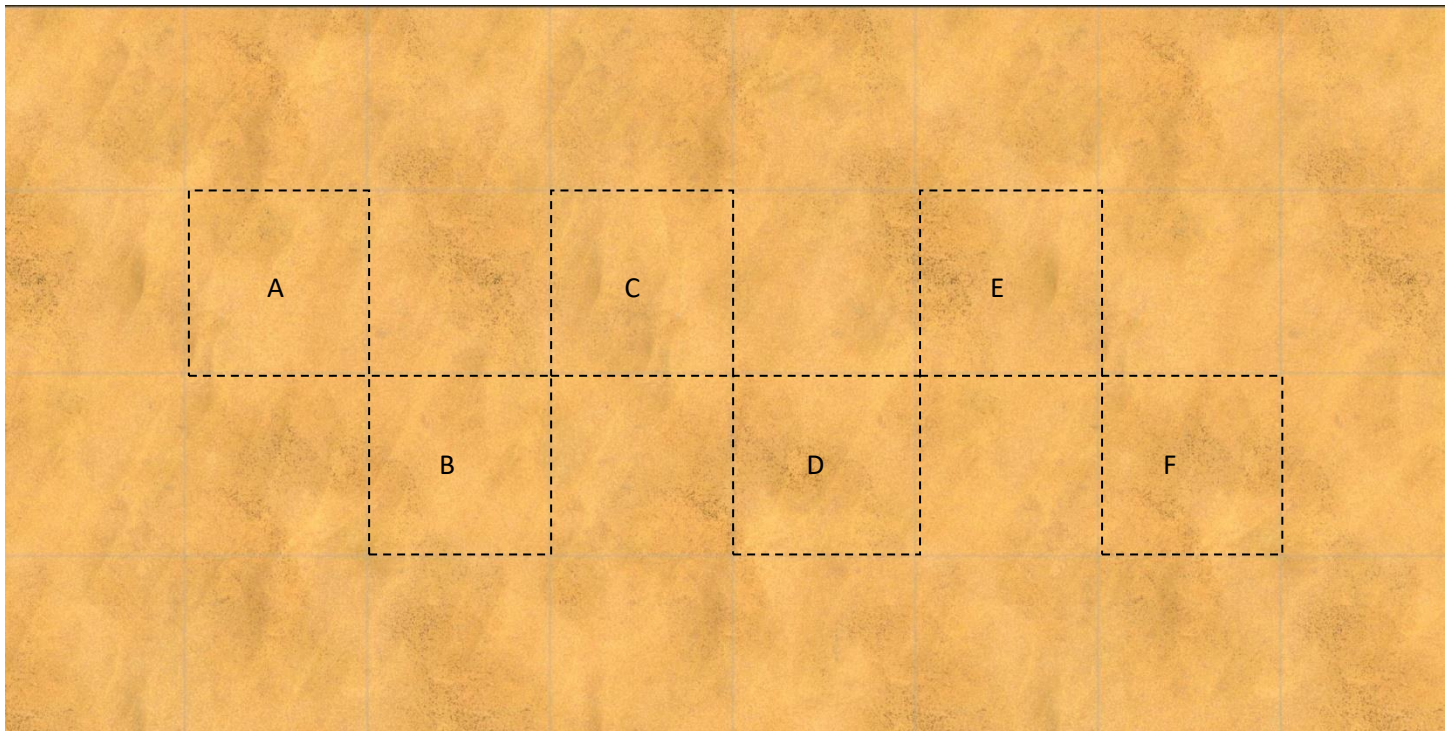
1. The game begins in the Remaining Moves phase.
2. Calculate victory points in accordance with the table above.

Scenario 4: Meeting Engagement

The game is played on an 8ft x 4ft table. The terrain is deployed as follows; Roll 1d6 for each of the locations indicated on the map (A to F) and place the corresponding terrain piece in the centre of that location.

Once all terrain has been placed players randomly determine which long side of the board they deploy from.

Die Roll	Terrain Feature
1	Impassable. There may not be more than 2 pieces of Impassable terrain on the table. Treat further results as Open Ground
2	Wood. There may not be more than 2 Woods on the table. Treat further results as Open Ground
3,4	Flat Topped Hill. There may not be more than 3 Hills on the table. Treat further results as Open Ground
5	Difficult Ground. There may not be more than 2 pieces of Difficult Ground on the table. Treat further results as Open Ground
6	Open Ground



Special Rules:

1. Deployment is as per the Meeting Engagement scenario on page 49 of the Main Rulebook.
2. The game begins in the Remaining Moves phase. There are no pre-game moves.
3. The game lasts 9 turns or until Army Break point (whichever occurs first). Add up the victory points in accordance with the table.