

Warfare 2023 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 11th and 12th November Farnborough International Exhibition & Conference Centre. 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 32 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 rules pack, 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 11th 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 Leviathan mission 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 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 submitted by midnight on the 28th October via BCP <https://www.bestcoastpairings.com/event/q1kx7hg9> or 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.

We will be using the

Army painting and WYSIWYG All models in your army must be fully painted to at least a battle-ready standard. 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 the rules, pairings system, and as close as possible the terrain layouts from the Leviathan tournament companion.

<https://www.warhammer-community.com/wp-content/uploads/2023/06/hlF8WKv4gJpXPZha.pdf>