Warmaster Warfare
Storm of Chaos 2

Welcome to Warmaster Warfare 2

This is a two day event held on 16th and 17th November 20204 at the Farnborough International Exhibition and Conference Centre.

To cater to the community as much as possible. This will be a 2 Day event, but will also include an option for people to just attend the single day on Saturday.

Day one, Saturday, will consist of a 3 Game tournament. In which the best overall generals will have the chance to win the day, claim glory and prizes. Saturday's winner will have first choice of one of two grand prizes.

Day two, Sunday, will be an extension of the day one tournament bringing over the results from the previous day and a further 2 games will be played, possibly crowning another general the winner, with yet more prizes up for grabs. It will also, however, be a more relaxed day with table space to play a big game or other Warmaster related game systems, such as Ancients, for casual play.

Parking and entry to Reading Warfare is **free** with any day purchased for this event. link to tickets:

https://wargamesreading.co.uk/warfare-2024/warfare-2024-tournaments/fantasy-tournaments/warmaster/

Tournament Organiser
Zak, contact email: zak.gregory@hotmail.com

Warmaster Rules
The rules for this game can be found at http://www.wm-revolution.com/

In addition to the core rules presented by Warmaster Revolution, **all optional rules** are in use, as identified in the WMR Rules 2.0.1

Special Tournament Rule: The King is Dead, Long Live the King!

If the army General is killed, instead of being forced to withdraw, a subordinate character may try and replace the General for the battle. Make an unmodified Command test with the character who has the next highest Command value in the army (players choice in case of tied values). If they pass, the army does not withdraw, and the Character who passed becomes the General, keeping their current Command value, but gaining Battlefield Command Range. If they fail, you may repeat this process until you are successful with another character, in descending Command value order. If all Characters fail this test, the army withdraws as normal. Note that a replacement General **Does Not** benefit from The King is Dead, Long Live the King!

This rule is designed to encourage players to mount their Generals on monster mounts and commit them to combat without fear of losing the game.

Event Structure and Timings

Day One
09:00 – 9:15 Registration and Brief.
09:15 – 11:45 Game 1.
11:45 – 12:30 Lunch.
12:30 – 15:00 Game 2.
15:15 – 17:45 Game 3.
17:45 – 18:00 Awards and Debrief.

Day Two
09:00 – 9:30 Registration and Brief.
09:30 – 12:00 Game 4.
12:00 – 13:30 Lunch.
13:30 – 16:00 Game 5.
16:00 – 16:30 Awards and Debrief.

Army Lists
Armies must be selected using following document; WMR Armies 2.24.

Players may spend up to **2100** points to build their armies. All minimum and maximum restrictions are based on the 2000 points category.

Please note we **will not** be using the Regiments of Renown optional rules

Army Builder
Please use this army builder which is free online. It has Revolution Edition in its home page and list submission will no later than **9th November 2024** for the tournament. http://wm-selector.appspot.com/

Modelling and Painting
Models must be fully painted and based, if unsure please email/contact the event organiser.

All unit models must be attached to the appropriate bases. Characters may be mounted on any base size no bigger than 60mm Round or Square, but prior to each game, players must designate a point to their opponents from which all measurements are made on each character's base. Players are encouraged to clarify with their opponents if they are uncertain as to a unit's identity before or during games.

Scoring
At the end of each game both players calculate their total Tournament points and total amount of points of their opponent's units **fully destroyed**. The tournament organiser will keep a running total for each player. At the end of the tournament placings will be determined on Tournament points with Total points of units killed as a tie breaker. You cannot score more victory points than your opponent if your army is forced to withdraw.

Games will be played until;

- A Player wins the Scenario and scoring the maximum Tournament points of 10 are achieved.

- The maximum Tournament points of 10 are also scored when an army is forced to withdraw, either through reaching their Break Point or having their General killed (bear in mind the special tournament rule The King is Dead, Long Live the King!)

- The 2.5 hour time limit is reached and both players have taken an equal number of turns. A warning will be given when there are 30 minutes and 15 minutes remaining to ensure both players have had sufficient time to play an equal number of turns. Tournament points are calculated at that point.

Winning the Event
At the end of day one, after all results from the previous rounds have been submitted, the final standings will be announced for the players. Tournament points will be the primary scoring method, killed units being the tie break.

At the end of day two, after all results from the previous rounds have been submitted, the final standings will have been added to the day one results and then announced for the players. Tournament points will be the primary scoring method, killed units being a tie break.

Winning a Scenario
A player wins a scenario if they reach 10 or more Tournament points. In the event of both players simultaneously scoring 10 or more Tournament points, the game still ends, and counts as a draw with both scoring the maximum.

The most Tournament points a player can earn per game is 10. Any additional points are disregarded.

Objectives and Zones
Objectives are **3cm diameter round bases**. Units and characters can move over and on objectives without penalty.
- A player controls an objective if at least one of their units' stands is in base to base contact with the objective, and no enemy stand is within 5cm of any edge of the objective.
- Units with the flying rule cannot control objectives but may contest.
- Characters cannot control or contest objectives.

Zones are **20cm diameter circular areas**. Units and characters can move over and end in a zone without penalty.
- A player controls a zone if the total value of their units within the zone is greater than that of their opponent's units within the zone.
- Units must have all their stands/remaining stands fully within the zone to contribute to this value.
- Units which have lost stands are still worth their full value.

Event Pairings
In the first round, player pairings and tables will be as random as possible, efforts will be made to avoid playing travel companions as much as possible in game 1.

In subsequent rounds, tables and pairing are determined using a Swiss-system. This means that players should be paired with other players that have won an equal number of games, using the current rankings to determine which players are paired.

A Note on Sportsmanship
All games should be played in an open, fair, and honest environment. All information is open, and players are required to accurately execute the rules of the game and always cooperate with opponents.

Intentionally cheating is not condoned under any circumstance, including "loaded" dice.

In the event of a rules query that is disrupting play, the players should draw the attention of the event organiser, who will then attend the table. The players should explain the game state to the event organiser, who will provide a ruling on how to resolve it.

The event organiser will always make the final decision.

Players must present a mature and polite demeanour. Failure to do so will result in immediate disqualification. The event organiser can also disqualify a player for any incident that is deemed unsporting. Disqualified players automatically lose their current game and cannot play any more games or win awards during the event.

Scenario One – Hold the Line
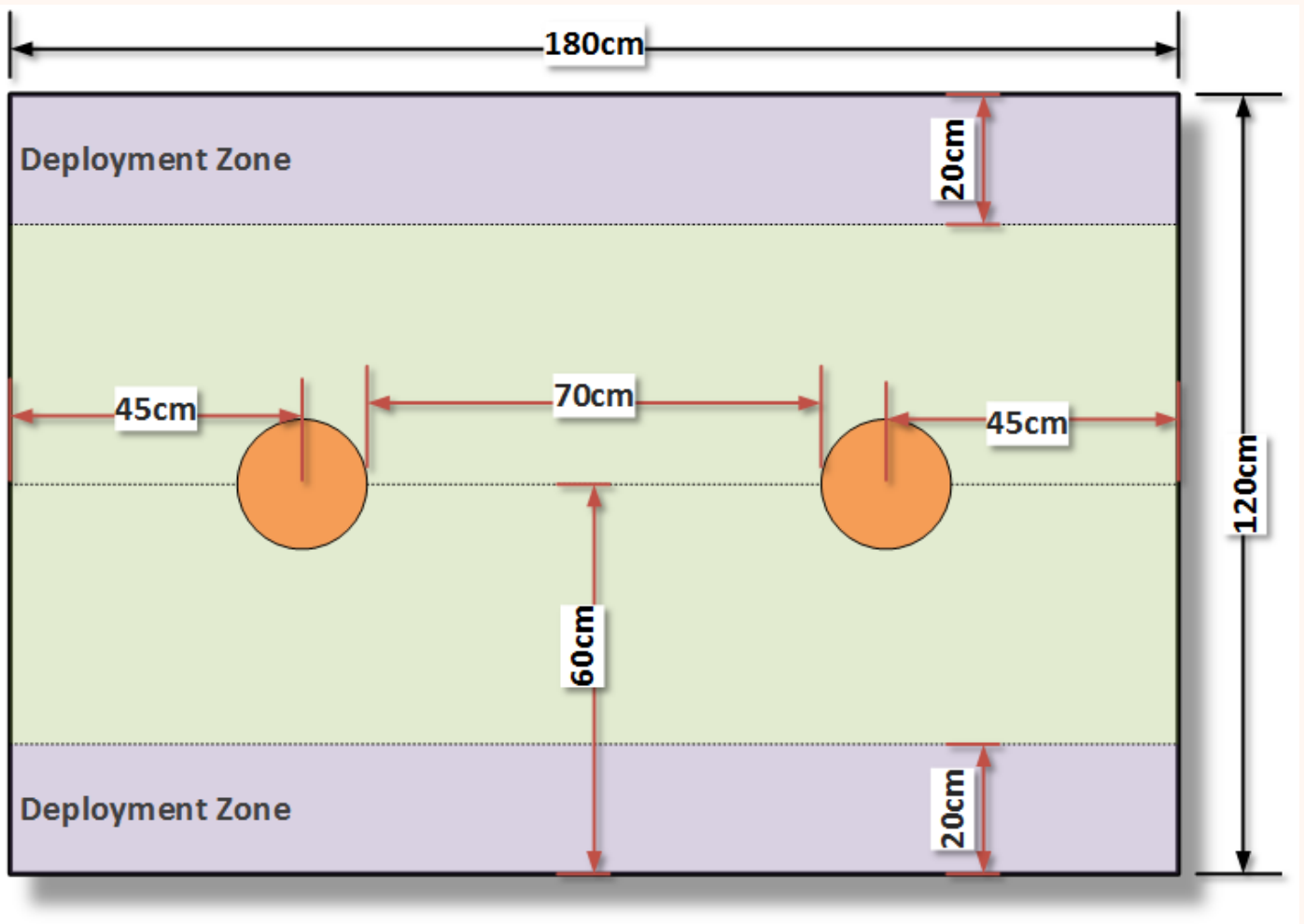
Setting Up

There are two zones, as shown above. Any impassable terrain should be moved so it is at least 10cm away from each objective.
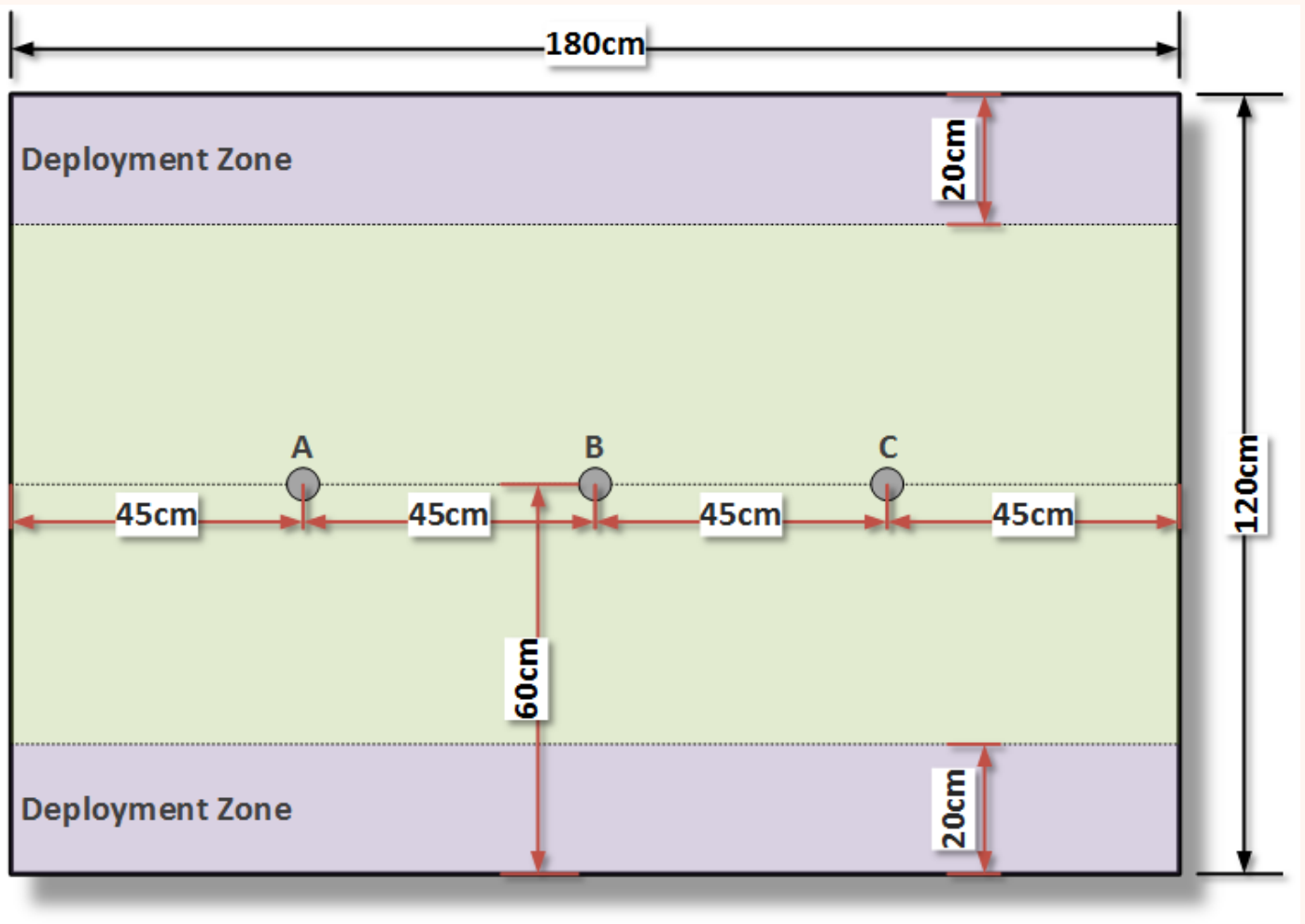
Special Rules

This scenario has no special rules.

Scoring

From the second player's second turn onwards, at the end of each turn, players earn 1 Tournament point per zone they control.

Scenario Two – Mastery of Mayhem

Setting Up

Place three objectives as shown above. At least one objective must be in open ground, and any impassable terrain should be moved so it is at least 10cm away from each objective.
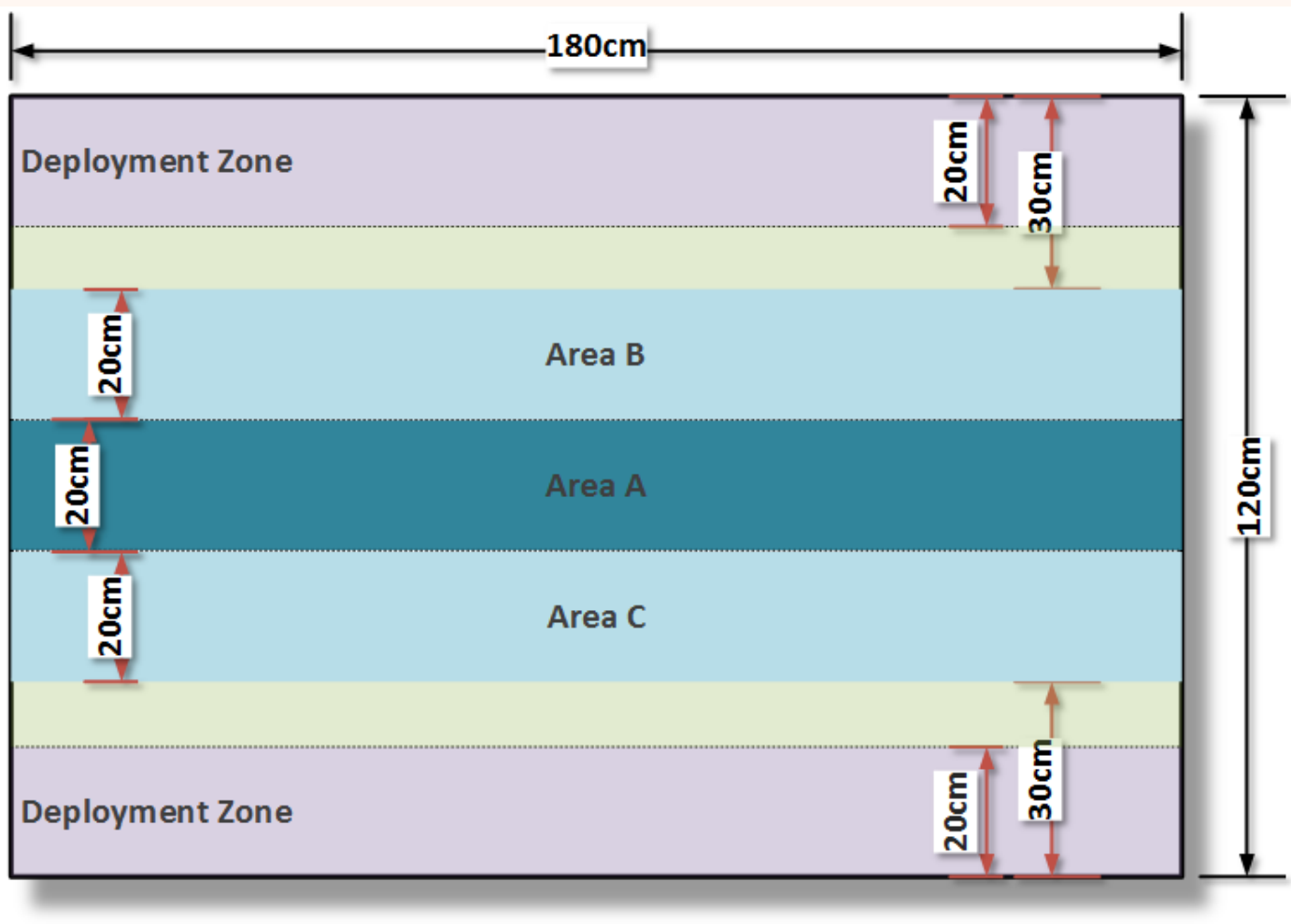
Special Rules

At the end of the second player's first turn, roll a d6.
- If the result is 1 or 2, remove objective A
- If the result is 3 or 4, remove objective B
- If the result is 5 or 6, remove objective C

Scoring

From the second player's second turn onwards, at the end of each turn, players earn 1 Tournament point per objective they control.

Scenario Three – Capture and Defend

Setting Up

Before making the scouting roll, player each roll a d6, rerolling ties.

The player that rolled highest then places an objective anywhere within Area A. The other player then places a second objective within Area A.

The player that rolled highest then places an objective anywhere within either Area B or C. The other player places the final objective within the remaining area that does not contain an objective.

Objectives cannot be placed in impassable terrain, and must be at least 30cm away from each other objective.
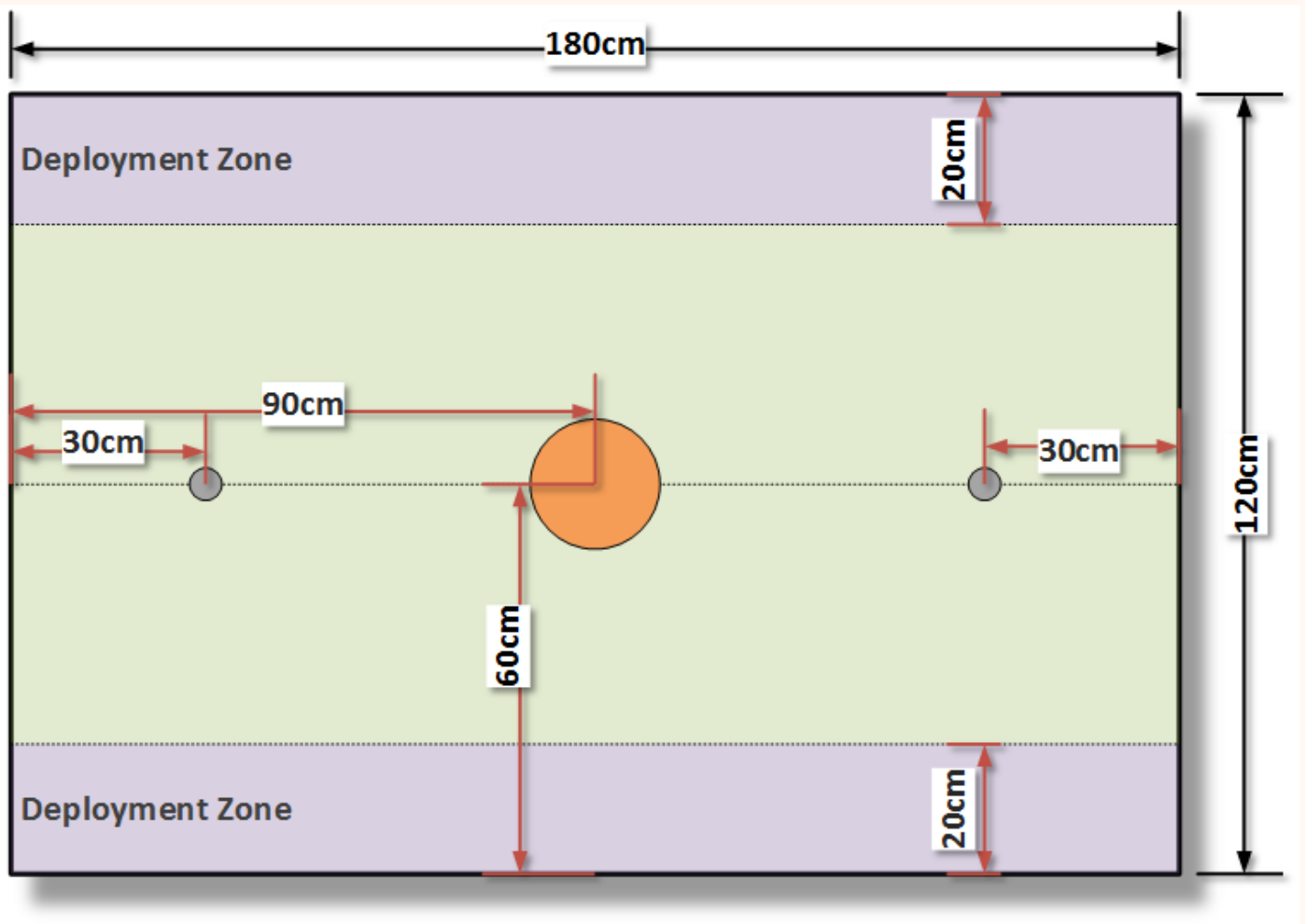
Special Rules

This scenario has no special rules.

Scoring

From the second player's second turn onwards, at the end of each turn, players earn 1 Tournament point per objective they control in area A, and 2 tournament points per objective they control in their opponent's half.

Scenario Four – Seize the Centre

Setting Up

Place a central zone and two objectives as shown below. Any impassable terrain either in the zone or within 10cm of an objective should be removed.
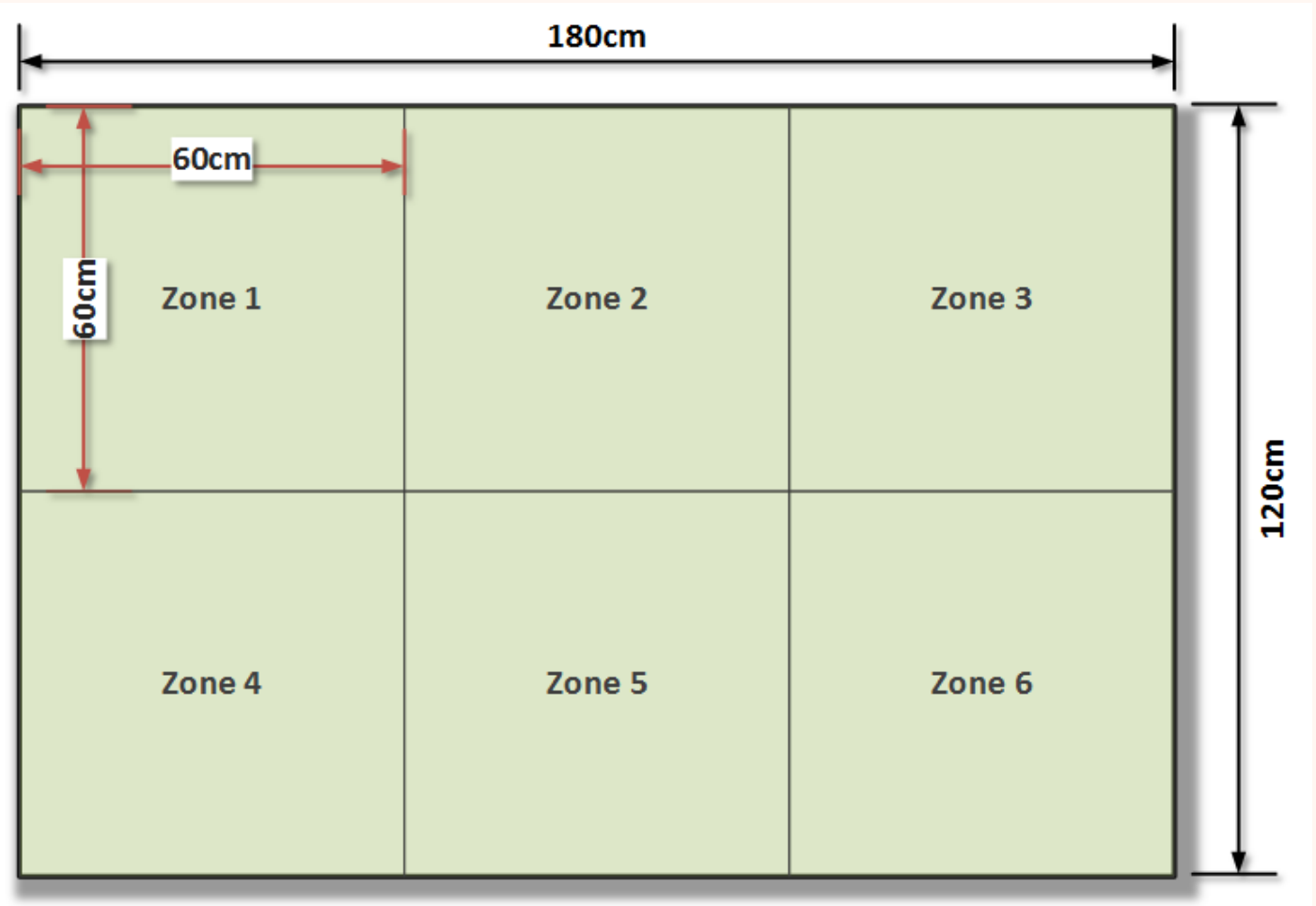
Special Rules

This scenario has no special rules.

Scoring

From the second player's second turn onwards, if a player controls an objective at the end of a turn, they earn 2 tournament points and then remove the objective from the game.

From the second player's third turn onwards, at the end of each turn, a player earns 1 tournament point if they control the zone.

Scenario Five – Clash by Moonlight

Setting Up
Before making the scouting roll, divide the table into six zones as shown above.

Special Rules
After making the scouting roll, the player that won rolls three dice to determine which three zones they can deploy in, rerolling until they have three different results.

After determining zones, follow the normal order for deployment – i.e. scouts, then the other player's army, then the player that won the scouting roll's army.

During deployment, a player nominates a unit and then rolls to see which of their zones it is placed in. Units can be placed anywhere in the zone, but must be at least 30cm away from all enemy stands. Players can choose to deploy units in brigades and make a single roll for the entire brigade, but must maintain the brigade when placing it.

After a player has deployed all of their units, they can choose which of their zones to place each of their characters without rolling.

Scoring
There are no objectives or zones to score in this scenario. Break the enemy or kill the general.