

Warfare 2024

Swordpoint Tournament - Player Pack

Warfare, is Reading Wargames Association's annual show. This year, it is being held on the 16/17th November 2024 at Farnborough International Exhibition & Conference Centre.

Event Information:

Entry is £50 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 following supplements; Dark Age, Charlemagne, Genghis Khan. 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.
- At the start of each Initial Phase players may have a maximum of 10 momentum tokens. Any additional tokens are discarded.

Please submit your list for checking by Sunday 20th 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 games are played on 6x4ft tables.

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. All Hills are assumed to be flat topped, so if you are on the hill then you can see anything else on the hill. Please bring sensibly sized terrain pieces. There will be some terrain available on the day.

Tournament Schedule:

Saturday

- 8.45-9.15 Registration
 - 9.30-12.00 Round 1: Scenario - Pitched Battle.
 - 13.30-16.00 Round 2: Scenario - Flank Attack.

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, 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 **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. You may not claim table quarters if your Army is at Break Point. Forcing your opponent to Break Point DOES NOT automatically give you table quarters.	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 or Commander 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 awarded to each player based on the Victory Point differential.

Points Difference	Tournament Points (Winner)	Tournament Points (Loser)
0 to 100	10	10
101 to 300	11	9
301 - 500	12	8
501 - 700	13	7
701 +	14	6

Victory points will be used to decide placing 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 1: Pitched Battle

Set Up: Both players roll 1d6. The highest player chooses whether they are the **Attacker** or **Defender**. Any player with the Stratagem rule may +1 to their die roll.

The **Attacker** discards one of the three deployment map options shown below.

The **Defender** then picks which one of the remaining two map options will be used for the game.

The **Attacker** then chooses a table side and places the terrain pieces on their half of the table in the positions indicated on the deployment map. The **Defender** then places the terrain pieces on their half of the table in the positions indicated on the deployment map.

The **Defender** then deploys half of their units, rounded up (ignore Commanders for determining the number of units). The **Attacker** then deploys all their units and Commanders. The **Defender** then deploys all their remaining units and Commanders.

Pre Game Moves:

The **Defender** may move any troops with the *Special Deployment* rule up to 8". The **Attacker** may then move any troops with the *Special Deployment* rule up to 8".

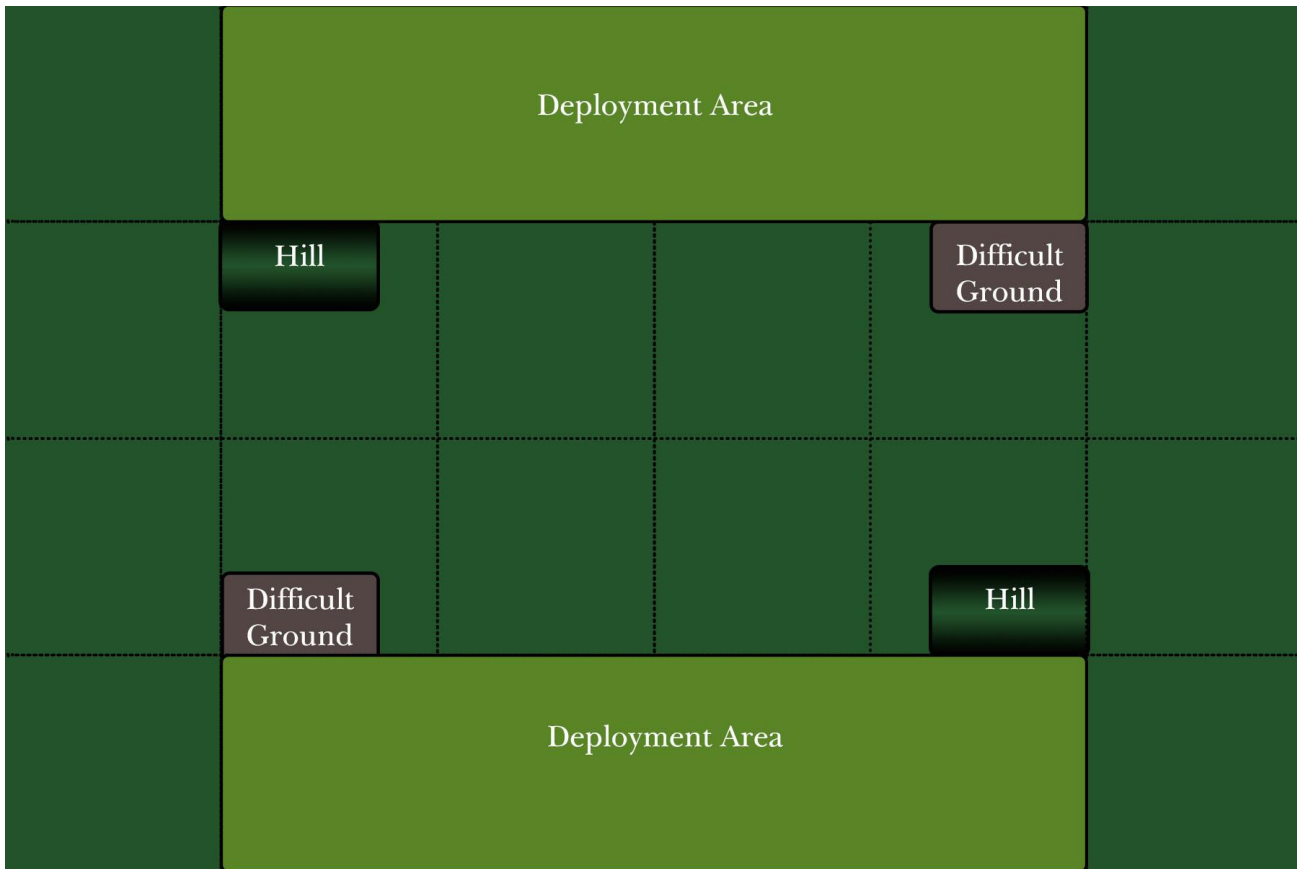
Special Rules:

1. The game begins in the Initial Phase.
2. The Attacker starts the game with 6 Momentum Tokens and the Defender starts with 4 Momentum Tokens.

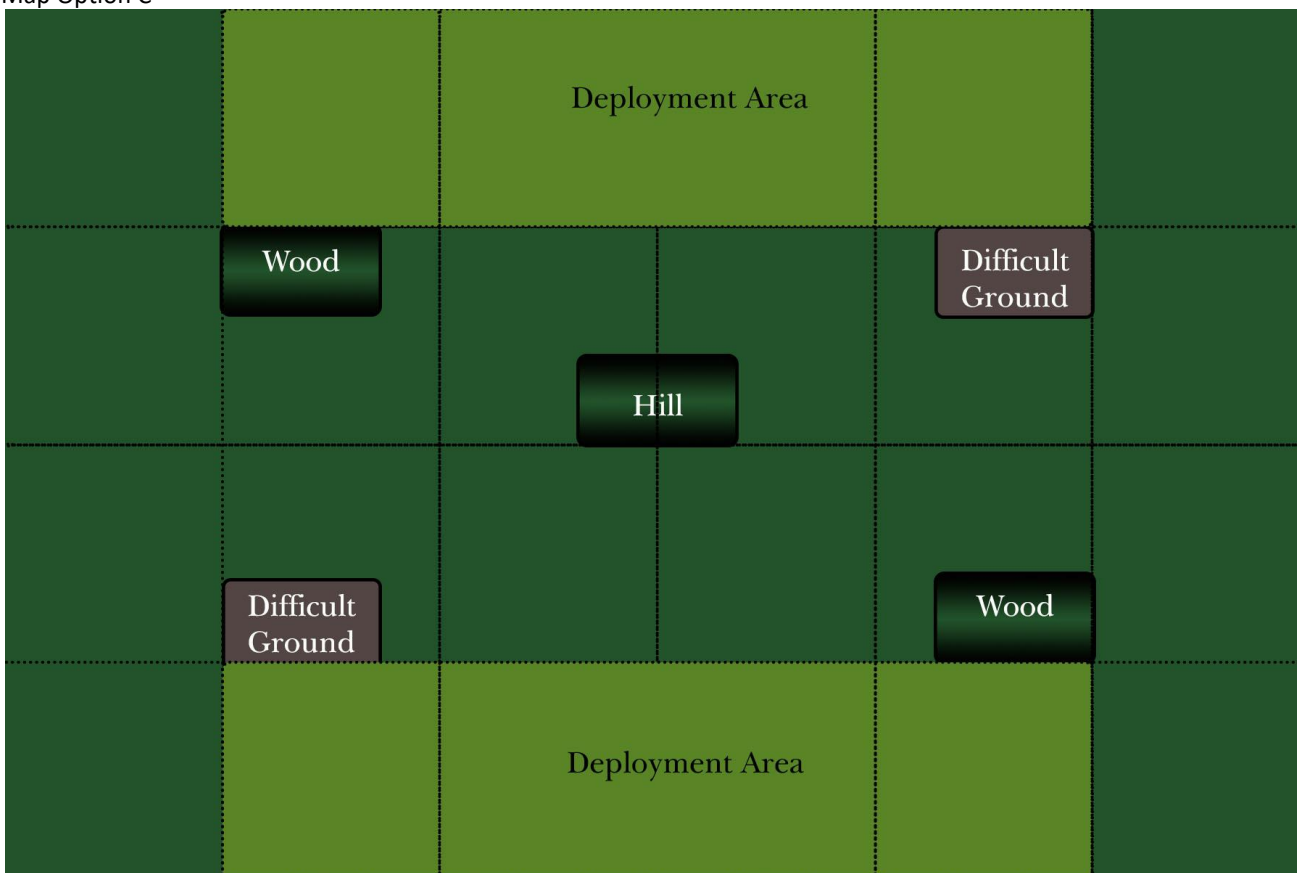
Map Option A



Map Option B



Map Option C



Scenario 2: Flank Attack

Set Up:

The terrain is set up in the same manner as the previous scenario (Pitched Battle).

Once the terrain has been set up both players divide their armies into a Main Force and a Flanking Force.

- The Main Force must contain the overall Army Commander and must total at least 700 points.
- The Flanking Force must contain at least one Commander and must total at least 100 points. All Commanders in the Flanking Force must be assigned to a unit.

Both players draw maps for their deployment, unless the Stratagem rule is used to force the opponent to deploy first. Both players also write down which short table edge their Flanking Force will arrive from. Note that the units in the Flanking Force must all enter from the same designated short table edge.

Players roll to see when/if their Flanking Force arrives using the table below. Roll individually for each unit in the Flanking Force.

Unit Type	Start of Turn 3	Start of Turn 4	Start of Turn 5
Cavalry, Camels, Chariots	4+	3+	2+
Open Order Foot, Elephants, Skirmishers	5+	4+	2+
Close Order Foot	6+	4+	2+

When a unit successfully rolls to arrive it will enter play during the Remaining Moves stage of the Movement Phase. The unit enters from the designated short edge and its movement is measured from the table edge.

Any unit that fails to arrive is lost. They count as destroyed for the purposes of calculating Victory Points and determining if the Army has reached Break Point.

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. The game begins in the Remaining Moves phase.
2. Both players start with 5 Momentum Tokens.

Scenario 3: Chosen Ground

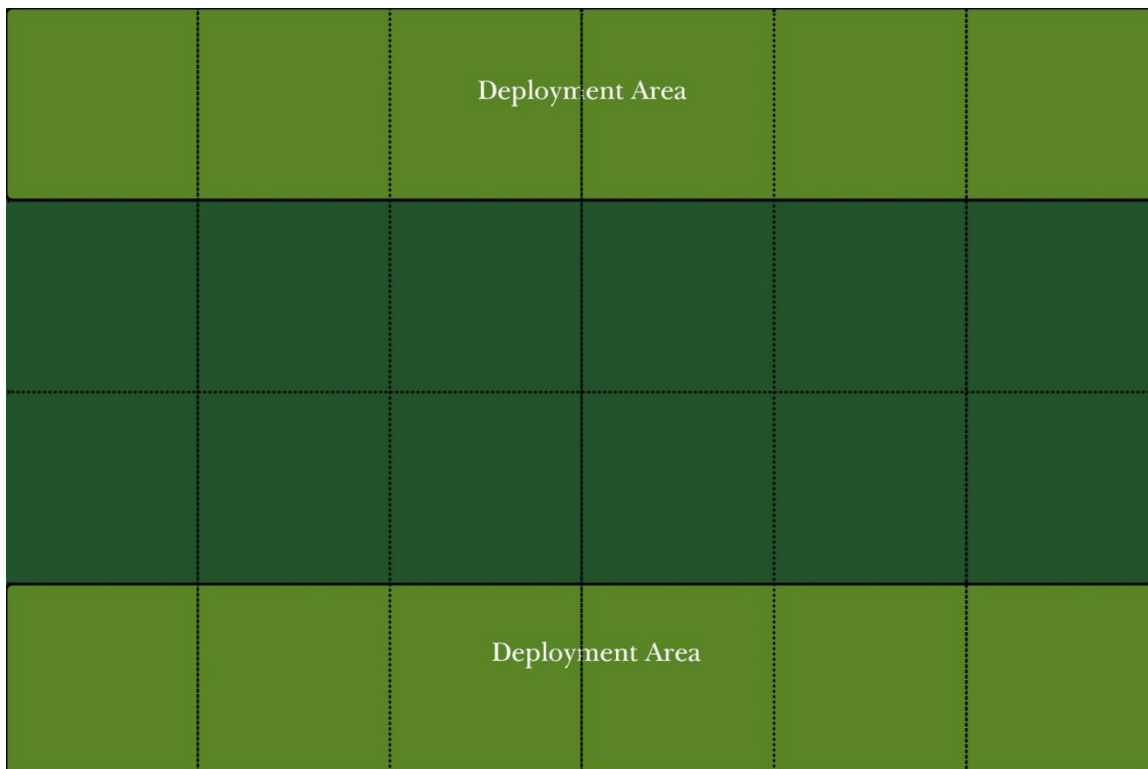
Set Up:

Both players are given 8 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, continuing until both players pass.

- It costs 2 Momentum tokens to place a piece of terrain wholly within your own deployment area (see map below).
- 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.
- A player may spend 3 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 1 piece of terrain wholly in my deployment area (2pts) and 1 piece outside my deployment area (3pts), and remove one of my opponents terrain pieces (3pts) then I would start the game with no momentum tokens. Likewise, if I decide not to place or remove any terrain then I would start the game with 8 momentum tokens.



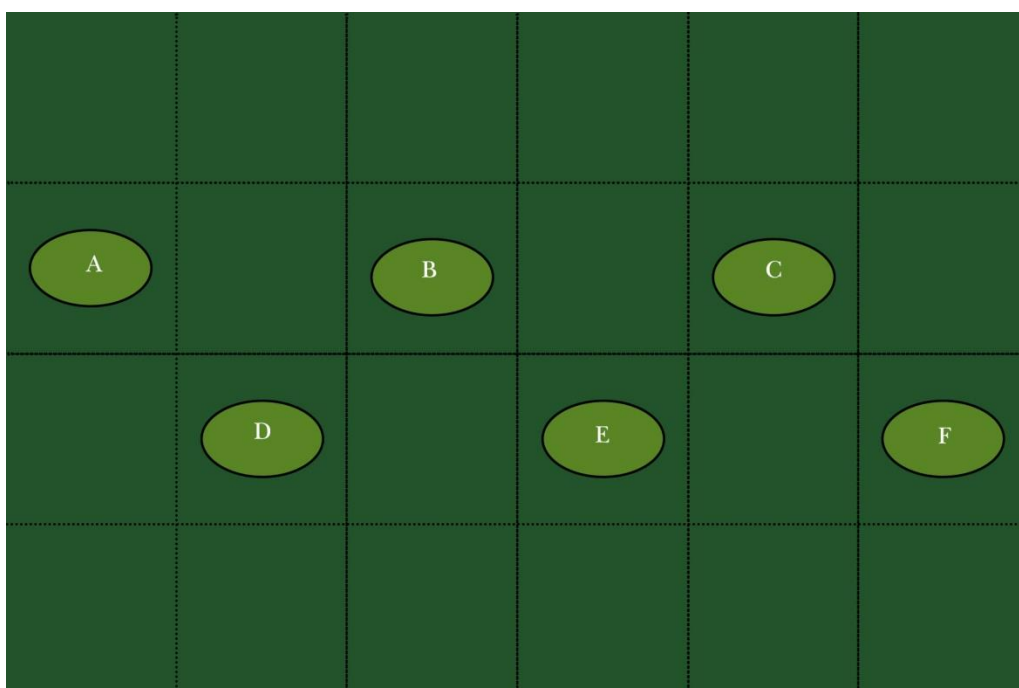
Special Rules:

1. Deployment and pre-game moves are as per Hidden Deployment in the Main Rulebook.
2. The game begins in the Remaining Moves phase.

Scenario 4: Meeting Engagement

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 1 piece 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

- Players roll a D6, the highest roll becomes the first player.
- The first player then deploys all their skirmish troops up to 18" from their long table edge.
- The second player then deploys all their skirmish units up to 18" from their long table edge but no troops may be placed closer than 18" to an enemy unit.
- The first player then deploys all their remaining units and Commanders up to 12" from their long table edge.
- The second player then deploys all their remaining units and Commanders up to 12" from their long table edge.

2. There are no pre-game moves.

3. The game begins in the Remaining Moves phase.