

Gitmob go to War(fare) 2024

1. Overview of Event

Gitmob Gaming are proud to be supporting Warfare 2024 on 16th & 17th November 2024. It is a 2-day Age of Sigmar, General's Handbook 2023, 2000 point event open to 60 players.

1.1 Army Selection & supporting material:

You will need an Age of Sigmar army. Select your force with a maximum value of 2000 Points using the rules and restrictions provided in the Pitched Battle section from the latest General's Handbook. Any supplementary matched play rules published in white dwarf or Warhammer community will also be allowed, please ensure that you bring a printed copy of these rules.

Only the most recent commercially available Battletomes, Warscrolls and Warscroll Battalions with Pitched Battle Profiles and points may be used at the event. **Any updates (e.g. FAQs, erratas or Battlescroll) will only be valid if issued prior to the date of list submission (2nd November).**

Please ensure that you are able to play 5 turns of your army in the 2½ hr round time. Failure to complete your game within the allotted time frame will result in a penalty.

1.2 The Venue:

Warfare is held at Farnborough International Exhibition & Conference Centre. There is free parking on site.

Lunch will not be provided at the event although there are plenty of places at Warfare to get food.

1.3 Outline of event activities.

In order to expedite the event, we will be encouraging players to submit their army lists via Stats & Ladders. The cut-off for list submission is midnight on Saturday 28th October.

The synopsis of the weekend is as follows:

Saturday:

Pre-Registration 8-9am:

Pop to the desk, say hi to us and that's it! On Saturday, each table will be set-up ready for game 1. While we aim to use S&L for the event, there will also be an events sheets for each player on the table to record your game scores, coolest army nomination and best opponent nomination.

- Announcements: 8:45-9am
- Game 1: 9:00 – 11:30
- Lunch: 11:30 - 12:15
- Game 2: 12:15 – 14:45
- Game 3: 15:00 – 17:30
- Event close: 18:00

Sunday 12/11/2023:

- Game 4: 9:15 – 12:00
- Lunch: 12:00 - 13:00
- Game 5: 13:00 – 15:30
- Awards: 16:00

1.4 Event cost & payment:

Please purchase tickets through the Warfare event page: [Warhammer – Age of Sigmar – Wargames Association of Reading \(wargamesreading.co.uk\)](http://Warhammer – Age of Sigmar – Wargames Association of Reading (wargamesreading.co.uk)). Tickets cost £50.

2. Play Details:

2.1 Army Lists:

Bring a copy of your army list to show your opponent before each game. Ensure that all additional spells, battalions, command abilities and artefacts are clearly marked.

You will also need a spare copy of your list to hand to the events team.

2.2 Terrain:

Terrain will be provided and can be moved with both players agreement. Mysterious terrain rules will not be in play unless the GHB states that they are required.

Terrain warscrolls will not be in play unless they are part of a player's army (eg Wildwoods, Feculent Gnarlmau, Gloomtide Shipwreck etc.).

2.3 What you need to bring:

A fully painted, 2000pt matched play legal, Age of Sigmar force.

Tape measure

Dice and counters

Glue

Smiles

2.4 Army Painting:

All models used should be fully painted miniatures (3 colour minimum) of the appropriate type for the troops they represent.

All unit options and command models must be shown on the models, weapon options shown on a model must be used. Weapons options must be clear to your opponent. If any ambiguity is anticipated, please email the event team prior to the event for clarification.

Models must be based on appropriate round/oval bases.

Models not painted or based to the event requirements will be removed as casualties.

2.5 Battleplans:

Before each game, we will draw a battleplan to use for that game. The most recent General's Handbook will be in play and battleplans will be drawn at random.

2.6 Scoring:

Primary scoring will be on the 30-0 format where:

Major Win - 30 points

Minor Win – 20 points

Draw - 10 points

Minor Loss – 5 points

Major Loss – 0 points

Secondary decider will be in game objective points followed by strength-of-schedule.

At the end of each of your games, you will complete your event sheet for that particular game and hand it in. Your scores will be recorded, and your event sheet will be handed back to you either before or during your next game.

2.7 Player etiquette:

Please abide by the player conduct guidelines in the Generals Handbook remembering that we are all here to have fun.

If there is a dispute, please ask one of the events team to come over to aid resolution. Often a friendly chat and consultation with FAQ/errata can resolve it.

Always give your opponent as much information as they need prior to the game to understand what your army does and during the game act courteously.

3. Awards:

Awards for the event will be given for the following players:

1st -3rd place gaming.

Most Sporting Opponent: This will be awarded to the person who has the most sports votes. In the event of a tie there will be a roll off.

Best Painted: This will be judges choice.

Coolest army: player choice.

Git lost dice!: last place.

Best team/club: If you are part of a club and at least 3 of you attend, you are eligible for this award.

Details on the criteria for these awards are as follows.

3.1 Most Sporting Nomination:

At the end of your fifth game you must decide which of your games was the best one. Fill in the section on the event sheet and hand this in with your game results. This will go towards the Most Sporting Award only and has no effect on the outcome of the event. Take into consideration how your opponent conducted themselves and who you would like to play again.

3.2 Best Painted

After game 1, we invite all players to display their armies for consideration in the category "Best Painted Army" after game 1. A list of nominees will be shared during game 4 and nominees are asked to put out their armies during lunch on the Sunday.

3.3 Coolest Army Nomination:

During the event, we invite players to take the time to look at the wonderful armies on display. After game 4, please note on your player pack which army you feel looked the coolest. Take into consideration the following in your nomination:

- Cohesion of elements within the army (colours, basing scheme)
- Complexity of display (conversions, innovative ideas)
- Narrative (does the army tell a story – ask players!)

3.4 Git Lost Dice!

Someone has to come last and invariably it's the fault of the dice! Seeing as Ben and Myles aren't playing, we can't guarantee who will come last!

4. Events Team aka "Coffee no Cream":

Ben Price (Email: Benjamin.price1981@yahoo.co.uk, Twitter: @BenPrice1981)