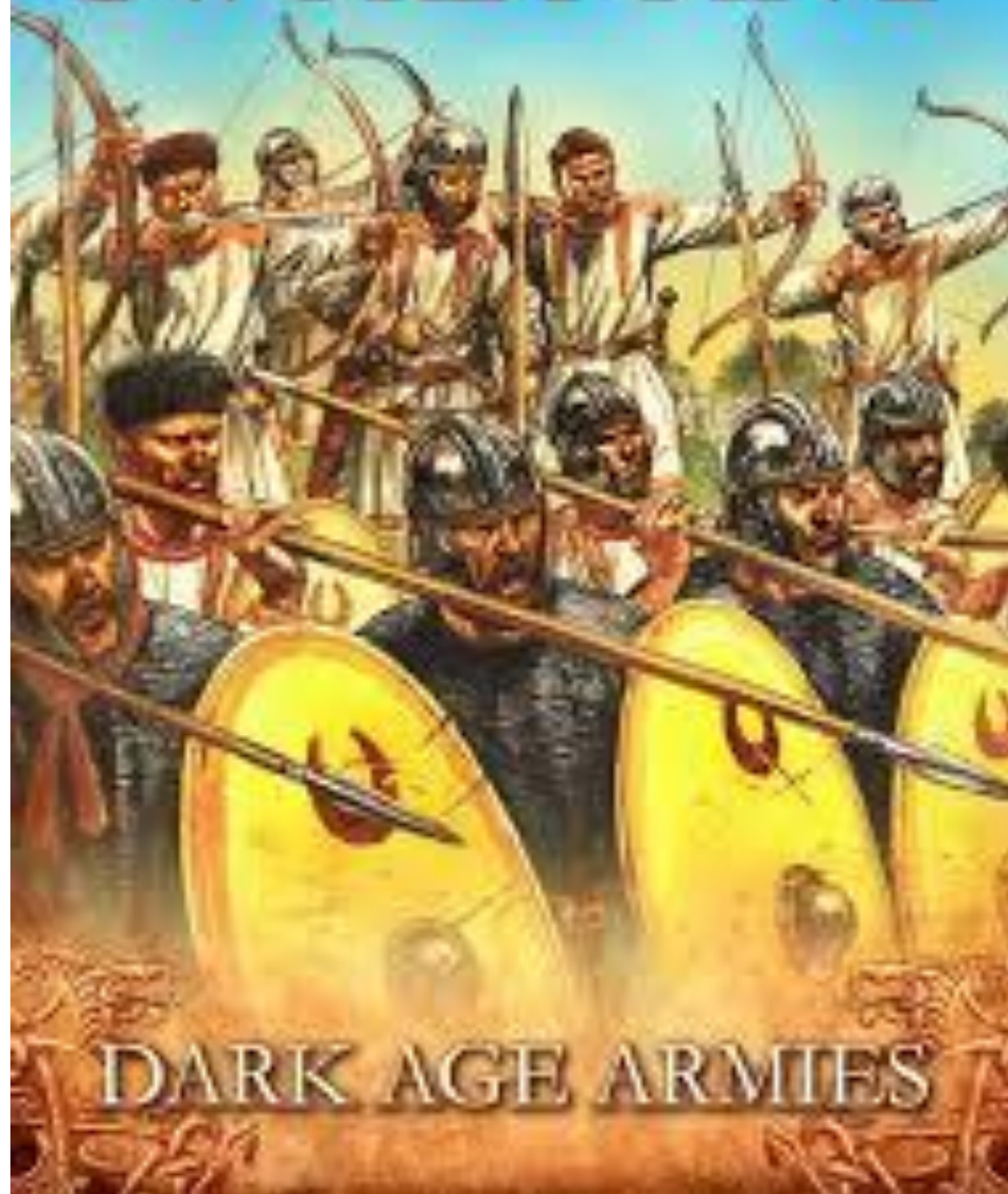


SWORDPOINT



DARK AGE ARMIES

Warfare 2025

Swordpoint Tournament - Player Pack

Warfare, is Reading Wargames Association's annual show. This year, it is being held on the 15/16th November 2025 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. Late Sassanids from the Classical book will also be allowed. Any allies have to come from these 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.
- No lances allowed with cavalry, take the spear option instead
- There can be no more than 8 bases per unit of archers.
- 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 19th 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. 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, no pieces larger than 8" x 10". 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 - ***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, 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 opponent's 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 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 (David Hale) 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:

The tournament umpire is Martin Gibbins. His 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 **first player** or **second player**. Any player with the Stratagem rule may add +1 to their die roll.

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

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

The **first player** 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 **second player** then places the terrain pieces on their half of the table in the positions indicated on the deployment map.

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

Pre-Game Moves:

The **second player** may move any troops with the *Special Deployment* rule up to 8". The **first player** may then move any troops with the *Special Deployment* rule up to 8".

Special Rules:

1. The game begins in the Initial Phase and the game lasts 3 hours.
2. The **first player** starts the game with 6 Momentum Tokens and the **second player** starts with 4 Momentum Tokens.

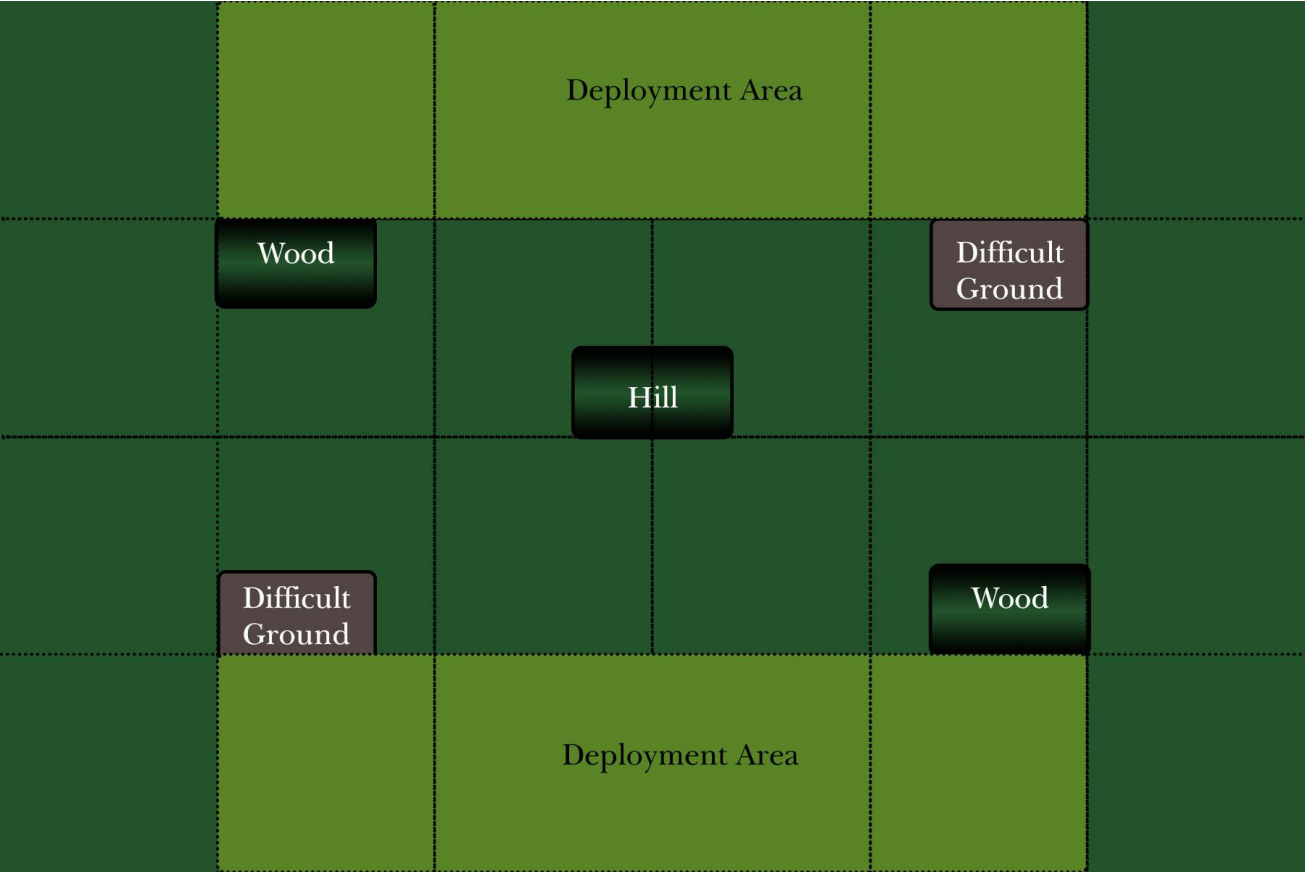
Map Option A



Map Option B



Map Option C



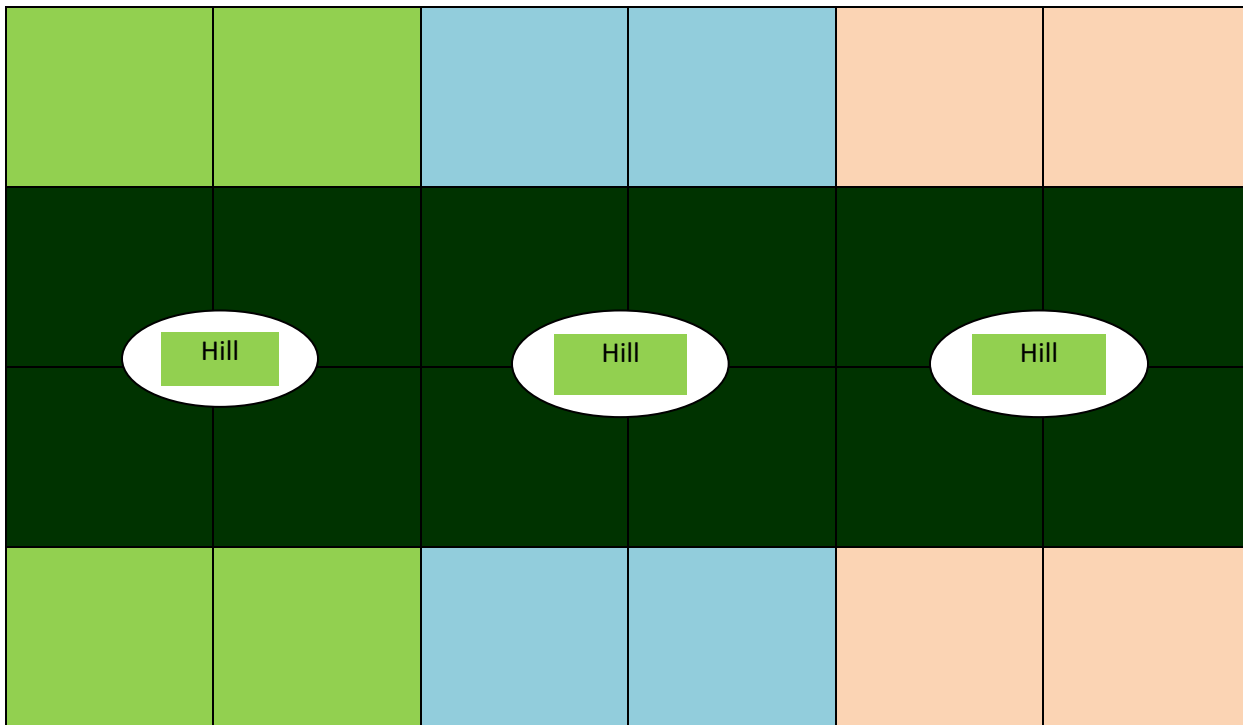
Scenario 2: King of the Hills

Set Up:

The game is played on an 6ft 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).

Both players draw maps for their deployment, unless the Stratagem rule is used to force the opponent to deploy first. Troops can be deployed in any of the areas indicated on the map but no more than 50% of an army's points value may be deployed in any one area (shaded light green, blue or orange on the map below). No troops may be set up in Ambush.

Each player writes 200, 100 and 100 on 3 pieces of paper and, without revealing the amounts to their opponent, places one piece of paper under each of the hills.



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 Initial Phase. Each player starts the game with 5 Momentum Tokens
2. As per the points on your piece of paper, if you control the hill, these are awarded as additional victory points for you at the end of each game. There are no table quarter victory points in this scenario.
4. The game lasts 3 hours.

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 (including those partly 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.

So, close order infantry will be base strength 4, open order infantry 3, cavalry and skirmishers 2. For example, if a close order infantry unit of 6 bases has its front rank partially on the hill but its rear rank completely off the hill, then it's base strength on the hill would be 12 (3 bases x 4).

Scenario 3: Chosen Ground

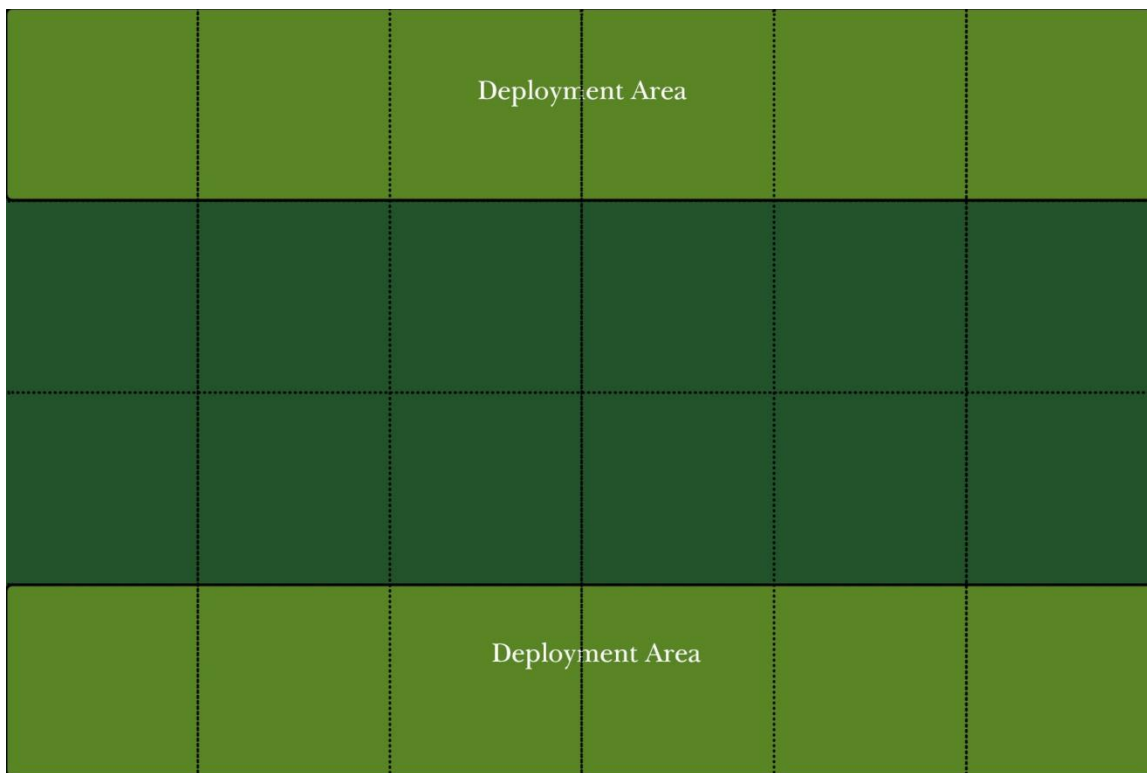
Set Up:

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, continuing until both players consecutively pass (i.e. if one passes but the other places terrain, then you continue with terrain placement)

- Each player may only place terrain on their own side of the table.
- 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 up to 2 pieces of the same terrain type.
- A player may spend 3 Momentum tokens to remove one of their opponent's 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 opponent's terrain pieces (3pts) then I would start the game with 2 momentum tokens. Likewise, if I decide not to place or remove any terrain then I would start the game with 10 momentum tokens (but, if you do that, remember that you cannot carry forward more than 10 momentum tokens in the next initial phase).



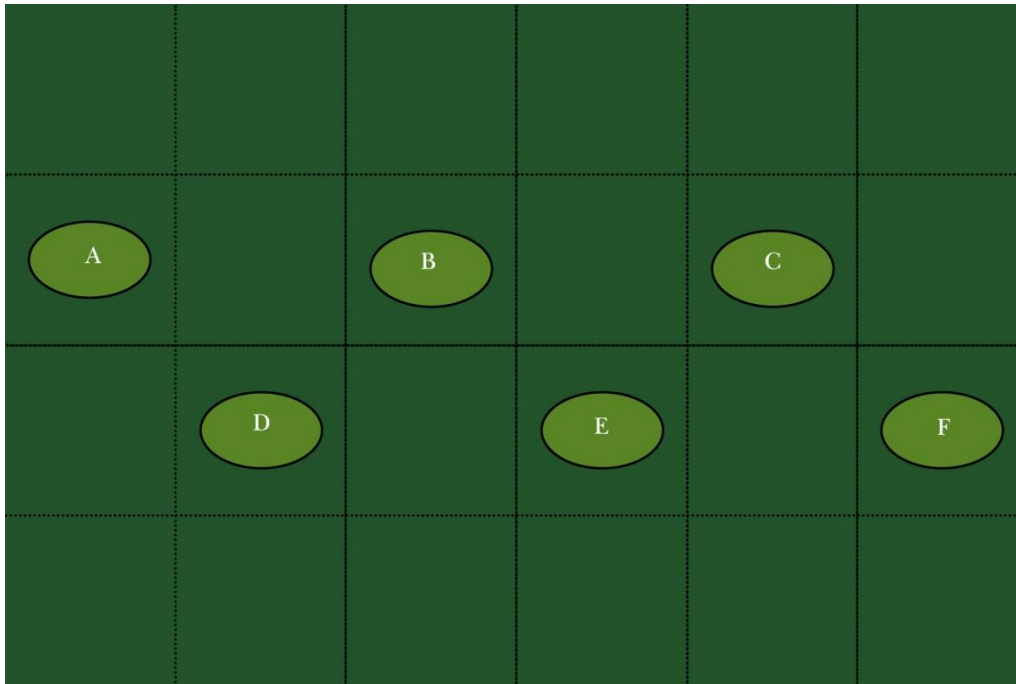
Special Rules:

1. Deployment and pre-game moves are as per Hidden Deployment in the Main Rulebook.
2. The game begins in the Remaining Moves phase.
3. The game lasts 3 hours.

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 use a D6 to 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 a skirmish unit 12" to 18" from their long table edge.
- The second player then deploys a skirmish unit 12" to 18" from their long table edge but no troops may be placed closer than **18"** to an enemy unit.
- The players take it in turns to deploy their skirmishers until one player has deployed all theirs, then the other player deploys their remaining skirmishers
- Players again roll a D6, the highest roll becomes the first player.
- The player then follow the same alternating process (as per the skirmishers) to deploy all their remaining units and Commanders up to **12"** from their long table edge.
- the whole of the long edge is open for deployment.

2. The main units **first player** may then move any troops with the *Special Deployment* rule up to 8". Then the **second player** may then move any troops with the *Special Deployment* rule up to 8".

3. The game begins in the Remaining Moves phase. Each player starts the game with 5 Momentum Tokens. The game lasts 3 hours.