

Warfare 2026

Swordpoint Tournament - Player Pack

Warfare is Reading Wargames Association's annual show. This year, it is being held on the 14/15th November 2026 at Farnborough International Exhibition & Conference Centre.

Event Information:

Entry is £50 per person and includes show entrance and parking. When booking your tickets please ensure that we have your correct name 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 "Classical", "Rise of Rome" and "To the ends of the earth" supplements.

The most recent version of the Swordpoint Rules and official errata will be used.

These additional rules and errata will be in effect:

- The Stratagem and Ambush rules are not used for this event.
- Artillery, War Wagons or Wagon Tabors may be used.
- You may have a maximum of 12 Momentum tokens at the start of each Movement phase.
- A force reaches Army Break point on losing 550pts or more of its starting point value.

Please submit your list for checking by **Sunday 18th October** to gibbins_martin@yahoo.co.uk
Please have a copy of your list for your opponents and share this with them before deployment.

Terrain:

Please bring sensibly sized terrain pieces. No piece may be larger than a piece of A4 paper. There will be some terrain available on the day. All games are played on a 6x4ft tables, and all terrain is set in accordance with the scenario. Hills are flat topped, so if you are on the hill then you can see anything else on the hill.

Tournament Schedule:

Saturday

- 8.45-9.15 Registration
 - 9.30-12.30 Round 1: Scenario – Chosen Ground
 - 13.30-16.30 Round 2: Scenario – Pitched Battle

Sunday

- 9.30-12.00 Round 3: Scenario – River Crossing
- 13.00-15.30 Round 4: Scenario – Take and Hold

Awards Sunday 15:45

Tournament Scoring:

All games end at Army Break Point or the time limit, whichever comes first. Please do not start a new round if there is less than 10 minutes to go. Saturday games are 3 hours, Sunday games 2.5 hours.

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 or skirmishers cannot claim a quarter. You may not claim table quarters or objectives if your Army is at Break Point. Forcing your opponent to Break Point DOES NOT automatically give you table quarters or objectives.	100 pts per quarter
You killed your opponent's General or caused him to flee the table	50 pts
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 (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:

The tournament umpires are Martin Gibbins and Wayne Richards. Their decisions are final, even if later found to be incorrect.

Scenario 1: 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 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 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. Starting with the first player, players alternate deploying units within their deployment area. There is no restriction on where a unit may be placed. All Commanders are placed once both sides have deployed all their units.
2. Starting with the first player, any troops with the "Special Deployment" rule may move up to 8" in any direction. There are no other pre-game moves.
3. The game begins in the Remaining Moves phase.

Scenario 2: Pitched Battle

Set Up: Both players roll 1d6. The highest player chooses whether they are the **Attacker** or **Defender**.

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.

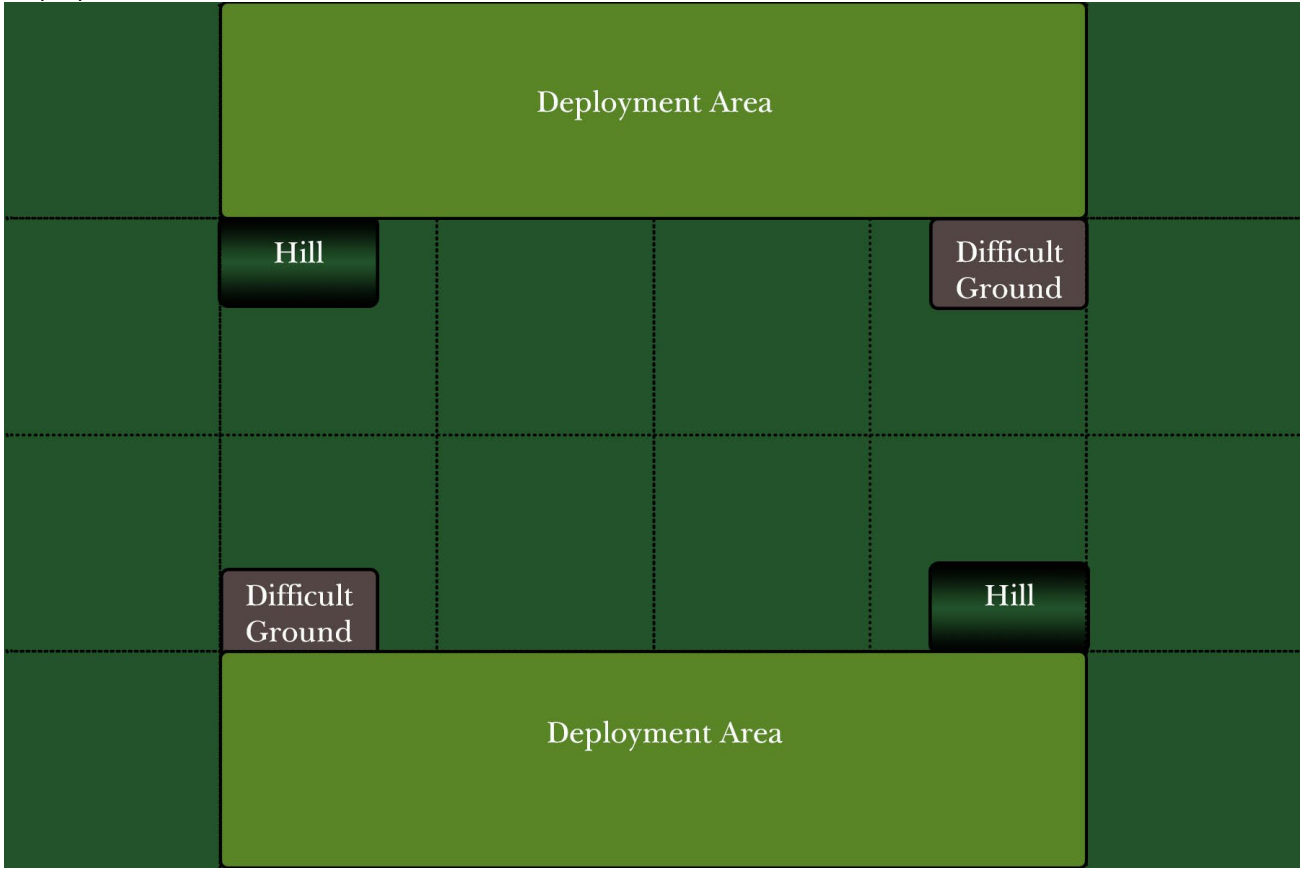
Special Rules:

1. The **Defender** may move any troops with the *Special Deployment* rule up to 8" in any direction. The **Attacker** may then move any troops with the *Special Deployment* rule up to 8" in any direction.
2. The game begins in the **Initial Phase**.
3. The Attacker starts the game with 6 Momentum Tokens and the Defender starts with 4 Momentum Tokens.

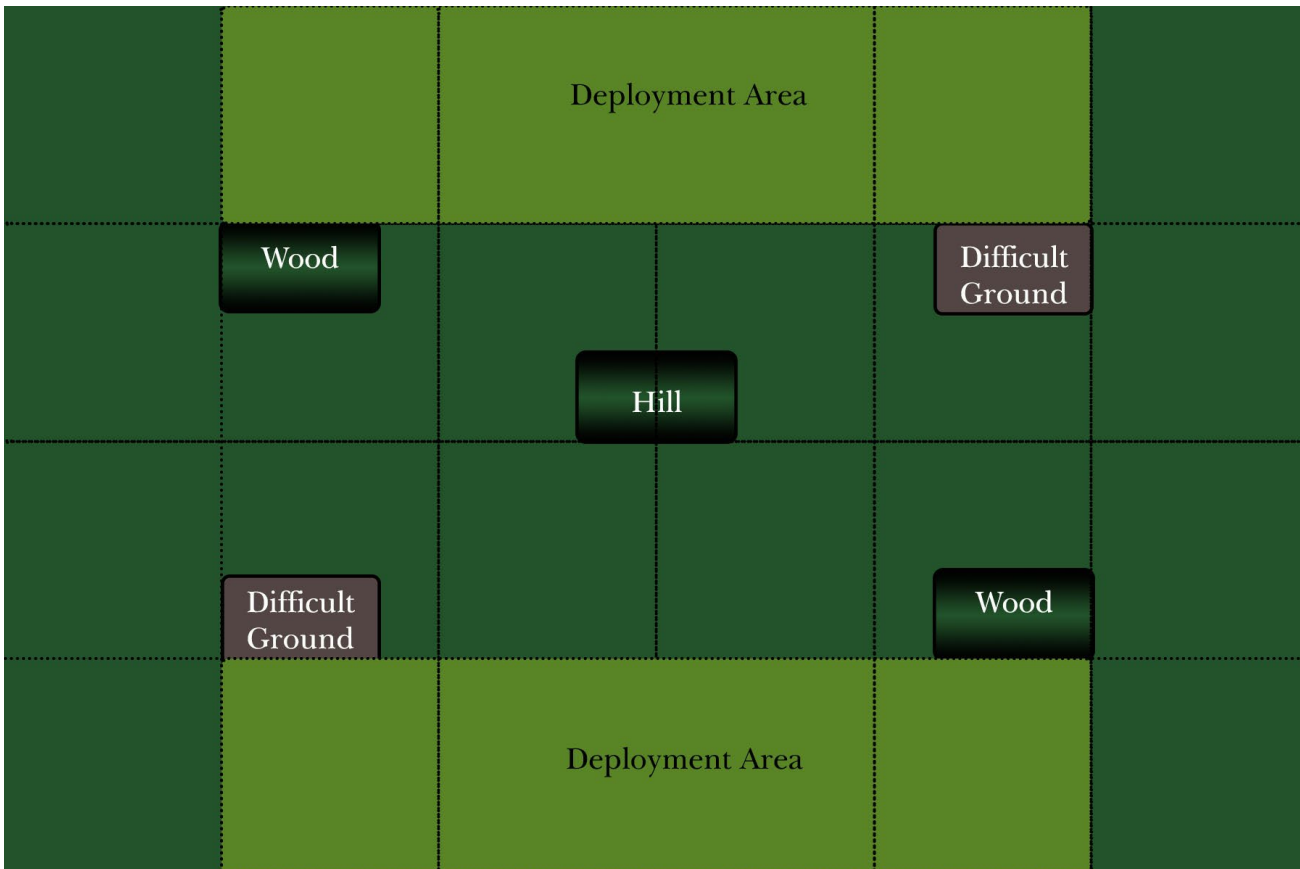
Map Option A



Map Option B



Map Option C



Scenario 3: River Crossing

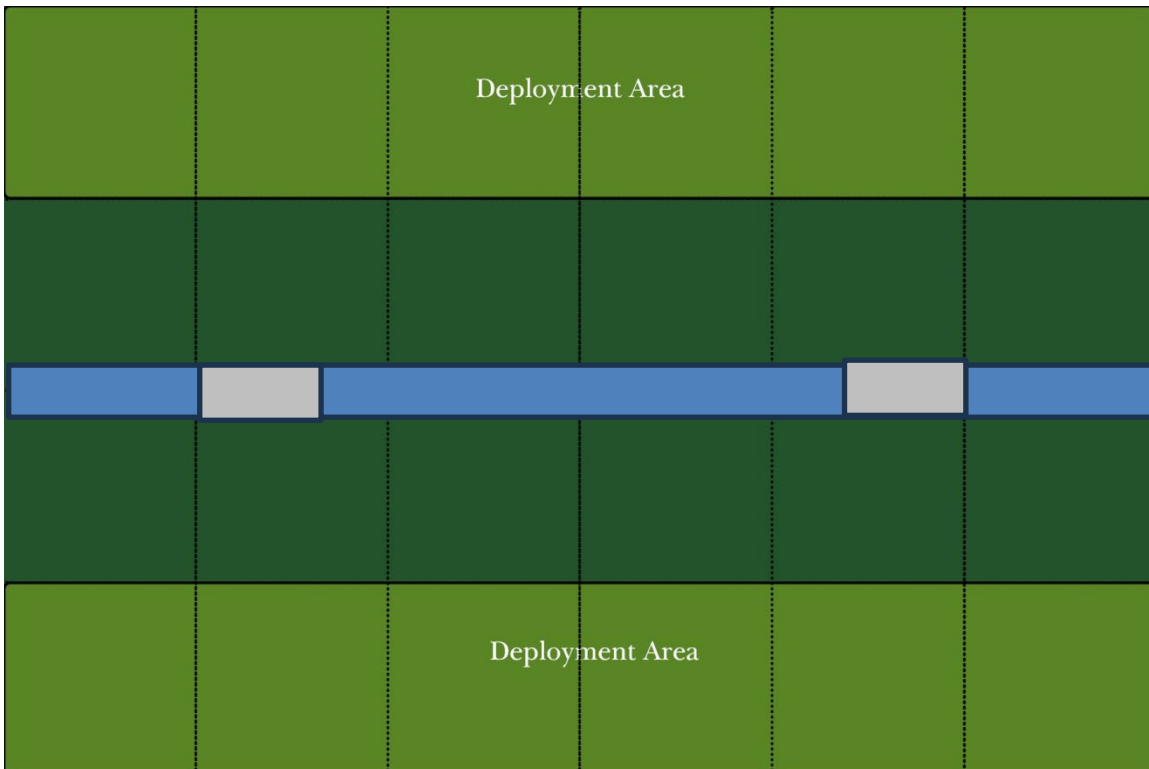
A river, 4" wide runs across the centre of the table from side to side. Approximately 15" from each side table edge is a ford 180mm wide.

Roll a D6. The highest scorer is the first player. Starting with the first player, each player may place one hill and one wood in their own deployment area. Players alternate placing pieces one at a time.

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

Special Rules:

1. There are no pre-game moves.
2. The game begins in the **Initial Phase**.
3. Both players start with 5 Momentum Tokens.
4. The Fords are treated as open terrain for all troops.
5. The river is difficult ground and no troops (including skirmishers or drilled troops) may change direction or formation when crossing the river, they must continue to move in the direction that they entered the river.
6. Each ford is worth 200 victory points to the side that controls it at the end of the game. The side with the greatest base strength (of all troop types) on the ford counts as controlling the ford. This applies even if both sides have troops on the ford. Fleeing troops do not count towards base strength. If the base strength is equal then neither side claims the additional points.
7. Forcing the opponent to Army Break point **does not** automatically give you control of the fords.



Scenario 4: Take and Hold

Set Up:

There are three terrain pieces (difficult ground, a wood and a hill) that are placed along the centre line of the board. Each piece is worth victory points to the player that controls it at the end of the game (see rules below).

Roll a D6. The highest scorer is the first player. The first player deploys half of their units, rounded up (ignore Commanders for determining the number of units). The second player then deploys all their units and Commanders. The first player then deploys all their remaining units and Commanders.

Special Rules:

1. Skirmishing units and units with the Special Deployment rule may make an extra 4" move after deployment with players alternating moving starting with the first player.
2. The game begins in the **Initial Phase**.
3. Both players start with 5 Momentum Tokens.
4. At the end of the game the side with the greatest base strength (of all troop types) on a terrain piece counts as controlling that piece. This applies even if both sides have troops contesting the piece. Fleeing troops do not count towards base strength. If the base strength is equal then neither side claims the additional points. Each table will have a sealed envelope. At the end of the game open the envelope to reveal how many points are awarded for controlling each terrain piece.
5. Forcing the opponent to Army Break point **does not** automatically give you control of the terrain.

