

Warfare 2019- Warhammer 40,000 Tournament Pack (v2.0)

Introduction

Warfare is the Wargames Association of Reading's annual wargaming show. This year the show is being held on the 16th and 17th November at the Rivermead Leisure Centre (the same place as in previous years). As part of the show we run several Tournaments, including Warhammer 40,000. This document contains everything (hopefully) you need to know to take part. This document is as final as possible but may need to be altered if/when future publications are released. If you have any questions regarding the rules pack including army composition, please email the organizers at tournaments@wargamesreading.com.

Tickets

Tickets are £30 (£25 if purchased before the end of August) and includes show entrance. They can be bought online from: www.wargamesreading.co.uk/product/warfare-2019-warhammer-40k-tournament/ When booking your tickets please ensure that we have your correct name(s) and email address(es), so we can keep you informed of any changes to the event. Refunds can only be given up to the 19th October.

Schedule

Saturday 16th November

0830-0920 Arrival and Registration
0920-0930 Welcome and Briefing
0930-1200 Game 1
1200-1245 Lunch Break
1245-1515 Game 2
1515-1530 Break
1530-1800 Game 3
1815 Centre Closes

Sunday 17th November

0900-0920 Arrival
0920-0930 Briefing (if needed)
0930-1200 Game 4
1200-1330 Lunch Break and Painting Judging
1330-1600 Game 5
1615 (ish) Awards

Note that like previous years that lunch has extended on the Sunday so you can look round the show and make any purchases that you want to make. Obviously feel free to look round at other times but please make sure that you are back 5 minutes before the start of the next round. Anyone who is more than 10 minutes late for the start of a game will be considered to have forfeited that round and will score nothing.

You will need

- Your fully painted, based and WYSIWYG army (see page 3 for more details)
 - Rulebook, Chapter Approved 2018*
 - Any Codexes/Indexes and FAQs you require to play your army*
 - A Copy of this Rulespack*
 - Tape Measure
 - Dice**
 - Wound Trackers- if you don't have these but need some, we recommend www.woundwang.com
 - 6 Objective markers, numbered 1-6
 - Tactical Objective Cards
 - Glue for battlefield repairs
 - Pen(s)
- *For those of you who like trees or who've just joined the 21st century you don't have to bring paper copies of any of these. Please make sure that the device you are using is fully charged and able to last a full day of gaming. However, we can't guarantee that there will be any available plugs for the charging of devices at Warfare, so please plan accordingly.
- **A note on dice. I know we all have our own special dice that we like to use but since at Warfare you may be playing people you don't know please can you ensure that any dice you are using only have symbols on either the 1s or 6s. At the start of the game let your opponent know which facing the symbols are on. If you have symbols

on both facings, then all dice with symbols count their symbols as being on the 1s regardless of the actual side they are on.

Army Restrictions and List Submission

Army Restrictions

- Armies can be chosen to a maximum of 1750 points
- No more than 3 detachments may be used.
- Beta datasheets from Forge World can be used but are all limited to 1 of each
- Any Rules intended for matched play may be used (subject to the above restrictions) providing they are released on or before the 1st November. If you are using a publication that is released near to that date that is subsequently errata'd then the errata will be used.

Command Points and Detachments

- Battalion detachments confer 3 CPs
- Brigade detachments confer 9CPs
- Imperial Knight players only receive CPs from a super heavy detachment if they have 3 or more units with the titanic keyword included in the detachment
- If your army is mono faction, then you will receive a bonus 3CPs. A mono faction army is one where every unit (excluding those not in codices) is chosen from the same codex and all <keywords> of the same type are replaced with the same keyword.

List Submission

All lists should be sent to armylist@wargamesreading.co.uk by midnight on the 1st November. There is no set format for lists but please send as a .doc, .xls, .pdf (or equivalent) or in the body of the email. If you send lists in a different format there is a chance your file will not be able to be opened and this may result in you being penalised for a late list submission. On sending your email you should receive an automatic response confirming that we have received it. We will only be in touch subsequently if there are any issues with your list so no news after this point is ultimately good news for you. Note, the army list email is equipped to deal with questions or queries, please send all queries and questions to tournaments@wargamesreading.co.uk, thanks.

When sending your list to me please make sure that you include the following,

- Your name
- Your order number (if your ticket was bought for you)
- The replacement keyword(s) for <keyword(s)>
- Which model is your Warlord and their Warlord Trait
- Which model(s) have relics (or equivalent)
- All Psychic Powers, C'tan Powers, Freeblade traits etc. (if you forget any of these then you agree to randomly roll for each game)
- What pregame stratagems you are using
- The total number of command points you will have to start the game
- The (up to) 6 numbers of the 6 tactical objectives you are removing from your deck for the Maelstrom of War missions

House Rules

1. All beta rules will be used unless specified otherwise
2. Don't be a dick
3. Any card or ability that scores D3 Victory Points automatically scores 2.
4. When placing objectives, no objective can be placed in impassable terrain and must be placed on the ground floor of ruins. If an objective has a fixed location and would have to be placed somewhere in contrary to these rules, please call over an organiser to shift the scenery.
5. See rule 2

Missions

This year at Warfare we will be using a mixture of Eternal War and Maelstrom of War missions from Chapter Approved 2018. The mission you are playing, and the deployment type used will be revealed at the start of each round.

Tactical Objective Cards

Since some of the missions will be playing will be Maelstrom of War missions and so use Tactical Objectives you MUST bring a set of Tactical Objective cards due to the impracticalities of rolling dice to generate these. If you do not bring these cards, then you will not be able to generate any tactical objectives. This may lead to some low scores for you in your games...

Army Specific Tactical Objectives

If your Warlord is from a faction with a Codex (at the time of writing everyone except characters from Inquisition, Adeptus Ministorum and Questor Traitoris), then you will have a unique set of tactical objectives in your codex which you must use. You do not need to own the cards for your specific faction (although it would be helpful), if you draw a card from 11-16 and you are using a different deck then look up the relevant card in your codex.

Secret Missions

To spice things up this year in addition to the primary mission you will be playing you will also have a set of 12 Secret missions to complete over the course of the weekend. After placing objectives and determining sides but before deployment both players should choose 2 of these missions to complete during the game. No objective can be attempted more than once over the course of the weekend so choose wisely. The 12 Secret Missions can be found on page 3 of this document.

Army Painting and WYSIWYG

All models in your army must be fully painted and based to be used in Warfare. By this we mean that every part of the model looks painted. Bases (other than the clear flying stands) should be completely textured and painted in some way. If you have to ask if your army is fully painted or not the chances are that it isn't.

In the same way Proxies are not allowed and all models must be WYSIWYG. Again, if you have to ask if your army is WYSIWYG then the chances are that it isn't. Conversions are fine and are in fact encouraged, but please make sure it's clear what the model is. Modelling for an advantage is however not allowed, we all want to see and play against cool looking armies but if you have clearly done a conversion or modelled a unit to be considerably bigger or smaller than the original please be prepared to use the size of the official model when determining line of sight to/from/past them and for determining cover saves.

In light of player feedback from previous years any player using a count-as models or armies must email pictures of their models to the organizers to check their suitability. Please do this even if you've used these models without issue in other events or at previous Warfares.

When it comes to base sizes please feel free to use whatever base size you feel the model fits on, but if in doubt use the base the model was supplied with. All non-vehicle models, skimmers and walkers must be based, regardless of whether they are supplied with one or not.

If you have any models that do not meet these standards you will be asked to remove those models from play and not use them. In some situations, we may offer you the choice to have your score removed from the final results and you will be allowed to continue to play with the models. This option is at the discretion of the organisers.

Traits and Painting/Modelling

To prevent confusion if you wish to use a named chapter/regiment/craftworld/etc. then your army must be painted and/or modelled appropriately. This means that Ultramarines are blue, Imperial Fists are yellow etc. If you're unsure whether your army fits these criteria, please email the organizers with pictures and we will check this for you. Official Successor Chapters (other than Black Templars etc.) must use the appropriate codex and chapter tactics for their parent chapter where known.

If your chapter/legion etc. has an official variant colour scheme such as the pre-heresy ones, then you can use those. We hope that anyone coming to the event will have enough knowledge of the background to work that out for themselves, but it might be helpful if

you could provide source material for those more obscure ones. Also, you do have some artistic license to subtly alter an official scheme to make it your own and still claim it is that thing. For example, if your space marines are painted in a lighter or darker shade of blue than the official Ultramarines colour that is fine, just make sure they can't be confused for another recognised scheme (so painting one fist red is out sorry).

Remember there is a subtle difference between having a trait/doctrine/obsession/etc. and having the associated keyword. You can designate your home-brew chapter/regiment/craftworld/etc to have whatever trait/doctrine/obsession/etc you like (subject to the rules of the codex), what you can't do is call your home-brew chapter Ultramarines and use their warlord trait and/or keyword specific Relic since you aren't Ultramarines.

Also, some armies such as Astra Militarum use different models to denote their different regiments. Where this is the case the important thing is the style of the models used and not so much the colour scheme. A Cadian model does not pass as a Steel Legion unconverted but if you sculpt a coat on them and give them respirator heads then it might well do.

Finally, this rule works in reverse, if you have painted your space marines blue with upside down omega symbols on their shoulder pads, they are Ultramarines and no amount of home-brewing or artistic license is going to convince anyone otherwise.

If you are unsure if you are going to fall foul of these rules, please email us pictures of your army/models and we will double check them for you.

Scoring

This year we be using the following scoring system; a win is worth 200 points, a draw 100 and a loss 0. You will also score 1 point for each victory point you score in the game. Finally for each secret mission you achieve you will receive 100 bonus points added at the end of the event in your final score.

Scorecards

When Filling in your score card please fill in both your score and your opponents. Also fill in the stars at the bottom of the card to say how fun your game was. A 1-star rating would be for the worst opponent ever whereas a 10 star rating is for one of the best. Please don't take into consideration how badly your/opponent's luck was or if it was a bad match-up. This is purely a gauge of how fun your opponent is to play. When completed please hand your completed scorecard into the desk. Do not also hand in your opponent's scorecard. He/she can do that him/herself!

Slow Play

We think that 2.5 hours should be more than enough time to at least finish 5 turns at 1750 points. Even the rule book says that that's the case! If you are playing slowly then you are only penalising your own score (and that of your opponent) as if you only make it to turns 2 you will only score 2 turns worth of points which will put you at a distinct disadvantage compared to those players who make it to turn 5 and score 5 turns worth of points. If you feel your opponent is playing overly slowly then please come and speak to the organisers.

Matchups

In rounds 2-5 we will be using the Swiss system to make sure that you are playing people with roughly the same number of points as you.

In round 1 you will be randomly assigned an opponent, although we will try our hardest to make sure that members of the same club or those people with the same army don't play each other, this may not be possible especially if you're a member of multiple clubs or playing a particularly common army. There is also a chance for you to issue grudge matches instead of playing a random player in the first game, to do this both players should email tournaments@wargamesreading.co.uk indicating they wish to enter the grudge match. Once you have asked for a grudge match you may not back out, that would just be unsporting.

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| <p style="text-align: center;">1. Secure All Odd Objectives</p> <p>At the end of the 5th battle round, control objectives 1, 3 and 5. Only Completable in Maelstrom Missions</p> | <p style="text-align: center;">2. Secure All Even Objectives</p> <p>At the end of the 5th battle round, control objectives 2, 4 and 6. Only Completable in Maelstrom Missions</p> | <p style="text-align: center;">3. Fool's Gold</p> <p>At the end of the 5th battle round have no models within 3" of an objective.</p> |
| <p style="text-align: center;">4. Survival Instincts</p> <p>At the end of the 5th battle round have at least 1 model (excluding Flyers) in play</p> | <p style="text-align: center;">5. Annihilate Them</p> <p>At the end of the 5th battle round have no enemy models in play. Cannot be attempted with 9 (Decimate them).</p> | <p style="text-align: center;">6. Trophy Kill</p> <p>Kill one named character or Lord of War character during the game</p> |
| <p style="text-align: center;">7. Look at Me!</p> <p>Have the single highest model on the table at the end of the 5th battle round</p> | <p style="text-align: center;">8. Duel</p> <p>Using only your (original) Warlord slay the enemy's (original) Warlord</p> | <p style="text-align: center;">9. Decimate Them</p> <p>Kill one model from each non-character unit in the enemy army during the game. Cannot be attempted with 5 (Annihilate Them).</p> |
| <p style="text-align: center;">10. Limited Command</p> <p>Use no Stratagems during deployment or the first 5 battle rounds of the game</p> | <p style="text-align: center;">11. Hold Positions</p> <p>At the end of the 5th Battle Round have no enemy units in your deployment zone and no friendly units in the enemy deployment zone</p> | <p style="text-align: center;">12. WAAAGH!!</p> <p>At the end of the 5th Battle Round have no friendly units in your deployment zone and at least one unit in the enemy deployment zone. Shouting WAAAGH! on completion of this objective is only mostly compulsory.</p> |