



# Warfare 2021

## Swordpoint Tournament

### Player Pack

#### **Warfare Information:**

Warfare, is Reading Wargames Association's annual wargames show. This year, it is being held on the 27<sup>th</sup> and 28<sup>th</sup> November 2021 in the Grandstand at Ascot Racecourse, Ascot.

General Admission Opening times: Saturday 10am to 5pm. Sunday 10am to 4pm

#### **Event Information:**

Entry is £30 per person (£35 after September) and includes show entrance. Please book your tickets via the Wargames Association of Reading website.

<https://wargamesreading.co.uk/product-category/wartickets>

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. Cancellations/refunds - can only be given up to 27<sup>th</sup> October 2021. For any more information please contact:

[tournaments@wargamesassociationreading.co.uk](mailto:tournaments@wargamesassociationreading.co.uk)

#### **Tournament Schedule:**

This will be a singles event using the "Classical" and "To The Ends Of The Earth" supplements.

The most recent version of the Swordpoint Rules and official errata will be used, so please familiarize yourself with any changes.

Players will play four games (two on Saturday, two on Sunday). Please ensure that you are at your table in time for each game.

#### **Saturday:**

Registration 08:30 to 09:15

Player Briefing: 09:15

Game 1: 9:30-12:00

Game 2: 13:30-16:00

#### **Sunday:**

Game 3: 9:30-12:00

Game 4: 13:00-15:30

Awards: 15:45

#### **Terrain:**

Your scouts have been busy and have returned with an indication of the likely battlefield where you will encounter the enemy. **PLEASE NOTE: All the terrain will be pre-set and must not be moved** (even if you think it doesn't match with the scouts description of the terrain).

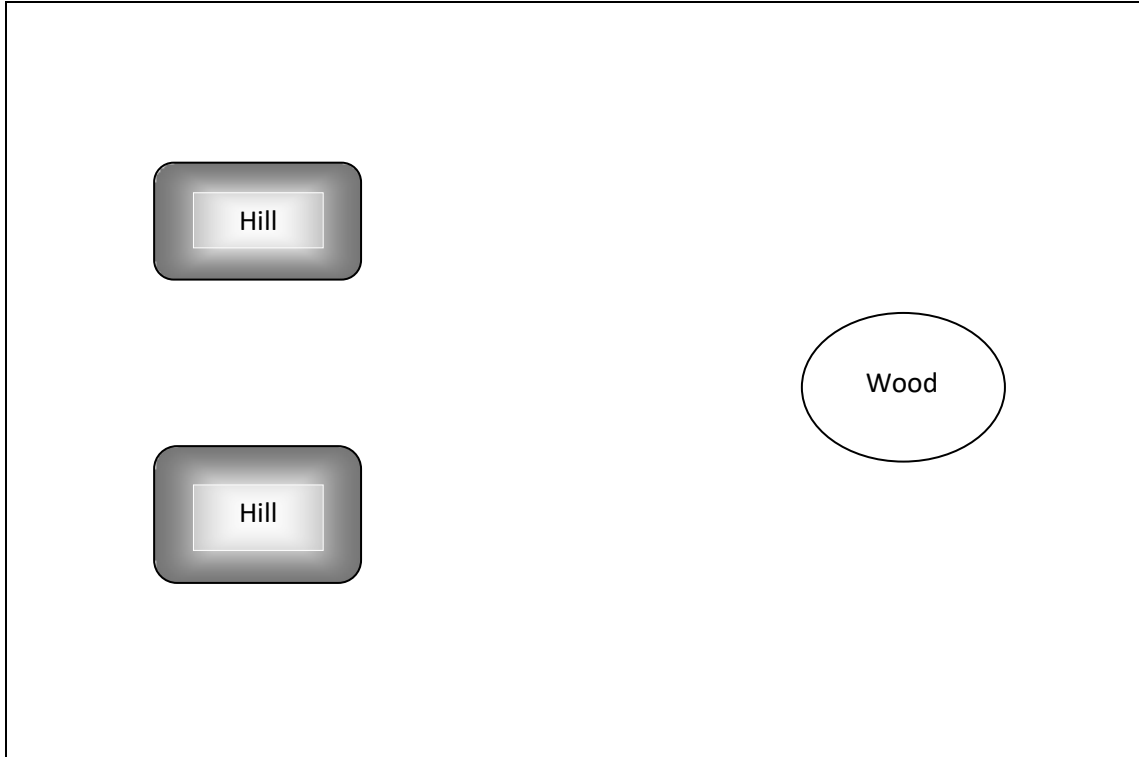
The Stratagem special rule options available are described for each game.

**Remember: All games start in the Remaining Moves Phase.**



## Game 1 Saturday 9:30 to 12:00 Meeting Engagement

Your scouts report that the enemy is approaching and you are likely to encounter them across a fairly level plain. On one flank is a small wood and on the other flank are two hills.



Terrain is pre-set and must not be moved unless using option 2 of the Stratagem special rule. Players dice for choice of table side. There are no pre-battle moves in this scenario.

Stratagem rule options 2 or 3 may be used, options 1 or 4 cannot be used.

### **Each player must select one of their four secondary objectives before deployment.**

Before the game begins both players make a list of all the units in their army, excluding Commanders. Each player's list represents his marching order, with the units at the top of the list at the front of the column. Once players have completed their marching order, the player with the most units deploys the first unit from his list, then his opponent deploys the first unit from his list. The players continue to alternate deploying units until all troops are deployed.

Note, Commanders are deployed last as one entry after all other troops have been deployed.

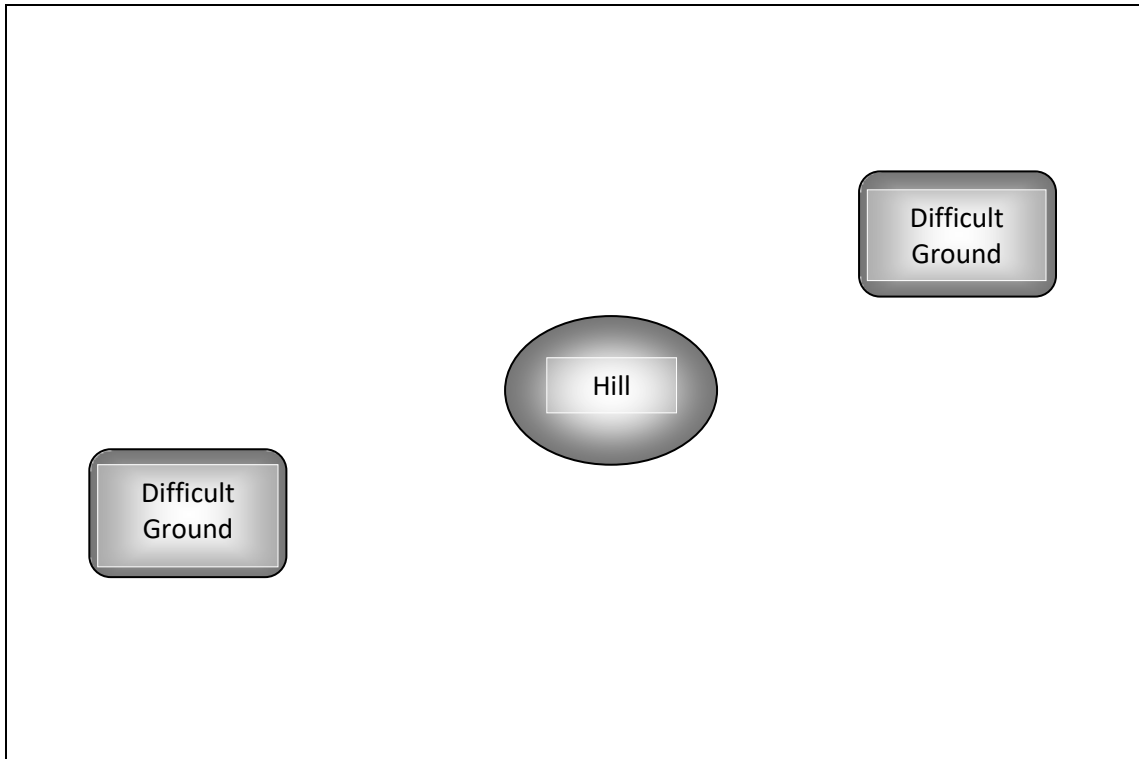
Units can be placed anywhere on the player's own half of the table but not within 6" of the centre line or within 18" of an enemy unit that has already been placed.

The game is played to the time limit or until Army Break Point, whichever comes first.



## Game 2 Saturday 13:30 to 16:00 Hidden Deployment

Your scouts report that ahead there is a central hill flanked by areas of difficult ground. The enemy is at hand so the army must deploy.



Terrain is pre-set and must not be moved unless using option 2 of the Stratagem special rule. Players dice for choice of table side. Stratagem rule options 2,3 or 4 may be used, option 1 cannot be used.

### **Each player must select one of their four secondary objectives before deployment.**

Each player makes a sketch of the battlefield and indicates where his various units will be deployed. Once both players have completed their maps they are revealed to their opponent and the armies are set out as indicated on the map. Armies are deployed no closer than 24" to each other and only skirmishers may be closer than 12" to the side edges of the table.

After deployment, all skirmishers not falling into one of the two following categories, may be moved 4" (infantry) or 8" (cavalry) further onto the table. Next Mounted Infantry may be moved in accordance with the Riding Horses/Camels rules. Finally, troops with the Special Deployment rule may be moved in accordance with that rule.

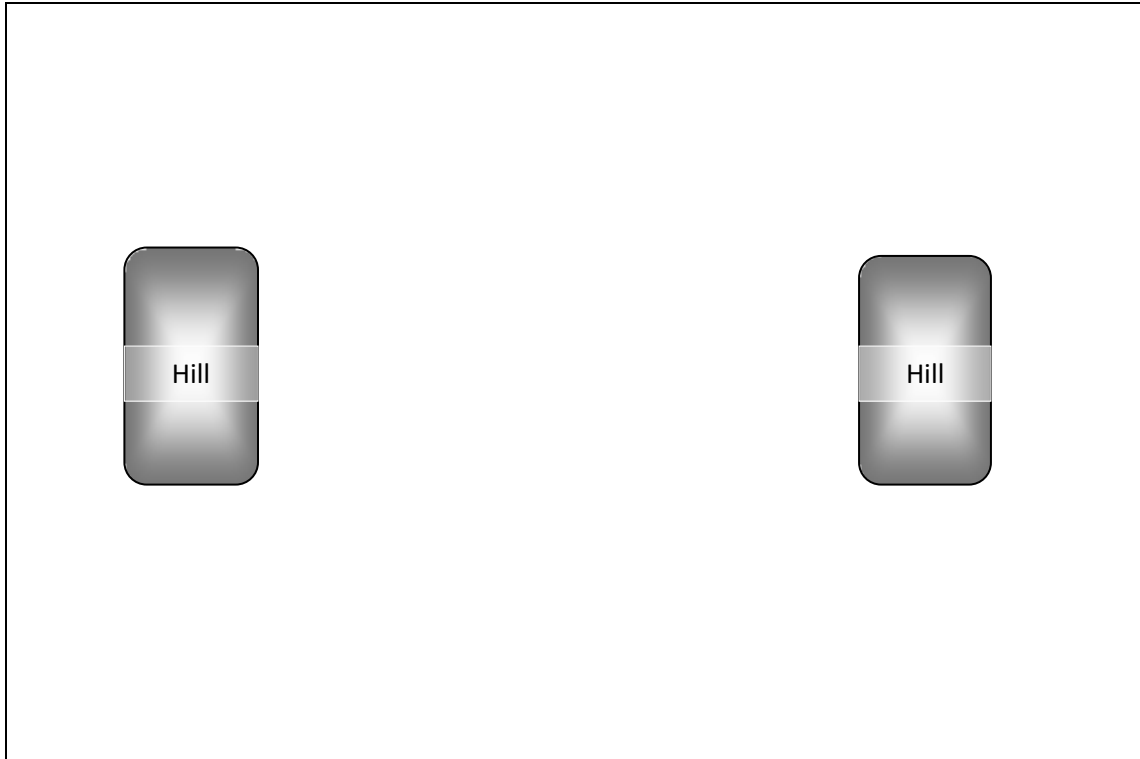
The game is played to the time limit or until Army Break Point, whichever comes first.



### Game 3

#### Sunday 9:30 to 12:00 Flank Attack

Your scouts report that the enemy are entering a small valley ahead. Could this be the ideal opportunity to launch a Flank Attack ?



Terrain is pre-set and must not be moved unless using option 2 of the Stratagem special rule. Players dice for choice of table side. Stratagem rule options 2,3 or 4 may be used, option 1 cannot be used.

**Each player must select one of their four secondary objectives before deployment.**

Each player may allocate up to 250pts of their army to form a flanking force. Players must write down which units are in the flanking force and which flank they will attempt to enter from. Note, players do not have to allocate a flanking force, it is purely optional.

Players then deploy their armies in accordance with the rules for Hidden Deployment (ie. draw a map, armies are deployed no closer than 24" to each other and only skirmishers may be closer than 12" to the side edges of the table).

After deployment, all skirmishers not falling into one of the two following categories, may be moved 4" (infantry) or 8" (cavalry) further onto the table. Next Mounted Infantry may be moved in accordance with the Riding Horses/Camels rules. Finally, troops with the Special Deployment rule may be moved in accordance with that rule.

If a flank attack is made, the player rolls for the successful arrival of the force starting in the third turn. They will arrive on a throw of 5 or 6 on turn 3, or 4,5,6 on turn four, and on anything but a 1 on turn 5. If a 1 is thrown that turn, the force is lost and takes no part in the



game.

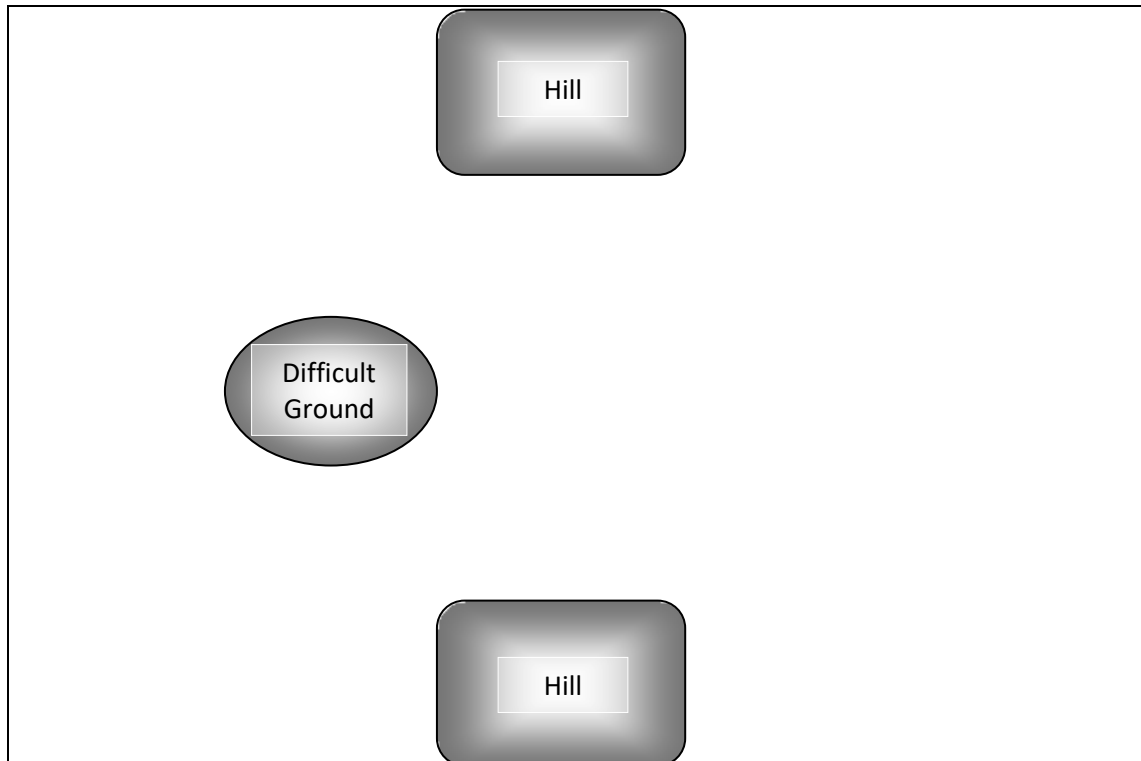
If the force arrives, the player places as many units as he can along the chosen side edge, but no closer than 6" to either player's table edge. Units may move this turn but may not declare charges. If there is not enough room to deploy the entire flanking force in one turn, then further units may be brought onto the same flank in the movement phases of subsequent turns once there is room to deploy.

The game is played to the time limit or until Army Break Point, whichever comes first.

#### Game 4

#### Sunday 13:00 to 15:30 Hidden Deployment

Your scouts report that ahead there are opposed hills with difficult ground toward the centre. Do you seek the safety of the high ground or throw caution to the wind and attack ?



Terrain is pre-set and must not be moved unless using option 2 of the Stratagem special rule. Players dice for choice of table side. Stratagem rule options 2,3 or 4 may be used, option 1 cannot be used.

**Each player must select one of their four secondary objectives before deployment.**

Deployment Rules are as per game 2 on Saturday.

The game is played to the time limit or until Army Break Point, whichever comes first.

#### Awards

Sunday 15:45



### **Army Lists/Period:**

Eligible lists will be those taken from the Classical Swordpoint Supplement and the To The Ends Of The Earth campaign supplement. **Note - any list options only available after 300 AD cannot be used.**

**Please submit your list for checking by Sunday 25th October to [martin@grippingbeast.com](mailto:martin@grippingbeast.com)**

Please ensure you have a copy of your list for your opponents and that you share this with them before deployment.

### **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.** This is to ensure that games do not over run. **If one side reaches Army Break Point then the game ends at the end of the current phase** i.e. shooting phase, movement phase or combat phase.

Note that this may mean that both sides reach Army Break Point in the same phase.

At the end of the game victory points are scored for;

1. FULL POINTS - Each enemy unit or Commander destroyed, stampeding or currently fleeing. So you get full points for stampeding elephants regardless of whether they are on the table or not at the end of the game.
2. HALF POINTS - Each enemy unit or model reduced to half bases/base strength or less but currently not destroyed/fleeing.
3. 200 POINTS - Each table quarter on the enemy's starting side of the table solely occupied by your own troops. A commander, elephant, skirmishing or unformed unit cannot claim a table quarter - only a unit of formed troops. Note, reaching Army Break Point does not automatically grant the victor table quarters. Table quarters may be contested even if an army has reached break point.
4. 100 POINTS - If the enemy General was killed or has fled the table. Note this is in addition to any points already gained for the General as part of a destroyed or fleeing unit.
5. 30 POINTS - If you have more than twice the number of momentum tokens than your opponent at the end of the game. Note that this replaces all other bonuses associated with momentum tokens.
6. 200 POINTS - If you forced your opponent to Army Break Point and have not reached Army Break Point yourself.

Each table will have a results slip to be completed by the players. Please record your Victory Points, Tournament Points (based on the victory point difference) and Secondary Objective Points.

Player	Victory Points	Tournament Points	Secondary Objective Points
Jack	1257	7	0
John	682	3	2

Please hand in the results slip to the tournament organiser (Wayne Richards) asap after each game.



Victory Point Difference	Winners Tournament Points	Losers Tournament Points
0 - 250	5	5
251 - 500	6	4
501 - 750	7	3
751 - 1000	8	2
1001 - 1250	9	1
1251 - 1500	10	0
1500+	12	0

### **Secondary Objectives:**

Each player has four secondary objectives, as detailed below. At the start of each game, before deployment, each player secretly selects one of their secondary objectives to achieve during the game. Each objective may only be selected once, therefore each player will use all of the objectives throughout the weekend.

Objective	Success Conditions
Head of the Snake	You must kill more Commanders than your opponent
Secure the Ground	At the end of the game you must have an unbroken formed unit in both of your opponents table quarters. Elephants, skirmishers, unformed and fleeing units do not count
Preservation	At the end of the game you must have more than 750pts on the table. Fleeing troops and units below half strength do not count
Momentum	At the end of the game you must have more than double the number of momentum tokens than your opponent

If the player achieves their Secondary Objective, then they earn an additional **2 Tournament** points.

The player with the most Tournament points after 4 games will win. In the event of players being tied, then the Victory Point totals will be used to determine the winner.

### **Army painting and WYSIWYG:**

Please ensure that your figures are fully painted and correctly based. If using proxy figures then please make your opponent aware of what they represent.

### **Umpires:**

Should you require an umpire then Martin Gibbins, Wayne Richards and Bob Stradling are the event umpires. Their decisions are final.



## **Travel Information:**

### **CAR PARKING AT ASCOT**

#### **Car Parking – FREE**

There are from 2,000 to 8,000 car parking spaces available at Ascot Racecourse Park in Car park 2 and 3



### **BY CAR**

From London & The North:

M4 Junction 6 onto the A332 Windsor by-pass and follow the signs to Ascot.

From the West

M4 Junction 10 to the A329(M) signed to Bracknell and follow the signs to Ascot.

From the South & East

M3 Junction 3 onto the A332 signed to Bracknell and follow the signs to Ascot.

From the Midlands:

M40 southbound, Junction 4. Take the A404 towards the M4 (Junction 8/9). On the M4 head towards Heathrow/London. Leave M4 at Junction 6 and follow the A332 Windsor by-pass to Ascot.

### **BY RAIL**

South West Trains runs a frequent service to Ascot from both Reading, Guildford and London Waterloo. The average journey time is 27 minutes from Reading and 52 minutes from Waterloo. The railway station is a seven-minute walk from the racecourse, via a spacious paved path away from roads.