

NSGRC

National Student Gaming & Roleplaying Championships



Wargames Pack

V2

Welcome to NSGRC Wargaming

Welcome everyone to the Student Nationals Wargaming pack 2019. With the new general's hand books and chapters approved for games workshop players, a brand-new edition and 7 factions for x-wing, and host of new games on the scene, this years wargames should be something incredible.

This pack will contain every bit of information you will need to prepare yourself for this event, including modelling rules, painting rules, expected behaviour and points listings. I look forward to meeting all of you at the event, and if you have any questions, please feel free to contact the Facebook page or email us.

Wargames coordinator

Alexander J Nelmes



Equipment

Everything placed in this section of the pack is meant for clarity and to provide a universal idea of what to expect. If there are any questions, contact us.

Essentials

- Most recent rule books and other supplementary material
- The newest army book and a printed copy of the most recent FAQ for your chosen army
- Dice and tape measurer
- Tokens and templates
- A minimum of 2 printed army sheets (one for your opponent's and another to be checked against your submitted list)

Modelling rules

Modelling for advantage

We appreciate wargamers are a creative bunch, who love kit bashing and making their armies feel special, but this doesn't mean we will allow you to abuse the creative side of the hobby to cheat.

Examples of Modelling for advantage are as follows:

- Using the wrong base on a model
- Posing models in ways to benefit from height and line of sight rules.

If you suspect your opponent has modelled for advantage alert a judge.

Proxy Rules

We will be operating a "What you see is what you get" policy for this event. The models in a unit must be the models listed on your army sheet, and you may not field a model equipped with a plasma gun as a model equipped with a melta gun for example. This policy is to make it easier for your opponent to identify unit make up when declaring attacks. We will allow models made by other manufactures to be used, if it is clear what the model is meant to be in your army. (if you are unclear on a model, please feel free to contact to discuss and ask about its legality)

You may not use any vehicle proxies in Historical games due to the exact nature of equipment. For example, a Panther tank is always a Panther tank and can't be played as a T-34. Models in the correct scale range no matter the producer can still be used (this scale range will be clarified in the army building rules).

Painting

All models should be painted to a minimum of 3 colours and bases don't need to be painted. However, painting to a higher standard and basing your army will earn 3 bonus points in your category. These bonus points are awarded by the judges.

Procedure

During this event we ask that all players play fair, don't lose their temper and ruin the game for their opponent. To help with this we've listed some guidelines here.

Cheating

Whether this is something as small as lying about dice results or deliberately lying about rules to gain an unfair advantage, cheating is not accepted. A small offence will lead to a yellow card, a second offence will earn you a red card. A yellow card earns your opponent a reroll, while a red card instantly cause the current game to count as a loss.

Larger offensives will have harsher penalties, which will be decided by your judge.

However, players do make honest mistakes. In these cases the player in the wrong will have the correct rule explained, however if they make the same mistake again they will be considered cheating.

Sporting Behaviour

We've all had a game where the dice have just betrayed you at every turn, and how this can ruin your fun. We do ask that you don't spread this negativity to your opponent. While this is the most common example, we would like to ask players to always keep their opponents' in mind and do your best not to ruin things for them.

The Judges

The judges are the people who will ensure your weekend runs smoothly. These are the things to be aware of:

1. A judge's ruling is final. The judge doesn't have the time to deal with a problem in the most minute details, their rulings need to be done quickly to make sure all players have access to them. If you feel a judges ruling was unjust you may speak to them at the end of the game, and if you still feel this way can ask to speak to someone else. Failure to comply with the judge's ruling during the game can lead to penalties.
2. Don't be afraid to ask the judges questions mid game, it's what they're there for.
3. At any point through out the tournament a judge may request to check your army list matches what's on the table, dice and other similar things.

Code of Conduct

The full code of conduct is available from our website.

Point Totals

Age of Sigmar

We will be watching this classic reimagining of the Warhammer world closely as we expect buckets of dice to be thrown alongside your legions and warbands. Warhammer 40K's Fantasy counterpart.

The event will be 2000 points. Warscroll Battalions, Realm of Battle, Allegiance Abilities, Malign Sorcery, Pitched Battles and Endless Spells will also be legal. Forge world units will be legal if they have a matched play Warscroll.

Blood Bowl

Do you like American football? Do you like over-the-top gore? Then have I got the game for you! Games Workshop's Blood Bowl is a fast-paced game of fantasy football where orcs, elves and treefolk spend more time fighting than playing. Just hope your fantasy team does better than your local football team!

Teams can have a maximum of 1.1 million gold coins, with star players being banned. Only official teams are allowed due to balance issues. If players could bring pitches, we would be very grateful

Bolt Action

Lead your troops to victory across multiple theatres of battle in this World War 2, infantry focused game from Warlord. Alternative History is always fascinating, and one theory suggests each new possibility created is an additional source of critical successes.

This will be 1000 points, with all theatre and expansions books except tank wars legal.

The model scales allowed will be 1/48, 1/56 and 28mm.

Flames of War

Flames of War is another World War Two Miniatures game and a new addition to the roster. This game focuses on significantly larger battlefields than Bolt Action and will be set during the mid-war period, with all books from Afrika Corps too Ghost Panzer being legal.

This will be 100 points of mid-war. All books released 2 weeks before the event will be legal. 20 points may be allocated to command cards.

The model scale allowed will be 1/100 scale or 15mm

Malifaux

Sneaked in last Minute due to popular demand! Pretend there is something funny here.

This will be carried out using the "Gaining Ground 2018" tournament pack found on the Malifaux website

Team Yankee

In this alternative history-based game, The Russians have invaded western Europe. Dig in and cripple the Soviets as the stubborn British or break NATO's back with heavy Soviet Armour. This is another new game to the roster from the talented designers at Battlefront.

This will be 100 points and all army books released 2 weeks before the event are legal.

The model scale allowed will be 1/100 scale or 15mm

Shadespire

This is Games Workshop's newest skirmish game. Set in the cursed city of Shadespire, take control of a band of Noble heroes or malicious villains, and fight for control of the city to secure glory and loot.

Bring a warband and a standard deck. Players should also remember all tokens, boards and special dice needed. The deck ban list will also be in action.

Star Wars X-Wing

X-Wing 2.0 is here, and what does this mean? Well, it means Classic ships are back, Perfect for hunting down those pesky Rebels and devious Outlaws. Now is the perfect time to join in – your Empire needs you!

This will be 200 points extended format. All factions released before the event are legal, however if there is a point change after the list submission, players will be allowed to email new lists. Make sure the subject of the email is clear, so it can be forwarded to the right people.

Warhammer 40k

We might get more data from this game than any other. Prepare all your D6's (ALL of them) as you rally your forces in the name of the Emperor (Anything else is Heresy) and engage in endless war. This is the classic game by Games Workshop, and as such is a staple of any gaming convention

1750 points using the eternal war mission set. All books published 2 weeks before the event are legal. We will be using Chapter approved 2018 and the most recent FAQ. Forge world unit's will also be legal if matched play rules are available. An army can contain the same datasheet a maximum of 3 times.

Warmachine / Hordes

There is something pure about steampunk is there not? The idea that even the simplest of machines could explode, violently spraying boiling water and pressurised steam, is the kind of thing that gets even the mildest mad scientist Excited. Combining steampunk mechs, magic and monsters, Warmachine is a quick and rewarding skirmish game.

This will be 75-point standard event.

FAQ

1. An Age of Sigmar, Sylvaneth player asks: "My army requires the use of a lot of additional terrain, in the form of Citadel Woods from Games Workshop. To represent these in regular games at my university society I simply use same sized and shaped mdf cut-outs. It would be an expensive investment to buy all of the official GW kits for the trees and due to the nature of the rules cut-outs offer no difference to gameplay (no difference to line of sight etc). Would I have to have official GW Citadel Woods for the Nationals and would they have to be painted?"

This is completely fine, as the GW products are rather expensive, and it would be unreasonable of us to demand your player buys them. However, would it be possible for this player to clearly mark them as tree for ease of information for opponents, this wouldn't need to be anything too fancy, but something like sticking a picture of trees on the cut outs or writing tree on them. These also won't affect the judgment of his army for the painted army bonus points.

2. "How long are the rounds for the different wargaming categories? Mainly asking for 40k and AoS."

Sigmar and 40k will be 2 hours each.

3. For Age of Sigmar, "What is the ruling for square bases? GW have released a document with recommended base sizes, yet many of their kits still come with square bases and even GW state that while the base sizes are a guide, with appropriate measuring accounting for a different base size there should be no problem using old base sizes/shapes"

Square bases will be allowed as it shouldn't have too much impact on the games.

4. "Does each player in a team need to have the full library of rule books in order to play? Does this mean an Age of Sigmar player would need the minimum of: Core Rule Book, General's Handbook, Malign Sorcery, Battletome and a suite of FAQs for all of the above? Especially that at least for the Core Rule Book, the rules are included for free on the official Games Workshop Age of Sigmar app?"

Regarding libraries, players should bring everything they need for their army. So if a player is using Malignant sorcery, they need the rules with them. The format of the rules doesn't matter. Players should have all FAQ's needed for their army, but don't need every FAQ

5. " When I first got plague bearers and bloodletter models they came on 25mm base. The new ones now come in 32mm bases. Do I have to make all those models on the new size or can I field the ones that I've already made on smaller bases? "

This change should be made to make it fair for newer players. I appreciate this isn't ideal, so I took some time and tried to find a simple solution for you. I found some premade MDF bases, which you would just need to blutac the original bases to, and a link for these can be found here:

6. "Are the new Nightvault boards for Shadespire allowed?"

yes

Army Lists

There will be a google form made available after categories have been confirmed. All lists should be submitted by 23:59:59 on the 6th April, failure to do so will need to a penalty. Malifaux players are exempt from this.

All the organisers, judges and myself are looking forward to meeting you and enjoying some great games.