

WARHAMMER

WAR IN THE OLD WORLD – A WARHAMMER 6TH EDITION EVENT (2250 points)

GOALS & AIMS FOR THE EVENT

This is the player's pack for WHFB 6th edition, at MOAB in 2021. We're running this event to play classic Warhammer with like-minded players in a fun and friendly environment.

WHAT IS WARHAMMER FANTASY BATTLES 6TH EDITION?

Warhammer Fantasy Battles 6th edition was released by Games Workshop in the year 2000 and was their primary fantasy game from 2000-2006, this event will be using the rules set and army books/supplements intended for this edition of the game.

WHEN AND WHERE

This will be a two-day event with five rounds over Saturday 2nd & Sunday 3rd of October at Sylvania Heights Community & Youth Club- 288 Box Road, Sylvania. This is part of the Mother of all Battles (MOAB) event being run by the Sutherland Shire Wargamers Club.

TOURNAMENT ORGANIZERS

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RULES AND ARMY SUPPLIMENTS

If you do not have a copy of the 6th edition rulebook and your army book or other relevant supplements, then please email the TOs and we can organise digital copies for you.

EVENT COST - \$65.00 per player to attend

Please note that \$45.00 of your entry fee goes towards the MOAB convention and \$20.00 goes towards prize support.

SCHEDULE

Saturday 2nd October (DAY 1)

8:00-8:30 Registration, briefing & setting up armies

8:30-11:00 Game 1

11:00-1:30 Game 2

1:30-2:15 Lunch

2:15-4:45 Game 3

Sunday 3rd October (DAY 2)

9:00-9:30 Registration, briefing & setting up armies

9:30-12:00 Game 4

12:00-12:45 Lunch

12:45-3:15 Game 5

3:15-4:00 pack up and presentations

It is important that players arrive at 8:00 on Day 1 so that they can be assigned to their tables and can get set up for an 8:30 start. Each round is 2hr 30m which should be more than enough time to complete 6 turns. We hope players will make every effort to finish their games.

First round opponents will be drawn at random - You will find out on the morning of the event. Subsequent rounds will be based on overall rank, albeit no player will be matched against the same opponent twice. Please email the TOs if you wish to issue a grudge match challenge for round 1.

ARMY COMPOSITION

Players have up to 2250 points to build their armies with, following normal rules from the Warhammer 6th edition rulebook & army books or alternate publications. Please note that hero level special characters are permitted but not lord level special characters. The only exceptions to this rule is that if you are running an all-Kislev list or the vampire coast list, in which case lord level special characters are permitted as the only lord choices available to these lists are special characters. If a Kislev force is allied into another force then lord choices must be chosen from the force that they are allied with and therefore may not be lord level special characters.

Players may select their armies within the normal restrictions from their 6th edition army book and from all other relevant 6th edition publications including:

- Storm of Chaos, Lustria & other campaign supplements
- Ravening Hordes
- Warhammer Chronicles
- Warhammer Annual
- White Dwarf lists and additional units released in WD such as Undead Pirates, Dark Elf City Guard, Goblin ecology, Steam tank variants, Regiments of Renown etc.
- Alternate army lists from the back of the army books
- Non-army book lists such as Dogs of War, Chaos Dwarfs etc.

Please note that the launch of 6th edition was accompanied by Ravening Hordes which was a publication designed to give every army a simple and playable army list until they received a proper army book. As always, some armies had to wait longer than others to receive an army book so some of these also received beta lists which released in WD and later in Warhammer Annual and Warhammer Chronicles. So that players have maximum flexibility in playing the army that they want you do not have to select your army from the most recent publication, so if you would prefer to select your army from the Ravening Hordes list or from one of the beta lists instead of your army book then go ahead! Just bear in mind that you cannot mix and match units/items from different lists, i.e. if you wish to use the Ravening Hordes list rather than the list from your army book then you can only use the units and items from the Ravening Hordes list and would lose access to any extra special rules or options that you would normally get from your army book.

All lists will be vetted by the TO to check accuracy and you will be asked to re-submit your list if there are any mistakes or if the list is difficult to read and understand.

KEY DATES

All players must submit their army list by **Friday 10 September 2021**. This gives the TOs time to review all the lists and ensure accuracy and enough time for any players to re-submit lists if necessary. Please ensure that lists are submitted on time as this helps with running a smooth event and keeping it fair for everyone. Please email army lists to alex.burkitt@hotmail.com & mackie.angus@gmail.com. You are welcome to email us if you have any questions.

HIDDEN ITEMS

The game of Warhammer is intended to be played with “hidden items” which means that things like magic items and special abilities are intended to be hidden until the relevant time for them to be revealed, also the rules for many magical items in the game are written with this intent and are best used as a surprise.

For the purpose of writing your list for the event is that there are various items & abilities that may be hidden on your list and revealed to your opponent during the game. This includes magic items of all types (including magic banners), vampire bloodline powers, knightly virtues, sacred spawnings, Dwarven runes, Ogre Big Names etc.

In the case of magic weapons and armour the mundane equivalent must be on the list, i.e. if your character carries a magic shield then you can list “shield” on your list for that character, if a suit of magical armour permit a model to have a 6+ save then it is considered to be light armour and a 5+ save is considered to be heavy armour. Magic weapons should be publicly listed as their weapon type such as great weapon, lance or spear. If there is no specific weapon type is listed for that magic weapon it can be counted as a hand weapon on your list. Please ask the TOs if you have any questions about list formatting.

You must list all your magic items and abilities (as per above) on a separate page as well as which characters they are assigned to so that you can show this to your opponent when the item is revealed.

An item is revealed in game when it is relevant to do so, for example if a character is attacking with the sword of might (+1 strength) then you would reveal this when rolling to wound. A character who has a ward save of some kind would reveal this when he has failed his armour save and is required to roll for a ward save.

A note on composition – While creative list building is encouraged it is also your responsibility as a player to ensure that this is a fun setting so please take this into account when you build your list. There are no restrictions other than those that exist within the game and the relevant publications. However please consider the overall experience that this event is about when writing your list and how your opponent might feel when facing it across the table. This does not mean that you have to write a “soft” list that will lose every

game but please avoid writing a list that is designed to avoid interacting with your opponent or removes the fun from the contest. Here are some examples of things to avoid:

- Having a “death star” unit i.e. a unit which costs 500+ points along with characters built to accompany it
- Maxing out on magic i.e. generating 12 or more power dice every turn
- “Gun-line” lists i.e. 50 crossbows and 5 war machines that sit in the deployment zone and have no intention of moving all game
- Pure avoidance lists that have no intention of fighting combat or engaging with your opponent’s army
- Building a negative list based around completely nullifying parts of the game for your opponent, i.e. taking four (4) or more dispel scrolls makes it very difficult for your opponent to have a magic phase and probably has a negative effect on the game overall.

Most players know what is fun to play against and what is not so please use some common sense when writing your list and ask yourself “does my list give my opponent a fair chance of enjoying the game” and being able to compete in every phase. Also please be aware that the TOs may ask you to resubmit your list if the list is deemed to be against the spirit of the event. Once again, if you are unsure about what constitutes a fair and fun list please get in touch and we are happy to help.

IN GAME SCENARIO

All games are played using the classic “Pitched Battle” scenario on pages 199-200 of the 6th edition Warhammer Rulebook. Please note that as per page 198 of the Warhammer Rulebook you score victory points as follows.

- You earn victory points equal to the points value for each enemy unit which has been completely destroyed, fled the table or is fleeing at the end of the game
- You also receive half the value of victory points (rounding up) for each unit reduced below half it’s starting number of models or wounds at the end of the game
- 100 victory points per table quarter captured by end of the game. To capture a table quarter you must have a unit with at least unit strength 5 or more and no enemy units in that table quarter. Units that are fleeing do not count for the above. Also a unit must have more than half of it’s models in that table quarter to capture it, so a unit of 10 models cannot capture a table quarter if only 2 of its models are in that quarter. Each unit may only capture one table quarter.
- 100 victory points for killing the enemy general (fleeing generals at the end of the game count as slain)
- 100 victory points for each standard captured by one of your units during the game, a standard can be captured by breaking or killing the unit in combat that is carrying the standard. Once captured the victory points are recorded and you will still earn those points even if the unit that captured the standard is later destroyed.
- 100 victory points if the enemy battle standard is captured as per the rules above.

SCORING SYSTEM

This event will use a classic 20-0 scoring system. Once you have calculated all victory points for each player as per the above criteria consult the table below and write your battle points score on your score sheet. Under this system the maximum battle points that a player can

score in a game is 20 and the minimum is 0 however it is very difficult to achieve this result as one player would have to pretty much kill their opponent's entire army as well as score extra points for table quarters and banners etc and not lose any of their own units. So in reality most games are likely to be a lot closer than this and you are also rewarded for playing the game out to the final turn because if you kill just one or two extra units or manage to preserve your units on the board then this can potentially help you score a few extra battle points. It is also possible for a drawn game if the victory points difference is 199 or less either way, in which case the battle points are split 10 to each player.

BATTLE POINTS SCORING TABLE

Victory points difference	Victory battle points	Defeat battle points
0-199	10	10
200-399	11	9
400-599	12	8
600-799	13	7
800-1099	14	6
1100-1399	15	5
1400-1699	16	4
1700-1999	17	3
2000-2399	18	2
2400-2799	19	1
2800+	20	0

PAINTING CRITERIA

We understand that this is a time consuming hobby and we can't always find the time to paint a fully completed army especially when real life stuff happens so you may participate in this event even if your army is unpainted or not fully painted. However there will be painting points added to your battle points which will contribute to your overall tournament score. Even with an unpainted army you will still be eligible for the Best General award which is awarded purely on battle points but the awards for overall winners will be based on combined battle points and painting points.

What constitutes a painted army?

For the purposes of this event a painted army is where all models are painted to a basic tabletop standard with at least 3 colours and the bases are painted and where at least 1 basing material is used, bases that are just bear plastic with some paint on it are not considered for this purpose. Models that are simply undercoated with a couple of random colours slapped on do not count as painted. The intent here is for players to put in a genuine effort to paint their force to at least a basic tabletop standard.

An army that fits the above painting criteria will earn an additional 20 battle points at the end of the event. We hope that this is enough of an incentive for people to at least get a basic paint job on their miniatures.

The TOs will judge the painting during the lunch break and each player will also vote for what they believe to be the “coolest army” at the event. Your coolest army vote should go to the army that you believe has the best overall visual theme, whether that be an amazing paint job, coolest conversions or centrepiece or even a fancy display board to show it off.

TERRAIN & LINE OF SIGHT

Terrain is an important part of Warhammer but sometimes the height of a hill or density of a forest on the tabletop does not quite convey what it would be like for the units in the field of battle. For the sake of clearing up any grey areas, all forests & hills at this event will count as “infinitely high” meaning that a unit that is behind a forest or hill cannot be seen by another unit on the other side of that terrain feature. This also means that large targets cannot be seen behind a forest or hill and cannot see over forests or hills either. Even if a unit that is on a hill is trying to draw line of sight to a unit behind another hill or forest that unit is still considered to be obscured by the terrain feature. However this does not stop units from being able to see around terrain features, so if a unit has part of its base or its rear ranks poking out from behind a forest and another unit can draw line of sight to it around the terrain feature then it can be targeted as normal for charges, shooting, magic etc.

The rules for buildings in 6th edition are not really suitable for tournament play so it is recommended that you treat buildings simply as an impassable piece of terrain that blocks line of sight rather than having models entering and fighting in buildings as it can be a bit cumbersome at times.

Other than this all terrain is to be played as per the book, and it is recommended that you discuss with your opponent prior to deployment so that both players know what the terrain on the board represents. If any of this is unclear then please ask the TO prior to setting up models.

RULES DISPUTES & SPORTSMANSHIP

If you haven't worked this out already, THIS IS A FUN EVENT! We are not playing for the Warhammer world championships or to win substantial amounts of money or anything like that so please conduct yourself accordingly. We hope all players play in the spirit of the event and interact with their opponents in a friendly and polite manner. If your primary motivation is to turn up and annihilate all opponents at the expense of all else then please don't sign up.

Warhammer is not a perfect game and rules questions and discrepancies do come up from time to time. We ask players to check the relevant part of the rulebook before consulting a TO for rules clarification. TOs may not know every rule, and might ask you to roll a dice to decide.

There will be no sportsmanship scores as such but each player will be asked to nominate their best opponent throughout the event and the player with the most votes will be win the best opponent award, in the event of a tie the award will go to the player with the lower battle score.

AWARDS & PRIZES

The following awards will be presented at the end of the event.

- Coolest army (as voted by players)
- Best opponent (as voted by players)
- Best General (the player with the highest battle score)
- Overall winner (highest battle score and paint score combined)
- Overall 2nd & 3rd place as per above

Depending on the number of players registered for this event we may have a bigger prize pool so additional prizes & awards may be added.

WHAT TO BRING

- Your army
- Printed copy of your "closed" list and a separate page with magic items listed
- Rulebook, army book and any relevant rules supplements
- Dice, tape measure and any other gaming aids that you might need
- A big re-fillable bottle of water and some snacks
- A great attitude

WE LOOK FORWARD TO SEEING YOU AT THE EVENT!