

# WARHAMMER

## WAR IN THE OLD WORLD VII MOAB 2022– A WARHAMMER 6<sup>TH</sup> EDITION EVENT

### GOALS & AIMS FOR THE EVENT

The aim for running an event for WHFB 6<sup>th</sup> edition is to provide a day for those who like playing classic Warhammer to get together and play some games with other like-minded players in a fun and friendly environment.

### WHAT IS WARHAMMER FANTASY BATTLES 6<sup>TH</sup> EDITION

Warhammer Fantasy Battles 6<sup>th</sup> 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. Many players still believe this to be the best edition of Warhammer Fantasy Battles and others just like playing a classic “ranks & flanks” game with big blocks of troops on the battlefield. Whatever your motivation, you are welcome to join us at the event.

### WHEN AND WHERE

This event will be held on Sunday the 4<sup>th</sup> of October 2022 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 ORGANIZER

Nick Taylor- [nicholas.charles.taylor@gmail.com](mailto:nicholas.charles.taylor@gmail.com)

### RULES AND ARMY SUPPLIMENTS

If you do not have a copy of the 6<sup>th</sup> edition rulebook and your army book or other relevant supplements, then please send me an email and I can organize a digital copy for you.

### EVENT COST - \$55.00 per player to attend

Please note that the MOAB per person cost for the venue for the day is \$35.00 which means that the extra \$20 will go towards prize support.

### SCHEDULE

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

8:30-11:00 Game 1

11:00-1:45 Game 2

1:45-2:15 Lunch

2:15-4:45 Game 3

4:45-5:30 Pack up & presentations

It is important that players arrive at 8:00 so that they can be assigned to their tables and can get set up in preparation for an 8:30 start. The total game time for each round is 2hr 30m which should be more than enough time to complete 6 turns. It is expected that players make every effort to finish their games and time notifications will be provided when there is 1 hour remaining, 30 minutes remaining and 10 minutes remaining.

All first round opponents will be drawn at random and you will find out on the morning of the event who you will be playing, all rounds after that will be drawn based on your score relative to other players so after the first round you will be playing the next player who is closest to you on the scoreboard. Players will only play each other a maximum of once during the event.

### **ARMY COMPOSITION**

All armies are to be no more than **2250 POINTS** and must follow the normal restrictions set out in the Warhammer 6<sup>th</sup> edition rulebook & army books or alternate publications.

This event aims to be fun and allow players the flexibility to build their army lists in a narrative way if they want, this means that players may select their armies from their relevant 6<sup>th</sup> edition army book or from other relevant 6<sup>th</sup> edition publications such as Storm of Chaos, Warhammer Chronicles, alternative lists from White Dwarf & Ravening Hordes etc. so this means players may use the army lists and units provided by Games Workshop for Dogs of War and Kislev as well as themed lists like the Dark Elf City Guard list and other alternative list options as well as “back of the book” lists and Storm of Chaos lists however this must be indicated when submitting your list for the event. Please note that hero level special characters are permitted but not lord level special characters. The exceptions to this are that lord level special characters are permitted for the Kislev and Zombie Pirates lists as their only lord options are special characters and they are non-functional without them. 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 no later than **Sunday 25<sup>th</sup> of September (1 week prior to the event)** this gives the TO 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 [nicholas.charles.taylor@gmail.com](mailto:nicholas.charles.taylor@gmail.com) and you are welcome to email me 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.

If you can imagine actually being one of your miniatures on the tabletop for a moment... Your army is looking out across the battlefield and can see the enemy forces arrayed against you. You can see weapons and shields glinting in the sun as well as the bright colours of

banners and standards but you can't tell what magical properties their weapons might have or if that enemy wizard is carrying an ancient trinket or a magical scroll in his pocket, or if the gem that the enemy general wears around his neck is just a pretty jewel or in fact a protective talisman.

What this means 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. Also in the case of magic weapons some may specify a weapon type such as great weapon, lance or spear however if there is no specific weapon type 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.

It is expected that you 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.

This means that if you can come up with a fun and crazy magic item combo that can be dramatically revealed during the game... Then do it! Hopefully this will create some great stories that you can tell your grandkids one day!

**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 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 doesn't 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 that costs 500+ points with all your characters hiding in it
- Generating 12+ power dice per turn and slinging spell after spell after spell at your opponent
- "Gun-line" lists with 50 crossbows and 5 war machines that sit in the deployment zone and have no intention of moving all game
- Avoidance lists that simply run circles around your opponent all game and refuse to fight in combat (not fun!)

The TO may ask you to re-submit your list if it is deemed to be not in the spirit of the event.

#### **A QUICK NOTE ON ARMY BUILDING FOR THE SCENARIOS**

As you have probably worked out by now, you should be trying to achieve the scenario points! This means building your army in a way that it can be competitive in all three scenarios.

### SCORING SYSTEMS

This event will use a classic 20-0 scoring system. Once you have calculated all victory points for each team 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 team 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 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 249 or less either way, in which case the battle points are split 10 to each team.

### BATTLE POINTS SCORING TABLE

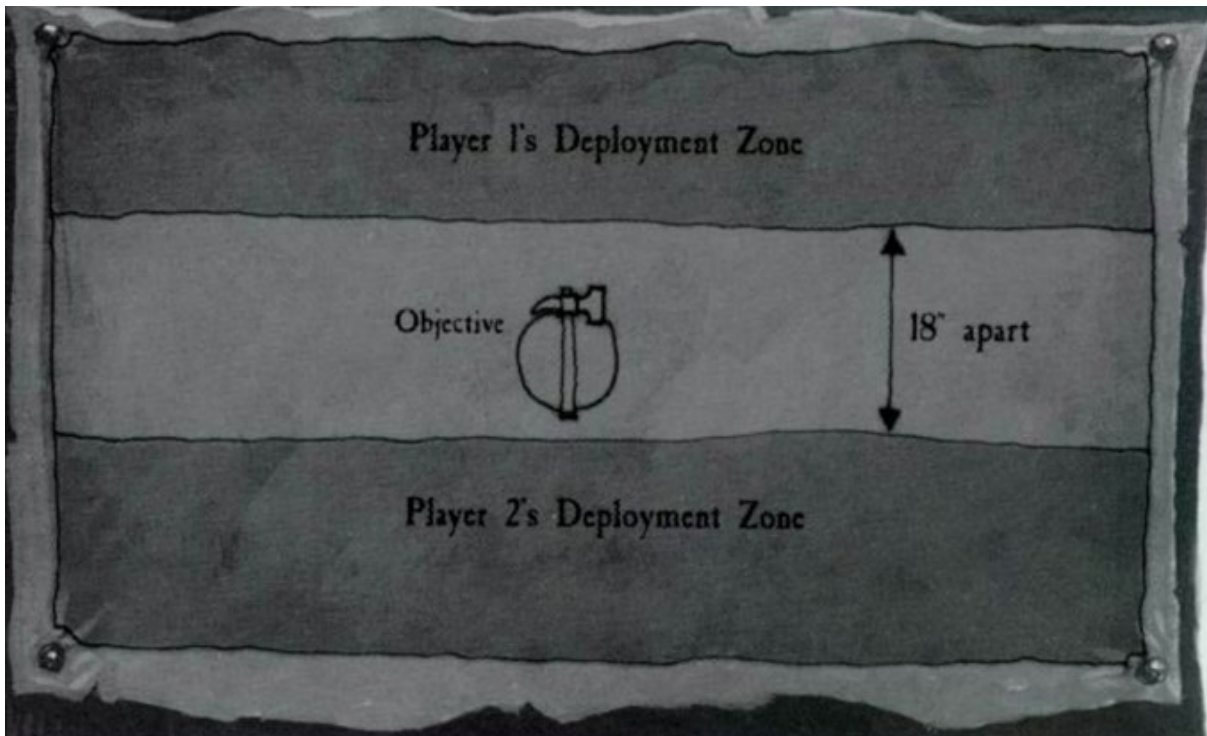
Victory points difference	Victory battle points	Defeat battle points
0-249	10	10
250-499	11	9
500-749	12	8
750-999	13	7
1000-1249	14	6
1250-1499	15	5
1500-1799	16	4
1800-2099	17	3
2100-2399	18	2
2400-2849	19	1
2850+	20	0

### GAME 1 – CAPTURE

*Two forces are attempting to seize control of an important point on the battlefield. The generals do not know how soon they must capture the objective or how long they have to hold onto it, and so must fully commit themselves to the attack from the start.*

**Game length:** the game lasts for a random length. At the end of the fourth turn roll a dice. On a 2 or more, play a fifth turn. At the end of the Fifth turn roll a dice and on a 3 or more play a sixth and final turn.

**Deployment & first turn:** Follow the deployment first turn rules for the “Capture” scenario on pages 207-208 of the 6<sup>th</sup> edition Warhammer Rulebook. I have put a diagram below for reference.



**Victory Conditions:** Score Point as per the Battle Points Scoring Table. Additionally the player in control of the objective will get an additional 1000 points. The army with the unit closest to the objective at the end of the battle wins. Fleeing units, monsters, war machines, and characters cannot capture the objective. If both units have a unit equidistant from the objective, one player wins if their unit is worth more than double the points value of the closest enemy unit to the objective. Otherwise no one wins the points.

### **GAME 2 – Meeting Engagement**

*Two enemy armies meet whilst in column, the race ensues as the two armies scramble to deploy from column into battle formations.*

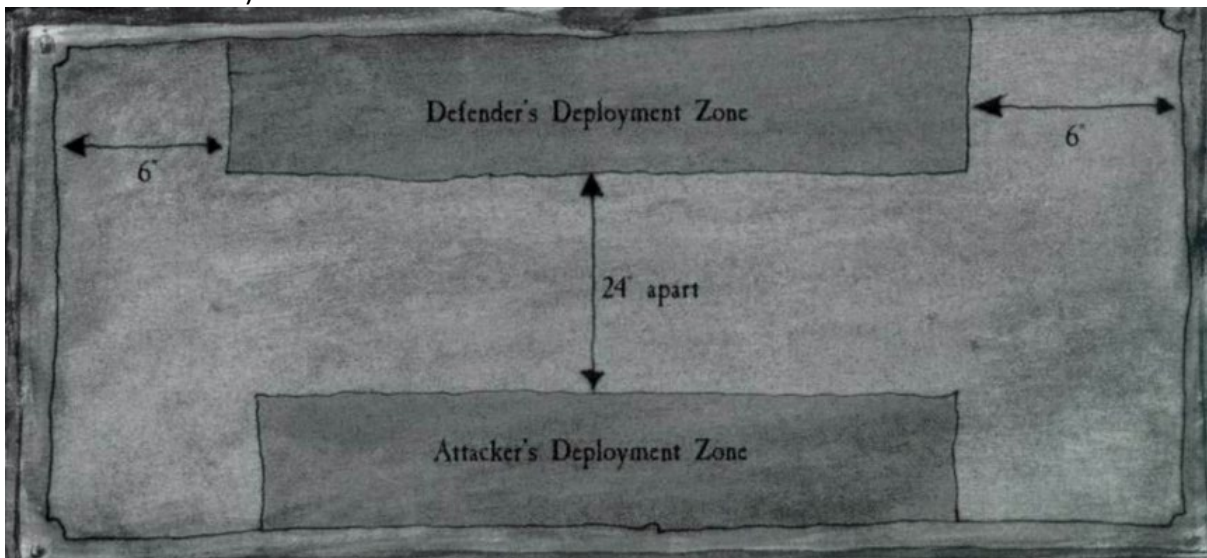
**Game length:** Random length 5-6 turns. At the end of turn 5 roll a D6, on a roll of 1-3 the game ends and tournament points are tallied up, on a roll of 4+ the game continues for a 6<sup>th</sup> and final turn.

### **Deployment & first turn:**

The deployment zones will be defined as per the above.

1. Before the battle the players must write an Order of March, to show where in their column each unit is (**This must be done before the tournament and is to be submitted with your army list**). All war machines are included as a single unit for these purposes, as are all the characters in the army. Characters are always deployed last.
2. The players roll a dice each, highest scorer is allowed to choose the table edge.

3. Each player rolls a dice and the highest scoring player may decide whether to begin deploying first or second.
4. The players take it in turns to deploy their units, starting with the one at the top of their order of march and working down. The second and subsequent units must be deployed closer to the neutral table edges than any unit already in play- in effect the army deploys outwards from the first unit.
5. All war machines are written as a single entry on the order of march, though they can be deployed anywhere on the battlefield in the normal deployment zone.
6. Champions are deployed with their unit. All other characters are deployed after all other units in the army, each player deploying characters all at the same time. Characters may start the battle within units.
7. Units must be deployed at least 6" from the neutral table edges and 36" from the enemy table edge.
8. Scouting units must be deployed in the same way as other units, except they may be deployed up to 18" from the enemy (they don't have enough time to work their way as far forward as normal).



**Victory Conditions:** This scenario will use the Battle Points Scoring Table.

### **GAME 3 – PITCHED BATTLE**

**Two armies are fully prepared for battle. Their goals are simple – wipe out the enemy and take the field!**

**Game length:** 6 turns

**Deployment & first turn:** Follow the deployment & first turn rules for the “pitched battle” scenario on pages 199-200 of the 6<sup>th</sup> edition Warhammer Rulebook.

**Victory Conditions:** This scenario will use the Battle Points Scoring Table.

## **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 you will not be able to win the event with an unpainted army, so if you're keen to come along for some great games of Warhammer then you are welcome to but hopefully the scoring system will give greater incentive to have players complete their army in time for the event so that it looks nice on the tabletop.

### **What constitutes a painted army?**

For the purposes of this event a painted army is where all models are fully painted 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.

The TO 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 paintjob, coolest conversions or centrepiece or even a fancy display board to show it off.

An army that fits the above painting criteria will earn an additional 20 tournament points at the end of the event and will be eligible to win event prizes.

## **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 6<sup>th</sup> 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. It is expected that 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 for this event and there are other games systems that we can recommend that will fulfil your needs. Also please note that dice are dice, they are designed to randomly generate numbers so please don't be that person who complains about your dice all weekend, if your dice turn against you then the best thing to do is have a laugh about it with your opponent and chalk it up as a funny story.

As we all know Warhammer is not a perfect game and rules questions and discrepancies do come up from time to time. It is expected that players check the relevant part of the rulebook before consulting a TO for rules clarification, also the TO doesn't know everything so if they cannot come to a logical conclusion on a ruling they may leave it in the hands of the dice gods and ask you to roll a dice to decide. It is important not to get bogged down in lengthy rules discussions because this takes away from your game time and makes it hard to finish your game so if you are struggling to decide on an outcome best to roll a dice and move on with the game.

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)
- Top General (the player with the highest tournament score and a painted army)

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

## **WHAT TO BRING**

- Your army
- Your order of March for Scenario 2
- 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