



TREASURE HUNT – A M.O.A.B WARHAMMER 6TH EVENT

GOALS & AIMS FOR THE EVENT

The aim for running an event for WHFB 6th 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 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. 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 is a 2 day event will be held as part of MOAB on 30th September to the 1st of October 2023, at Sylvania Heights Community & Youth Club at 288 Box Road, Sylvania.

TOURNAMENT ORGANISERS

Paddy Gallagher: paddy.galagher@gmail.com

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 send me an email and I can organize a digital copy for you.

EVENT COST - \$50.00 per player to attend.

Day 1

8.30-9.00 Registration and setup

9.00-12.00 Game 1

12.00- 1.00 Lunch

1.00-4.00 Game 2

Day 2

8.30-9.00 Setup

9.00-12.00 Game 3

12.00- 1.00 Lunch

1.00-4.00 Game 4

It is important that players arrive at 8:30 so that they can be assigned to their tables and can get set up in preparation for a 9:00am start. The total game time for each round is 3 hours 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 1.5hrs, 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. Grudge matches can be arranged through the tournament organizer prior to the event as long as both players agree.

ARMY COMPOSITION

All armies are to be no more than 2500 POINTS and must follow the normal restrictions set out in the Warhammer 6th 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 6th edition army book or from other relevant 6th 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 Zombie Pirates or Dark Elf City Guard list and other alternative list options as well as "back of the book" lists and Storm of Chaos lists... Basically if it was published by Games Workshop either in an Army Book, Chronicles book or White Dwarf Magazine then feel free to use it as inspiration for your list. Special characters are permitted at this event however some of these (especially some of the lord level characters) can be rather powerful at this points level and can often influence the outcome of the game significantly so please bear this in mind when writing your list and the TO may ask for you to resubmit any list that is not in the spirit of the event. If you are using any alternative lists/units or "back of the book" lists, then please indicate this when submitting your list.

KEY DATES:

All players must submit their army list no later than Sunday 17 September (2 weekends 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 paddy.galagher@gmail.com and you are welcome to email me if you have any questions.

OPEN LISTS

So the event runs smoothly and newer players aren't being caught out by any nasty tricks, this event will run with an OPEN LIST format which means before you deploy your models on the table you must discuss your list with your opponent and explain any equipment or magic items/powers/abilities that your models or units have. Models that are meant to be hidden such as

fanatics/assassins etc need to be mentioned as part of the list but the location of these models remains secret until they are revealed during the game.

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 1000+ points including all your characters hiding in it
- Generating 11 or more power dice per turn and slinging spell after spell after spell at your opponent
- "Gun-line" lists with 30+ 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!)
- Dispel heavy lists with lots of dispel dice and 3-4 dispel scrolls that is clearly designed to not allow your opponent a magic phase

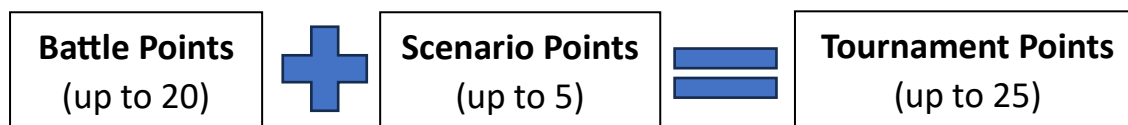
The TO may ask you to re-submit your list if it is deemed to be not in the spirit of the event. The best thing to do is ask yourself "Does my list give my opponent a fair chance of competing in the game?" If your answer to that question is NO then the TO will probably think the same way and it's likely that you will be asked to resubmit your list. If you are new to the game or are unsure about how powerful your list is then please feel free to get in touch and I am more than happy to give guidance.

IN GAME SCENARIOS & VICTORY CONDITIONS

This event builds off and experiments with the scoring system from Shirecon. The maximum tournament points you can earn each game is 25. 20 from the 'normal' 20-0 style battle victory points and up to 5 from the scenario objectives. This increases the value of 'winning' the battle while still making the objectives valuable.

Battle Points Calculator

Victory Point Margin	Winner Battle Points	Loser Battle Points
0-249	10 (Draw)	10 (Draw)
250-499	11	9
500-749	12	8
750-999	13	7
1000-1249	14	6
1250-1499	15	5
1500-1749	16	4
1750-1999	17	3
2000-2249	18	2
2250-2499	19	1
2500+	20	0



SCORING UNITS

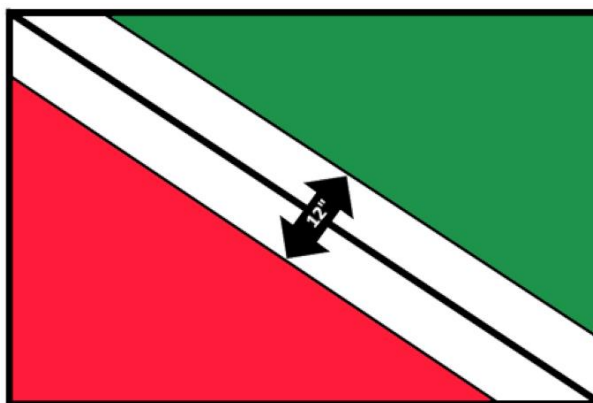
In several of the scenarios, you are required to capture objectives or parts of the battlefield to score the bonus points. Only a SCORING UNIT can do this. A SCORING UNIT is a unit with at least UNIT STRENGTH FIVE (5) and must consist of more than one model. Therefore, individual monsters, individual chariots, characters on monstrous mounts etc. cannot be scoring units regardless of their unit strength. Warmachines also DO NOT count as scoring units regardless of how many crew members they have. Please note that fleeing units DO NOT COUNT! It doesn't matter how big your unit strength is if you're fleeing the battle!!! Another thing to note, units that are summoned by the use of magic (spells such as Invocation of Nehek) or any similar power do not count as SCORING UNITS. Please remember that some models are higher unit strength than others, a standard infantry model is unit strength 1 whilst a cavalry model is unit strength 2 and monstrous infantry models like trolls, ogres, minotaurs etc can be unit strength 3 or higher. This means you do not necessarily need 5 models in the unit but it is the unit strength that counts. A unit that was a SCORING UNIT that loses enough wounds to no longer be unit strength 5 is still considered a SCORING UNIT for all purposes

Game 1 Expedition

The road to riches is well hidden, a labyrinthine mess of ancient crumbling underway interspersed with Skaven warrens. While your map has proved accurate thus far it seems that merchant may have sold more than one copy, as the sounds of mustering armies echo through the caverns. Anticipating an encounter, a small force is sent ahead to flank the enemy while your main force readies to meet it.

Game length: 6 turns

Deployment & first turn: The player that wins the roll to pick sides chooses a player to deploy first. That player picks a corner and deploys their entire force in that corner at least 6" away from the centre line, as per the diagram below. Then remaining player then deploys their entire force in the opposite corner following the same restrictions. The player that deployed 1st chooses who has the first turn.



Bonus points

Bonus tournament points are scored through the capturing of table quarters. The captured quarters are scored at the end of the game.

How to capture a table quarter?

You may capture a table quarter if you have a SCORING UNIT with at least half its models in that table quarter, the same unit may not capture multiple quarters if it is sitting right on the border, if this is the case then just pick one of the table quarters that the unit is trying to capture. If the opponent also has a SCORING UNIT in that table quarter, then it is contested and neither side has captured it. However, the presence of a BATTLE STANDARD will trump the other side, so if both players have a SCORING UNIT in a table quarter but one of the players has a BSB in that quarter then this player captures the quarter. **As there are bonus point on offer for capturing the table quarters, please do not count the extra 100VP per table quarter that you would normally score as per the Warhammer Rulebook.**

At the end of the game:

- For each table quarter you control score 1 bonus tournament point
- If you control more table quarters than your opponent scores an additional tournament point

Game 2 Competition

Tensions are high as the prize draws near. You'll not let your rival treasure hunter swoop in and steal the gold and the glory, not again. Damn that swindling, two-timing map maker!

Game length: 6 turns

Deployment & first turn: Follow the deployment & first turn rules for the "pitched battle" scenario on pages 199-200 of the 6th edition Warhammer Rulebook.

Bitter enmity: the bloody history between your two factions could fill history books. When in a challenge characters (including unit champions) gain +1 to hit against enemy challengers, but not mounts. If a character is in a challenge with a higher 'tier' character (see below), they gain the killing blow special rule. Your general cannot decline a challenge! (Although other characters can still accept on their behalf)



Bonus Points:

To score the bonus points you must slay the enemy GENERAL and win CHALLENGES.

Please note: Fleeing generals at the end of the game count as slain. **As there are bonus points on offer for killing the enemy general, please do not count the extra 100VP that you would normally score as part of your victory points for killing the enemy general.**

At the end of the game:

- If you killed the enemy GENERAL, score 1 bonus tournament point.
 - o If the enemy GENERAL was slain in a CHALLENGE, score an additional 1 bonus tournament point.
- If you won at least one CHALLENGE, score 1 bonus tournament point.
 - o If you won at least three CHALLENGES, score an additional 1 bonus tournament point.
 - o If you won more CHALLENGES than your opponent, score an additional 1 bonus tournament point.

Game 3 Acquisition

Sweet, beautiful gold finally in sight. Glistening trinkets and glittering jewels shine from the back of a rival's wagon. Someone else has gotten here first, but luckily you have the force of arms to 'convince' them to part with what is rightfully yours.

Game length: 6 turns

Deployment & first turn: Follow the deployment & first turn rules for the "pitched battle" scenario on pages 199-200 of the 6th edition Warhammer Rulebook.

Bonus points:

There are two objectives in this scenario, a central objective containing a hidden store of the gold and a rival cart hoping the abscond with the treasure. Your army's goal is to capture both.

How to capture the objective:

To capture the objective you must have a SCORING UNIT within 6" of it. If both players have a SCORING UNIT on the objective, then count the total number of BANNERS in all units on the objective, the side with more BANNERS has captured the objective. If both players have the same number of BANNERS, then the presence of a BATTLE STANDARD on the objective breaks ties. If there is still a tie the hill is contested and neither side has captured it

Capturing and moving the cart

At the beginning of each of your turns the opponent moves the cart 6" in any direction, you must do the same at the beginning of each of your opponent's turns.

To capture the cart a SCORING UNIT must charge it exactly as if it was an enemy unit. If the cart is successfully charged remove it and place it by the charging unit as if it were a captured banner. If the unit with the captured cart is beaten in combat the cart is transferred to any SCORING UNIT that beat it in combat. If the unit with the captured cart is destroyed while not in combat, or there is no SCORING UNIT to transfer it to, or it flees off the board, place the cart where the destroyed unit last was. It can be captured again by any SCORING UNIT that moves into it.

A flying unit can capture the cart, but they can then only use their ground speed while moving with the cart. It's simply too heavy to carry.

At the end of the game:

- If you have captured the hill gain 2 bonus tournament points
 - o If there are no enemy units on the hill gain an additional 1 bonus tournament points
- If you have not captured the hill, but you still have a SCORING UNIT on the hill gain 1 bonus tournament points.
- If you have captured the cart gain an additional 2 bonus tournament points

Game 4 Extradition

The bounty is yours, now the only thing left to do is get the hell out. The treasure isn't yours until its sitting safely back in your vaults.

Game length: 6 turns

Deployment & first turn: Follow the deployment & first turn rules for the "pitched battle" scenario on pages 199-200 of the 6th edition Warhammer Rulebook.

Bonus points:

At the beginning of the game, place a gold token on each CHARACTER and each SCORING UNIT that contains a unit CHAMPION. While a character is in a unit they give their gold to that unit, when they leave they may choose to take a single gold token with them. Your army's goal is to hold as much gold as possible at the end of the game.

Gold can be captured in the same way as banners. When a unit breaks, or is destroyed in combat, transfer any gold tokens it had to any unit that was in combat with it.

If a unit carrying gold is destroyed when not in combat, place the gold tokens where the destroyed unit was. Any unit that moves into contact with the tokens may pick them up.

Please note:

A unit champion must be upgraded from a regular rank and file model to count as a unit champion, meaning models such as Skaven packmasters do not count. A unit that may have more than one unit champion, such as with giant slayers only ever get the single gold token

As gold tokens function in the same way as banners please do not count the extra VP that you would normally score as part of your victory points total for capturing banners as per the Warhammer Rulebook.

At the end of the game:

Calculate the difference between the amount of gold tokens that each side has at the end of the game and consult the table below.

Gold Difference	Bonus Tournament Points (more gold-less gold)
6+	5-0
4-5	4-1
2-3	3-2
0-1	2-2

A QUICK NOTE ON ARMY BUILDING FOR THE SCENARIOS As you have probably worked out by now, you should be trying to achieve the bonus points! This means building your army in a way that it can be competitive in all four scenarios. It is a good idea to include some characters and unit champs who can hold their own in a challenge and carry gold, perhaps a BSB to capture gold and table quarters and at least a few SCORING UNITS to bring the treasure home. A balanced list should have a good chance of being competitive in every game, whilst an unbalanced list may do well in some scenarios but struggle in others.

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 have the ability to win the event (1,2,3 place)

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. 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)
- Best Generals, gold/silver/bronze (the players with the highest tournament scores and a painted army)
- Wooden spoon

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
- Printed copy of your army list (multiple copies is recommended)
- 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