



## **War in the Old World – Warhammer 8<sup>th</sup> Edition Event**

Thanks for taking the time to download this player's pack for **War in the Old World: Warhammer 8<sup>th</sup> Edition**

### **When and Where**

This is a one day event on Monday 2<sup>nd</sup> October 2023 and will be held as part of M.O.A.B.(Mother of All Battles) which commences on Saturday 30<sup>th</sup> September to Monday 2<sup>nd</sup> of October 2023 at Sylvania Heights Community & Youth Club at 288 Box Road, Sylvania NSW 2224

### **Tournament Organiser**

Matt Morris – you can contact me via email [mjaymorris@gmail.com](mailto:mjaymorris@gmail.com) or mobile 0416168584

### **Ticketing**

This is a **free** event

### **Goals & aims for the event**

The aim for running an event for WHFB 8<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.

### **Rules and Army Supplements**

If you do not have a copy of the 8<sup>th</sup> edition rulebook and your army book or other relevant supplements, then please send me an email and I can organise a digital copy for you

### **Monday 2<sup>nd</sup> October 2023**

8:30 – 9:00	Registration and setup
9:00 – 12:00	Game 1 – Battleline
12:00 – 1:00	Lunch
1:00 – 4:00	Game 2 – Battleline

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. Time notifications will be provided at 1.5hrs, 1hr, 30m and 10 minutes remaining.

All first round opponents will be drawn at random. I'll post the pairings on Friday 29<sup>th</sup> September.

All rounds after that will be drawn based on your score relative to other players. Grudge matches can be arranged through the tournament organiser prior to the event as long as both players agree.

## Army Composition

All armies are to be no more than 3000 points and must follow the normal restrictions set out in the Warhammer 8th edition rulebook & army books.

Army lists from the following books will be permitted:

- Beastmen 7<sup>th</sup> Edition
- Bretonnia 6<sup>th</sup> Edition
- Chaos Dwarfs lists from Tamurkhan
- Daemons of Chaos
- Dark Elves
- Dwarfs
- The Empire
- High Elves
- Lizardmen
- Ogre Kingdoms
- Orcs & Goblins
- Skaven 7<sup>th</sup>
- Tomb Kings
- Vampire Counts
- Warriors of Chaos
- Wood Elves

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 8th edition army books. Special characters, cataclysm spells, End Times lists and End Times magic will **not** be permitted at this event.

## Key Dates

Please submit your army lists to [mjaymorris@gmail.com](mailto:mjaymorris@gmail.com) no later than Sunday 17<sup>th</sup> September 2023 (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. You are welcome to email me if you have any questions as well.

## Open Lists

This is a friendly event to encourage old and new players back. 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 and magic items and powers and 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.

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.

## Sportsmanship

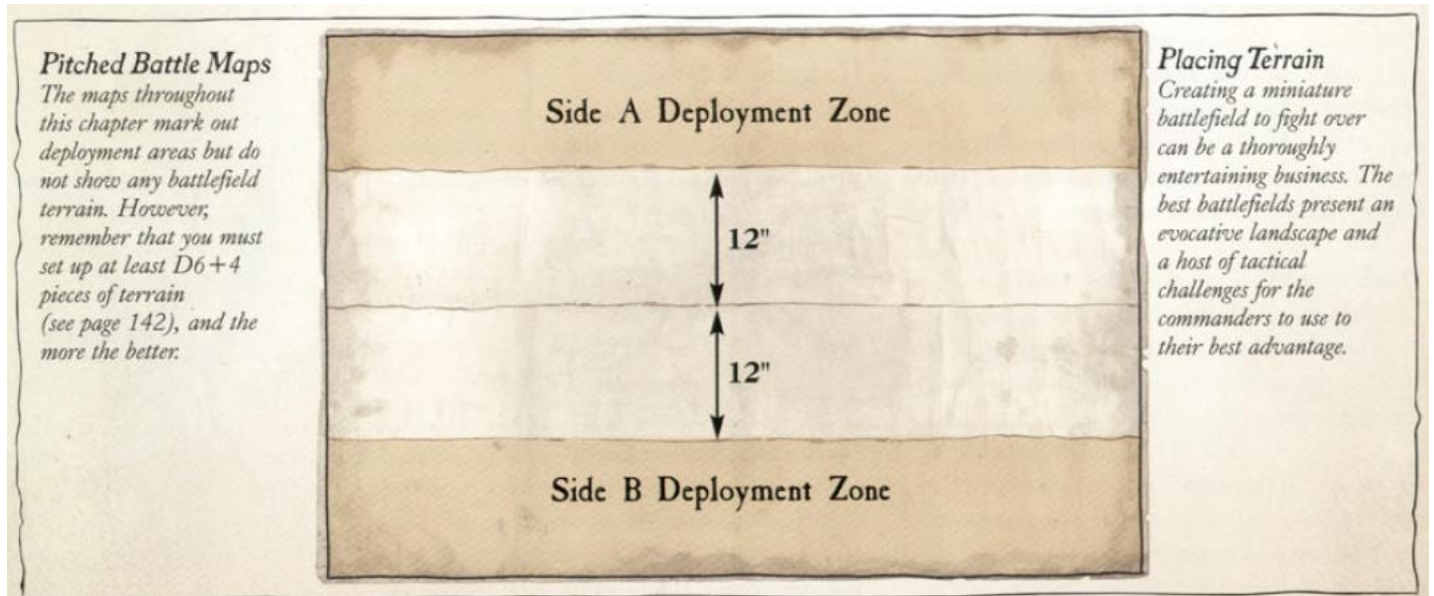
A fair and honest in-game environment is required for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The Tournament Organiser (TO) will not be able to observe every game. If a player is made uncomfortable by something his opponent is doing they should tell their opponent about it and explain what the opponent can do to maintain a fair, honest, and fun in-game environment. If the behaviour continues or a dispute arises, the players should call the TO and explain the situation. The TO has the final word on rules questions or debates.

Players must present a mature and polite demeanour to their opponents and the TO. Failure to do so will result in immediate disqualification. A TO can also disqualify a player for any incident that is deemed unsporting. Disqualified players cannot win any awards and are barred from further events.

## Scenario

Both games will be played as **Battleline** – nice and simple!



## Setup:

- Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.
- Roll off to decide who will deploy first.
- Starting with the player deploying first, players then take turns to deploy units from their armies
- Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.

## Objective:

- Players have 6 turns to destroy the opposing army.
- Players gain victory points for all units that are destroyed/fled or fleeing. Half points for units at under half unit strength(round up if needed).
- Bonuses for killing the army general(100pts), capturing standards(100pts) and holding table quarters(50pts). Table quarters held by unit strength of 5 or more. If both players have units of strength 5 or more, it's contested and no points awarded.
- **Underdog Challenge:** If a regular unit champion kills a Lord or Hero, that is worth another 50pts

**Scoring – Battle Points**

<b>Victory Point Margin</b>	<b>Winner Battle Points</b>	<b>Not Winner Battle Points</b>
<b>0-200</b>	<b>10</b>	<b>10</b>
<b>201-400</b>	<b>11</b>	<b>9</b>
<b>401-650</b>	<b>12</b>	<b>8</b>
<b>651-850</b>	<b>13</b>	<b>7</b>
<b>851-1100</b>	<b>14</b>	<b>6</b>
<b>1101-1300</b>	<b>15</b>	<b>5</b>
<b>1301-1550</b>	<b>16</b>	<b>4</b>
<b>1551-1750</b>	<b>17</b>	<b>3</b>
<b>1751-1950</b>	<b>18</b>	<b>2</b>
<b>1951-2200</b>	<b>19</b>	<b>1</b>
<b>2200+</b>	<b>20</b>	<b>0</b>