



## **The Old World at MOAB**

The aim of this event is to invite everyone to come and play this fresh edition of Warhammer and to bring as many new and returning players back to the scene to create a healthy and lively community which will hopefully continue to thrive long after this event.

Whether you have played previous editions or are brand new to the game, everyone is welcome!

### **When**

MOAB is a 2-day event 4<sup>th</sup> – 5<sup>th</sup> October 2025

### **Where**

Sylvania Heights Community & Youth Club at 288 Box Road, Sylvania NSW 2224

### **Tournament Organiser**

Jeremy Brodie – Contactable via email - jezzatourneys1@outlook.com

### **Ticketing**

Tickets for this 2-day event will be \$70 per person.

### **Rules and Army Supplements**

Rulebook, Army Books, Arcane Journals and Legacy Armies from Warhammer: The Old World

**Prizes & Awards:** 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Players Choice, Best Painted etc.

### **Saturday 4th**

### **Sunday 5th**

8:00am	Registration	9:00am	Game 4 –
8:30am	Game 1 -	11:45am	Lunch and Army Voting
11:15am	Lunch	12:45pm – 3:30pm	Game 5 –
12:30pm	Game 2 –	3:45pm	Awards
3:15pm	Game 3 –	4:00pm	Pack up
6:00pm	End of Day 1		

Please try and arrive at about 8:00am on Saturday as we have 3 games to get through. This will provide enough time for each player to be assigned to their tables and get set up in preparation for an 8:30am start. Each game, you will have 2 hours 45 minutes to complete 6 turns. Time notifications will be provided at 30-minute intervals and then every 5 minutes once below the 15-minute mark.

All first-round opponents will be drawn at random. I'll post the pairings on Friday 26th September 2025. All rounds after 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.

## What to Bring

- Fully Painted Army
- Dice
- Tape Measure
- All relevant books
- Templates
- 5 copies of your army list, for all your opponents
- 2 x 40mm round objective markers

## Army Composition

All armies are to be no more than 2000 points and must follow the normal restrictions set out in Warhammer: The Old World Rulebook (Big Blue Book), as well as the below guidelines set out in the Matched Play Guide:

- No single unit or character can cost more than 25% of the total army cost (500pts)
- 0-1 Level 4 wizard
- 0-2 Level 3 wizard
- Maximum of 3 duplicate Characters
- Maximum of 4 duplicate Core units
- Maximum of 3 duplicate Special units
- Maximum of 2 duplicate Rare units

All current FAQ's and Erratas on the Warhammer Community page will be used.

All publications (books, FAQ's, Erratas) released on or before Saturday 6<sup>th</sup> September will be permitted (this gives players 2 weeks in order to learn any new rules before list submission).

Army lists from the Ravening Hordes, Forces of Fantasy and ALL legacy armies will be permitted at this event.

The Forces of Evil: Ravening Hordes:

- Orc & Goblin Tribes
- Warriors of Chaos
- Beastmen Brayherds
- Tomb Kings of Khemri

The Forces of Good: Forces of Fantasy

- Dwarfen Mountain Holds
- The Empire of Man
- Kingdom of Bretonnia
- The Wood Elf Realms
- The High Elf Realms
- Grand Cathay

Legacy Armies – We will be using the Renegade Legacy Pack by Square Based for this event:

<https://www.squarebased.com/>

- Skaven
- Dark Elves
- Vampire Counts
- Ogre Kingdoms
- Lizardmen
- Daemons of Chaos
- Chaos Dwarfs

This event aims to be fun and allow players the flexibility and freedom to build their army lists the way they like as long as it's legal.

**Special characters, Mercenaries and Allies will not be permitted at this event. Players must do their best in bringing their armies on the correct base sizes or obtaining movement trays that provide the new base sizes for your army. Old base sizes will not be permitted at this event. If you are unsure of where to obtain movement trays or updated base sizes, please email us for guidance.**

### **Key Dates**

Please submit your army list to jezzastourneys1@outlook.com no later than 11:59PM Friday 19<sup>th</sup> September, 2025 (2 weekends prior to the event) this gives us time to review all the lists and ensure accuracy and enough time for any players to re-submit lists, if necessary. This also 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.

**I will be using New Recruit for this event, all players will be prompted to sign up for this before the event (details will be emailed out).**

### **Open Lists**

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, magic items, 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.

### **Sportsmanship**

There's going to be times when players get rules wrong, which is ok. Please be patient with each other and try working it out together, before calling the TO over. If you are still unsure, please call the TO over to discuss, and have all relevant books and pages open ready for discussion.

Let's make this a fair and honest in-game environment so everyone can have fun. Players must try their best to 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 their 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 will be barred from further events.

### **Painting / Assembled / Proxies**

Painted armies are required at this event. Assembled units are required, no half built units with heads and limbs missing. Proxies are fine as long as you can tell what it is (please notify me before list submission so I am aware of the proxies).

## **Terrain**

All woods will be classified as Difficult Terrain and small rivers, swamps and ponds will be classified as Dangerous Terrain. The rest of the terrain rules that start on page 267 of the BBB will be as normal. All terrain will be placed prior to the event starting, so please do not disrupt the terrain unless necessary.

## **Concession**

If any player is considering conceding a game during the event, please call the TO over to discuss the situation.

If a player concedes during the course of a battle, their opponent will automatically be given a 16-4 victory, unless the current standing of the game would give them a higher total.

## **Scenarios**

**All of these are drawn from the new Matched Play Guide.**

**All rounds will last for 6 turns, and 2hr 45 minutes.**

### **Game 1: A Chance Encounter**

Secondaries – Special Features and Domination

### **Game 2: King of the Hill**

Secondaries - None

### **Game 3: Drawn Battlelines**

Secondaries – Strategic Locations (3)

### **Game 4: Upon the Fields of Glory**

Secondaries – Baggage Trains (baggage train model will be provided for all players, but feel free to make your own to suit your army)

### **Game 5: Encirclement**

Secondaries – Strategic Locations (4)

## **Victory Points:**

**The following victory points apply to all scenarios, plus any other points you get for scenario objectives as specified with each Game description.**

- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points equal to 100% of its points cost.
- Each enemy unit that is fleeing at the end of the battle is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up). For example, a unit that cost your opponent 351 points to field would be worth 176 Victory Points to you if it is fleeing when the battle ends.
- Each enemy unit that has been reduced to 25% or less of its starting Unit Strength at the end of the battle is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up).

**The King is Dead:** If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 100 Victory Points.

**Trophies of War:** You win a bonus of 50 Victory Points for every enemy standard claimed as a trophy, as described on page 200 of the BBB. Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 50 Victory Points.

#### Scoring – Battle Points

<b>Victory Point Margin</b>	<b>Victorious Army</b>	<b>Defeated Army</b>
<b>0-200</b>	<b>10</b>	<b>10</b>
<b>201-400</b>	<b>11</b>	<b>9</b>
<b>401-600</b>	<b>12</b>	<b>8</b>
<b>601-800</b>	<b>13</b>	<b>7</b>
<b>801-1000</b>	<b>14</b>	<b>6</b>
<b>1001-1200</b>	<b>15</b>	<b>5</b>
<b>1201-1400</b>	<b>16</b>	<b>4</b>
<b>1401-1600</b>	<b>17</b>	<b>3</b>
<b>1601-1800</b>	<b>18</b>	<b>2</b>
<b>1801-2000</b>	<b>19</b>	<b>1</b>
<b>2001+</b>	<b>20</b>	<b>0</b>