

# WARHAMMER

## WAR IN THE OLD WORLD – A SHIRECON 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 is a 2 day event will be held as part of SHIRECON on 29-30 April 2023, at Sylvania Heights Community & Youth Club at 288 Box Road, Sylvania.

### TOURNAMENT ORGANIZERS

Alex Burkitt – [alex.burkitt@hotmail.com](mailto:alex.burkitt@hotmail.com)

Frank Ansell

### 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 - \$50.00 per player to attend

Please note that the per person cost for entering the convention for 2 days is \$30 which means that the extra \$20 will go towards prize support.

### SCHEDULE

#### DAY 1

8:30-9:00 Registration, briefing & setting up armies

9:00-11:30 Game 1

11:30-12:30 Lunch + time to explore convention

12:30-3:00 Game 2

3:00-5:30 Game 3

## **DAY 2**

8:30-9:00 Registration & setting up armies

9:00-11:30 Game 4

11:30-12:30 Lunch + time to explore convention

12:30-3:00 Game 5

3:00-3:30 Presentations + Pack Down

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 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 1.5hrs, 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 **2000 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 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 16 April (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 [alex.burkitt@hotmail.com](mailto:alex.burkitt@hotmail.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**

I wanted to do something a little different with this event so instead of using the same scoring system from past events, there will be different scenarios in play for each game and different conditions for scoring tournament points in each game. In each game there will be a total of 20 tournament points up for grabs however there are two ways to score these points. There are a total of 10 tournament points available in each game for how many victory points are scored by each player and the difference in victory points scored, for example for a close game both players could score 5 tournament points each, or for a bigger margin of victory the victorious player could score 8 while the opponent scores 2 etc. See the Victory points table below.

Victory points difference	Victory battle points	Defeat battle points
0-299	5	5
300-599	6	4
600-999	7	3
1000-1499	8	2
1500-1999	9	1
2000+	10	0

In each scenario there are also 10 bonus points available for achieving the victory conditions of the scenario. The idea here is to have a heavy weighting on the scenario conditions so that a player who puts a focus on the scenario can still win the game even if they may be behind on victory points. This means after calculating victory margin and bonus points there are 20 points up for grabs in total this means the maximum score can be 20-0 in each game.

Please note:

### **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.

## **GAME 1 – HOLD THE LINE!**

*Two supply columns are crossing into the same territory, each accompanied by an armed force, both sets of scouts report the presence of the opposing force. Both sides meet on the battlefield with the intent of breaking through the line and claiming the enemy supplies!*

**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. However the deployment zones are up to 14” from each player’s table edge rather than the normal 12” so that the slower infantry based armies aren’t too disadvantaged.

### **Bonus Points:**

The objective of this scenario is to break through your opponent’s line and get your SCORING UNITS into their deployment zone whilst trying to hold your own line firm. A unit counts as been in the deployment zone if the majority of models in that unit are in the deployment zone at the end of the game.

### **At the end of the game:**

- If both players have the same number of SCORING UNITS in each other’s deployment zones then each player scores 5 bonus points
- If you have ONE more SCORING UNIT than your opponent does in the enemy deployment zone then you score 6 bonus points and your opponent scores 4
- If you have TWO more SCORING UNITS than your opponent does in the enemy deployment zone then you score 7 bonus points and your opponent scores 3
- If you have at least THREE more SCORING UNITS than your opponent does in the enemy deployment zone then you score 8 bonus points and your opponent scores 2
- If you have at least THREE more SCORING UNITS than your opponent and your army GENERAL in the enemy deployment zone then you score 9 bonus points and your opponent scores 1
- If you have at least THREE SCORING UNITS and your army GENERAL in the enemy deployment zone, AND you kept your own deployment zone clear of any enemy SCORING UNITS then you score 10 bonus points and your opponent scores 0

## **GAME 2 – BLOOD FEUD**

*Two enemy generals are fuelled by generations of hatred stemming from an ancient ancestral feud, no-one quite knows exactly how it started but they will stop at nothing to exact revenge!*

**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.

### **Bonus Points:**

To score the bonus points you must slay the enemy GENERAL and the CORE UNIT with the HIGHEST UNIT STRENGTH. If the opponent has two or more CORE UNITS that are equal as the highest unit strength, then they decide which one before deployment. Please note this is referring to the unit strength of the unit itself, not including any characters that join the unit.

### **At the end of the game:**

- If you killed your opponent’s GENERAL, score 3 bonus tournament points
- If you killed your opponent’s CORE UNIT with the HIGHEST UNIT STRENGTH, score 2 bonus tournament points
- If you kept your GENERAL alive, score 3 bonus tournament points
- If you kept your CORE UNIT with the HIGHEST UNIT STRENGTH alive, score 2 bonus tournament points

Please note: Fleeing generals and units at the end of the game count as slain. If the CORE UNIT still has at least one model left at the end of the game and is not fleeing then they count as alive, even if everyone else in the unit is dead!!! Remember characters that have joined the unit do not count for this.

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.

### **GAME 3 – TAKE THE HIGH GROUND!**

*The highest point of any battlefield is advantageous, and both generals know it...*

**Game length:** Minimum 4 turns, maximum 6 turns. At the end of turn 4, roll a D6. On a 2+ the game continues for another turn (if a 1 is rolled the game ends) at the end of turn 5 roll another D6, on a 4+ the game continues into turn 6 which is the final turn (on a 1-3 the game ends)

**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.

#### **Bonus Points:**

Before deployment a hill will be placed in the centre of the table. Your army’s goal is to capture the hill at all costs.

#### **How to capture the hill**

To capture the hill you must have a SCORING UNIT at least partially on the hill. If both players have a SCORING UNIT on the hill then count the total ranks of each unit (minimum 4 models per rank) and the unit with the highest number of ranks will capture the hill. If both units have the same number of ranks then the presence of a BATTLE STANDARD on the hill will take precedence. If both players meet the above criteria then the hill is contested.

#### **At the end of the game:**

- If the hill is contested or neither player has any SCORING UNITS on the hill then both players score 5 bonus points
- If you have captured the hill with a SCORING UNIT but there are still enemy units on the hill (but do not fit the criteria to contest it) then you score 7 bonus points and your opponent scores 3
- If you have captured the hill with a SCORING UNIT and there are no enemy units on the hill at all then you score 10 bonus points and the opponent scores 0

Please note: As there is a random game length to this scenario, it would be wise to capture the hill relatively early rather than sitting back until the last turn or two because you may find the game ends earlier than you hoped for and you miss out on capturing it.

Also do not forget the +1 to your combat resolution that you get for holding the high ground, unless both your unit and the enemy unit are on the hill.

## **GAME 4 – BREAK THEIR MORAL!**

*An army's standard is more than just a piece of cloth, it represents the city or kingdom that the soldiers are fighting for. So to capture an enemy's standard is to strike a blow to the heart of their moral!*

**Game length:** 6 turns (regardless of how quickly fortitude is broken)

**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.

### **Bonus points**

The premise for this scenario has been shamelessly stolen from the Old World Lives event at CanCon this year. Each army has a fortitude value which is equal to the number of standards in the army in addition to the general.

Fortitude points:

- Each standard in the army is worth 1 FORTITUDE POINT
- The battle standard is worth 1 FORTITUDE POINT
- The army general is worth 2 FORTITUDE POINTS

So for example: If your army has a General + battle standard + 2 standard bearers then you have a total of 5 fortitude points.

The aim is to break your opponent's fortitude by killing/capturing their standards and/or killing their general. When a player's fortitude value is down to 2 or less then they have had their fortitude broken. The game will continue until the end of turn 6 regardless but please note which turn either or both players had their fortitude broken.

Please note: As there are already bonus points on offer for capturing/killing the enemy general & standards please do not count the extra 100VP that you would normally score as part of your victory points total for these as per the Warhammer Rulebook. REMEMBER THE GAME GOES FOR 6 TURNS REGARDLESS OF WHEN FORTITUDE IS BROKEN, THERE IS STILL SOMETHING IN IT FOR THE PLAYER WHO'S FORTITUDE IS BROKEN FIRST!

### **At the end of the game:**

- If both players broke each other's fortitude in the same game turn then both players receive 5 bonus points
- If both players broke each other's fortitude but in different game turns then the player who broke their opponent first receives 6 bonus points and the player who broke their opponent second receives 4 bonus points
- If only one player broke their opponent's fortitude and this was achieved on turn 6 then that player receives 7 bonus points and the opponent receives 3 bonus points
- If only one player broke their opponent's fortitude and this was achieved on turn 5 then that player receives 8 bonus points and the opponent receives 2 bonus points
- If only one player broke their opponent's fortitude and this was achieved on turn 4 then that player receives 9 bonus points and the opponent receives 1 bonus point
- If only one player broke their opponent's fortitude and this was achieved BEFORE turn 4 then that player receives 10 bonus points and the opponent receives 0



## **GAME 5 – TERRITORY WAR**

***A conflict for a key part of the battlefield has taken place and both sides look to assert their dominance over the territory.***

**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.

### **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 it's 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:**

- If you and your opponent each captured the same number of table quarters, each player scores 5 bonus tournament points
- If you captured 1 more table quarter than your opponent, you score 7 bonus points and your opponent scores 3
- If you captured 2 more table quarters than your opponent, you score 8 bonus points and your opponent scores 2
- If you captured 3 more table quarters than your opponent, you score 9 bonus points and your opponent scores 1
- If you captured all 4 table quarters you score 10 bonus points and your opponent scores 0

## **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 five scenarios. It is a good idea to include a few standard bearers, perhaps a BSB and at least a few SCORING UNITS. 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 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
- 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