

WAR IN THE OLD WORLD VII MOAB 2025– A WARHAMMER 6TH EDITION 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 event will be held on Saturday 4th and Sunday 5th of October 2025 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

John McDuff & Alex Johnston

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 \$65 per player to attend

Please note that the MOAB per person cost for the venue for the day is \$55.00 which means that the extra \$10 will go towards prize support.

SCHEDULE 4th & 5th October

Day 1:

Set up - 8am

Game 1 - 8:30am

Lunch - 11am

Game 2 – 12:pm

Game 3 - 2:30pm

Day 2

Set up – 8:30am

Game 4 – 9am

Lunch – 12pm

Game 5 - 1pm

We are going to let game 5 play until all turns are finished

Pack away and awards

ARMY COMPOSITION

All armies are to be no more than **2250 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 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 special characters are permitted. 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.

Army list construction

Max 11 power dice

Bound spells take 2 from the Max power dice

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. 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 must 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
- "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 five scenarios.

Base size

You can use your models on old world size bases though you will have to do the math to make sure that combats are correct to the correct size base of 6 edition

Key Dates

All players must submit their army list no later than **(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 Johncats1111@gmail.com and you are welcome to email me if you have any questions.

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, 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: 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 6th edition Warhammer Rulebook.

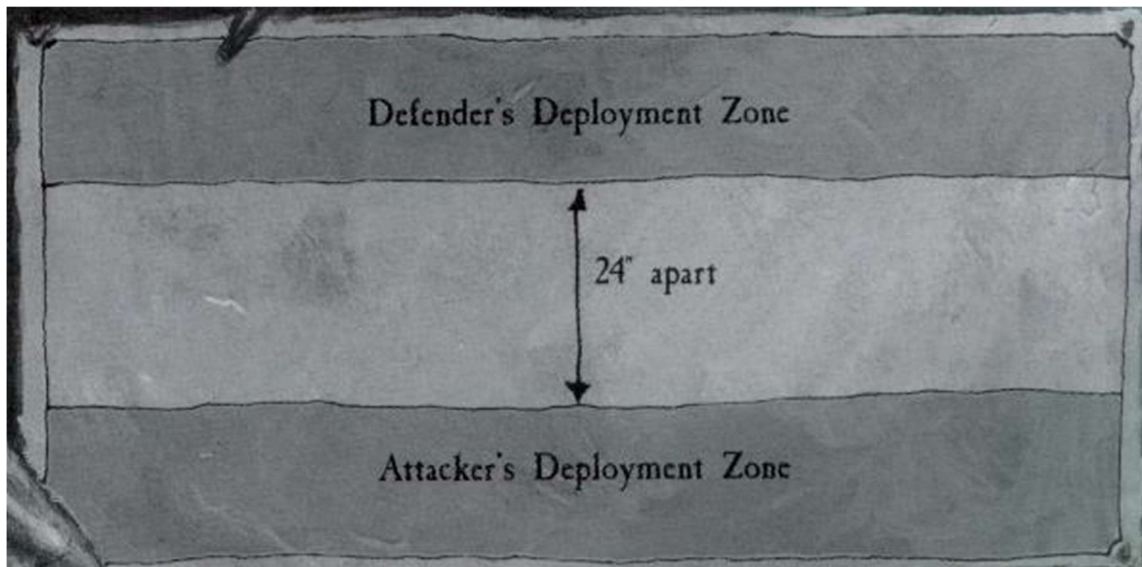
Victory Conditions: This scenario will use the Battle Points Scoring Table.

Bonus Points:

Table Quarters 100pts each

General Slain: 100pts

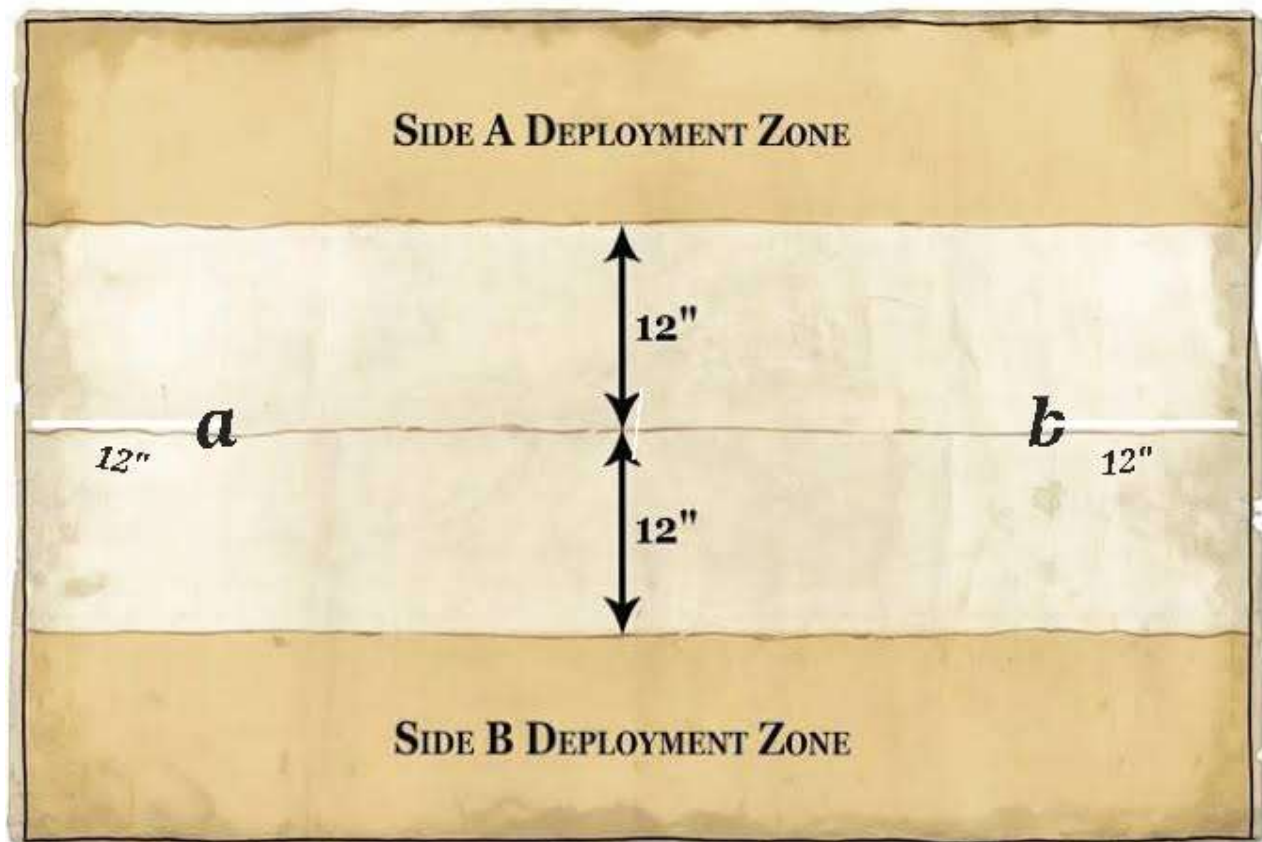
Captured Banners: 100pts each



Game 2: Surround Them!

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.



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

Bonus Points: From turn 2 onwards you earn 100 points for each objective held at the end of each game turn. You hold an objective by having a unit strength 11 or higher and be within 6" of the objective. This means if you hold 2 you score 200 points that game turn. If both players have a unit with unit strength 11 or more within 6" of the objectives then it is contested, and no one gets the points. You can't score this objective in game turn one.

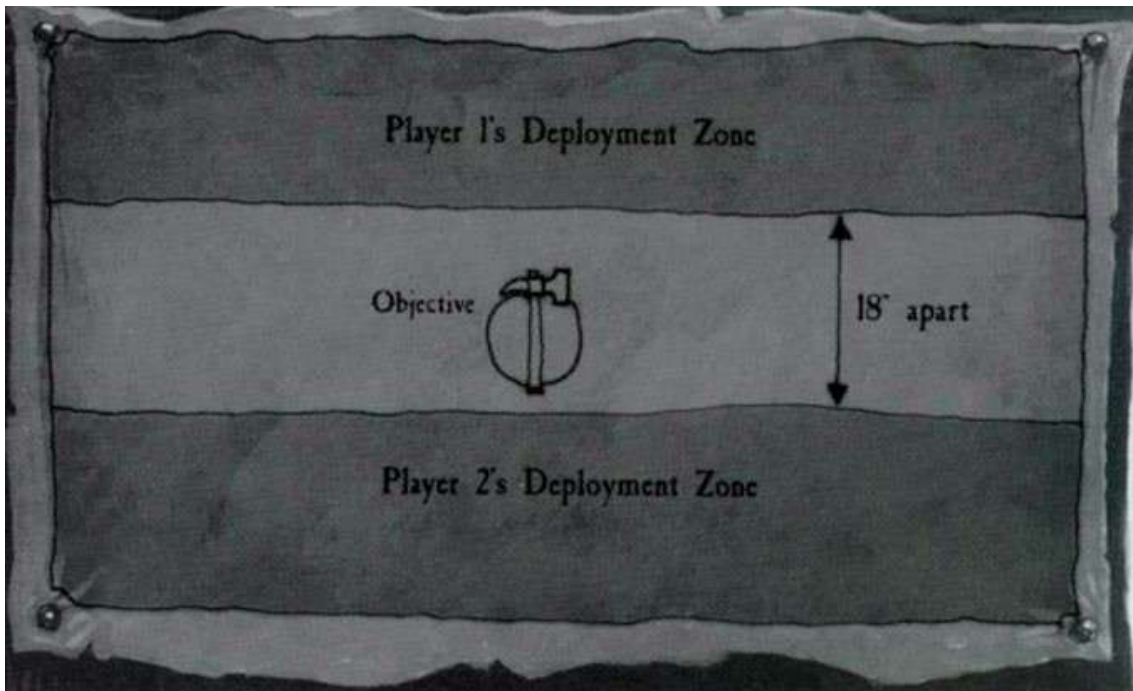
You do NOT receive bonus points for killing the general or capturing table quarters. You can capture banners as normal, and they are worth 100 points each.

Game 3 – 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 must 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 6th edition Warhammer Rulebook. I have put a diagram below for reference.



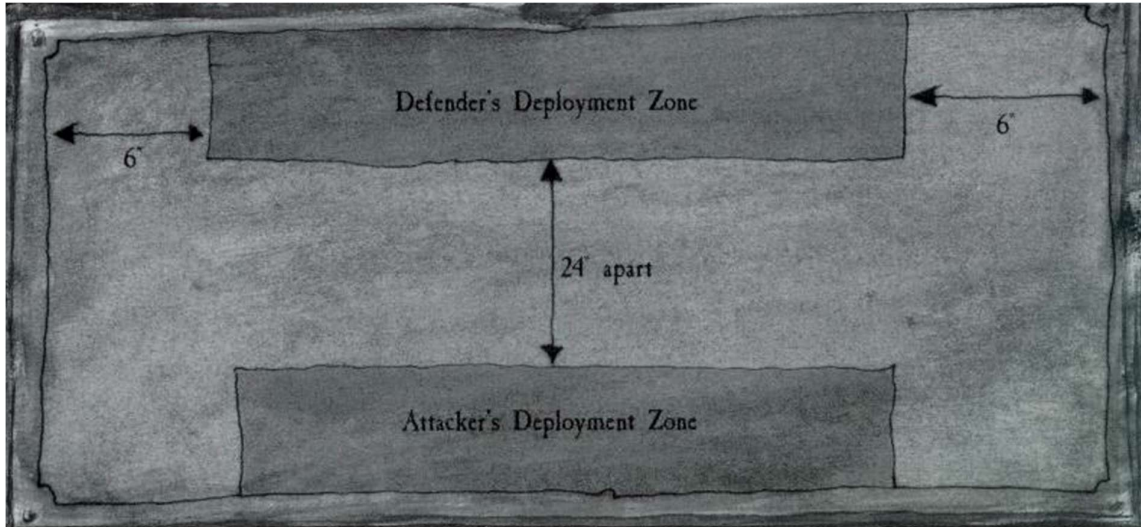
Victory Conditions: Score Point as per the Battle Points Scoring Table.

Bonus Points: The player in control of the objective will get an additional 600points at the end of the game. 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 has a standard bearer. If they both do, the unit with the higher unit strength wins. Otherwise, no one wins the points.

You do not receive points for any addition objectives such as killing the enemy general or table quarters. You can claim points for captured standards as normal.

Game 4: Meeting engagement

Deployment & first turn as described on page 203-204



Please ensure you read the scenario as it has special deployment rules.

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.

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

Bonus Points:

Table Quarters 100pts each

General Slain: 100pts

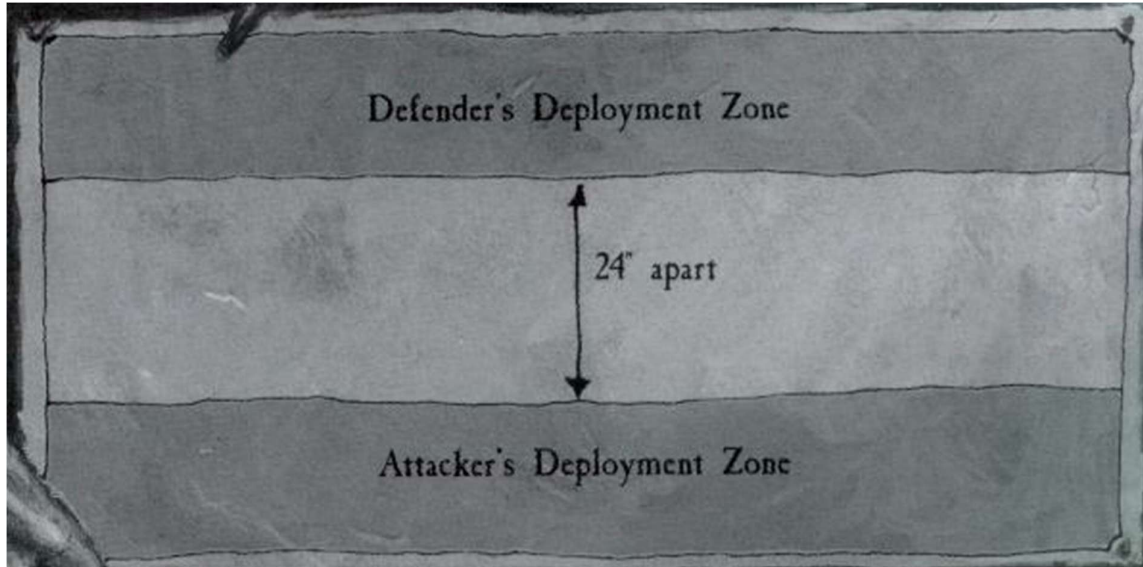
Captured Banners: 100pts each

Game 5: 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 6th edition Warhammer Rulebook.



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

Bonus Points:

Table Quarters 100pts each

General Slain: 100pts

Captured Banners: 100pts each

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 6th edition are not 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

1st Place

2nd Place

3rd Place

Best Sport

Best Army

WHAT TO BRING

- Your army
- Printed copy of your list
- 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