

WARHAMMER

WAR IN THE OLD WORLD III – A WARHAMMER 6TH EDITION WEEKEND

GOALS & AIMS FOR THE EVENT

Warhammer Fantasy Sydney is running two WHFB 6th edition tournaments at the Sutherland Gaming Club over the Australia Day weekend in January 2021. We are hosting a 2000pt tournament and a 1250pt tournament to allow for a regular size game, alongside a smaller tournament designed for people entering or returning to Warhammer 6th edition to get a feel for how the game plays in a tournament setting.

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

The 2000pt event will run on Saturday 23 January 2021, and will be a three round event.

The 1250pt event will run on Sunday 24 January 2021, and will be a four round event.

Both events will be held at Sylvania Heights Community & Youth Club. 288 Box Road, Sylvania. The event will be held in the normal rooms used by the Gaming Club. When you have parked just follow the path around the right-hand side of the main hall past the field on the right and upstairs to the club rooms.

TOURNAMENT ORGANIZER

Angus Mackie – Mackie.angus@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 -

One-day entry - \$40

Two-day entry - \$60

Please note that the per person cost for the venue and terrain use for the day is \$20, which means the remainder will go towards prize support.

SCHEDULE – Saturday 2000pt

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

8:30-11:00 Game 1

11:00-1:30 Game 2

1:30-2:15 Lunch

2:15-4:45 Game 3

4:45-5:30 Pack up & presentations

It is important that players arrive at 8:00 so that they can be assigned to their tables and can get set up in preparation for an 8:30 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 hour remaining, 30 minutes remaining and 10 minutes remaining.

SCHEDULE – Sunday 1250pt

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

Game 1 9:00-10:30

Game 2 10:30 -12:00

Lunch 12:00-12:45

Game 3 12:45-2:15

Game 4 2:15-3:45

Pack up and presentations 3:45-4:30

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 an 9:00 start. The total game time for each round is 90 minutes 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 hour remaining, 30 minutes remaining and 10 minutes remaining.

Army Composition

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 etc. so this means players may use the army lists 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 however this must be indicated when submitting your list for the event. Please note that special characters are not permitted unless they are a hero level special character. 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 COMPOSITION – 2000pts

All armies are to be no more than 2000 points and following the normal rules set out in the Warhammer 6th edition rulebook & army book or alternate publication. Please note that hero level special characters are permitted but not lord level special characters.

ARMY COMPOSITION – 1250pts

All armies are to be no more than 1250 points and following the normal rules set out in the Warhammer 6th edition rulebook & army book or alternate publication. Please note that hero level special characters are permitted but not lord level special characters.

KEY DATES

All players must submit their army list no later than **Sunday 10 January(2 weeks 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 angus.mackie@gmail.com and you are welcome to email me if you have any questions.

HIDDEN ITEMS

The game of Warhammer is intended to be played with “hidden items” which means that things like magic items and special abilities are intended to be hidden until the relevant time for them to be revealed, also the rules for many magical items in the game are written with this intent and are best used as a surprise.

What this means for the purpose of writing your list for the event is that there are various items & abilities that may be hidden on your list and revealed to your opponent during the game. This includes magic items of all types (including magic banners), vampire bloodline powers, knightly virtues, sacred spawnings, dwarven runes, ogre big names etc.

In the case of magic weapons and armour the mundane equivalent must be on the list, i.e. if your character carries a magic shield then you can list “shield” on your list for that character, if a suit of magical armour permit a model to have a 6+ save then it is considered to be light armour and a 5+ save is considered to be heavy armour. Also in the case of magic weapons some may specify a weapon type such as great weapon, lance or spear however if there is no specific weapon type listed for that magic weapon it can be counted as a hand weapon on your list. Please ask the TOs if you have any questions about list formatting.

It is expected that you list all your magic items and abilities (as per above) on a separate page as well as which characters they are assigned to so that you can show this to your opponent when the item is revealed.

An item is revealed in game when it is relevant to do so, for example if a character is attacking with the sword of might (+1 strength) then you would reveal this when rolling to wound. A character who has a ward save of some kind would reveal this when he has failed his armour save and is required to roll for a ward save.

This means that if you can come up with a fun and crazy magic item combo that can be dramatically revealed during the game... Then do it! Hopefully this will create some great stories that you can tell your grandkids one day!

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 500+ points with all your characters hiding in it
- Generating 12+ power dice per turn and slinging spell after spell after spell at your opponent
- "Gun-line" lists with 50 crossbows and 5 war machines that sit in the deployment zone and have no intention of moving all game

IN GAME SCENARIO – 2000pts

All games are played using the classic "Pitched Battle" scenario on pages 199-200 of the 6th edition Warhammer Rulebook. Please note that as per page 198 of the Warhammer Rulebook you score victory points as follows.

- You earn victory points equal to the points value for each enemy unit which has been completely destroyed, fled the table or is fleeing at the end of the game
- You also receive half the value of victory points (rounding up) for each unit reduced below half it's starting number of models or wounds at the end of the game
- 100 victory points per table quarter captured by end of the game. To capture a table quarter you must have a unit with at least unit strength 5 or more and no enemy units in that table quarter. Units that are fleeing do not count for the above. Also a unit must have more than half of it's models in that table quarter to capture it, so a unit of 10 models cannot capture a table quarter if only 2 of its models are in that quarter. Each unit may only capture one table quarter.
- **100** victory points for killing the enemy general (fleeing generals at the end of the game count as slain)
- **100** victory points for each standard captured by one of your units during the game, a standard can be captured by breaking or killing the unit in combat that is carrying the standard. Once captured the victory points are recorded and you will still earn those points even if the unit that captured the standard is later destroyed.
- **100** victory points if the enemy battle standard is captured as per the rules above.

IN GAME SCENARIO – 1250pts

All games are played using the classic "Pitched Battle" scenario on pages 199-200 of the 6th edition Warhammer Rulebook. Please note that as per page 198 of the Warhammer Rulebook you score victory points as follows.

- You earn victory points equal to the points value for each enemy unit which has been completely destroyed, fled the table or is fleeing at the end of the game

- You also receive half the value of victory points (rounding up) for each unit reduced below half it's starting number of models or wounds at the end of the game
- **50** victory points per table quarter captured by end of the game. To capture a table quarter you must have a unit with at least unit strength 5 or more and no enemy units in that table quarter. Units that are fleeing do not count for the above. Also a unit must have more than half of it's models in that table quarter to capture it, so a unit of 10 models cannot capture a table quarter if only 2 of its models are in that quarter. Each unit may only capture one table quarter.
- **50** victory points for killing the enemy general (fleeing generals at the end of the game count as slain)
- **50** victory points for each standard captured by one of your units during the game, a standard can be captured by breaking or killing the unit in combat that is carrying the standard. Once captured the victory points are recorded and you will still earn those points even if the unit that captured the standard is later destroyed.
- **50** victory points if the enemy battle standard is captured as per the rules above.

SCORING SYSTEM

This event will use a classic 20-0 scoring system. Once you have calculated all victory points for each player 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..

BATTLE POINTS SCORING TABLE – 2000pts

Victory points difference	Victory battle points	Defeat battle points
0-199	10	10
200-399	11	9
400-599	12	8
600-799	13	7
800-999	14	6
1000-1199	15	5
1200-1499	16	4
1500-1799	17	3
1800-2199	18	2
2200-2599	19	1
2600+	20	0

BATTLE POINTS SCORING TABLE – 1250pts

Victory points difference	Victory battle points	Defeat battle points
0-99	10	10
100-199	11	9
200-299	12	8
300-399	13	7
400-499	14	6
500-599	15	5
600-699	16	4
700-899	17	3
900-1150	18	2
1151-1499	19	1
1500+	20	0

PAINTING CRITERIA

A player will receive an additional 20 battle points if their army is painted.

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. Note, bases that are just clear 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.

PLAYER'S CHOICE AWARD

The TOs 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.

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. 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 guy 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 TOs don'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 battle 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 "closed" list and a separate page with magic items listed

- 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

COVID-19 RESTRICTIONS

Please note that a condition of running this event is that there will be adherence to social distancing rules and sanitisation methods. It is important to me as TO that we are able to enjoy playing Warhammer in a safe way and players must respect the rules of the event. A Covid Marshall will be on site to ensure restrictions are being followed and there will be hand sanitizer situated within each room. It is expected that players keep their distance to 1.5m between themselves and other players which shouldn't be a problem when standing on opposite sides of a gaming table. However it is suggested that players avoid shaking hands directly and preferably use their own tape measures, dice and books etc to keep risk to a minimum.

Thank you for reading through the players pack. We look forward to seeing you there! If you have any questions please don't hesitate to ask, you can email me on the email address near the top.