

WARHAMMER

WAR IN THE OLD WORLD IV – A WARHAMMER 6TH EDITION SENARIOS 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. This tournament is intended to make things interesting in terms of list building and game play by having 3 games with a different scenarios for each game.

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 Sunday 16 January 2022 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

Glen Hugo – glenhugo@yahoo.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.

EVENT COST - \$40.00 per player to attend

Please note that the per person cost for the venue for the day is \$20 which means that the extra \$20 will go towards prize support.

SCHEDULE

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

8:30-11:00 Game 1 - Scenario 1

11:00-1:30 Game 2 - Scenario 2

1:30-2:15 Lunch

2:15-4:45 Game 3 - Scenario 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 (noting that round 2 will be between 4-6 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.

All first round opponents will be drawn at random (except in the instance that the tournament organiser is informed of a grudge match being mutually agreed between opponents-appropriate given the first scenario) 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.

ARMY COMPOSITION

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.

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 lord level special characters are not permitted, unless they are for a Kislev or Zombie Pirate list (which can't practically be run without one). 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.

Players are asked to submit their lists using Army Builder or similar. Lists will be checked using Army Builder and if an error is flagged in that system it will be raised with the player to change their list.

KEY DATES

All players must submit their army list no later than **Sunday 9 January (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 glenhugo@yahoo.com and you are welcome to email me if you have any questions.

If a list is submitted after the deadline (excluding where asked to resubmit) **then it must be built to 1999 points rather than 2000 points as punishment**, meaning you lose access to

lord level characters and an extra rare choice. This is intended to ensure players get there lists in on time and hopefully it will not apply to any player.

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.

If you can imagine actually being one of your miniatures on the tabletop for a moment... Your army is looking out across the battlefield and can see the enemy forces arrayed against you. You can see weapons and shields glinting in the sun as well as the bright colours of banners and standards but you can't tell what magical properties their weapons might have or if that enemy wizard is carrying an ancient trinket or a magical scroll in his pocket, or if the gem that the enemy general wears around his neck is just a pretty jewel or in fact a protective talisman.

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:

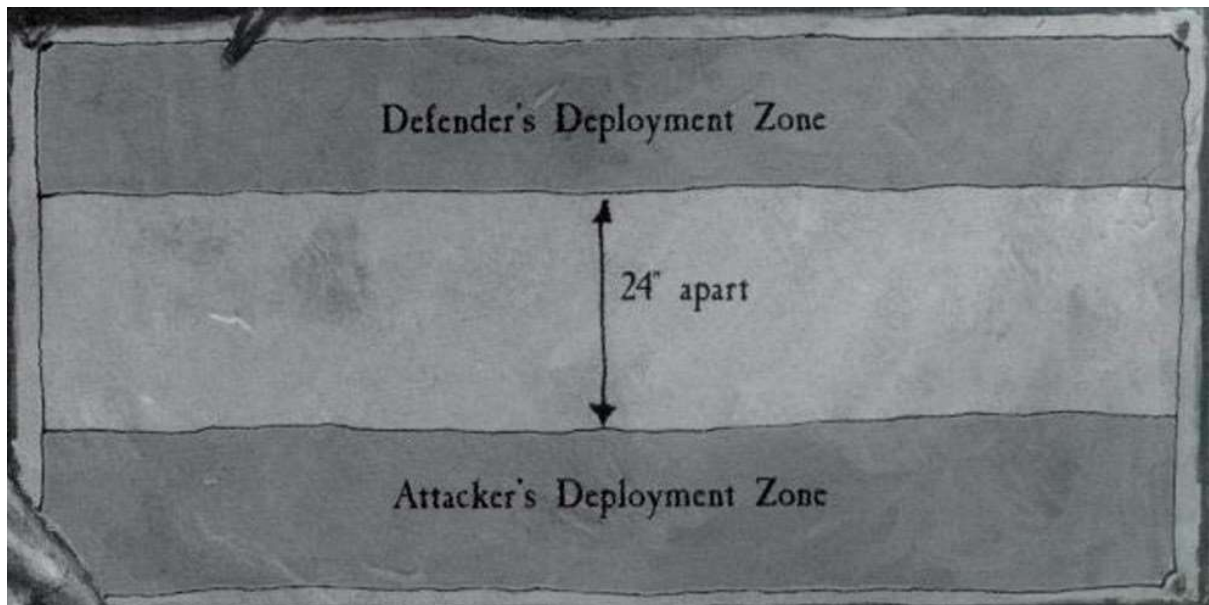
- Having a "death star" unit that costs 700+ points with all your characters hiding in it
- Generating 12+ power dice per turn and slinging spell after spell after spell at your opponent
- "Gun-line" lists with 50 crossbows and 5 war machines that sit in the deployment zone and have no intention of moving all game

The scenarios in this tournament are designed to make list building challenging. One favours a strong lord; another large blocks of infantry and one favours fast cavalry and ambushing units. This is intended to make game play interesting and every game different.

IN GAME SCENARIOS

Scenario 1 – Assassinate the Enemy General

The enemy general has committed a grave insult to your general. Your general can only think of killing their rival and all other objectives have been forgotten.



This Scenario is played using the classic “Pitched Battle” scenario on pages 199-200 of the 6th edition Warhammer Rulebook. Except that victory points are as below:

Victory conditions: The army with the most victory points wins the battle. Victory points are awarded as follows:

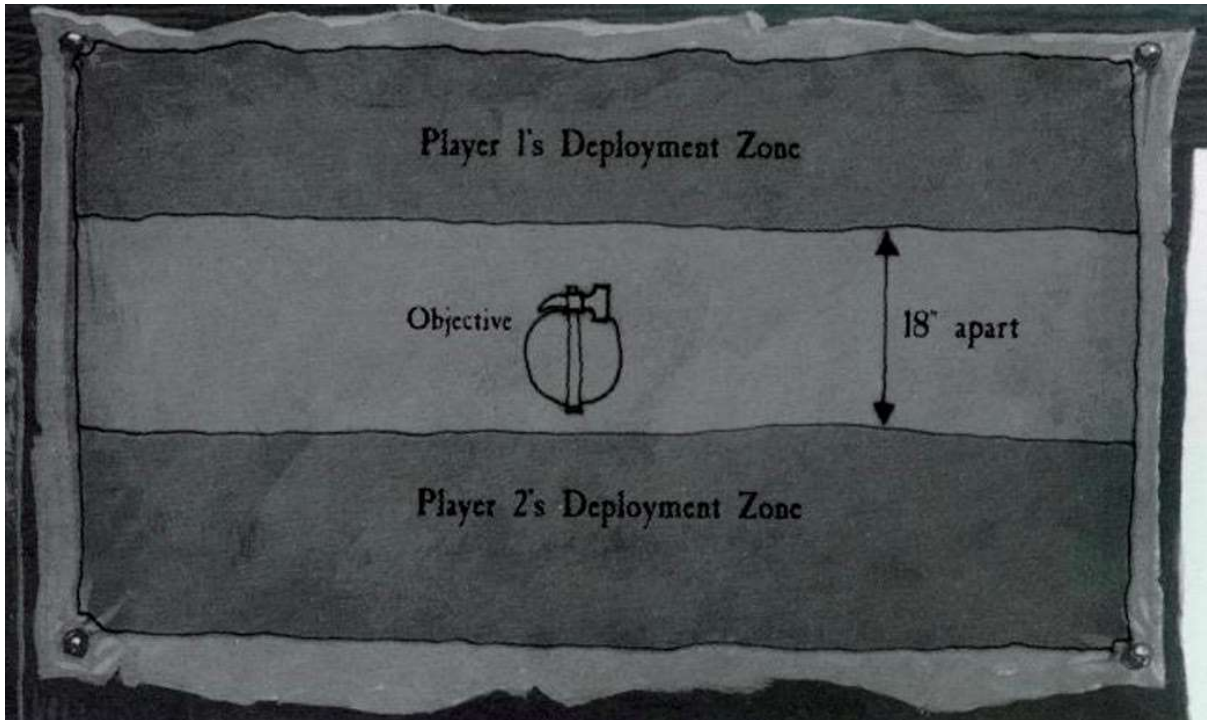
- You earn victory points equal to the points value for each enemy unit which has been completely destroyed, fled the table or is fleeing at the end of the game.
- You also receive half the value of victory points (rounding up) for each unit reduced below half its starting number of models or wounds at the end of the game.
- No victory points are awarded for table quarters.
- 500 victory points for killing the enemy general (fleeing generals at the end of the game count as slain).
- 250 additional victory points if your general killed the enemy general in a challenge.
- 250 victory points for having your general alive at the end of the battle (fleeing generals at the end of the game count as slain).
- No victory points are awarded for capturing banners.
- No victory points are awarded for capturing battle standards.

Note: for the purpose of this scenario high elves are not required to roll for *intrigue at court* rule and the player may pick the general of a high elves army. Having your general as your level 1 mage by chance would be an unfair disadvantage in this scenario.

Scenario 2 – Capture the Objective

A treasure has been discovered that both army's desire. Seize the central objective to gain the advantage.

This Scenario is played using the rules for Scenario 5 pages 207 – 208 of the 6th edition Warhammer Rulebook with the exception of **length of the game**, and **Victory conditions** are replaced with the following.



Length of the game: 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 again on a 4 or more play a 6th turn. At the end of the sixth turn the game ends.

Victory conditions: The army with the most victory points wins the battle. Victory points are awarded as follows:

- The army with the unit closest to the objective at the end of the battle receives a massive 1000 victory points. Fleeing units, Units summoned by Magic, Monsters (being any unit with the large target rule or a character mount), War machines and Characters can't capture the objective. If both players have a unit equidistant to the objective one player wins the objective if the unit strength is double the closest enemy unit to the objective otherwise no victory points are awarded as no army has control.
- 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
- No victory points are awarded for table quarters.

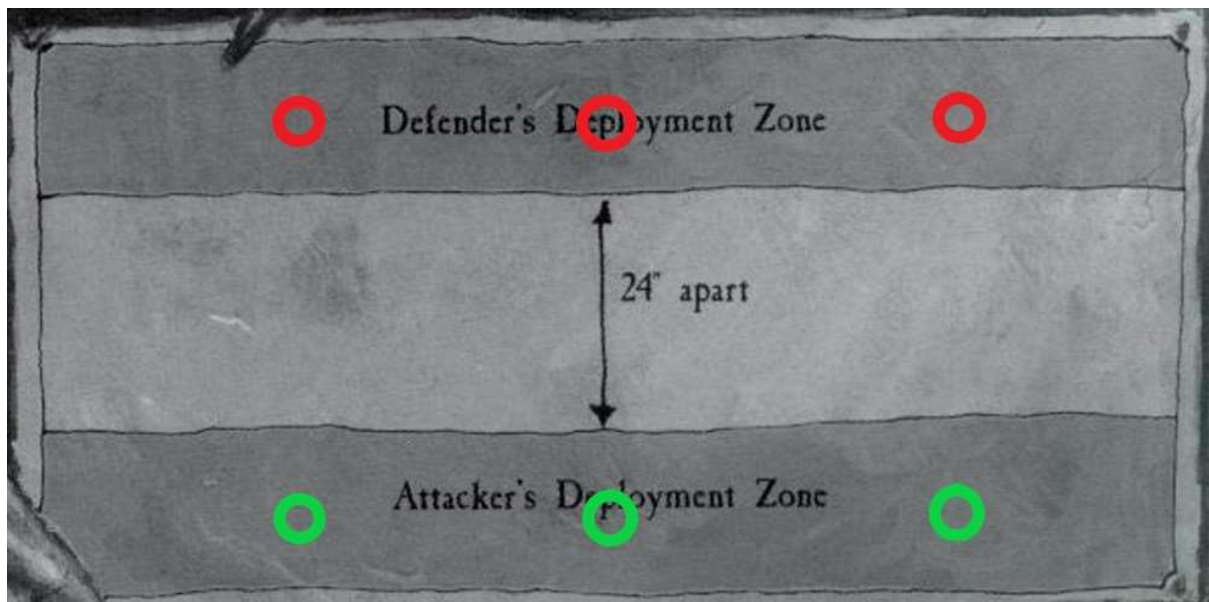
- 100 victory points for killing the enemy general (fleeing generals at the end of the game count as slain)
- 100 victory points for each standard captured by one of your units during the game, a standard can be captured by breaking or killing the unit in combat that is carrying the standard. Once captured 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.

Note: For the purpose of this scenario the objective is impassable terrain that does not block line of sight (think hole in the ground where the treasure has been discovered but not excavate) The TO will place a 40mm diameter round objective marker in the centre of the table.

Scenario 3 – Capture the Battle Plans

Our spies report that the enemy baggage train contains battle plans for the next phase of the war. Capturing those plans will give your army the edge.

This Scenario is using the played using the classic “Pitched Battle” scenario on pages 199-200 of the 6th edition Warhammer Rulebook. Except that three objective markers are placed in each players deployment zones before the battle. Upon an enemy unit ending its turn over the opponents marker roll a dice, If it is the first marker on a 5+ you have located the enemy battle plans. If it is the second marker then the enemy battle plans are discovered on a 4+, If it is the third marker then you automatically discover the plans. Place the marker next to the unit so that you know they are captured and with that unit. If the unit flees or is destroyed then they drop the battle plans and it can be picked up by another unit. Fleeing units, Units summoned by Magic, Monsters, War machines and Characters can't pick up or search the objective.



Note: the three objective markers will be placed by the TO in your deployment zone and the player cant move them from the TO's placement. They will be placed approximately 6 inches from the table edge one in the centre of the players deployment zone, the other two 18 inches from the side edges (but may need to be in a different location due to terrain at the TO's discretion).

Victory conditions: The army with the most victory points wins the battle. Victory points are awarded as follows:

- If a unit (Fleeing units, Units summoned by Magic, Monsters (being any unit with the large target rule or a character mount), War machines and Characters can't pick up or search the objective) holds the enemy battle plans at the end of the game you are awarded 500 victory points.
- If the enemy has been unable to uncover your battle plans you receive 250 victory points.

- If you recapture your battle plans with one of your units after the enemy held them and you hold them at the end of the game you receive 500 victory points.
- 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
- No victory points per table quarters
- 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.

Victory conditions: The army with the most victory points wins the battle. Victory points are awarded as follows:

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 however it is very difficult to achieve this result as one player 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 in reality 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 149 or less either way, in which case the battle points are split 10 to each player.

BATTLE POINTS SCORING TABLE

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

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 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.

An army that fits the above painting criteria will earn an additional 20 battle 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 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. Due to changing regulations in regard to COVID-19 we will advise participants of any changes in requirements prior to the event.

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.