

WARHAMMER

WAR IN THE OLD WORLD V – 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 Sunday 22 May 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

Alex Burkitt – alex.burkitt@hotmail.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 - \$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

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.

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.

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 hero level special characters are permitted but not lord level special characters. The exceptions to this are that lord level special characters are permitted for the Kislev and Zombie Pirates lists as their only lord options are special characters and they are non-functional without them. 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.

KEY DATES

All players must submit their army list no later than **Sunday 15 May (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 alex.burkitt@hotmail.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.

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 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
- 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.

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. There is no cap to the total points available in each game and in some games both players might score a lot of points, in other games both players might score fewer points. All the tournament points that you score across the three games will go toward your overall score.

Getting victory points by killing your opponent's army will only make up a small portion of the overall tournament points that you will be scoring, so players are incentivised to play to the scenario as you will score a lot more tournament points by doing this than you will from wiping your opponent's army off the board... Although, of course if there's less of your opponent's models on the board it will make it easier to complete the objectives.

In each game there will be a total of **THREE (3)** tournament points up for grabs for **scoring at least 500vp more than your opponent. Victory points are scored 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

As there are scenarios in play at this event, you will not be scoring the normal victory points for captured banners, table quarters, killing the general, capturing the BSB etc.

In short, if you score at least 500 victory points more than your opponent by the end of the game you will score **THREE (3)** tournament points. This will be the same for each game. Then there are plenty of bonus points on offer for achieving the objectives of the scenarios.

GAME 1 – 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 6th edition Warhammer Rulebook.

Victory Conditions:

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?

At the game tally up the points for captured table quarters. The side with the highest number of banners in a table quarter at the end of the game is deemed to have captured that table quarter. If both sides have an equal number of banners in that table quarter then it is a contested quarter and neither player will score points for it. BATTLE STANDARD BEARERS will also count towards the number of banners and act as a tie breaker if both

sides have the same number of banners in a quarter. Only if there are no standards or BSBs in a table quarter then it can still be captured by a unit with unit strength 5 or higher (including single models/characters with US5 or higher) provided there are no other enemy models in that quarter to contest it.

Please note that fleeing models or standards cannot capture or contest table quarters as they can hardly inspire their friends when running away. Units that are summoned onto the table as a result of spells (e.g. Invocation of Nehek) cannot contest or capture or contest table quarters.

Just to clarify, for a banner to be in a table quarter the actual model carrying the banner needs to be in the table quarter. So if a unit is partially in two table quarters then the banner counts towards the table quarter that the actual standard bearer is in. Remember that the number of banners in a table quarter trumps number of models, so even if you have just a single standard bearer alive in a table quarter all by himself, provided your opponent does not have a banner in that quarter then you have captured the quarter, regardless of how many models your opponent has.

Also (in case you were wondering) war machines cannot capture table quarters regardless of their unit strength.

At the end of the game:

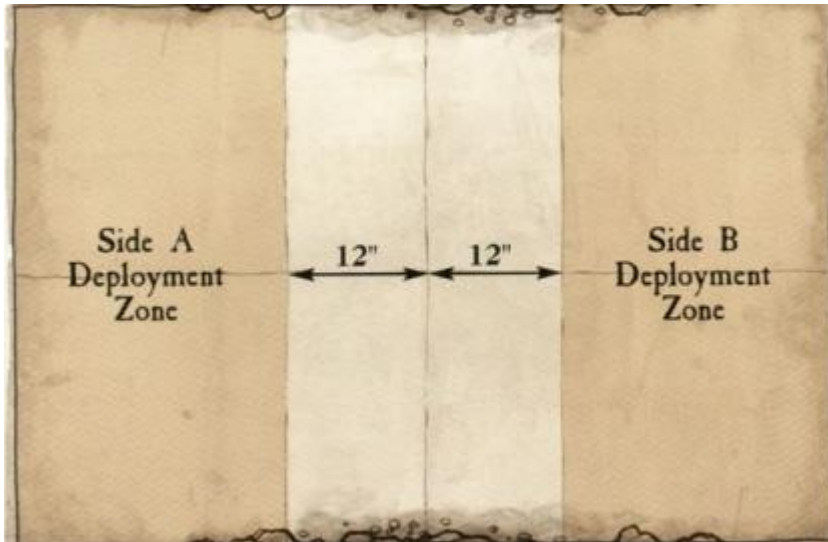
- Score 1 point for each table quarter you have captured in your half of the board
- Score 2 points for each table quarter you have captured in your opponent's half
- Score 3 points for finishing the game at least 500vp ahead of your opponent (note: the normal 100vp per table quarter at end of game and 100vp per captured standard do not apply in this scenario)
- Score 1 point for killing your opponents general (or if opponent's general is fleeing)

GAME 2 – BREAKTHROUGH

***Two enemy armies meet in a narrow pass, each is trying to reach the other side.
Bloodshed is bound to ensue!***

Game length: Random length 5-6 turns. At the end of turn 5 roll a D6, on a roll of 1-3 the game ends and tournament points are tallied up, on a roll of 4+ the game continues for a 6th and final turn.

Deployment & first turn: Rather than deploying along the long board edge, players will instead deploy along the short board edge with a 24" deep deployment zone, see diagram below. Aside from this follow the deployment & first turn rules for the "pitched battle" scenario on pages 199-200 of the 6th edition Warhammer Rulebook.



Victory Conditions: Tournament points are scored by having units in your opponent's deployment zone at the end of the game. At the end of the game each player will score points based on the units they have in their opponent's deployment zone. A unit will score points if it is at least unit strength 5, this can be a unit with multiple models or a single model with at least unit strength 5 such as a monster or a character riding a monster or chariot etc. Remember that cavalry & monstrous infantry models like ogres/trolls etc have a higher unit strength than a standard infantry model so less of them are required for unit strength 5 to be met.

Fleeing units and units raised/summoned by magic do not score points regardless of unit strength.

At the end of the game:

- Score 1 point for each unit of at least unit strength 5 which is wholly within your opponent's deployment zone (this means all models in the unit being in the deployment zone)
- For any units that meet the above criteria and are also ranked infantry units (i.e. not skirmishers/flyers etc) score 2 points instead of 1.
- In addition to the above, units with a standard bearer or BSB will score an additional 1 point
- Score 1 point for your general being wholly within your opponent's deployment zone
- Score 3 points for finishing the game 500vp or more ahead of your opponent
- Score 2 points if there are no enemy models in your deployment zone

GAME 3 – THE MYSTERIOUS CHEST

Rumours are circulating of a mysterious treasure buried in the tomb of a long forgotten warrior. Two armies converge on the tomb only to find that grave robbers have already uncovered the treasure. The grave robbers flee the scene and four mysterious ornate chests are found abandoned. A skirmish erupts between scouts from both armies and each side manages to recover two chests and bring them back to their respective armies. However, in their greed, both generals push their armies forward to claim the remaining chests from their rival. All the while the mysterious chests pulse with unnatural power.

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: Each player begins the game with two mysterious chests which start the game hidden from the opponent. The chests must each be carried by an eligible unit which cannot be a monster or a unit with the skirmish or flying special rules as the chests are heavy and would impede their movement, for the same reason, individual characters cannot carry the chest. Before deployment, each player must write down on their score sheet which units are carrying the chests and turn the score sheet over so it is hidden. The two chests must be carried by separate units so you must allocate two units in your army to be bearers. The chest bearers must start the game on the board so cannot be a unit that starts the game in ambush or off the board for some other reason.

A mysterious chest is revealed if the unit bearing the chest is wholly destroyed or flees for any reason. Once revealed a chest will be represented by an objective marker and can be picked up by any unit that moves into contact with it, however once a unit moves into contact with an unclaimed chest it cannot move further that turn as picking up the chest will take up any remaining move. The unit can move as normal from the following movement phase. If a unit bearing the chest breaks and flees from combat then the unit that broke them automatically picks up the chest but cannot pursue in the same phase as they would lose momentum whilst stopping to collect the chest. If multiple units are involved in the combat then the player who is claiming the chest may choose which unit picks it up. Remember that monsters, skirmishers, flyers and lone characters cannot claim or carry a chest.

As the chests pulse with unnatural power any unit carrying a chest is imbued with extra fighting spirit and will add +1 to it's combat resolution whilst carrying a chest, this means you must reveal a chest at the end of a combat phase when combat resolution is being worked out, although this is not necessary if all enemy units in the combat have just been destroyed so combat resolution is not required.

At the end of the game:

- Score 2 tournament points for each chest being carried by your army (including those you started the battle with)
- Score 1 additional bonus point for killing the enemy general (fleeing generals will count towards this)
- Score 3 points for finishing at least 500vp ahead of your opponent

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 three scenarios. I would suggest including a few standard bearers, perhaps a BSB and at least a couple of ranked infantry units to give yourself a good chance at scoring the scenario points. Also for scenario 3 it would be wise to have a number of units that could be eligible to carry the chests so that you can keep your opponent guessing.

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 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 "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