

# WARHAMMER

## **WAR IN THE OLD WORLD VI – A WARHAMMER 6<sup>TH</sup> EDITION DOUBLES 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. This tournament is intended to be beginner friendly with 3 games played in pairs.

### **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 event will be held on Sunday 3 July 2022 at Sylvania Heights Community & Youth Club. 288 Box Road, Sylvania. The event will be held in the main hall as part of ShireCon.

### **TOURNAMENT ORGANIZER**

Glen Hugo – [glenhugo@yahoo.com](mailto:glenhugo@yahoo.com)

### **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.

### **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 **1250 points** for each person (meaning 2500 a team) and following the normal rules set out in the Warhammer 6<sup>th</sup> edition rulebook & army book or alternate publication.

This is a doubles event and you will enter the event with a partner who will also control a 1250 point army. Both army's must have a general. At the start of the game roll to see which general is in charge, the winner has the benefit of being general for both army's for that game.

For the purpose of the event any list such as Zombie pirates that is required to bring a lord or special character may take a hero level character instead as a general.

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 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.

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. 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.

### **ALLIANCES**

Not all alliances are possible. Refer to the below chart when considering your army choice and team. Some races suffer a leadership penalty if allied and some alliances are not permitted. Players must nominate their team member and their race. If you are having difficulties finding a team member ask the TO and you will be allocated a person.

ALLIANCES CHART														
	(E)	(O)	(L)	(S)	(C)	(TK)	(VC)	(DE)	(HE)	(WE)	(CD)	(B)	(D)	(DoW)
Empire (E)	B	X	T	X	X	D	X	X	T	D	X	T	T	T
Orcs & Goblins (O)	X	B	X	T	T	X	D	D	X	X	D	X	X	T
Lizardmen (L)	T	X	B	X	X	D	X	X	T	T	X	T	T	T
Skaven (S)	X	T	X	B	T	D	X	D	X	X	D	X	X	T
Chaos (C)	X	T	X	T	B	D	D	D	X	X	T	X	X	T
Tomb Kings (TK)	D	X	D	D	D	B	X	D	D	D	D	X	D	T
Vampire Counts (VC)	X	D	X	X	D	X	B	D	X	X	D	X	X	T
Dark Elves (DE)	X	D	X	D	D	D	D	B	X	X	D	X	X	T
High Elves (HE)	T	X	T	X	X	D	X	X	B	T	X	T	D	T
Wood Elves (WE)	D	X	T	X	X	D	X	X	T	B	X	T	D	T
Chaos Dwarfs (CD)	X	D	X	D	T	D	D	D	X	X	B	X	X	T
Brettonnians (B)	T	X	T	X	X	X	X	X	T	T	X	B	T	T
Dwarfs (D)	T	X	T	X	X	D	X	X	D	D	X	T	B	T
Dogs of War (DoW)	T	T	T	T	T	T	T	T	T	T	T	T	T	B

Ogre Kingdoms count as dogs of war on the above chart. Beastmen and Deamons are Chaos Army's. Back of the book lists use the race they appear in the book. If using an army not listed above, ask the TO.

## Armies

Players will fight with two armies allied together for the battle. Each army may only ally with the armies shown on the Alliances chart above.

Simply cross-reference the races you wish to ally. The following notations represent:

B = Battle Brothers – same race, so no problems.

X = Disallowed – cannot ally under any circumstance.

T = Trusted allies – no special rules, alliance is permitted.

D = Distrustful allies – permitted, but allied units and characters within 6" of each other suffer a -1 Ld penalty (after other modifiers).

You may only select to play with a team-mate who has an army with which you are permitted to ally.

Each player is paired with their team-mate,

Before each battle the General must be decided using the following rule:

- Each player on the team rolls a D6, with the opponents witnessing the roll – re-roll any ties.
- The highest rolling player will lead the army in this battle. Their Hero acts as the General.
- Both forces react to the General as per the Warhammer rules.

## MAGIC PHASE

For the purpose of the Magic phase both army's have their own dispel and casting dice that cannot be combined. For the purpose of dispelling both army's are able to utilise there dispel dice pool but only one attempt can be made to dispel by either opposing player.

## KEY DATES

All players must submit their army list no later than **Sunday 26 June (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](mailto:glenhugo@yahoo.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.

**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

## **SCORING SYSTEM**

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 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 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

### **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.

A team 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 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**

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 may be asked to nominate their best opponent throughout the event and the team with the most votes will be win the best opponent award (if we have sufficient prize pool), 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.

- Top General team (the players 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
- Your partner
- 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

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.