

## **Small Wars**

### **A 1200 point Campaign Event for Warhammer Fantasy Battle**

*This is WFC's first event for Warhammer Fantasy Battle. The aim is to run a fun, friendly and accessible event for players new to the game and to offer veteran gamers something a little different from the run-of-the-mill face-smashing tournament.*

#### **Event Details**

**Venue:** Places For People Day Care Centre, 49 Beckton Avenue, Mosborough, S20

**Date:** Sunday 19<sup>th</sup> August 2012

**Times:** 9:00-19:00

**Cost:** £10 (includes lunch and coffee)

#### **What You Will Need**

- A fully painted 1200 point army complete with movement trays (trays are not required for skirmishers)
- Two copies of your army list; one for you and one for us
- The rulebook; the appropriate army book; a copy of the most recent official errata for both books
- Tape Measure, Dice and Templates
- Super glue/Plastic glue (just in case)

#### **Event Times**

9:00 Arrival, Registration & Coffee

9:30 Game 1

11:00 Game 2

12:30 Lunch

14:00 Game 3

15:30 Game 4

17:30 Prize Giving

#### **Prizes & Awards**

**Most Sporting Opponent** – The person who is voted most fun to play against (this includes army composition, conduct during play and other niceness)

**Winning Faction** – The players who make up the faction which crushes the opposition and claims dominion over the land

**Best Painted** – Speaks for itself really; the army that makes you go WOW!

#### **Army Composition Rules**

Small Wars will be using rarely seen form of composition: the basic army selection rules from the basic rule book and your army book. We're weird like that.

The only proviso we'd put on this is that the aim of the event is to have an enjoyable time

playing toy soldiers, and so we'd ask that you show some restraint in your army selection. This basically means considering following:

- Try to bring along some of those interesting units that you've bought and painted but seldom make it into your tournament lists (Questing Knights, we're looking at you!)
- Try to build an army that would be enjoyable to play against. Even when losing.
- Consider that army composition will be one of the considerations for most sporting, which is the main award.
- Try to build a balanced force. Some of the campaign events could have a serious impact on one trick pony armies.
- Try to build an army which is appropriate for all of the scenarios in the Warhammer Fantasy Rulebook (we don't want any auto losses in Blood and Glory).
- No special or named characters. This is not about army balance, but simply the fact that it's narratively silly to have legendary heroes leading a 1200 point warband.
- Only official armies from books which are still in print may be used. If you are unsure whether your army choice will be allowed, just ask.

Army lists do not have to be submitted ahead of time, and although we'll glance over them on the day, we'll take it on trust that you've got them as accurate as possible. We're sure you won't deliberately try to cheat, as that would be really sad...it's only toy soldiers after all...

## **Terrain**

The terrain will be positioned prior to the first game and shall remain in the same position until we decide that we want to change it for narrative reasons. We will be using the complete, sparkly, magic terrain rules from the main rule book and you will be informed prior to each game what individual terrain pieces represent. Woods, rivers and marshes are all mysterious.

If you feel the terrain isn't set up fairly or there are any other issues regarding the terrain contact the organiser prior to the start of the game.

## **Campaign Rules**

Entrants will be divided into factions prior to the event; the exact number of factions will depend on the number of entrants and the armies they have chosen. We shall endeavour to make sure that these factions make at least some kind of narrative sense, so High Elf players should not expect to be lining up alongside Daemons (this isn't Storm of Magic after all!).

In each game you will be matched against an army from an opposing faction and will play a scenario from the Warhammer Fantasy Rulebook (with some minor changes based on the fact that we're playing on 4'x4' tables). We're not going to tell you which scenarios you'll be playing as a) we don't want that to influence your army selection and b) we don't know yet. You will not play against the same opponent twice.

In the campaign, each faction will be trying to take control of as much of the campaign map as they can by winning games. The exact nature of the map will be decided once the number of entrants is fixed and the factions have been decided.

At the end of the game, the winner can claim a single territory on the campaign map off the losing player's faction. The territory claimed must be adjacent to a territory currently controlled by the winning player's faction. If the losing player is wiped out (there are no models left on the board) the winning player can claim two territories. The second territory claimed has to be adjacent to the first, but does not have to be adjacent to another controlled by the winning player's faction. In the event of a draw, neither side gains or loses territory.

Results are applied to the campaign map as they happen and so it is entirely possible that a territory you have won is lost again five minutes later when another game ends.

At the end of the day, the faction which controls most territories will be declared the winner. However, each faction will be given a secret objective which, if achieved, will affect future games in the campaign.

## **Scoring**

We will be using the scoring system from the Warhammer Fantasy Rulebook with a 100 point difference in Victory Points at the end of the game being all that is required for a victory.

However, we will add the following house rules:

- Units fleeing at the end of the game will count as destroyed.
- Units under 25% of their starting size give away half victory points.

After each game, all you need to do is record who won and have the winner claim a territory.

## **The Most Important Rule**

The goal of this event is for all participants to have as much fun as possible (not just those who are winning), therefore the event organiser reserves the right to change any or all of the rules at any time including totally making things up for the general amusement of the majority of the gamers. ☺