

Why Back to Basics?

Back to Basics exists because I want to see Warhammer: The Old World played in a way that highlights what makes the game great — its armies, not just its characters.

I want to see battlelines clash with **core troops**, not just watch **heroes do the heavy lifting**. I want to get away from the bloated magic item builds and rules-stacking that lead to **non-interactive combos**. And I want to create space for the kind of tactical, grounded play that rewards smart maneuvering and list balance — not just list-writing.

This comp is about putting the “**war**” **back in Warhammer** — with clear, simple rules that promote fair, exciting, and meaningful battles played at 2,000 pts.

The following changes take effect for all muster lists:

1. Force Organization

- Characters: Max 25% (500 pts)
- Core: Min 50% (1,000 pts)
- Special: Max 30% (600 pts)
- Rare: Max 20% (400 pts)
- No single model/unit may exceed 15% (300 pts)
- No allies
- No mercenaries

2. Character & Magic Limits

- 0–1 Lvl 4 wizard per 2,000 pts
- 0–1 Lvl 3 wizard per 1,000 pts
- No special characters
- Max 3 duplicates of any Character unit

3. Unit Duplication

- Max 4 of any Core unit
- Max 3 of any Special unit
- Max 2 of any Rare unit
- Stricter MPG or Army Book limits take precedence

4. Magic Items & Upgrades

- 1 magic item/effect per model (includes runes, gifts, rewards, etc.)
- Allowed items: Extremely Common + Army Book Common
- No named/unique/one-per-army items
- BSBs are not restricted in their magical banner choice and may select any banner from the Core Book and their Army Book(s), even ones that are not extremely common, and may also take a magical item beside the banner (which must still be extremely common).

5. Healing & Recursion

- Max 4 models restored per unit per player turn
- Max 1 wound restored per single model per player turn

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