



Classic Hammer

WHAT IS CLASSICHAMMER?

Classichammer is an attempt to offer an alternative style of play for Warhammer 40,000 players. It offers a simpler cleaner approach to army construction that harks back to the many years of single codex and unified Force Organization Chart (FOC) guidelines that applied equally to all armies.

Classichammer is designed to offer players an way to play modern Warhammer 40,000 in a setting that will feel familiar to older players of earlier editions, while reigning in many of the complex army construction mechanics that have been added to the game recently.

WHY CLASSICHAMMER?

Classichammer isn't for all players, and if you LOVE the complexity of the current Warhammer 40,000 rules and army construction mechanics, you should keep walking - nothing to see here citizen.

IF HOWEVER, you sometimes want a nice clean game with your friends that doesn't require multiple codices, formations, dataslates, multiple armies allied together, a minor in mathematics, a CPA, knowledge of reverse polish notation (or a sliderule), and the lack of that feeling in the pit of your stomach that somewhere, somehow, something has gone deeply, deeply wrong, then give it a try.

You may just have a an absolute BLAST with your friends over a game of pushing around toy soldiers, and that's what's it all about!

Good luck and remember citizen of the Grimdark, what ever happens on the tabletop, you will not be missed :)

CLASSICHAMMER RULES

No Formations

No Allies* (See below for exceptions)

No Multiple Detachments/CADs

No Unbound Armies

Only Troop Units are scoring

Dedicated Transports are NEVER scoring even if purchased with a Troop choice.

Lords of War are 0-1 per 1500 points (ie a 1850 point list can have 1 LoW, a 3000 point list can have up to 2)

Warhammer "30k" is allowed - It's marines people, c'mon, plus Forgeworld says it's cool.

Classic Hammer FOC

Compulsory

1 HQ
2 Troops

Optional

1 HQ
4 Troops
3 Elites
3 Fast Attack
3 Heavy

ALLIES RESTRICTIONS

Classichammer allows a small amount of very limited allies in the interest of supporting recent codices that may not have units allowing them to field a classic FOC.

- Skitarii may ally with Cult Mechanicus
- Dark Eldar may ally with Harlequins
- Craftworld Eldar may ally with Harlequins



What is old is
new again. Let
me show you the
days of HIGH
ADVENTURE!