



Warhammer: The Old World at BelCon 2 - 2025
Raiders Belconnen, Holt. 3 August Sunday

Warhammer: The Old World (TOW) – Regiments of Renown 2

Format

Four games, 1000 points, 1 day

The weekend is for players to have small size games. A style of play that allows for relatively faster games for more experienced players while being beginner friendly due to less rules needed in restricted army lists. Aesthetically a weekend of games focused on regiment units and encourage socialising with plenty of time for lunch at the Raiders club.

BelCon 2 2025 is held at Raiders Belconnen in Holt and includes other game systems, generally around 50 players of various systems take part as part of the [Canberra Northside Wargamers](#) group. If other systems are under subscribed more spots can come available and if registrations are slow, we may lose spots. So, book in your time and get tickets as soon as they're available at [Olympian Games](#).

Registration fee with Olympian covers the venue booking. An additional \$10 will be collected for a prize pool with Ronin Games Belconnen. \$10 can be paid to ben.halliday14@gmail.com on Paypal or arrange before the event.

Players are welcome to have casual games after each competition day with players that wish to do so.

What to bring

A "I-want-to-enjoy-others'-company" outlook, an army of no more than **1000 points**, dice, printed legible list that includes points of unit/s and upgrades of units etc, tape measure, template/s, supporting and relevant rules (corporeal & or electronic). Dollars for lunch and a second-hand stall.

Painting

If you would like to be judged best army on show by your peers, please bring your best. Painting isn't a requirement but is strongly encouraged.

What-you-see-is-what you-get

Players need to have an army that is What-you-see-is-what you-get e.g. if you're taking shields on a unit then a majority should have a shield on the model. Magical items like a "special club" can be proxied for a sword (just as in the rules) but running a flying carpet without it on the model isn't. The rule of thumb is an item or upgrade should be represented on models if it provides an advantage beyond what equipment/attribute could reasonably have stashed on the model. E.g. mutations on a model would ideally be modelled but its not compulsory. While a hand with a hand weapon model run as having a two-handed weapon is not on. Email Ben with a pictures if you need to discuss.

Basing and movement trays:

We expect there will be players that have not completed rebasing their models bases (or want to) from previous Warhammer Fantasy Battle (WFB) editions or other games. Have appropriately sized movement trays for your units.

Proxies

Like many community organised WFB events going back decades, proxy models from non-Games Workshop manufactures are acceptable. However, they do need to be an accurate representation of what the model is on the game table e.g. a 3D printed goblin with spear needs to look like a goblin with spear on correct size base or movement tray.

Our community is open to themed armies that use interesting proxies e.g. Amazons run as Wood elves etc. But having a lend by using Lego, Smurfs or broken bits of a bases etc isn't acceptable. Email Ben if you have something different. Respect the pragmatism of the event and those that have made the effort to complete their armies.

Schedule

Sunday 3 August

9:00am	Club opens/
9:05am	Registration/briefing Game 1 set up
9:10 am	Game 1 official start
10:40 am	Game 2 official start
12:10 pm	Lunch
1:00 pm	Game 3
2:30 pm	Game 4
4:00 pm	Pack up Awards
	Casual games are most welcome afterwards

Please try and arrive promptly before the club doors open at 9am each day. Time notifications will be provided at 30-minute intervals and then every 5 minutes once below the 15 minute mark.

There is 90 mins allocated for each game. We'll allow some small leeway with timing of games but the point of these games is to get cracking in the time allocated. We'll also play on 4X4 playing map to assist this.

Aim for even turns. If it's obvious that the other player won't have enough time to have their last turn while you're doing yours then end the game from the beginning of that round. When 'dice down' is called by the TO the game is ended.

All first round opponents will be drawn at random. I plan to post the pairings on **Friday 1 August** to the [Canberra The Old World Facebook](#) event page. All rounds will be drawn based on your score relative to other players.

List design and submission.

Design your list with this in mind: Will I and my opponent enjoy our game? Have I considered scenario requirements? Do I have excessive shooting? Will my army engage with my opponent?

Lists don't need to be submitted however they need to be printed or readily available in digital format for your opponent to review. If your list fails to meet the event restrictions Battle Points may be deducted or someone if having a lend they will be asked to leave. Email ben.halliday14@gmail.com if you're not sure about your list.

Composition restrictions

These small sized games represent armies of a small part of a larger force. The Lord on a Dragon has better things to do and the Wizard Lord has delegated a less experienced Wizard to accompany the army. Models that can often be left on the shelf as too weak in a 2K event will get to have a run and you'll have less rules to remember for tooled up Lords or Behemoths.

- 1000 points.
- All army lists and supplements, including legacy and renegade pdf factions, mercenaries and allies are welcome.
- 25% Max (250 pts) Characters.
 - **Old school "hero" Level characters only. This is models with a base Wound characteristic plus 1 additional wound** e.g. a Paladin or a Wargor with 2 Wounds or Monstrous Infantry 4 Wounds

- For more clarity these are 'Hero' characters. **Beastmen:** Wargor, Bray Shamen, **Brettonnia:** Paladin, Sargent at Arms, Damsel. **Dark Elves:** Master, Sorceress, Beast Master, Hag and Assine. **Demons:** Heralds. **Chaos Dwarves:** Sorcerer, Seneschal, Black Orc Bigboss. **Empire:** Captain of the Empire, Master Mage, Witch Hunter, Chapter Master, Priest or Sigamr or Ulric, Master Engineer. **Dwarves:** Thane, Runesmith, Dragon Slayer, Engineer. **High Elves:** Noble, Mage. **Lizardmen:** Saurus Skar Vet, Skink Priest and Chief. **Orcs & Goblins:** Black Orc Bigboss, Orc Bigboss, Orc Weird Boy, Goblin Bigbosses, Goblin Oddgits. **Ogres:** Bruiser, Butcher, Fire Belly. **Skaven:** All accept Grey Seer. **Tomb Kings:** Tomb Prince, Mortuary Priest, Royal Herald. **Vampire Counts:** Vampire Thrall, Acolyte, Wraith, Wight Lord, Banshee. **Warriors of Chaos:** Exalted Sorcerer, Aspiring Champion **Wood Elves:** Captain, Spellsinger, Branchwraith, Waystalker, Shadow Dancer etc
- For clarity mid level hero's like Baron, Exalted champion etc that have 2 more wounds than more than their base, are not permitted for this event.
- If unsure, ask.
- Army must contain minimum of 2 units (that excludes characters)
- Maximum of two levels of magic for your army.
- 30% (300 pts) minimum Core points in your list
- No more than 30% (300) points on Special units
- No more than 25% (250) on Rare, Allied or Mercenary units
- No Behemoth units

Rules Tweak – Victory points (VPs) for banners

You're not playing fantasy without banners. To that end capturing an enemy banner will not earn an additional 50 victory pts (VP). A Battle Standard Bearer will attract 50 VPs

Awards

I will get some prize support for this event from **Ronin Games** in the form of gift vouchers or hobby gear from your contributions. The categories for recognition are top three positions, Half-way-hero (the player that come exactly halfway on the ladder), best painted (voted by players) and the "White Dwarf" for the player the TO has observed as having the best themed, list design, painted and good sport attitude during the weekend.

Sportsmanship

We all have different expectations of what is fair and positive game interaction. In an event setting having clear expectations and a guide can help us all with how we behave with people we may not know or have previously not had the best game experience with. This is a new game for everyone. There is going to be times when players get rules wrong, which is totally fine. Please be patient with each other and work it out together looking at the rules. If unsure, please call the TO over to discuss.

Let's make this a fair and honest in-game environment so everyone can have fun. Players must try their best to accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

Good sport tips:

- Explain to your opponent what you intend to do, confirm with them, then execute the action. Over communicating is an excellent way to minimize disagreements.
- Use movement trays; when using skirmishers be sure to measure models when moving, not drop them as a blob around a single model.
- Excessively challenging an opponent's game decisions/actions is to be avoided as it can waste game time and be bad sports. E.g. If you've already established what a unit does don't keep asking for the same explanation repeatedly. Look at the rule book if need be.
- Use same coloured dice, clearly identify if different dice have a specific role, make sure your opponent can see the dice you're rolling clearly.
- Wasting time can be easy to do, use your opponent's turn to plan yours, use a timer on your phone set at 10 minutes (if you're hitting 10 minutes & it's not even the shooting phase then you're letting yourself down)
- If there is a serious interpersonal disagreement let the TO know ASAP, sorting things early and with witness can get things back to the game.

Terrain for the games

We'll play on a slightly small game size at 4x4 ft. Terrain will be pre-set by the TO and helpers. All woods are Difficult Terrain for all units except for Cavalry (inc Monstrous Cavalry) units with Fly rule and Chariots it will be Dangerous Terrain. If on table all ruin templates, small rivers, swamps and ponds will be classified as Dangerous Terrain. Hills are extremely unlikely to be in deployment zones.

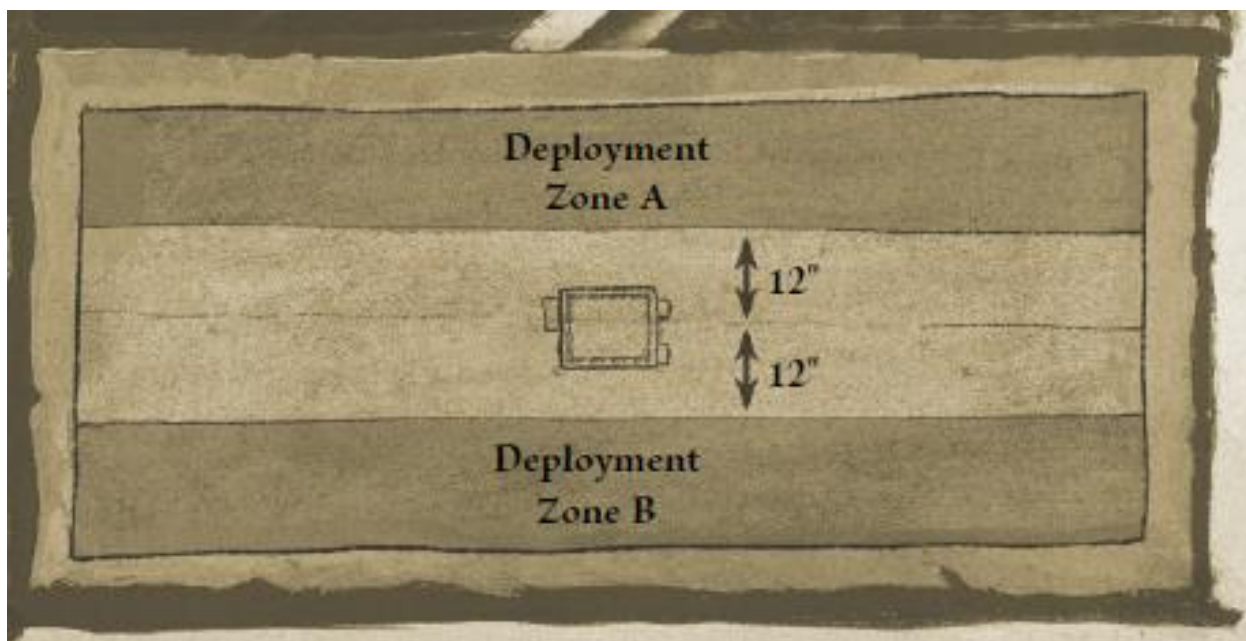
Scoring

Keep track of units lost, routed and scenario bonuses. The Old World Builder app has an "in-game mode" that allows you to accurately calculate models and unit lost. Remember captured banners (accept BSB) don't provide any bonus.

Scenarios

Game 1: Command & Control the Arcane Monolith!

This scenario represents a battle fought for control of a distinctive feature – a significant terrain feature at the centre of the table.



Deployment

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map. Players deploy their armies using the alternating units method, as described on page 285 of the BBB.

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

The battle will last for 5 rounds, until one side concedes, or until the time limit is reached.

Scenario Special Rules:

Controlling an Arcane Monolith

An arcane monolith is controlled by proximity. This means that a special feature can be controlled by a unit that is within 6" of it, that has a Unit Strength of five or more and that is not fleeing. If two or more eligible, enemy units are within 6", the unit closest to the special feature controls it. If two enemy units are equally close, the feature is 'contested' and neither unit controls it. (as described on page 272 of the BBB).

"A Tingle in the Air": The air around the arcane monolith tingles strangely, and those that stand too close report of a funny taste in their mouth. The unit that controls an arcane monolith gains Magic Resistance (-1).

Locus of Power: Wizards are able to draw upon the power that seeps from the monolith, channelling it into their spells. If the arcane monolith is controlled by a Wizard, that Wizard may re-roll a single dice that rolls a natural 1 when making any Casting roll.

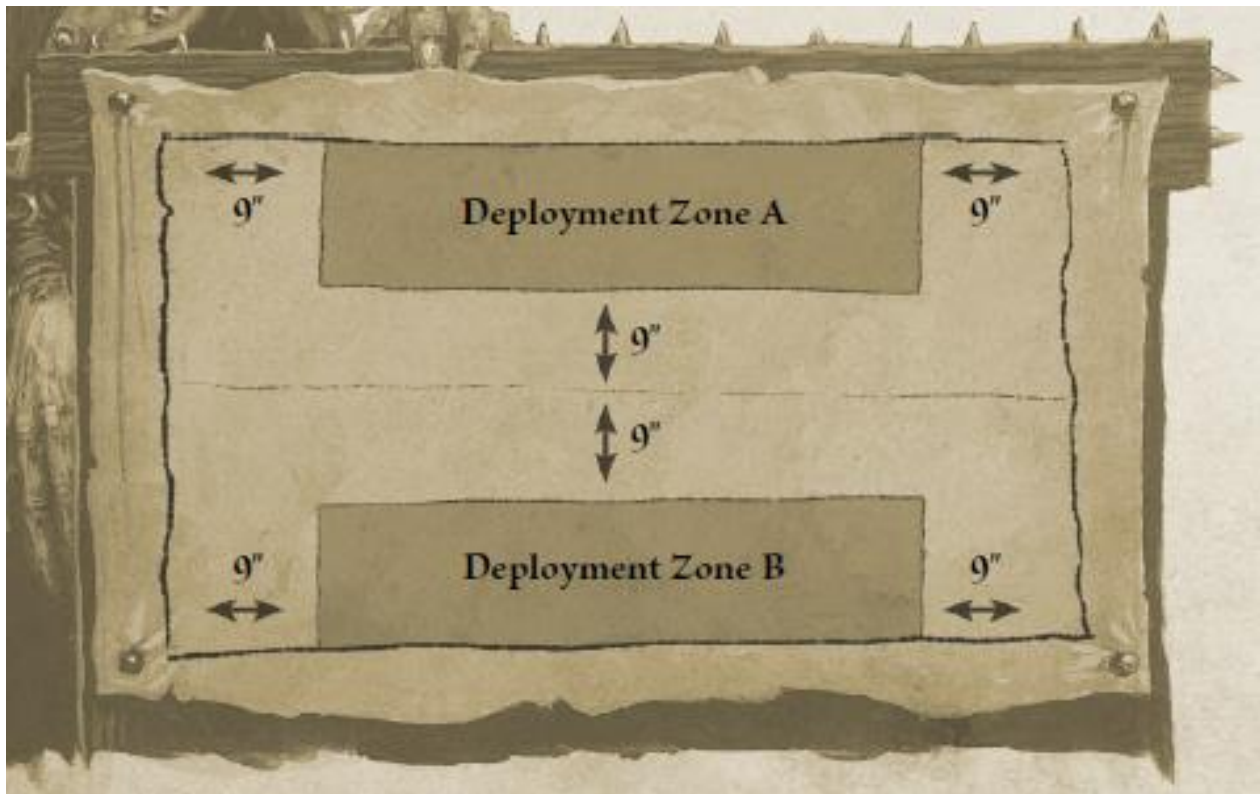
Victory!: Once the battle has ended, use Victory Points to determine which player is the winner, as described at the bottom of the document.

Controlling an important landmark is a significant achievement. To represent this, the player that controls this special feature at the end of the battle is awarded a bonus of 150 Victory Points.

Game 2: Blood and Glory

This scenario represents a battle where the destruction of regiments (those with banners) or the General can make an army break forcing them to a fighting withdrawal of the battlefield.

This scenario is adapted from WFB 8th Rule Book it encourages players to have a minimum of two standards in their army and more if they're keen to not risk handing a bonus to their opponent.



Deployment

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map. Players deploy their armies using the alternating units method, as described on page 285 of the BBB.

First Turn

Once deployment is complete the player that finished deploying their army first adds +1 to their roll. The winner of a roll-off **may choose** to take the first turn.

Game Length

The battle will last for 5 rounds, or until one side concedes, or until the time limit is reached.

Scenario Special Rules

Break Point: All armies have a breaking point. An army's breaking point is set at 2.

Fortitude: An army's fortitude includes the number of standards (including the battle standard bearer) plus one for the General. For example, an Army with a General (1 Fortitude point) 3 standards, including a BSB, (3 Fortitude points), equals 4 Fortitude in total. When an army's standards or General are destroyed they reduce the Army's Fortitude. When an Army reaches 2 Fortitude the army has reached its Break point.

Victory!: Once the battle has ended, use Victory Points to determine which player is the winner, as described at the bottom of the document. The first army to "Break" will concede a bonus 125 Victory Points to their opponent.

The game will continue until the players agree it has ended, completed 5 rounds or the time limit has been reached. The army that broke first is considered to be undertaking a fighting withdrawal from the field but is still capable of defeating the opponent. There are no bonuses for breaking your opponent army after your army has broken.

Game 3: Double Ambush

Word has reached you that important commanders accompany the enemy army in the area. You send out forces to outflank and ambush them, hoping to strike a blow against their leadership; but are you walking into a trap?

Deployment

See Map in the Big Blue Rule book page 288 or next scenario.

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite. Players deploy their armies using the alternating units method, as described on page 285 of the BBB.

However, each player **must keep one unit in reserve**. The reserve unit can include a character model in the unit. Detachments accompany the parent unit.

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

The battle will last for 5 rounds, until one side concedes, or until the time limit is reached

Scenario Special Rules

Reserves: are not deployed at the start of the battle. Instead, they may enter play during the Compulsory Moves sub-phase from round 2. To enter the must test using the Ambushers rule (page 166). Roll 1D6 on a 1-3 the unit is delayed on a 4-6 they enter as reinforcements in the compulsory moves sub-phase.

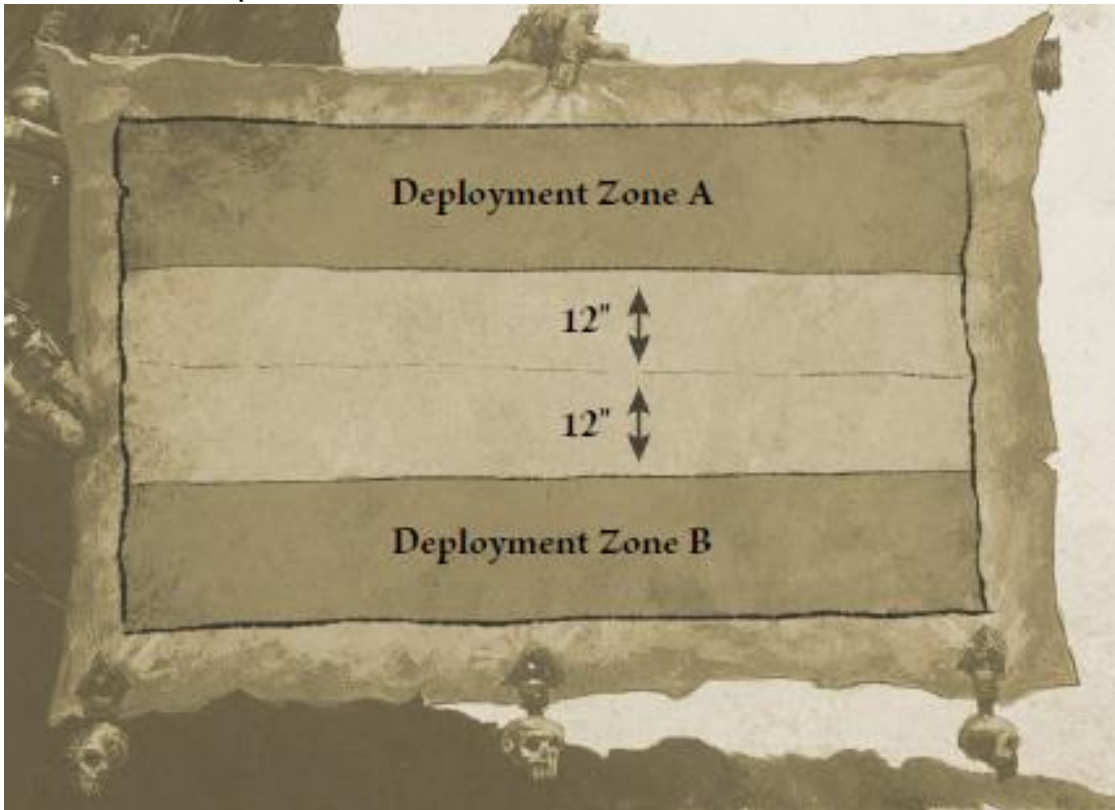
Player may Players can choose to keep the reserve unit. A character coming on with the reserve unit may add +1 to the Ambush test.

When they arrive, reserves may enter the battlefield from any point on the long battlefield edge within their deployment zone, and move on using the rules for reinforcements (as described on page 134).

In addition, in Round 4 and 5 the Reserve unit may come on from the owning player's own table edge, either of the side table edges, or their opponent's table edge.

Victory! Once the battle has ended, use Victory Points to determine which player is the winner, as described at the bottom of the document. Units that fail to enter the battlefield from reserve count as destroyed.

Scenarios 3 and 4 Map



Game 4: Open Battle

This scenario represents a classic battle fought between two rival armies meeting at an ideal location for a day of fighting.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite. Players deploy their armies using the alternating units method, as described on page 285 of the BBB.

First Turn

Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

The battle will last for 5 rounds, until one side concedes, or until the time limit is reached.

Victory! Once the battle has ended, use Victory Points to determine which player is the winner, as described below.

Scoring - Battle Points

Victory Point Margin	Winner Battle Points	Defeated Battle Points
0-100	10	10
101-200	11	9
201-350	12	8
351-450	13	7
451-600	14	6
601-700	15	5
701-800	16	4
801-900	17	3
901-1000	18	2
1001-1100	19	1
1100+	20	0