



Warhammer: The Old World at BelCon 3 - 2025
Raiders Belconnen, Holt. Sunday 26 October

Warhammer: The Old World (TOW) – Regiments of Renown 3 – With “Matched Play”

Format

Three games, 1500 points, 1 day

The weekend is for players to have medium 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 3 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. If you attend an event on the Saturday 25 you can get a \$5 discount.

Players are welcome to have casual games afterwards with players that wish to do so.

What to bring

A “I-want-to-enjoy-others’-company” outlook, an army of no more than **1500 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:

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 26 August

9:00am	Club opens/
9:05am	Registration/briefing Game 1 set up
9:10 am	Game 1 official start
11:10 am	Game 2 official start
13:10 pm	Lunch
2:10 pm	Game 3
4:10 pm	Pack up and Thanks
	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 2 hours 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 6X4 tables.

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 24 October** 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 is 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 smallish 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.

- 1500 points.
- All army lists and supplements, including legacy and renegade pdf factions, mercenaries and allies are welcome.
- No Behemoth units
 - You may take 1 character Old school Lord or Baron type characters that is not a "hero level" character e.g a Beast Lord, Doombull or General of the Empire, Wizard Lord etc. See below. These are models with a base wound characteristic plus 2 wounds.
 - **Lord level characters can only be taken on foot, mounted on cavalry, or a chariot if available**

- 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
- If unsure, ask.
- Maximum of three levels of magic for your army.
- Core – minimum 25%. Characters, special and rare (including allied and mercenary) – maximum 25% each
- Other than Core units, no more than 2 units of the same type e.g. 2 Dragon Ogre units. It’s a small sized game no need to spam.

Rules Tweak – Victory points (VPs) for banners and minimum core buys

You’re not playing a mass combat medieval fantasy game without banners. To that end capturing an enemy banner will not earn an additional 50 victory pts (VP). A Battle Standard Bearer will still attract 50 VPs.

Minimum core unit purchase. If your army has a minimum unit purchase in Core you can ignore the requirement at this event. The “Core tax” for units like Glade Guard, Gor, Infernal Guard or Knights of the Realm can be ditched to free some points up for a different theme to you army if you wish.

Awards

There are no prizes for this event only the admiration and recognition of your awesome peers. If I can sort some prizes I’ll let people know. 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 complex game. 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 6x4. 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 to all units. 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 from Matchplay book

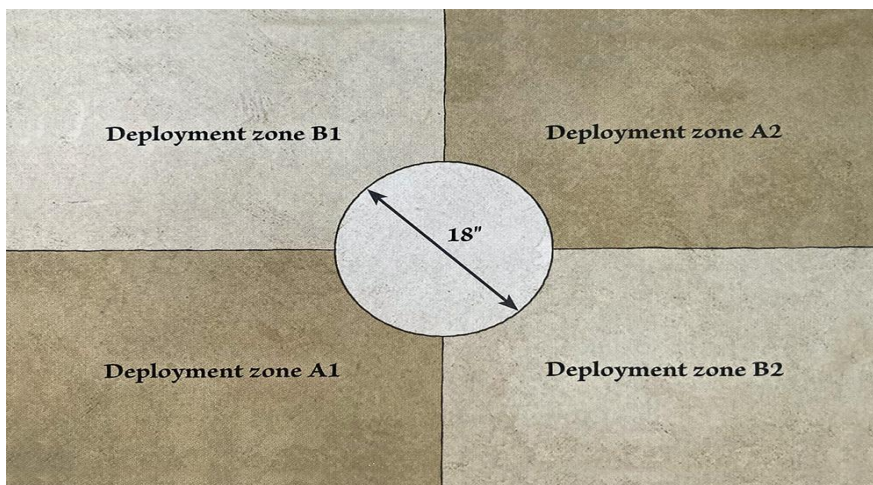
Game 1 – Scenario 5, A chance encounter, Warhammer: The Old World Matched Play

Guide, p. 24

Either by luck, misfortune or wild circumstance, two enemy armies stumble into one another in the fog of war. Both forces scramble to prepare for battle and defend their supply lines, eager to seize upon the chance to deal a significant blow to their foes if they can marshal their forces in time.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A1, A2, B1 or B2), as shown on the map below. If the winner of the roll-off selects a deployment zone marked 'A', then their opponent will use the opposite deployment zone, also marked 'A'. If the winner of the roll-off selects a deployment zone marked 'B', then their opponent will use the opposite deployment zone, also marked 'B'. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the [alternating units method](#).



Game length – 6 turns

Secondary Objectives: Control special feature 200 VP (MP p.29) and Baggage train 100 – 250 VP (MP p.28)

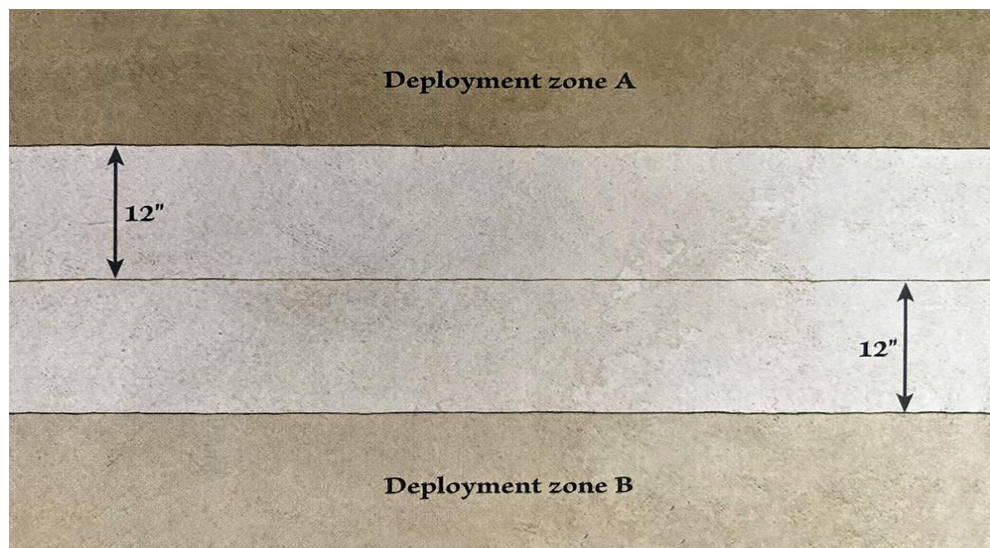
Game 2 - Scenario 1: Upon the Field of Glory, *Warhammer: The Old World Matched Play*

Guide, p. 20

As two rival forces manoeuvre into position, an obvious battleground forms between them. With both armies able to bring their full strength to bear, the day will be won through skill at arms, unyielding courage and the wit of cunning Generals.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the [alternating units method](#).



Game length - 6 turns

Secondary Objectives: Control Strategic (2) locations victory points: For each objective marker a player controls at the end of each player's turn, they win a bonus of 30 Victory Points. (MP p.30) and Baggage train 100 – 250 VP (MP p.28)

Game 3 - Scenario 3: Drawn Battlelines

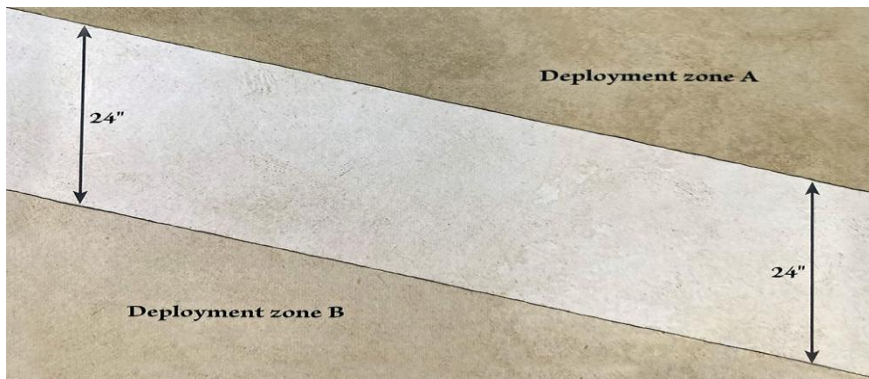
Warhammer: The Old World Matched Play Guide, p. 22

When absolute victory or defeat rests on the outcome of a single battle, Generals can be lured into drawing battlelines and joining the fight before their armies have fully mustered. In such circumstances, those committed to the battle must hope reinforcements arrive in a timely manner.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Before deploying their army, each player rolls a D6. If either player rolls a 1, both players must choose a single unit from their army whose troop type is [infantry](#) or [cavalry](#) to be held in reserve (see below).

Once this roll has been made, the player that won the roll-off to choose deployment zones deploys the first unit. Units that are not held in reserve can be deployed using the alternating unit's method, as described on page 17. During deployment, characters may join units that are being held in reserve because of the scenario special rule. In other words, any character that can join a unit can be held in reserve, provided they join a unit.



Game length – 6 Turns

Scenario Special Rules

Reserves: Reserves are not deployed at the start of the battle. Instead they can enter play during the [Compulsory Moves](#) sub-phase of any turn of their controlling players choosing, other than the first. When they arrive, reserves may enter the battlefield as [reinforcements](#), from any point on a battlefield edge within their deployment zone.

Secondary Objectives

Control Strategic (3) locations victory points: For each objective marker a player controls at the end of each player's turn, they win a bonus of 30 Victory Points

Scoring - Battle Points

Victory Point Margin	Winner Battle Points	Defeated Battle Points
0-150	10	10
151-300	11	9
301-450	12	8
451-600	13	7
601-750	14	6
751-900	15	5
901-1050	16	4
1051-1200	17	3
1251-1400	18	2
1401-1550	19	1
1551+	20	0