



Warhammer: The Old World at BelCon 1 - 2026
Raiders Belconnen, Holt. Saturday 14 and 15 Sunday March

Format

Four games, 2000 points, 2 days

The weekend is for players to have casual games of TOW with experienced players while being beginner friendly. This is a good opportunity to practice for ANZAC Cup (13-14 April) however neither of these events are for taking super competitive lists.

You'll see we're using the scenarios and restrictions from the ANZAC cup (Thanks Scott) but will be running different terrain rules for something different.

We will enforce "playing in the spirit" of the event. Aesthetically Belcon's are a great opportunity to show off your painted armies encourage socialising with plenty of time for lunch at the Raiders club.

BelCon 1 2026 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 may become 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](#).

The registration fee with Olympian covers the venue booking.

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, a painted army of no more than 2000 points, dice, printed legible list or device that includes points of unit/s and upgrades of units etc, tape measure, template/s, supporting and relevant rules (corporeal & or electronic). A baggage train or a suitable proxy on a 50/100mm base. Dollars for lunch and the bring and buy seconds' stall.

Painting and or theme

A painted army to "tabletop standard" is a requirement. If you've been playing since the release of TOW (or WFB) and haven't finished an army, view Belcon 1 as deadline for your awesome hobby. Tabletop standard is a minimum of 3 different colours on miniatures in your army. Completed basing isn't required.

If you would like to be judged best army on show by your peers, please bring your best. We'll have a ballot for everyone top 3 armies during the lunch break.

Basing and movement trays:

Have appropriately sized movement trays for your units. If you're after local well priced conversion movement trays or trays that are the correct size for ToW bases, contact Dean at Olympian games and he may be able to help.

Proxies Models

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. Halflings as Goblins 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

Saturday 14 March

Sunday 15 March

9:00 am	Club opens	9:10 am	Game 3 start
9:05 am	Registration/briefing Game 1 set up	12:10 pm – 1:10 pm	Lunch
9:15 am	Game 1	1:15 pm - 16:15 pm	Game 4
12:15 pm -1:15 pm	Lunch		
13:20 pm – 4:20 pm	Game 2	16:15 – 16:30	Debrief and Finnish
	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 3 hours allocated for each game reflecting the allocation at ANZAC Cup.

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 TOs the game is ended.

All first-round opponents will be drawn at random. The **Best Coast Pairing App** will be used for the event under Belcon 1 2026 Old World Tournament. Players are requested to sign up on BCP before the event to avoid delays.

List design and submission.

We won't be taking lists however, 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?

Belcon is a friendly competitive event for players that have painted their armies, and we'd like to make sure everyone gets a fair shake. To that end if your peers think a list is BS we'll require changes on the day or allow play but no competition standing. So, save us all a stupid conversation.

If you want to check in about your list prior to Belcon. Email Ben at thumper1917@icloud.com – Old World Builder is a preferred app for your list. A larger group of experienced TOW players will provide feedback on your list.

Composition restrictions

- Armies are to be no more than 2000 points from lists presented in Ravening Hordes, Forces of Fantasy and any Arcane Journal. Allies, Mercenaries and Renegade Legacy Armies are permitted.
- List must be built using Grand Melee and Combined Arms from Matched Play Guide.
- Link to renegades Legacy Pack - [Square Based - The Renegade Legacy Pack Rules](#), publications and FAQ's released no later than 10 March 2026 will be used during this event.
- The following restrictions apply:
 - No more than 2 behemoths total
 - Vampire Counts – No more than 2 screams per army.

Awards

There are no prizes for this event only the admiration and recognition of your awesome peers. If we can sort some prizes we'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's have 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

Terrain at Belcon 1 will have an impact on the game rather than a minor irritation for an alpha strike. Terrain will be pre-set by the TO and helpers. All woods will be Dangerous Terrain. If on a 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.

Secondary objective features will be set up as provided by the TO's.

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 (except BSB) don't provide any bonus.

Scenarios ANZAC CUP Player Pack from *Matched Play*

Missions Round 1 – [Close Quarters](#). Secondary Objectives: Strategic locations (2) and Domination p.23

Round 2 – [Upon the Fields of Glory](#). Secondary Objectives: Baggage Train and Strategic locations (3). p 20

Round 3 – [A Chance Encounter](#). Secondary Objectives: Special Feature (roll on unusual properties table before game starts. Page 26 Matched Play Guide) and Baggage Train. p 24

Round 4 – [King of the Hill](#). Secondary Objectives: NIL Secret objectives will not be used for this event. The Baggage Train FAQ January 2026 will not be enforced at this event. 2 Objectives per player are to also be brought to the event. P 21

Scoring - Battle Points

Difference in VP Battle Points 0-99 10-10 100-299 11-9 300-499 12-8 500-699 13-7 700-899 14-6 900-1099 15-5 1100-1299 16-4 1300-1499 17-3 1500-1699 18-2 1700-1899 19-1 1900+ 20-0

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Difference in VP	Battle Points
0-99	10 - 10
100 - 299	11 - 9
300 - 499	12 - 8
500 - 699	13 - 7
700 899	14 - 6
900 - 1099	15 - 5
1100 - 1299	16 - 4
1300 1499	17 - 3
1500 - 1699	18 - 2
1700 - 1899	19 - 1
1900+	20 - 0