



**Warhammer: The Old World at BelCon 2 - 2026
Raiders Belconnen, Holt. Saturday 6 June**

Format

Three games, 1500 points, 1 day

The weekend is for players to have casual games of ToW with experienced players while being beginner friendly. This isn't a competitive event. There are no points for rankings so don't be that guy. 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 2 2026 is held at Raiders Belconnen in Holt and includes other game systems, generally around 35- 50 players of various systems take part as part of the [Canberra Northside Wargamers](#) group. We have 10 – 12 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. Raiders have slightly increased venue hire. If you attend an event on the Sunday 7 June, you can get a \$5 discount.

Players are welcome to have casual games afterward TOW or play whatever if there are table free on Sunday 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 1500 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). Dollars for lunch and the bring and buy seconds' 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.

Basing and movement trays:

Having appropriately sized movement trays for your units is strongly encouraged. 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

Proxy models from non-Games Workshop manufactures are acceptable. However, they do need to be an accurate representation as possible 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. Kobolds run as Orcs 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
11:20am	Game 2
1:20 pm	Lunch
2:20pm	Game 3
4:20 – 4:30pm	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 and 10 minutes 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.

The **Best Coast Pairing App** will be used for the event under Belcon 2 2026 Old World Tournament.

List design and submission.

Design your list with this in mind: Will I and my opponent enjoy our game? Have I considered scenario requirements? 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

- Armies are to be no more than 1500 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 12 May 2026 will be used during this event.

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 20 minutes (if you're hitting 20 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 will be **Dangerous Terrain**. If on table, all ruin templates, small rivers, swamps and ponds will be classified as Difficult 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.

Scenarios from Matchplay book

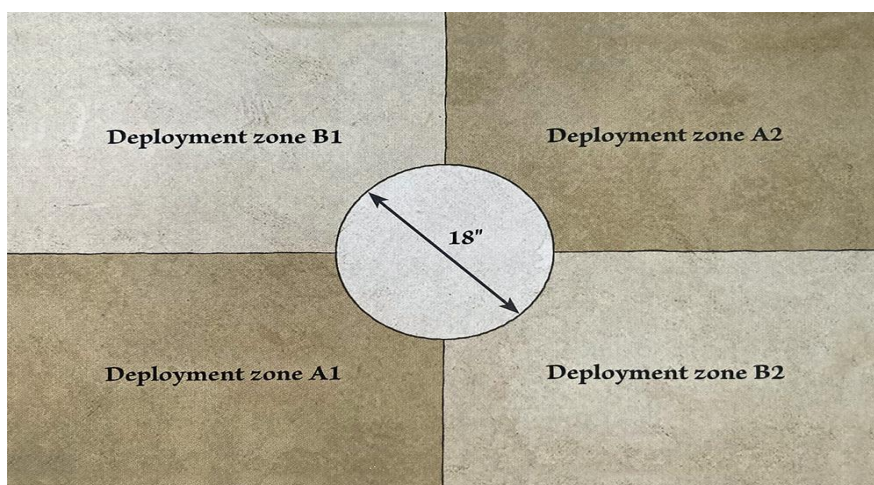
Game 1 – Scenario 5, A chance encounter, Warhammer: The Old World Matched Play

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

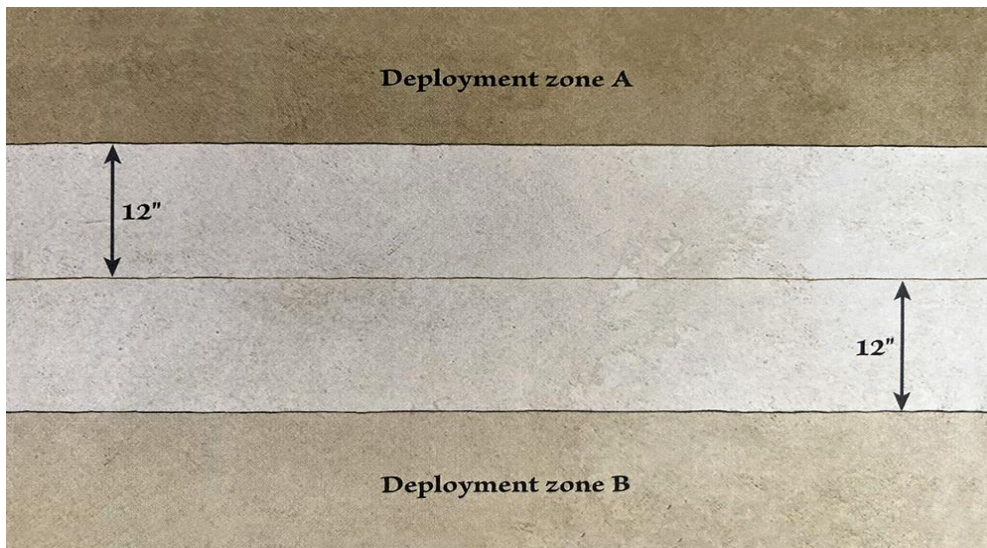
Secondary Objectives: Control special feature 200 VP (MP p.29) and Baggage train 100 – 250 VP (MP p.28)

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

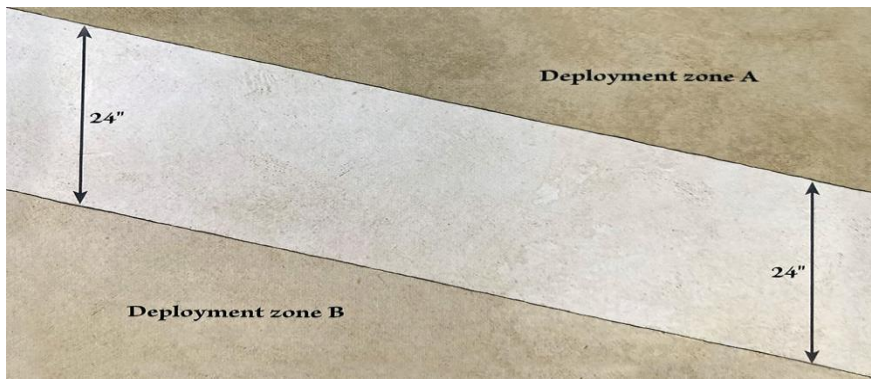
Warhammer: The Old World Matched Play Guide, p. 22

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