WARHAMMER: THE OLD WORLD Battle Rage Ballerup

Schedule

Saturday:

09:00	Venue opens, Pairings + practical info
09.30-13.00	Game 1: Refused Flank + Spoils of War
13.00-14.00	Lunch break
14.00-17.30	Game 2: Counterthrust + King of the Hill
17.30-19.00	Dinner & Setup for best painted.
19.00-22.30	Game 3: Dawn Assault + Breaking Flags

Sunday:

09.00	Venue opens
09.30-13.00	Game 4: Surging tide + Breakthrough
13.00-14.00	Lunch break
14.00-17.30	Game 5: Frontline Clash + Hold the Ground
18.00	Prizes
18.30	Clean up

New Recruit link:

https://www.newrecruit.eu/app/tournydetails/details?id=670427e95b8d249466a8c227&fbclid=IwY2xjawFyP8NleHRuA2FlbQIxMAABHZrQ9sMCj52QkIu1Gca5EDCztJ774ce-7LENZ75nMXAMNU9NZHhcYRu9vw_aem_hbWN-1aTceSkpw8GQ5qT1Q

Army Building/Comp

- Points level: 2000

- All GW publications up to the cut-off date are allowed, including Legacy Armies

- Allies and Mercenaries are allowed

- Max 3 of the same unit, including mounts that can be selected separately (e.g. max 3 of the same Chariot, regardless of if it's a mount or a separate unit)

- Max 40% may be spent on Characters (800 points)

- All armies are limited to 0-1 Dragon or a level 3 or 4 Character Wizard. This means a list cannot contain both a Dragon and a level 3 or 4 Character Wizard, nor can it include more than one Dragon or more than one level 3 or 4 Character Wizard.

The following entries are Dragons: Black Dragon; Bone Dragon; Chaos Dragon; Forest Dragon; Moon Dragon; Star Dragon; Sun Dragon; Zombie Dragon.

A Character Wizard is any Wizard selected as a Character.

- For characters/mounts:Any equipment or similar that is not directly listed below the models stats and description in the entry*, that improve surviveability** costs +100% if the model has 8+wounds or +50% (rounded up) if 6-7 wounds. This points cost uses the models magic item allotment.

- *Ex. magic items, runes, chaos mutations, daemonic gifts, forest sprites, gifts of chaos, vampiric powers, disciplines of the old ones etc.

- **Ex. Improve or reroll a save, give a ward/regen save , improve Ld, WS or T, give flat negative modifier to hit/wound, negate magic items, MR etc.)

- For characters/mounts: Models 8+/6-7 wounds with an innate ward save, (not if situational), costs additional points, that uses that models magic item allotment*. 4+: 50/25 points, 5+: 30/15 points, 6+:15/8 points

- For characters/mounts: Models 8+/6-7 wounds with an innate regeneration save, (even if flammable), costs additional points, that uses that models magic item allotment. 4+: 40/20 points, 5+:20/10 points, 6+:10/5 points*

- *If it has more that one type of allotment, like both magic items and chaos mutations, the allotment is used from the magic item allotment

- Example, a Chaos lord og Chaos Dragon has an innate 5+ ward save, and therefor costs +30 points, and can only take 70 points of magic items. If he takes the Dawnstone that normally costs 35 points, he will spend 70 points, and have no more allotment to buy additional magic items. He can however take shield and

Mark of Nurgle/tzeentch at their normal point costs, even though they improve the models survivability.

Link til general FAQ:

List Submission

Lists must be submitted before 16th of october by uploading them til https://www.newrecruit.eu/app/tournydetails/details?id=66c1e4db4fd8de91ccda2ad7 for review. If a player submits their list after this deadline they will receive a 10 BP penalty.

Painting and Modelling

Armies must be fully painted to a Battle Ready standard at minimum. That is at least 3 colours and completed bases.

The one exception to this is for newer players. If this is your first time attending an event for The Old World then you are allowed to bring an unpainted army. This is to encourage new players to engage with the wider community. Contact the organiser for approval in advance.

Movement trays for units larger than 1 model is required, excluding units in Skirmish formation. Movement trays need not be painted.

All models must be on the correct base size presented in their unit entry or placed in a suitable size adapter. If a model has multiple base sizes available to it, use the max size.

Models may be drawn from the Games Workshop range or any 3rd party range, as long as it is clear what a model is supposed to represent. If in doubt, contact the Tournament Organiser.

Game Length

All scenarios played using this pack last for six rounds by default.

Conceding: If one player concedes the battle, the game ends and victory goes to their opponent, who is awarded all of the available Victory Points and wins 20-0.

Time Limit: Most games are on a time limit, especially at events. Once this is reached, the players finish the current Battle Round and the game ends. Players should keep track of any remaining time and not start a new Battle Round if they know they cannot finish it before they run out of time.

Determining The Winner

Each player scores victory points in the following ways:

● Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points equal to 100% of its points cost.

● Each enemy unit that is fleeing at the end of the battle is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up).

● Each enemy unit that has been reduced to less than 25% of its starting Unit Strength at the end of the battle is worth a number of Victory Points equal to 25% of its points cost (rounding fractions up).

● If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 100 Victory Points.

● You win a bonus of 50 Victory Points for every enemy standard claimed as a trophy, as described on page 200 of the Core Rulebook. Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 50 Victory Points.

● Some scenario special rules give special objectives to complete. Should you do so, you win a Victory Points bonus, as described in the scenario.

● If the players have agreed to the inclusion of a special feature, or if the scenario specifies one must be included, the player that controls at the end of the battle will win a Victory Points bonus, as described in the feature's special rules and/or as described in the scenario.

Once all Victory Points are added together, a total of 20 Battle Points are divided between the players, depending on the Victory Point Difference. Calculate the Victory Point Difference and use the table below to convert the Victory Point Difference into Battle Points.

The winner of the Secondary Objective gains 3 additional Battle Points while the loser of the Secondary Objective loses 3 Battle Points. In case there is no winner, the Secondary Objective ends in a draw and no additional Battle Points are awarded to either player.

Victory Points Battle Points

Difference

Winner Loser		
0-100	10	10
101-200	11	9
201-400	12	8
401-600	13	7
601-800	14	6
801-1000	15	5
1001-1400	16	4
>1400	17	3

Winning Secondary Objective +3 -3

Terrain And Simple Line Of Sight

The terrain layouts this pack is designed around use simple line of sight. That means everything is viewed from a top-down 2D perspective - no need to get down on table level and see 'through the model's eyes'.

A model can draw a line of sight to its target if you can extend a straight line from its front arc directly to its target, without the line:

● Leaving the model's front arc

● Being interrupted by terrain that blocks line of sight

● Being interrupted by the base of another model. Note that, as usual, only models with

Large Target can interrupt the line of sight of models that themselves have Large

Target

This is effectively the same as in the Core Rulebook but with the added change of terrain functioning like models when it comes to seeing past them.

The following terrain features block line of sight (including that of Large Targets):

● Impassable terrain that protrude from the ground (High Linear Obstacles, buildings, rocks, etc. but not canyons or rivers)

● Hills

● Forests

The following terrain features are treated as Difficult terrain:

● Forests

● Low Linear Obstacles

The following terrain features are treated as Dangerous terrain:

● Ruins

● Water features

The following terrain features are treated as open ground but grand partial cover to units if the attacking model draws its line of sight through it:

● Fields

Scoring Units

The Secondary Objectives on the following pages will often refer to 'Scoring units'. A unit is a Scoring unit if it fulfils all the following criteria:

● The unit has purchased a Standard Bearer.

● The unit has a starting Unit Strength of 8 or more.

● The unit is not in Skirmish formation.

● The unit does not have the Fly special rule.

● The unit is not a Character.

● The unit does not have the Fast Cavalry special rule.

A unit that is in Marching Column or fleeing loses Scoring, if it has it, until it is no longer in Marching Column or fleeing.

The following units are Scoring units despite not fulfilling one of the above criteria as stated. All other criteria still apply:

● Troll Mob units selected as Core in a Troll Horde Army of Infamy despite not having a Standard Bearer.

● Ushabti units selected as Core in a Mortuary Cult Army of Infamy despite not having a Standard Bearer.

● Goblin Wolf Rider Mobs with Hunting Packs in the Nomadic Waaagh Army of Infamy despite having Fast Cavalry.

Before the game starts

Choose Deployment Zone

The players roll off and the winner picks which Deployment Zone they wish to use. Their opponent uses the opposite Deployment Zone.

Spell Selection

The player who chose their Deployment Zone now generates spells for all their Wizards. Afterwards their opponent does the same.

Declare Special Deployment

Starting with the player who chose their Deployment Zone, each player must nominate which units with Special Deployment options, such as Scout or Ambush, will use their Special Deployment, or if they will deploy using the normal rules.

Deploying Units

With the exception of the Surging Tide deployment, each Deployment Type uses the rules for Alternating Units, as described on page 285 of the Core Rulebook.

Roll for First Turn

Both players must now roll a D6. The player who completed their normal deployment first adds +1 to the roll. The winner of the roll-off takes the first turn.

Game 1: Refused Flank + Spoils of War

Deployment: Refused Flank

The board is divided into halves by a diagonal line across the board. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from this line.
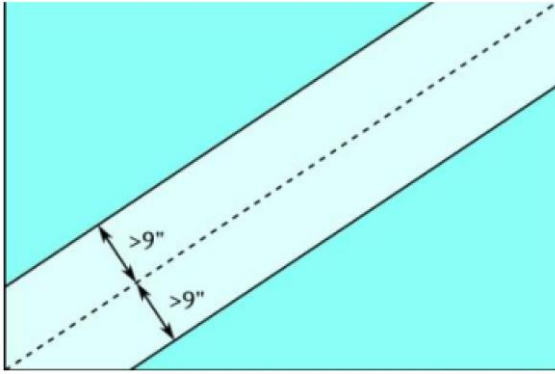
Secondary: Spoils of War

Place 3 markers along the line dividing the board into halves (the dashed line in the figures describing Deployment Types). One marker is placed with its centre on a point on this line that is as close as possible to the centre of the board while still being more than 1" away from Impassable Terrain. The other two markers are placed with their centres on points on this line that are on either side of the central marker, at least 24" away from it, and more than 1" away from Impassable Terrain.

At the start of each turn, the active player's Scoring units that are not carrying a marker may pick up a single marker whose centre they are in contact with. Remove the marker from the Battlefield: the unit is now carrying the marker. Units carrying a marker with less than 1 Rank Bonus cannot March. If a unit carrying a marker is destroyed or loses Scoring, the opponent must immediately place the marker carried by this unit with its centre on a point within 3" of it. This point cannot be within 1" of Impassable Terrain, but it can be inside a unit.

At the end of the game, the player with the most units carrying markers wins this Secondary Objective.

Game 2: Counterthrust + King of the Hill

Deployment: Counterthrust

Deployment Zones are areas more than 8" away from the Centre Line. Units must be deployed more than 20" away from enemy units. Units using Special Deployment, such as Scout, ignore these restrictions and follow their Special Deployment rules.
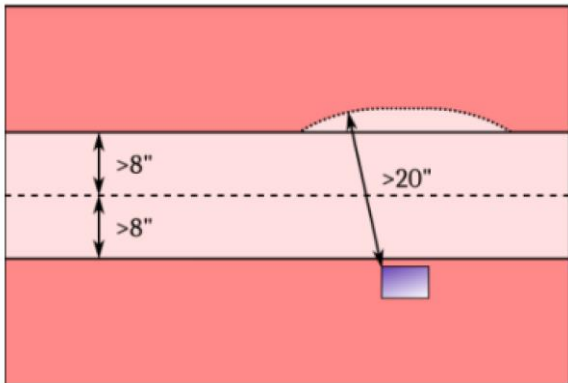
Secondary: King of the Hill

After Spell Selection, both players choose a Terrain Feature that isn't Impassable Terrain and that is not fully inside their Deployment Zone, starting with the player who chose their Deployment Zone (note that both players may choose the same Terrain Feature).

A player captures their opponent's chosen Terrain Feature if any of the player's Scoring Units are inside that Terrain Feature at the end of the game. If a player captures their opponent's chosen Terrain Feature while not allowing their own to be captured, they win this Secondary Objective.

Game 3: Dawn Assault + Breaking Flags

Deployment: Dawn Assault

The player choosing the Deployment Zone also chooses a short Board Edge and the other player gets the opposite short Board Edge. Deployment Zones are areas more than 12 " away from the Centre Line and more than 18" from the opponent's short Board Edge. When declaring Ambushers and Scouts, players may choose to keep up to two of their units as reinforcement. These units gain the Ambushing special rule except that they must arrive from the owner's short Board Edge.
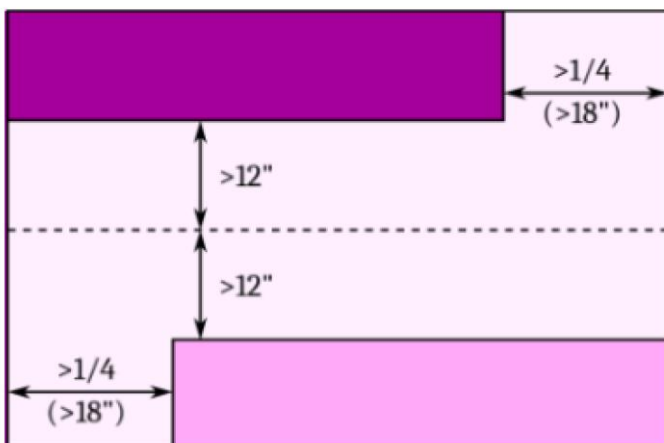
Secondary: Breaking flags

After Spell Selection, mark all Scoring Units on both players' Army Lists.

At the end of the game, a Player is awarded Victory Counters for the following:

● Each marked enemy unit removed as a casualty during the game.

● Each marked enemy unit that is Fleeing.

● Each marked friendly unit inside the opponent Deployment Zone.

The player with the most Victory Counters wins this Secondary Objective.

Game 4: Surging Tide + Breakthrough

Deployment: Surging Tide

Deployment Zones are areas more than 12" away from the Centre Line and 6" from the short table edges. On each player's first deployment, the player must choose to either:

1. Deploy their whole army. The first player to do this automatically

takes the first turn.

2. Deploy only a single unit. If both players used this option, then the

rule for Alternating Units is used for all remaining units as normal.
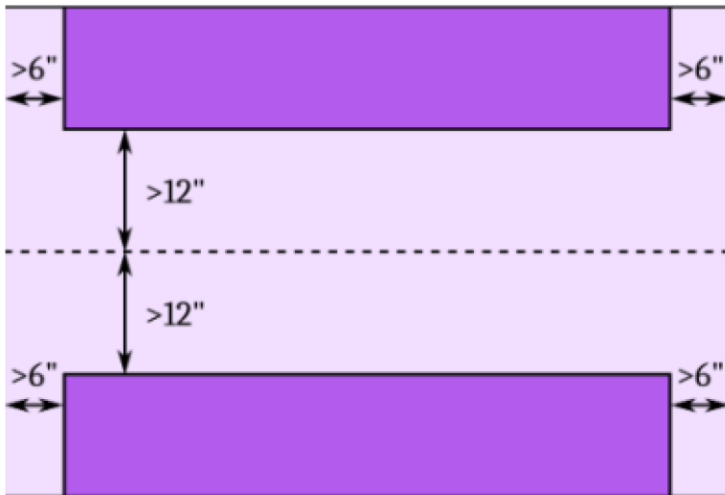
Secondary: Breakthrough

The player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game, up to a maximum of 3, wins this Secondary Objective.

Game 5: Frontline Clash + Hold the Ground

Deployment: Frontline Clash

Deployment Zones are areas more than 12 " away from the Centre Line.
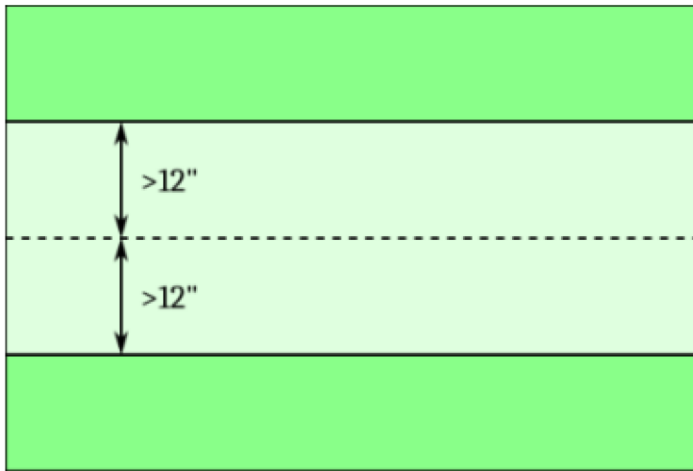
Secondary: Hold the Ground

Mark the centre of the board. At the end of each Battle Round after the first, the player with the most Scoring Units within 6" of the centre of the board gains a counter. If both players have the same amount of Scoring Units within 6" of the centre of the board, count the total Unit Strength of those units. The player with the highest combined Unit Strength gains a counter.

At the end of the game, the player with the most such counters wins this Secondary Objective.