

TOW Rising At ANZAC CUP 13 – 14 April 2024

Warhammer: The Old World (TOW) wargame, friendly and competitive event.

Format

Five games. Three games Saturday and two on Sunday.
Composition of Army Lists from and all the rules for The Old World armies and supplements including renegade pdf factions (that's 'legacy armies' in unacceptable corporate language) are most welcome.

What to bring

A positive attitude, 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). Cash for raffles and BBQ.

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:

We expect there will be players that have not completed rebasing/extending their models bases from previous Warhammer Fantasy Battle (WFB) editions or other games...But we do ask that you 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. We're 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

Saturday 13 April

Sunday 14 April

8:30am	Registration	9:00am	Game 4
9:00am	Game 1	11:30pm	Lunch and Army Voting
11:30pm	Lunch	12:30pm	Game 5
12:30pm	Game 2	15:00pm	Awards and pack up
15:15pm	Game 3		
17:45pm	Day 1 finish		

Please try and arrive by 8:30 each day. This provides enough time for each player to be assigned to their tables and get set up in preparation for a 9:00am start. Each game, you will have 2 hours and 30 minutes to complete 6 turns. Time notifications will be provided at 30 minute intervals and then every 5 minutes once below the 15 minute mark. Allowed for a 15 minute for things

The timetable is a guide and how late or early we will run will depend on you being on time for each Game.

All first round opponents will be drawn at random. I'll post the pairings on **Friday 12th April 2024** to the Canberra The Old World Facebook event page. All rounds after that will be drawn based on your score relative to other players. Grudge matches for round 1 can be arranged through the tournament organiser prior to the event as long as both players agree.

List design and submission.

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

We will be asking players to submit their army list by **22:00 hrs Tuesday 9 April** to the TOs so we can hopefully use a tournament management application and prearrange match ups and share lists. Email ben.halliday14@gmail.com Please use Army list builders such as [Old World Builder](#) etc or email your roster including points for unit upgrades.

Composition restrictions

The size of the game at 1500 points should provide enough restrictions. However, recent experience has shown that we'll need to provide some restrictions if we want this event to be 'friendly' where both players have a fair chance of winning and/or stopping the practice of "minimum/maxing" where a player takes minimum core choices and max's elite and/or powerful level characters and monstrous flyers (dragons and Griffins etc).

For context, a 6th Edition WFB at 2000 pts allowed generally only 1 Lord character either a flighty hero or a powerful wizard. While in 8th Edition tournaments played large 2400 point games for two Lord character choices. TOW army list restrictions allows for a accessible use of 2 (even 3 in some instances) powerful choices at 1000 pts. This is fine if people want to play something that looks like heroes and monsters and can even be catered for by other games or other TOW events.

This is not that sort of tournament, its 1500 intended for a friendly two days competition of two 'armies' of models having a fair go with people you probably don't know. So, the challenge for players (and the TO) is to have a framework that allows for a reasonable model count that looks and plays like an army rather than a couple of heroes with a warband. So....

Players are directed to:

- keep their unit selections to no more than three of each unit category per 1000 points e.g. no more than 3 units of Deep Wood Scouts or Chaos Knights etc. So, for this event no more than 3 units of the same selection for 1500 points. No more than 6 Goblin fanatics in Orc and Goblin armies.
- No more than 500 points (that's 30% of 1500) may be spent on characters.
- No more than 1 Lord level Wizard (3 or 4) in any army. No item that makes a Level 4 a Level 5 may be taken.
- No more than 6 spells per army.

We ask that you bring a positive attitude and respect for your community. Playing with strangers should be an enjoyable experience. If you want to experiment with the meta of how can I win at all costs lists, then this isn't the event for you. This event is for enjoying a relaxed competition with likeminded legends as we get more acquainted with the new game.

As a guide all the old hits need to be avoided: excessive multiple units of the same choice (spam, hence "the rule of 3" units of the same), more than 50% shooting, armies built to not engage in combat and "gun line lines". Your army should look like an army (e.g have a range of unit types) and allow your opponent to also enjoy playing. If you're not sure about your list then email ben.halliday14@gmail.com well before submitting your list.

Sportsmanship

This is a new game for everyone. There's going to be times when players get rules wrong, which is ok. Please be patient with each other and try working it out together. 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.

Hot tip: 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.

The TO will not be able to observe every game. If a player is made uncomfortable by something their opponent is doing they should tell their opponent about it and explain what the opponent can do to maintain a fair, honest, and fun in-game environment. If the behaviour continues or a dispute arises, the players should call the TO and explain the situation. The TO has the final word on rules questions or debates.

Players must present a mature and polite demeanour to their opponents TO and other ANZAC Cup participants. Failure to do so will result in immediate disqualification. A TO can also disqualify a player for any incident that is deemed unsporting. Disqualified players cannot win any awards and will be barred from further events.

Terrain

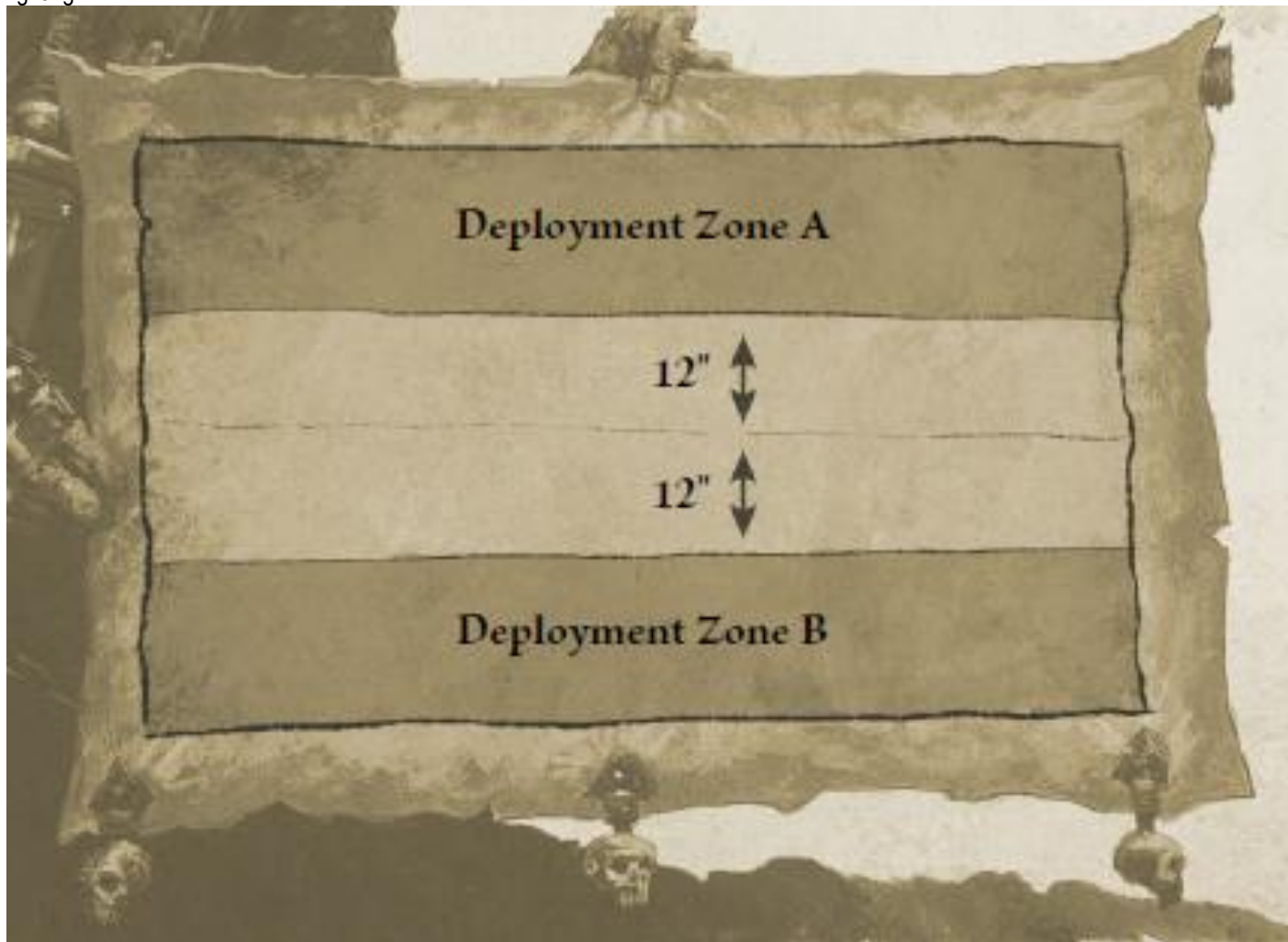
Terrain will be pre-set by the TO. All woods will be classified as Difficult Terrain and if on table ruin templates, small rivers, swamps and ponds will be classified as Dangerous Terrain. Hills are extremely unlikely to be in deployment zones. The rest of the terrain rules that start on page 267 of the Rule book will be as normal.

Ben Halliday
For the tournament organisers

Scenarios

Game 1: 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

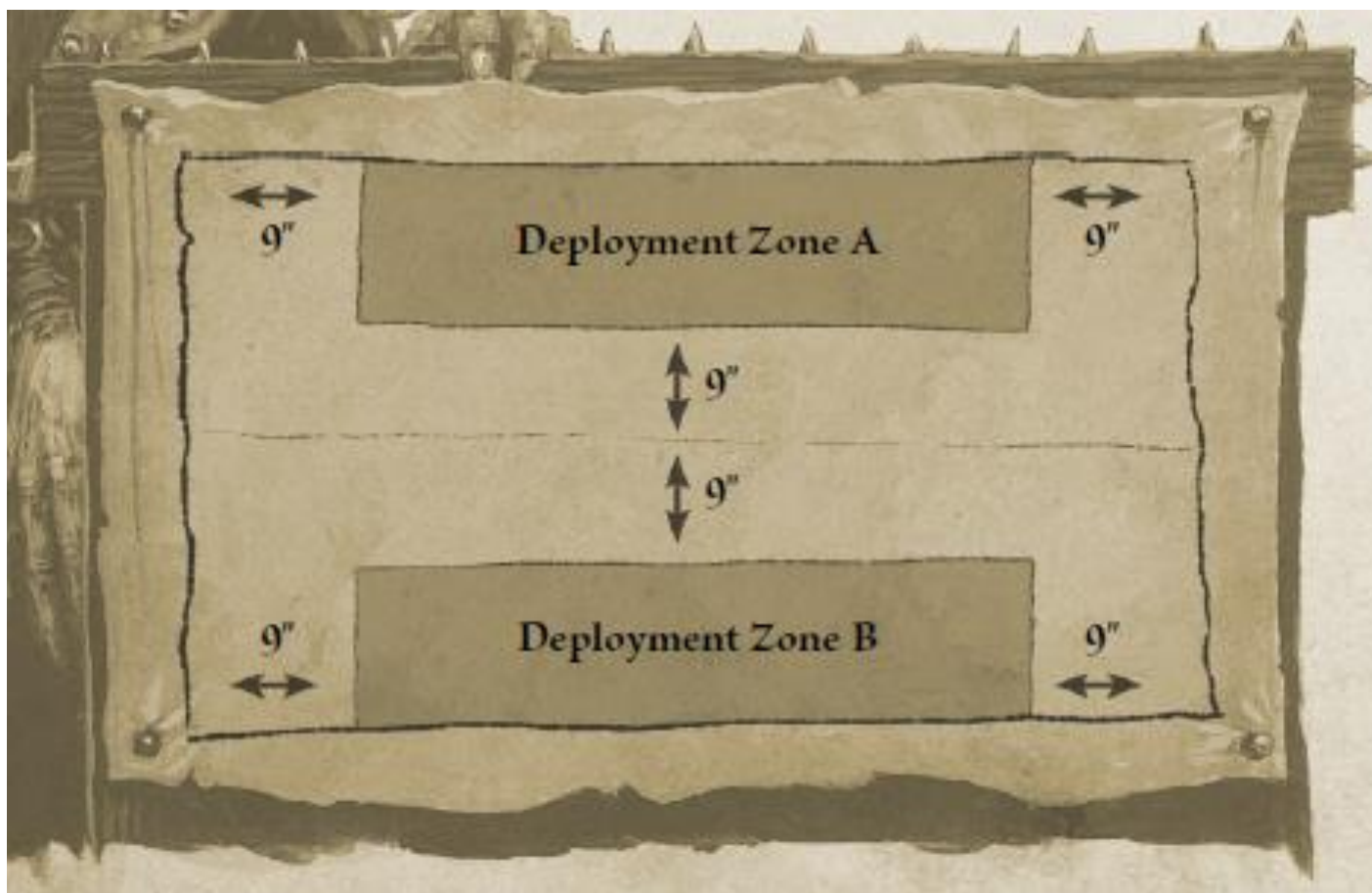
Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length

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

Game 2: Break Point

This scenario represents a battle fought to the grim death – a battle not unlike a pitched battle, but one that will rage until one side is forced to concede. **This is a slight variation on the scenario in the Rule Book.**



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 six rounds, until one side concedes, or until the time limit is reached.

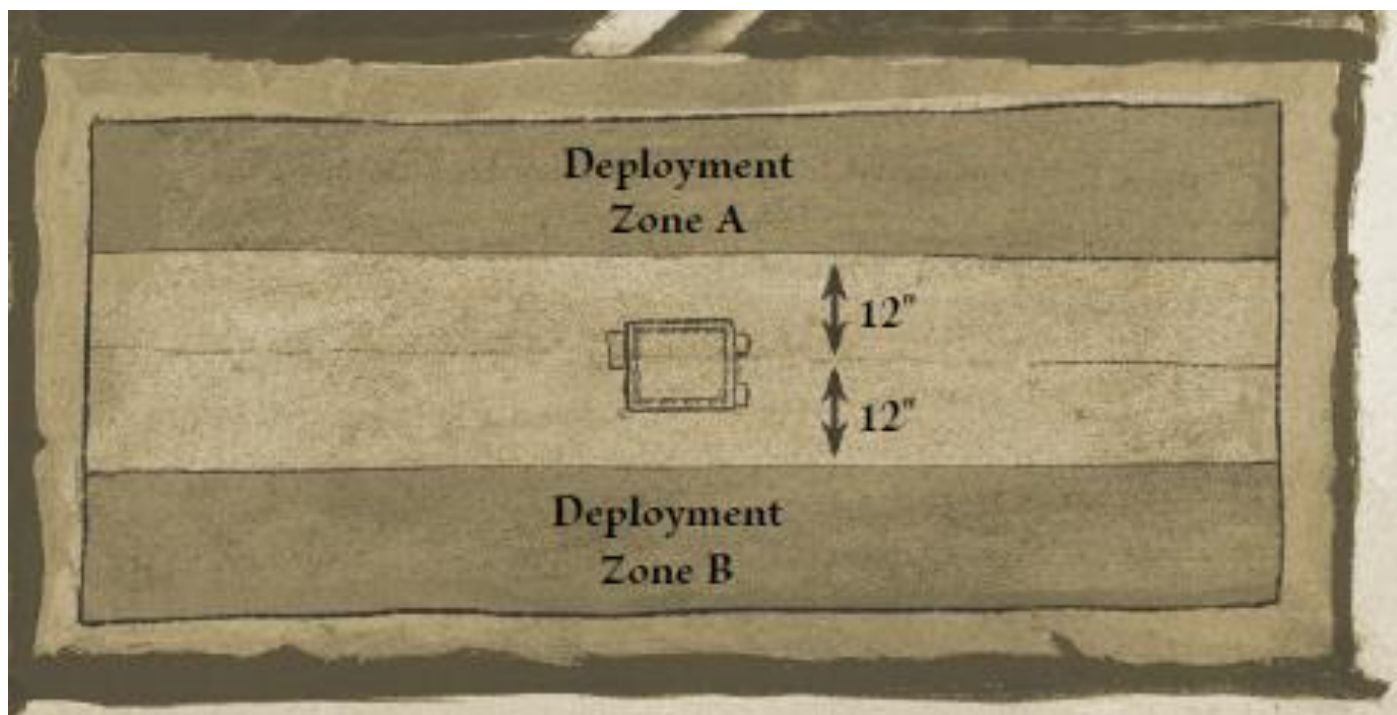
Scenario Special Rules

Break Point: All armies have a breaking point. This is equal to a third (33%) of the total Unit Strength of the army at the start of the game. To calculate the break point of your army, simply add together the Unit Strength of every unit (including characters) in your muster list and divide the total by three, rounding fractions down. With each model removed from play as a casualty and with each unit destroyed, an army approaches its break point. If, during any Start of Turn sub-phase, the remaining Unit Strength of either army has fallen below its break point, that army is considered to have 'broken'. At this point, the game ends as models begin to flee, crumble into dust, dematerialise, and so forth.

Victory Points: The Player who first reaches 30% unit strength concedes 100 Victory Points to their opponent.

Game 3: Command & Control the Arcane Monolith!

This scenario represents a battle fought for control of a special 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 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 six 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 Points: Controlling an important landmark is a significant achievement. To represent this, if either player controls this special feature at the end of the battle, that player is awarded a bonus of 100 Victory Points.

Game 4: Meeting Engagement

See Map in Rule book page 294.

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.

Before deploying their army, each player rolls a D6 for each unit, including each character and war machine, in their army. On a roll of 1, the unit must be held back as reserves (see below).

Once a roll has been made for each unit, those that are not held in reserve can be deployed. Players deploy their armies using the alternating units method, as described on page 285.

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 six rounds, until one side concedes, or until the time limit agreed by the players is reached, as described on page 286.

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— other than the first— of their controlling player's choosing.

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).

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

Game 5: Open Battle (same as game 1)

Victory Points:

The following victory points apply to all scenarios, plus any other points you get for scenario objectives as specified with each Game description.

- 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). For example, a unit that cost your opponent 351 points to field would be worth 176 Victory Points to you if it is fleeing when the battle ends.
- 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).

The King is Dead: 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.

Trophies of War: You win a bonus of 50 Victory Points for every enemy standard claimed as a trophy, as described on page 200 of the Rules. 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.

Scoring – Battle Points

Victory Point Margin	Winner Battle Points	Not Winner Battle Points
0-100	10	10
101-200	11	9
201-300	12	8
301-400	13	7
401-500	14	6
501-600	15	5
601-800	16	4
801-1000	17	3
1001-1200	18	2
1201-1500	19	1
1500+	20	0