Battle at the Gates of Kislev



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Index

Battle at the Gates of Kislev 1

Logistics 3
Schedule 3
Good sportsmanship and playing by intent 4
Army Format and restrictions 5
The Highlander Army Creation format 6
Dwarfen Mountain Holds – Slayer Host : 8
The Empire of Man: 8
Orc and Goblin Tribes - Nomadic Waaagh! 8
Skaven: 8
Tomb Kings of Khemri: 8
Vampyre Counts: 8
Wood Elf Realms – Orion's Wild Hunt 8
Realms of man – Renegade Crown 8
Army Lists and submission deadlines 9
Modeling requirements 9
Rules 10
Pairings 10
Choosing the Terrain 10
Terrain Definitions 10
Scoring 11
Secondary Objectives 12
Baggage Trains 12
Strategic Location (2)/(3)/(4) 12
Special Feature 12
Scenarios 13
Round 1: Upon the Field of Glory 13
Round 2: Encirclement 14
Round 3: Open Battle 15

Logistics

The Battle of Middenheim will take place 10/10-2026 at ZZ Games.
The address is Rugvænget 44, 2630 Taastrup.

In order to participate you will need to buy a ticket for the event.
The price for a ticket is 175,- DKK and can be purchased here

ZZ Games is stocked with water, soft drinks as well as candy/chips.
There are also facilities for coffee and tea.

You must be signed up on the NewRecruit event here. Max participants is 30, with any additional signups added to a waitlist in case of an opening.

Schedule

9:30	Check-in and info
10:00	Game 1 – Upon the Fields of Glory
13:00	Lunch break
13:30	Game 1 result submission deadline
14:00	Game 2 – Encirclement
17:00	Dinner break
17:30	Game 2 result submission deadline
18:00	Game 3 – Open Battle
20:45	Game 3 result submission deadline
21:00	Ceremony, hangout and cleanup

Good sportsmanship and playing by intent

Warhammer is a competitive game with a winner and a loser. This is a tournament and playing to win, within the rules of the game, is encouraged.

That being said, this needs to be a fun day of hanging out and moving toy soldiers around a table. This requires good sportsmanship and playing by intent.

- Allow take backs for obviously intended things, remind your opponent about things that would obviously change their decisions if they knew or remembered the rule.

- Roll dice in plain view. Always make sure your opponent understands what you're rolling for, what you need to roll and, if you have re-rolls, where you have them from. Mistakes will happen, but generally, try to respect that dice rolled are final and should have an impact on the game.

- Before a charge, move, flee, whatever is made - measure things in advance to make sure what the needed rolls are.

- Clearly communicate what you mean to happen, eg "I place my level 4 within dispel range of both your casters but outside of charge range of that regiment" - then check if it's the case now and there will be no gotchas next turn.

Here are a couple of good excerpts from an article on Goonhammer regarding playing by intent:

"At the end of the day the purpose of the concept is to relax the mind – you still need to play the game and do all the little things right, but you're not worried that a small mental blip among all the moving pieces will leave you hanging out to dry."

"The way you do this is by *communicating* with your opponent – state what you want or are doing, what you are considering. … And you'll see this at the top tables – players will openly discuss what they're thinking in the moment, their opponents may even weigh in with their thoughts and judgement on it. That is the sign of a healthy game and two players who trust and respect each other."

https://www.goonhammer.com/start-competing-playing-by-intent/

Army Format and restrictions

The Tournament will be using the following format:

General restrictions:

- 2000 points
- Grand Melee
- Mercenaries allowed
- No allies
- Renegades Rules must be used for your army (if applicable)
- Highlander Army Creation (see next page)
- March of Chaos Disastrous Micasts Table (see last page)

The Highlander Army Creation format:

This format means you are only allowed to pick one unit entry once for your entire list.

For example, when creating a list for Empire of Man, you can only select one General of the Empire and one Captain of the Empire, one Wizard Lord and one Master Mage and so on and so forth.
In addition, you are only allowed to pick one unique entry of mounts with the 'Monster' or 'Chariot' unit type.

First example: A High Elf Arch Mage cannot take a Star Dragon if a High Elf Prince also has selected a Star Dragon as his mount but the High Elf Arch Mage is free to select a Moon Dragon instead.

Second example: A Master Necromancer cannot be mounted on a Mortis Engine if a Necromantic Acolyte also have selected a Mortis Engine as his mount but the Master Necromancer is free to select an Abyssal Terror (should he wish to do so).

Note that characters that count as something also take that spot i.e. Kralmaw is a Great Bray Shaman, so you cannot pick another Great Bray Shaman, Lady Lady Élisse Duchaard is a Prophetess so you cannot pick another Prophetess etc.

Furthermore, some mounts can be taken as a separate choice (like the Arachnarok Spider or the Sky Lantern).
If such a mount is taken, it cannot be taken in its separate respective choice and vice versa.

For example, a Chaos Lord cannot be mounted on a Gorebeast Chariot if a Gorebeast Chariot has already been selected in the Rare Choice.

Lastly: If an army forces you to bring a unit entry more than once, like Minotaur Blood Herd, then that requirement overrules the Highlander restriction.

Army Specific Restrictions:

Dwarfen Mountain Holds – Slayer Host :

- Highlander Restrictions do not apply to Characters.
- Can bring 2 units of Slayers despite the Highlander Restrictions
- Can bring 3 Doomseekers despite the Highlander Restrictions

The Empire of Man:

- Can bring either 2 Great Cannons or 1 Great Cannon and 1 Empire Steam Tank
- Can bring 2 Mortars despite the Highlander Restrictions
- Can Bring 2 Helstorm Rocket Battery despite the Highlander Restrictions

Orc and Goblin Tribes - Nomadic Waaagh!

- 1 Orc Boar Chariot can be taken by a character and 1 in Special for a total of 2 chariots

Skaven:

- Can bring 2 units of Clan Rats despite the Highlander Restrictions

Tomb Kings of Khemri:

- The Battle Standard no longer grants any re-rolls to Leadership Tests
- Hieratic Jar is no longer an Extremely Common Magic Item

Vampyre Counts:

- Sceptre Of De Noirot is banned
- The Battle Standard no longer grants any re-rolls to Leadership Tests

Wood Elf Realms – Orion’s Wild Hunt

- Can bring 2 units of Glade Riders despite the Highlander Restrictions

Realms of man – Renegade Crown

- Character entries can be duplicated if they have different Infamous Origins
- Can bring 2 Border Princes Mortars despite the Highlander Restrictions
- Can bring 2 Doomseekers despite the Highlander Restrictions

Army Lists and submission deadlines

- Must include all details of your army: all units, upgrades, magic items, and the total cost per unit.
- The list must also identify your army's General and which lore(s) of magic any wizards will use.
- **NOTE:** Please also note somewhere in your list, ideally in the list name, that you are using The Renegade Pack for your army.
- **Your army list must be submitted on New Recruit by 11:59 PM Saturday October 3rd 2026.** Late entries will receive a 10 pts penalty

Modeling requirements

- Fully assembled and primed models, painted with at least 3 colors.
- Models should be based on the appropriate bases, or have suitable adapters to ensure the correct footprint
- 3rd party sculpts, proxies and 3d prints are allowed, as long as you can make it clear to your opponent what each model represents.
- 100% WYSIWYG is encouraged, but not required, (ie if your skeleton models have spears it's the assumption that they have spears unless you tell your opponent otherwise)

Rules

- All official rules released on or before the list submission deadline can be used in the event.
- Any updates to Errata or FAQs after this point will be used at our discretion and will be communicated.
- We will use the The Square Based FAQ for some rules questions not covered by the official rules.
- **NOTE**: If applicable to your army, you MUST use the The Renegade Pack.

Pairings

The event will use swiss parings.

Pairings will be announced once all participants have arrived at the club as well as 5 minutes after the result submission deadline before the next round.

Choosing the Terrain

The terrain will be pre-built by the tourney organizers.

Terrain Definitions

Woods: Dangerous for Cavalry and Chariots. Difficult for everybody else.

Buildings and Structures: Block LOS in the same way Hills and Woods do. Are treated as Impassable. Models cannot enter and occupy buildings.

Hills: Count as open ground.

Scoring

Pairings and final Generalship results will be determined by Tournament points as the primary metric, with Victory Points being used to resolve ties.

Tournament Points are calculated using VP differential as a percentage of the allowed points with the below table. No need to calculate this, New Recruit will handle the Tournament Points calculation using the submitted victory points.

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

Victory Points are calculated as per the rules set out on p. 286 of the Warhammer: The Old World Rulebook.

Results (Victory points) must be submitted in NewRecruit after each game. The deadline for submissions for each round is stated in the Schedule. It is both players responsibility to keep to the deadlines. Late results will not be accepted, and both players will receive a negative 10 Tournament Points score penalty instead.

Running long

If the game is running long and you are not going to be able to finish the game before time either:

1. End early: Ensure that both players have had the same amount of turns and count score
2. “Talk out” the result, come to a mutual agreement of how the last turn would likely go, rolling for key saves etc. as appropriate.

Secondary Objectives

The following secondary objectives will be in use for this tournament. Refer to the descriptions on page 28-30 of the Matched Play guide, with the further clarifications given below

Baggage Trains

Rules: Follows the rules for “Baggage Trains” as described on p.28 of the Matched Play Guide.

Clarification:

- The Baggage Train is the first “unit” you deploy.

Strategic Location (2)/(3)/(4)

Rules: Follows the rules for “Strategic Locations (X)” as described on p.30 of the Matched Play Guide.

Clarification:

- If a unit is simultaneously eligible to control and or contest multiple objective markers, the owning player must choose **at the time of scoring Victory Points** which objective marker the unit will count towards.
- If both players must make such a choice simultaneously, the **active player** (i.e., the player whose turn it is) chooses first.

Special Feature

Rules: Follows the rules for “Special Feature” as described on p.29 of the Matched Play Guide.

Clarification:

- **All special features are impassable terrain over which no line of sight can be drawn.**
- They may be of varying size depending on the table you’re on and the terrain available for it. We’re messing around with this one to see what works best.
- If a unit that controls a special feature leaves the area or otherwise no longer meets the requirements to control it at any point during the game, it immediately loses control of the special feature and (if applicable) any associated effects granted by Unusual Properties.

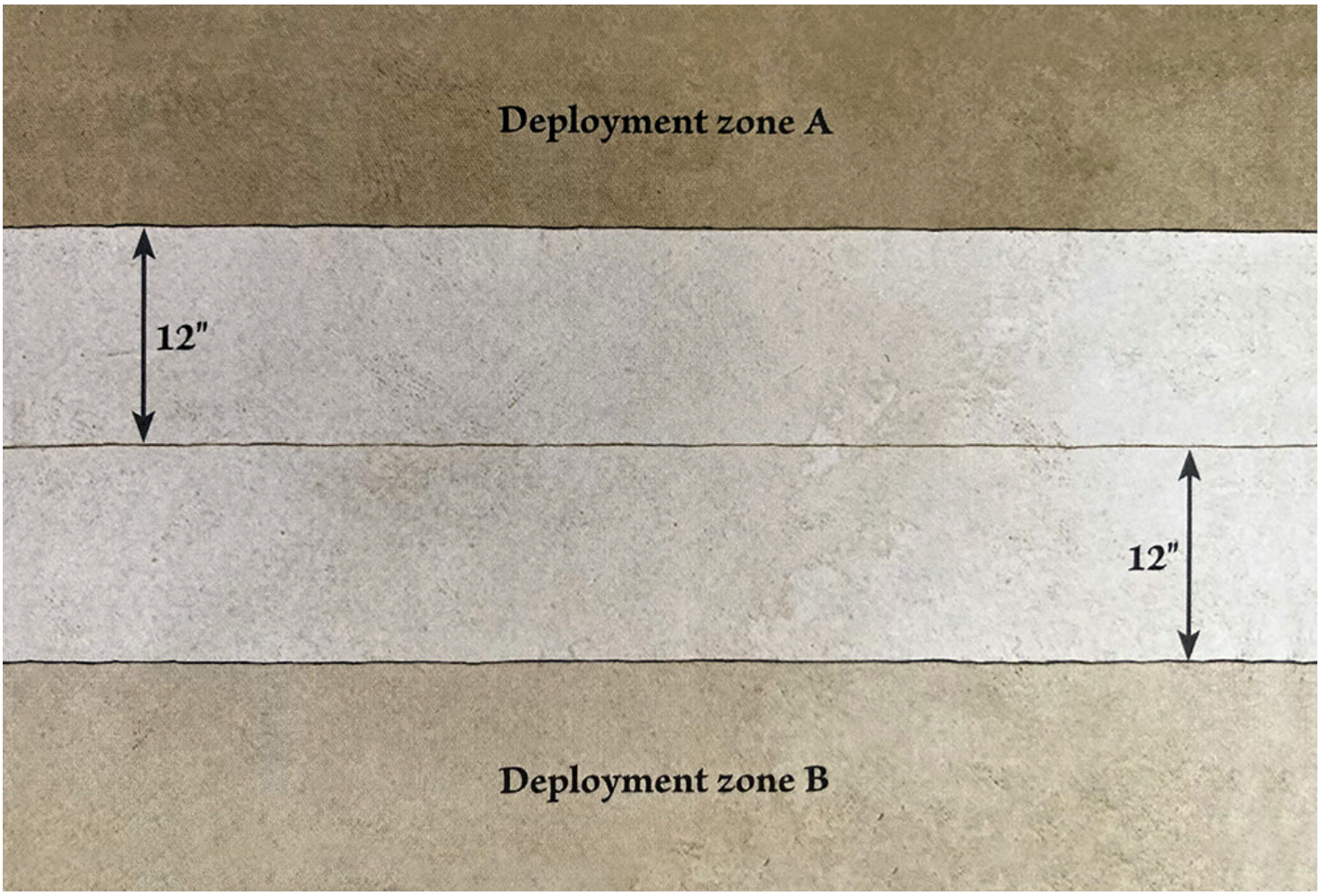
Scenarios

3 pre-set Scenarios will be used for the event. All scenarios share the same Set-up, Game Length and Deployment.

Set-Up: The battlefield terrain will be pre-set by the organisers at the start of the tournament. Objective markers etc will be provided and must be set up by the players before every game.

Game Length: The game is played to a fixed turn limit of six rounds.

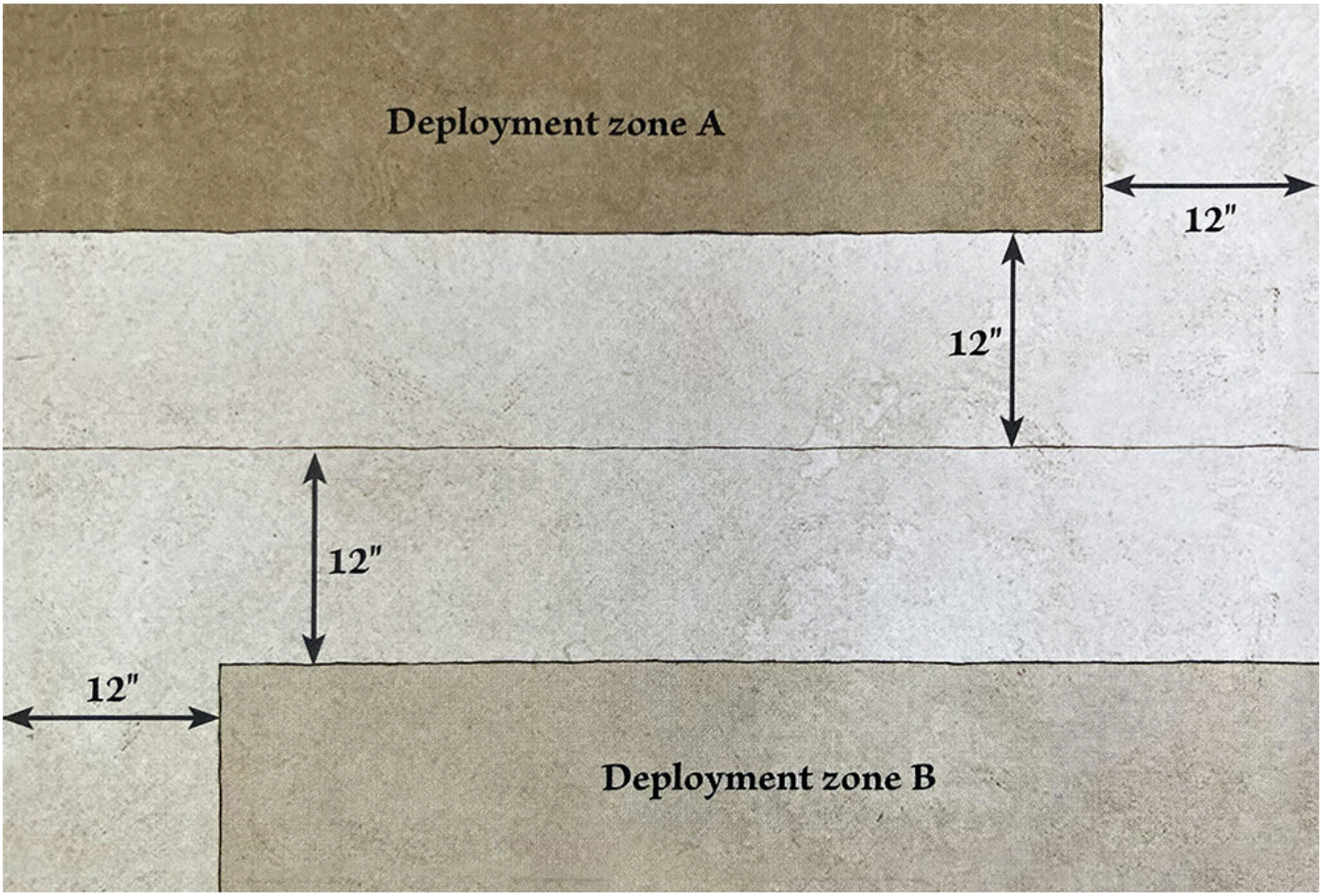
Round 1: Upon the Field of Glory



Secondary Objective(s): Strategic Locations (3), Baggage Trains

Scenario Special Rules: This scenario has no special rules.

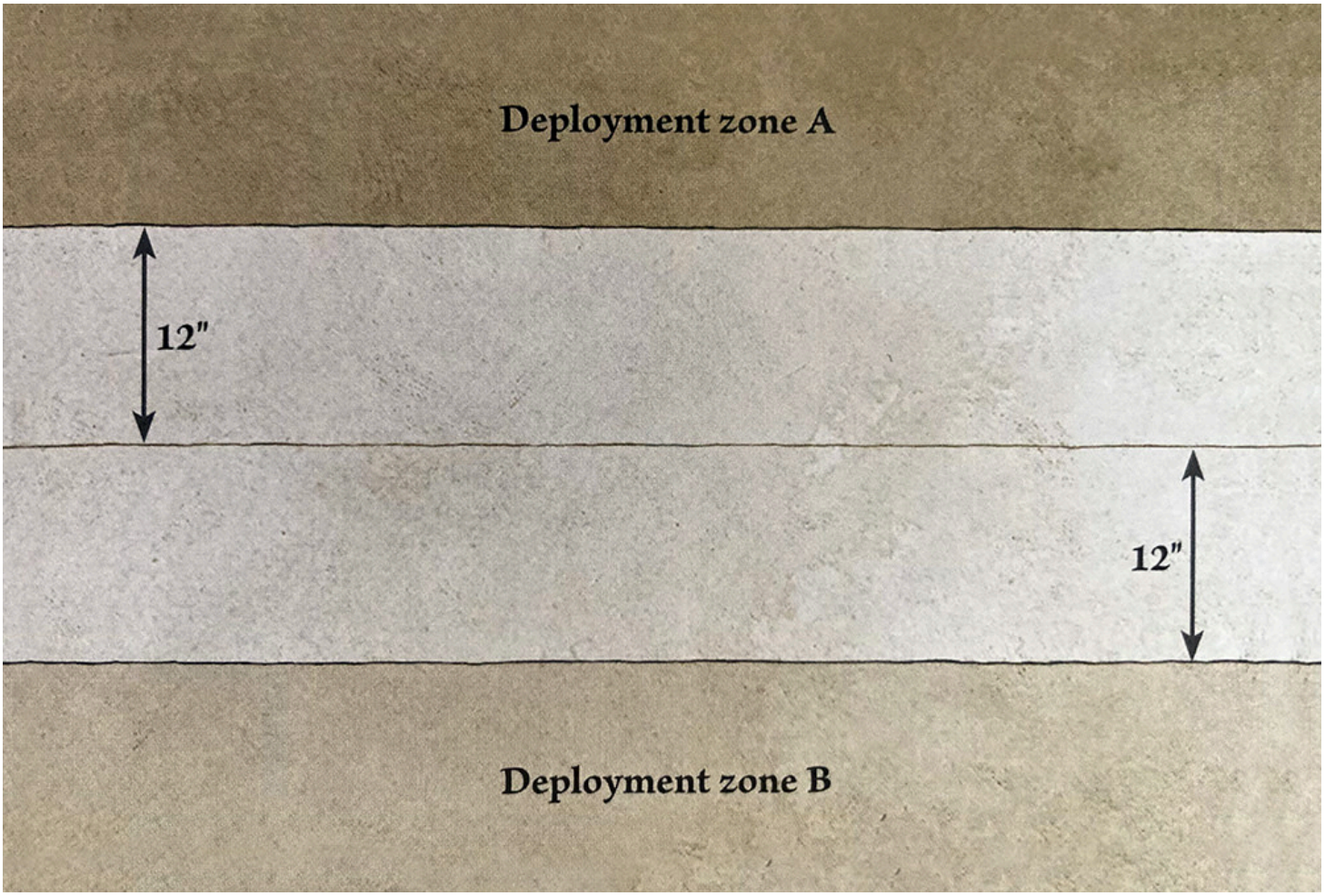
Round 2: Encirclement



Secondary Objective(s): Strategic Locations (4), Special Feature

Scenario Special Rules: This scenario has no special rules.

Round 3: Open Battle



Secondary Objective(s): Baggage Trains

Scenario Special Rules: Holding the Herdstone grants no extra victory points.

Disastrous Miscasts table quick reference table

(will be printed for each table)

2-3: Roll a scatter die. If you roll an arrow, place the narrow end of the flame template over the center of the wizard's base and point the wide end in the direction shown by the scatter die. If you roll HIT, instead of using the flame template, center the 5-inch round template over the wizard. The wizard dies and every model under the template (work out how many partial hits there are) suffers a Strength 10 AP -4 hit.

4-5: Center the 5-inch template over the wizard and every model under it (work out the partials) suffers a Strength 8 AP -3 hit. In addition, the wizard can no longer cast any more spells this turn.

6-7: Center the 3-inch template over the wizard and every model under it (work out the partials) suffers a Strength 6 AP -2 hit.

8-9: The wizard suffers a Strength 4 AP -1 hit and, until the end of the battle, suffers a -1 modifier to his casting rolls. If this happens again, these negative casting modifiers ARE cumulative with no limit.

10-11: The wizard and his unit Give Ground directly away from the nearest enemy (if for any reason they cannot do so, the wizard suffers a Strength 6 AP -2 hit). In addition, until the end of the battle, the wizard suffers a -1 modifier to his casting rolls. If this happens again, these negative casting modifiers ARE cumulative with no limit.

12: The spell is cast with Perfect Invocation and the wizard reduces his Wizard Level by 1 and forgets the spell he just cast. In addition, the wizard cannot cast any more spells this turn.