

LVO XII Player Packet

LVO Old World Championship Tournament



EVENTS

OFFICIAL PLAYER PACKET



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EVENT SUMMARY

You **must** have an event ticket and [Convention Badge](#) to participate in this event.

Welcome to the LAS VEGAS OPEN XII Warhammer: The Old World Championship Tournament!

Welcome to the LVO XII Warhammer The Old World Championship Tournament hosted by Frontline Gaming and Monster Slayer Productions! Warhammer Fantasy is definitely back and bigger than ever! We are hoping to have one of the best Old World events this year at The Expo @ World Market Center in Las Vegas. This will be a two day, five game event held on Friday October 3rd and Saturday October 4th. Your ticket will also include a doubles narrative Siege event taking place on Sunday October 5th.

The Las Vegas Open is Frontline Gaming's renowned tournament that takes place in October each year in one of the best locations in the United States, Las Vegas Nevada! This year's Warhammer: The Old World Championship Tournament is not to be missed. Do not hesitate to buy your tickets as there are a limited number of tables for this event.

List submissions due by 11:59 PM PST on Wednesday, October 1st.

Tickets for this event can be purchased [HERE](#)

Purchase your convention badge [HERE](#) - Required for entry

Find everything you need to know including discounted room block, schedule, etc:



ORGANIZER CONTACTS



JAKE JACOBSON
FLG VP



MIKE GANDOLFO
FLG Road Warrior

Contact FLG Events Admin: [Jake Jacobson](#)

Stay up to Date: [Frontline Gaming Community Facebook Group](#) | [FLG Discord](#)

Event Venue: [The Expo @ World Market Center](#)

Tournament Organizer Names	Contact Information
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EVENT SCHEDULE

Event Venue: [The Expo @ World Market Center](#)

Day 1 - Friday

Rounds	Start Time	End Time
Registration	9:00 AM	9:30 AM
Round 1	9:30 AM	12:30 PM
Lunch	12:30 PM	1:30 PM
Round 2	1:30 PM	4:30 PM
Round 3	4:45 PM	7:45 PM

Day 2 - Saturday

Rounds	Start Time	End Time
Display Armies	9:00 AM	10:00 AM
Round 4	10:00 AM	1:00 PM
Lunch	1:00 PM	2:00 PM
Round 5	2:00 PM	5:00 PM
Award Ceremony	5:00 PM	6:00 PM

Day 3 - Sunday

Rounds	Start Time	End Time
Registration	9:00 AM	10:00 AM
Siege Round 1	10:00 AM	1:30 PM
Lunch	1:30 PM	2:30 PM
Siege Round 2	2:30 PM	6:00 PM

Introduction, Awards, FAQ

Introduction

Our tournaments are designed for competitive play and to bring together skilled players who build finely tuned armies with the clear intent to win through strategic mastery and tactical excellence. While competition is at the heart of the event, it equally emphasizes the importance of sportsmanship, respectful behavior, and a positive attitude at the table. Players are encouraged to uphold the spirit of the game by treating opponents with fairness and courtesy. Additionally, well-painted and thematically cohesive armies are celebrated, recognizing the artistic effort that brings the Old World to life. This

balance of competitiveness, camaraderie, and creativity ensures a rewarding experience for all participants. With this we will strive to hold this Warhammer Old World Championship Tournament to a high level of:

1. **Hobby:** How well is your army painted? Are all models in the army fully painted? Do your banners and units have identification marks? Are your models shaded and highlighted? Are your bases decorated and painted?
2. **Sportsmanship:** How well an opponent were you in your games? It's the measure of patience, fairness, self-control, and respect for your opponent. It includes being gracious in winning or losing.
3. **Generalship:** How well did you perform in each of your games? We will be using a differential system of scoring. The highest number of wins, with the differential points you receive to be used as a tiebreaker, will determine your Generalship.

Awards

We stress the long weekend is above all for fun, gaming, and meeting new friends, and seeing old ones! But, there will be an Awards ceremony at the end of the two day tournament, in which we crown the weekend's top achievers. Prizes will be awarded for each of the following;

- **Best Overall** - The player with the highest % of wins, battle points, sportsmanship, and hobby scores.
- **Best General** - The player with the most wins, with the first tiebreaker being total differential battle points scored, followed by strength of schedule.
- **Best Sportsmanship** - The player with the highest sportsmanship score.
- **Best Appearance** - The player with the highest appearance score for their army.
- **Best Baggage Train** - The player with the highest rated miniature diorama for their supply train.

Players will judge each of their opponent's **sportsmanship**, opponent's army **theme**, and **appearance** every round. Additionally, after the last game of the event, players will also vote for their **favorite opponent** (out of the 5 games they played), **favorite army**, and **favorite baggage train** (out of all armies and baggage trains at the event).

Army Composition

Armies will be 2000 points of a single faction. You must have an official Game Workshop army book or legacy rules pdf for your army with you (either a digital or hard copy) in order to confirm rules. We will use the following list building restrictions:

Grand Melee

- No more than 25% of an army's total points on a single character or unit.*
- 0-1 Level 3 Wizard per 1,000 pts.
- 0-1 Level 4 Wizard per 2,000 pts.
- No Allies allowed.

*Does not apply to Named Characters.

Combined Arms

Unless a unit or character is already restricted in some way by the army list you are using then apply the following limits:

- 0-3 Applies to Characters
- 0-4 Applies to Core Units
- 0-3 Applies to Special Units
- 0-2 Applies to Rare and Mercenary Units

Mounted Auxiliary

When giving a mount option to a character if that mount is also included as a stand alone option in your army list then the mount will count against the Combined Arms restrictions for total number of that option.

Culmination of Magic

You may take no more than 4 of the same common magic item or rune in an army.

Sorcerous Containment

Named character wizard levels count against the limits included for Grand Melee.

Renegade Pack

The Square Based Renegade Legacy Pack will be in use for the event: <https://www.squarebased.com/>

FAQs

Additionally, the new GW FAQ from 6/25/25 will be in effect:

<https://www.warhammer-community.com/en-gb/articles/wgp83jlw/old-world-faq-and-errata-designers-notes/>

And as always we will be using our MSP Community FAQ:

[Old World MSP - Community FAQ](#)

Sportsmanship

At the start of the game, you are expected to go over your army list and models with your opponent, clearly identifying each and describing relevant magic items, upgrades, or special rules each may possess. You should also clarify which units *may* be deployed as ambushers and/or scouts.

This game is involved and it can be easy to go over your time limit without finishing the amount of turns in each scenario. To ensure fairness, if any of the players would like to use a chess clock, both players must.

We will be using the Yellow Card/Red Card system for the tournament, so do your best to play within the rules. If in doubt, call a judge over to your table.

Painting & Modeling

Armies may be composed of models from any company or source as long as they match the scale and theme of the Warhammer Old World and are easily identifiable.

In order to enter an army to play at this event, every model in the army must be painted to a “Battle Ready” standard. This can be best summed up as models that have their main areas colored and a simple finish on their bases. These four Orcs are examples of battle ready, with the right most Orc being of the standard we would like you to achieve, but all are acceptable.



Sportsmanship and Appearance Scoring

At the end of each game you will be asked to privately fill out the following google form to rate your opponent's sportsmanship, army theme/list creativity, and army appearance/hobby presentation:

<https://forms.gle/ywNnycGhC3jyCuix7>

This is a modification of the old sheets used by Games Workshop for Warhammer Fantasy Battles. What you enter on the online sheet will be a factor in final sportsmanship and painting scores.

End of Game Score Sheet

Your Opponent's Army: Please read through your opponent's army list carefully before filling out this section

Please rate your opponent's army theme: *

- ☐ A. This army was a paragon of creative list building. The list had a distinct theme or included unusual selections that made it unique. (3pts)
- ☐ B. This army embraced the spirit and theme of its faction. (2pts)
- ☐ C. This army was either a net list or simply a mix of the best units in the faction. (1pt)

Your Opponent

Please rate your opponent's sportsmanship: *

- ☐ A. This game was one of the best I've ever played. I'd gladly invite my opponent over to my house for a game (10pts)
- ☐ B. This game was great. I enjoyed my opponent's participation and would play this person again. (8pts)
- ☐ C. This game was fine and I had a good opponent. (6pts)
- ☐ D. This game had a few problems, but overall it was okay. (4pts)
- ☐ E. This game had major issues, I would have reservations about playing this opponent again.(0pts)

Appearance: Please take a few minutes to carefully look at your opponent's army before filling out this section

Please rate your opponent's army painting: *

- ☐ A. Showcase Army (10 pts): Exceptional painting across the entire army. Unified theme, color palette, and execution. Clearly stands out among other entries.
- ☐ B. Display Quality (8 pts): Incorporates advanced painting and/or modeling techniques. Models are clean, cohesive, and visually impressive. Basing complements the theme
- ☐ C. Parade Ready (6 pts): More advanced than Battle Ready. Includes highlights, washes, and clean details. Bases have more effort and variation
- ☐ D. Battle Ready (4 pts): Core colors are applied to all models. Bases have simple basing (e.g., texture paint, flock).
- ☐ E. Painted (2 pts): Army is painted with at least 3 colors. Bases are painted.
- ☐ F. Army not fully painted (0 pts)

Event Scoring

Victory Points:

Victory Points are scored as per the scenario description with the following additions:

Additions to Dead or Fled:

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 up).

Each enemy unit that has been reduced to 25% of its starting Unit Strength or less at the end of the battle, or, if it's Unit Strength is equal to its starting Wounds to 25% of its Wounds or less at the end of battle, is worth a number of Victory Points equal to 50% of its points costs (rounding up).

If the Green Knight has been killed or fled from the table the opposing player receives full victory points for the model. If he subsequently returns using Aura of the Fey, the opposing player receives an extra 50 Victory Points for each additional time the Green Knight is killed or forced to flee from the table.

Mystical Features:

Any additional terrain or special features added due to army rules or scenario rules such as Wood Elves Woodland Ambush rule or Beastmen Herdstone rule are considered a Mystical Feature and not a Natural Feature for purposes of the Green Knight coming onto the battlefield.

Monster Slayer:

If at least 1 enemy Monster of T6 or higher (including ridden monsters) has been slain, or has fled off the battlefield, or is fleeing when the game ends; you win a single bonus of 50 Victory Points.

Differential Scoring: At the end of each game, you and your opponent compare the difference in victory points you have earned during the match. Your Battle Points score is based on this differential:

Difference in Scored Victory Points	Winner	Loser
2100+	20	0
1900 - 2099	19	1
1700 - 1899	18	2
1500 - 1699	17	3
1300 - 1499	16	4
1100 - 1299	15	5
900 - 1099	14	6
700 - 899	13	7
500 - 699	12	8
300 - 499	11	9
Up to 299	10	10

Event Terrain

The Terrain Picking System: We will be using the Honest Wargaming Terrain Picking System. Please print out the maps or make cards of each if you can. <https://thehonestwargamer.com/square-based-seasonal-battles/>

Placing Terrain: With all the terrain placed each player rolls off and, starting with the winner of the roll off, can elect to scatter one terrain piece of terrain that lies upon the player's table half 2d6". If the terrain would move into another piece of terrain or pass a table edge it stops immediately.

Terrain Definitions:

Woods: Counts as difficult terrain and natural features in addition to having Woodland Boundaries and Arboreal Gloom rules as listed from p.270 of the main rulebook.

Buildings and Structures: Will count as buildings and block line of sight. See MSP Building rules.

Hills: Count as open ground for the purposes of movement. We will be using a number of the citadel hills. We are only counting the top portion as the hill itself.

Event Scenarios and Secondaries

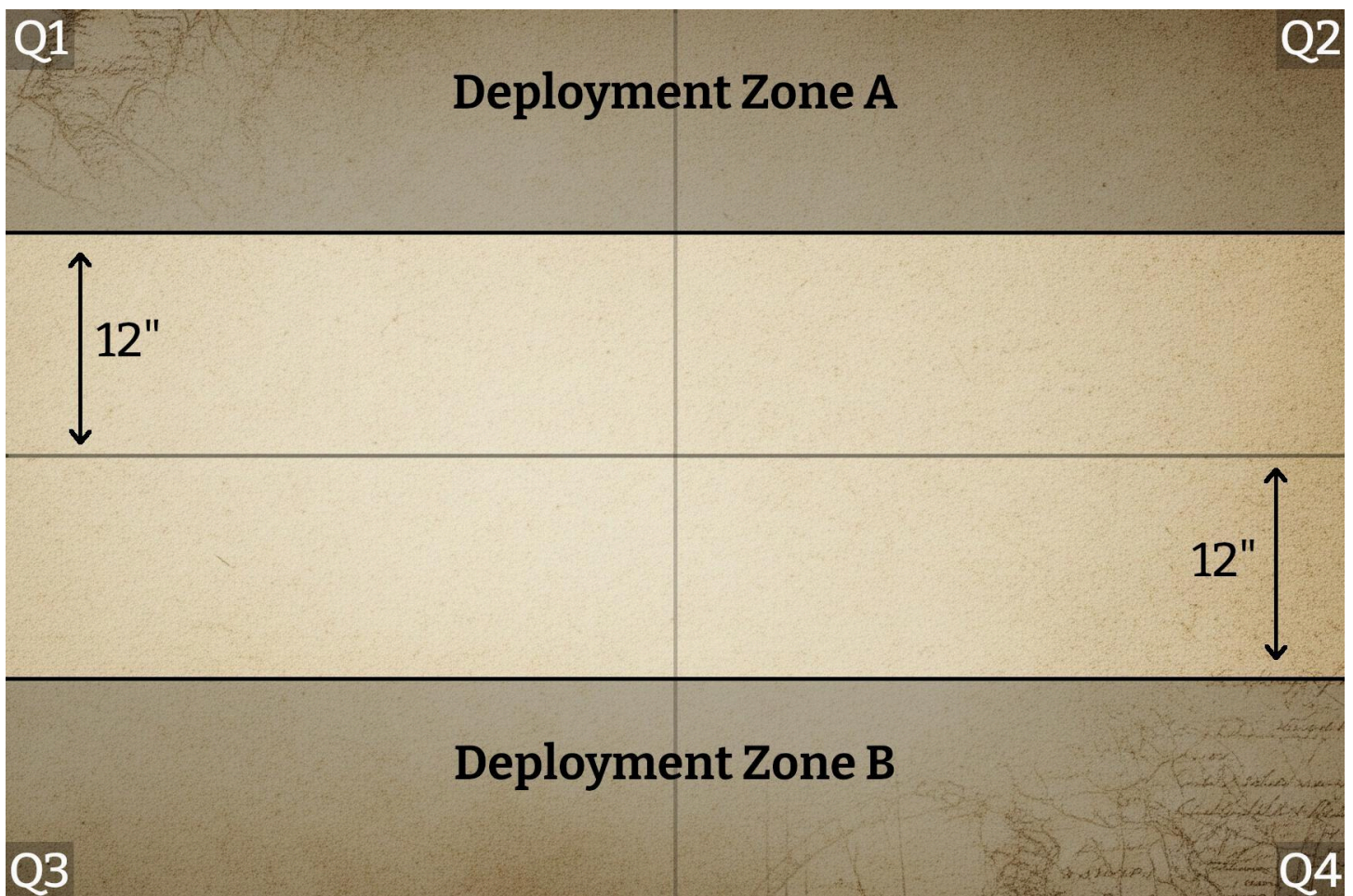
Game 1: Scenario 1, Upon the Field of Glory

Game Length:

Fixed, 6 rounds

Secondary Objectives:

MSP Domination*, Baggage Train



I would very much like to thank Richard Manklow for the use of these beautiful scenario map images that were used for the London GT!

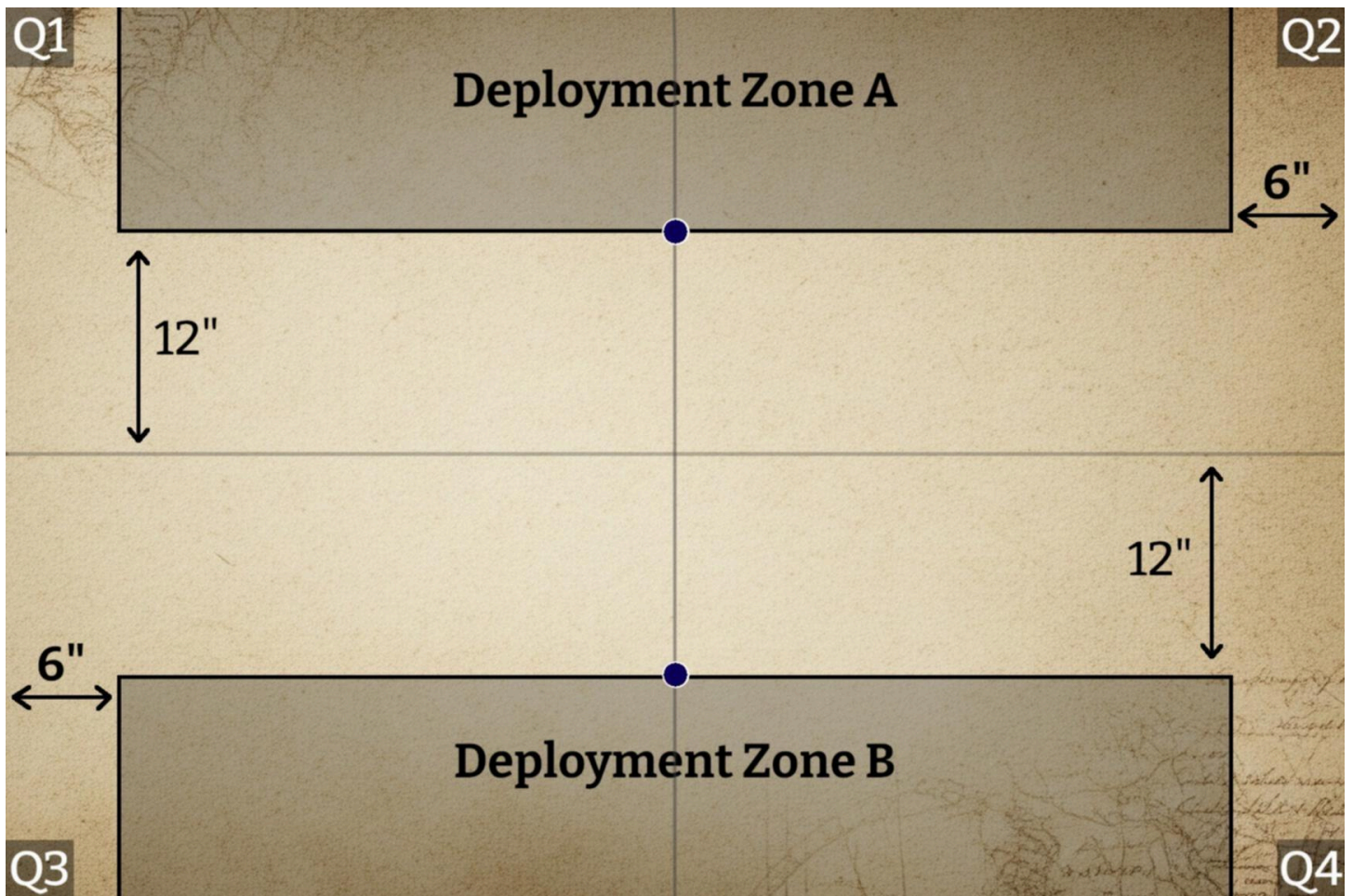
Game 2: Scenario 4, Close Quarters

Game Length:

Fixed, 6 rounds

Secondary Objectives:

MSP Strategic Locations (2)*, MSP Domination*, Baggage Train



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Game 3: MSP Scenario, King of the Ruins

MSP Scenario, King of the Ruins uses the King of the Hill Layout for terrain map. Instead of a hill, the Arcane Ruin is placed in the middle of the battlefield.

Arcane Ruins:

The Old World is filled with mysterious places of mystical energies, where long forgotten civilizations created monuments to mark them, they now lie in Ruins. The energies still exist and may lay dormant waiting for a great warlord to once again awaken the resting power that can be used strategically by armies in the Old World...

Deployment:

The winner of the roll-off chooses which player will deploy the first unit, as well as choosing their deployment zone.

First Turn:

Once deployment is complete, roll off to see who will take the first turn. The winner of the roll-off chooses who takes the first turn, and the player that finished deploying first gets a +1 to their roll. Vanguard moves cannot be made in this scenario.

MSP Random Game Length:

This battle will have a random number of rounds from 4 to 6. At the end of turn 4, elect a player to roll a dice. On a roll of 1 or 2, the game ends. At the end of turn 5, elect a player to roll a dice. On a roll of 1-4, the game ends. At the end of turn 6, the game ends.

Controlling Arcane Ruins:

Arcane Ruins are area terrain that are just as easy to walk over as open ground. They block line of sight and give cover to those who can lie within the ruins as if they were a forest. The core unit within the ruins that has the highest Unit Strength, is not fleeing, and has not succumbed to Stupidity, is considered to be controlling the ruins.

Magic Mysteries Lie Within:

The unit that controls the Arcane Ruins magically receives partial cover from all who target it, Magic Resistance (2), and is Unbreakable.

Slippery Slope:

Every unit within the Ruins must Give Ground if they lose combat, this supersedes any unit or army special rule.

Victory!

Starting on turn 2, the player with the unit that controls the Ruins wins a bonus of 50 Victory Points at the end of each player turn. Once the battle has ended, use Victory Points to determine which player is the winner. The player with the unit in control of the Arcane Ruin when the game ends wins another 350 Victory Points. However, if at the end of the game, both player's largest core unit within the Arcane Ruin have the same unit strength; neither is rewarded any additional Victory Points.

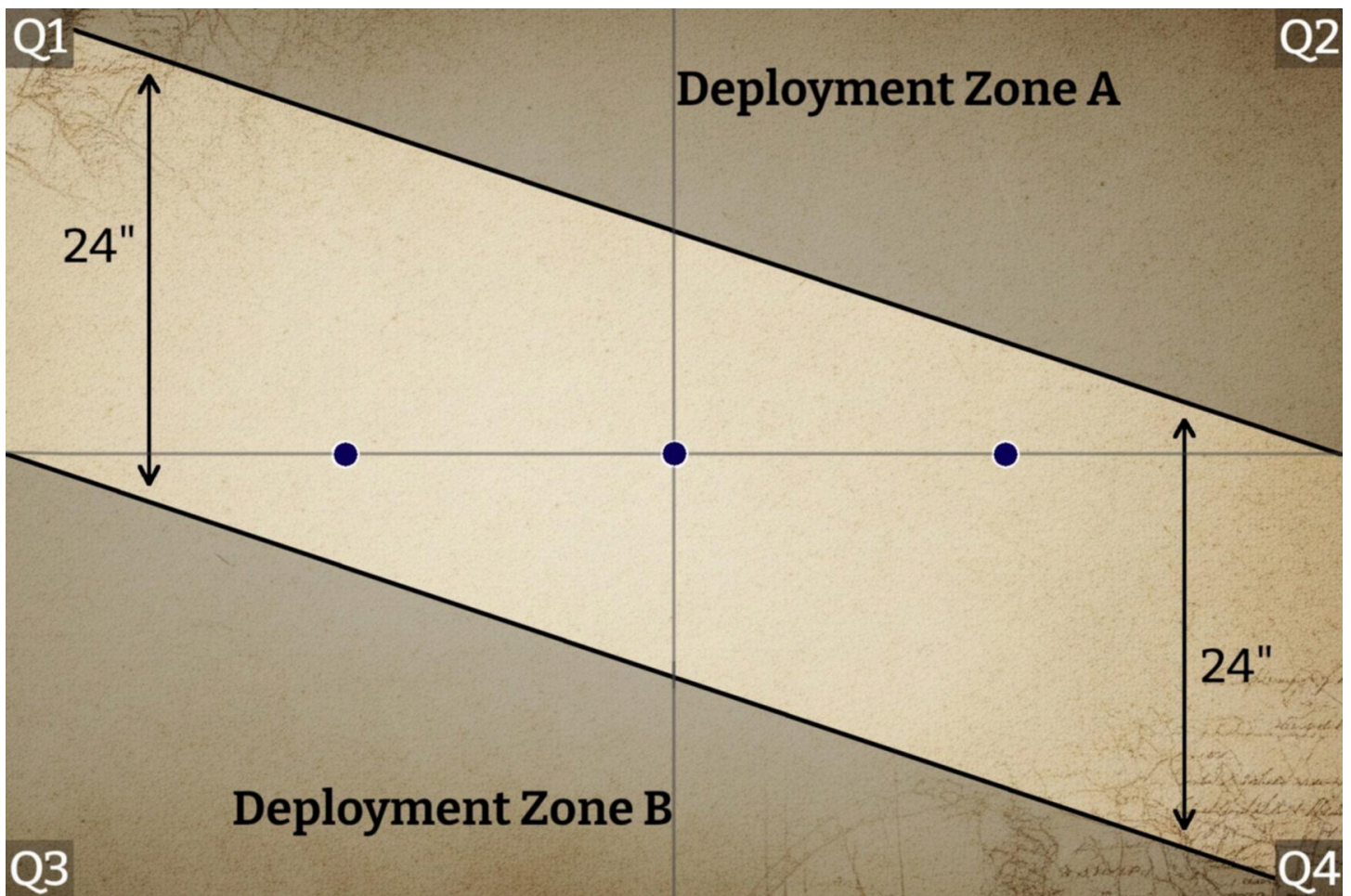
Game 4: Scenario 3, Drawn Battlelines

Game Length:

Fixed, 6 rounds

Secondary Objectives:

MSP Strategic Locations (3)*, MSP Domination*, Baggage Train



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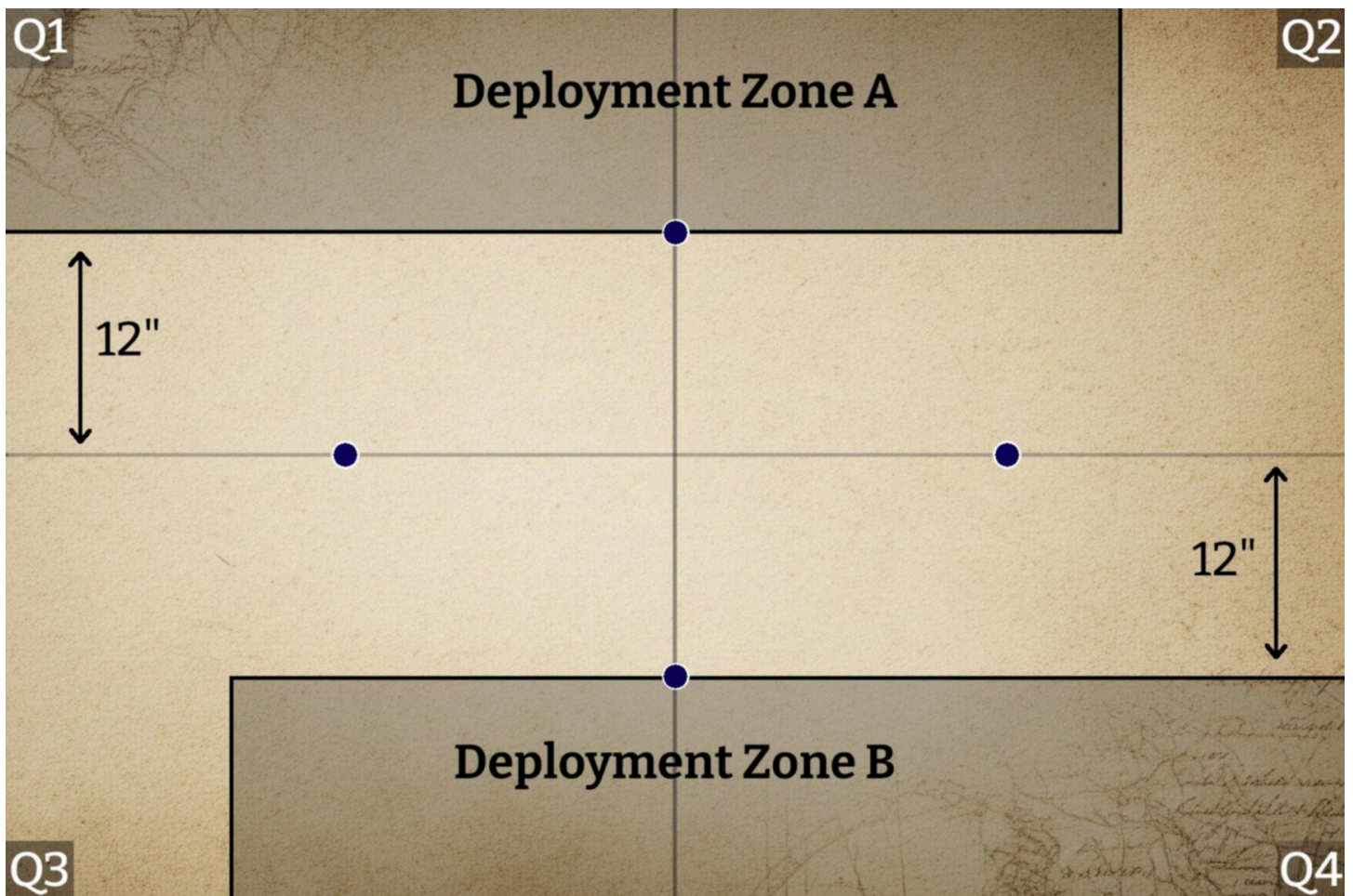
Game 5: Scenario 6, Encirclement

Game Length:

Fixed, 6 rounds

Secondary Objectives:

MSP Strategic Locations (4)*, MSP Domination*, Baggage Train



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MSP Strategic Locations (x):

Controlling Objective Markers:

Monster Slayer Productions alters the Warhammer the Old World Matched Play Guide when it comes to Controlling Objective Markers; A single core of US 10 or more may control only one strategic location objective.

MSP Domination:

Controlling A Quarter:

Monster Slayer Productions alters the Warhammer the Old World Matched Play Guide when it comes to Controlling A Table Quarter; A player's unit must be completely within a table quarter in order for any of its models to count towards the Unit Strength of the Quarter.

MSP Building Rules:

Occupiable Buildings:

A building can be occupied by a unit whose troop type is 'infantry', with a Unit Strength of 20 or less. A unit may occupy a building by moving into base contact with it during the Remaining Moves sub-phase of its Movement phase. Once the unit's movement is complete, remove it from the table and make a note that it now occupies the building. Said unit cannot leave the building in the same Remaining Moves sub-phase as in which it moved in.

All measurements to or from a unit that occupies a building are made to or from the building itself. A unit that occupies a building has a 360° vision arc and can draw a line of sight over or through other models.

Leaving a Building:

Unless it is fleeing, a unit can leave a building during the Remaining Moves sub-phase of its Movement phase, or by making a follow up move, or by pursuing an enemy. Simply place the unit back on the table so that at least one model is in base to base contact with the building. The unit's movement then ends. Whilst a unit occupies a building, it cannot declare a charge.

Flee!

A unit that flees whilst occupying a building does not move. The unit counts as fleeing and must rally as normal, but will hide behind the safety of the walls.

Buildings & Shooting:

Shooting from a Building:

Some buildings have upper storey windows or flat rooftops, making them advantageous to missile troops. To represent this, up to half (50% rounded up) of the models occupying a building can shoot (and cast spells).

Shooting at a Building:

Any model that can draw a line of sight to an occupied building can target the unit that occupies it. However, the unit is considered to be behind full cover.

Templates:

Should an occupied building be hit by a template, every model within it risks being hit. However, due to the protection offered by the walls, they are hit on a D6 roll of 5+, rather than the usual 4+.

“Incoming”:

Should an occupied building be hit by a cannon, the unit within it suffers D3 Strength 4 hits, each with an AP of -1, as stones and shrapnel explode from the structure. The cannonball then stops immediately.

Buildings & Combat:**Assaulting a Building:**

When an enemy infantry unit charges a unit within a building, it charges the building itself rather than the model(s) within it. Whilst engaged in combat, both units are considered to be in Skirmish formation (regardless of their actual formation). However, due to the close confines of the building, only five models from either unit can join the fighting rank.

Nowhere to Run:

A unit that occupies a building will not Give Ground or Fall Back in Good Order. Instead, the unit holds its ground and the combat continues.

Should a unit occupying a building Break and Flee from combat, it will find itself trapped within the walls, unable to escape quickly. Such units are completely destroyed and removed from play. In such cases, a unit belonging to the winning side may choose to take occupancy of the building.

Wait...

There's more...

Monster Slayer Productions presents The Sunday Siege!

On Sunday we will be hosting our Doubles Narrative Siege Scenario.

We will be providing tables of Citadel Mighty Fortresses and Siege Towers.

Please be sure to sign up for a morning or afternoon slot, find a partner, and start figuring out what extra models you will need to bring with you to Las Vegas.

Please read through this entire scenario as the rules are quite different from regular Warhammer the Old World, and you must prepare your army!

 **Sunday Siege Rules_vFinal**

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