

Carcosa The Old World 2025 Slow Grow

General

This league is designed to help players build and paint their armies, master the rules of Warhammer: The Old World, and grow the square-base wargaming community at Carcosa.

Participation is flexible whether you're new or a veteran—starting a new army isn't required! We'll kick off each phase with a game day, but you can get your games in any time during each two-month phase. The incremental steps and spacious time ensure everyone can enjoy the hobby at their own pace, with opportunities for friendly games. It's a great chance to connect with fellow generals and prepare your forces for our epic, fully-painted clash at the end!

Update 4.7.25: We will be using the [Renegade Legacy Rules](#)

Schedule

January - February, Phase 1: 500 points (games of 2v2)

- Launch game day Sunday, January 12th

March - April, Phase 2: 1000 points

May - June, Phase 3: 1,500 points


July 1 to Final: 2,000-point tournament

- Tournament submitted for approval for September 13th

Glittering Prizes

- Brushlord (coolest army, pre-painted veteran armies excluded)
- Honour's Champion (best league sportsmanship)
- Glory's Chosen (most challenges won in the league)
- High Master of Conquest (tournament champion)

League Rules

- Please use the most up-to-date version of the rules (arcane journal if it exists for your army, FAQs on the GW website, etc.).
- Generals are meant to get at least two games in during the three phases leading up to the tournament.
- Players must keep track of each character's number of challenges won!
- Fully painted armies receive +1 on the roll for the first turn.
- Some of the rewards below are bestowed on your general. As your list grows, your named character may 'level up' from hero level to lord level or gain an extra magic level. It's okay to transfer bonuses in that case! You can also change who your general is, but the item should stay with the named character. When unsure, think about what makes sense for narrative and fun!
- Track your character challenges [here!](#)  Slow Grow Challenge Tracking

There are rewards for playing games at each level:

- **500 points:**
 - If your army is completely painted and based, starting with your first game, you may take a ≤ 25 -point item on your general. The item is 'free' and does not count towards your army list total. It is only used for your 500-point games and is not permanent.
 - Upon completing two games, you may take a ≤ 25 -point item on a unit champion. The item is permanently assigned to this champion and may be used in each round, including the tournament. The item is 'free' and does not count towards your army list total.
- **1000 points:**
 - Upon completing two games, one unit may be assigned a ≤ 35 -point banner. The item is permanently assigned to this unit and may be used in each round, including the tournament. The banner is 'free' and does not count towards your army list total.
 - Upon completing three games, select your most bloodied core infantry or cavalry unit from the league so far. This unit permanently gains the *Veteran* special rule, including for the tournament. If they are already veterans, choose the second-best option. If your infantry is immune to psychology (undead, daemons), then instead, you can choose to give that unit Infernal Favor (1) or Indomitable (1).
- **1,500 points:**

- Upon completing two games, your general receives a permanent boon:
 - Are they evil? Choose one:
 - Acid Ichor: For every Wound this character loses during a challenge, their enemy suffers a Strength 4 hit, with an AP of -1.
 - Many-Limbed Fiend: This model (but not its mount) has a +1 modifier to its Attacks characteristic. However, this bonus attack must be made using an ordinary hand weapon.
 - Daemonic Robes: This model cannot be wounded by a roll To Wound of 2, regardless of the Strength of the attack.
 - Are they good? Choose one:
 - Opal Amulet: Single use. An Opal Amulet gives its bearer a 2+ Ward save against a single wound.
 - Virtue of Confidence: A model with this Virtue must always issue and accept challenges (if possible). During a challenge, this model may re-roll any failed rolls To Hit.
 - Slayer Training: When this model makes a roll To Wound, a roll of 4+ is always a success, regardless of the target's Toughness. Does not apply to mount, shooting, or magic.

Army Construction

General army rules:

- Models should be painted (or in a decent WIP state) to be on the table!
- No special characters.
- The army must be named.
- Characters must be named. You are encouraged to name units and their champions, if applicable!
- War Machines are limited to 1 per 500 full points in your force. You should probably name them, too.

500 points and under

- Each character must be "hero" level. In other words, they must be the cheapest version of that character type you can take. So, Aspiring Champions instead of Chaos Lords, as an example.
- Wizards must be level 1.

- Characters may not take any magic items at the campaign start other than the single item rewarded for a wholly painted army.
- At least one unit of 10+ Core Infantry.
- No units with the Large Target special rule.
- No units with the Behemoth type.
- Characters may not be mounted on a monster or chariot of any variety at the campaign start, but may be mounted on a horse or equivalent.
- No war machines costing more than 75 points.
- Skirmishing cavalry is limited to 5 models total.
- No monstrous cavalry (characters included).
- Games should be played 2v2 if possible.

1,000 points and under

- Each character must be "hero" level (no level 3/4 wizards!).
- Characters may not be mounted on a Behemoth.

1,500 points and under

- Maximum of level 3 wizard.
- Characters may not be mounted on a Behemoth.

2000 points tournament

- Tournament comp to be released before the event!

Credit: thanks to [Perigrin at Goonhammer](#) for many of the army construction rules and for inspiring this concept!