The Old World
CHAMPIONSHIP OPEN

This event will take place on Saturday and Sunday 23-25 May 2025 at the Rideau Curling Club located at 715 Cooper St, Ottawa, ON K1R 5J5

Pre-Registration. Is at the venue Friday 23 May between 1900-2200h for badge pick-up and side events

MAJOR CHANGES SUMMARY

1. All future changes to the Player Pack for v2 and beyond will be highlighted in **BLUE**

CTC GAMING CONVENTION QUICK LINKS:

1. Logistics Information including venue, food, hotels, parking, and policies at this **LINK**
2. Rules and Policies information for the CTC Gaming convention at this **LINK**
3. The Old World Tournament event will host a maximum of 32 players.
4. We will use Best Coast Pairings for tournament management and registration. The event can be found at this LINK
5. Every player will play a total of 5 rounds based on swiss pairing.
6. Event questions please email info@ctcgc.org

Contents

1. Essential Details (Updated Feb 20)

System: Warhammer The Old World

Date: May 24 – 25 2025

Registration:
https://ctcgc.org/collections/canadian-tabletop-championship/products/ctc-warhammer-the-old-world-championship-open

Location: 715 Cooper St, Ottawa ON

Battle Size: 2000 Points

Board Size: 48in by 72in

Missions: Pitched Battles from the TOW Rulebook, as modified in this packet

No. of Games: 5

Equipment: Players are expected to bring their army, dice, tape measure, have ready access to all relevant publications, and a courtesy copy of their army list. If using an electronic device to access rules, please ensure it is charged and available during all games.

Refreshments: Will be free water bottles available to all participants

Other: Entries for Coolest Painted will be displayed during lunch on the first day

FAQ/Errata: GW's FAQ and Errata for TOW will be in force and are found here: https://www.warhammer-community.com/en-us/downloads/warhammer-the-old-world/

2. Mustering an Army

List Submission Deadline: May 18 11:59 pm 2025

Army Choice: Players must select an army from the most up to date version of those currently available in Warhammer: The Old World in Forces of Fantasy, Ravening Hordes, Arcane Journals published prior to list submission deadline for the event, Legacy faction PDFs, and other official games workshop published content for TOW. The renegade pack created by Val from Square Based will be available to be used for this event as a test. The rules can be found here: https://www.squarebased.com/

Mustering Your Army: You will require a force of no more than 2000 points to play at this event. Details for building an army for Warhammer The Old World are found on page 276 of the core rulebook and must be followed, with the specific caveats noted below:

A.   Army Composition: You may use your army's Grand Army or available Armies of Infamy, and may include named characters, allies, and mercenaries as appropriate to the chosen army composition list.

B.   Number of Units: Any unit which does not already have a numerical quantity restriction imposed by its army composition list (such as 0-X, or 0-X per X000 points) is restricted to 0-3 instances in the whole army (including allied contingents and mercenaries). This restriction does not apply to units taken as detachments. Nor does it change or modify the existing limits on units.

        Example: Empire Great Cannons in their Grand Army are 0-2 per 1000 points, as such you may include 4 Great Cannons in a 2000 point army, as they are already limited in their availability. However your army could only include a maximum of 2 units of Inner Circle Knights as they are 0-1 per 1000 points, and you would be limited to 0-3 units of Outriders as they have no other extant restriction.

Units with option limits to be taken in a different slot (such as 0-1 per 1000 points in Core when normally in Special) will still be limited to 0-3 across the entire army unless another restriction exists on the unit in its normal section of the army composition list.

Example: High Elves may select 0-1 units of Sisters of Avelorn as a core choice if their General is a Handmaiden of the Everqueen, where this unit normally exists in the Rare slot but has no other restriction. As such the army could only include a maximum of 3 units of Sisters of Avelorn regardless of if one is taken in Core or not.

For unit entries that support multiple discrete units (such as Bretonnian Lords being a Duke, Baron, and Paladin in one entry), each discrete entity in that unit entry is a separate unit for the purpose of this rule.

C.   Allied Contingents: Where an Army Composition List has an allocation for an Allied Contingent it must follow the following, in addition to the limitations in the Army Composition List:

         i.   In a 2000 point army the allied contingent will generally be no more than 500 points
ii.   Allied contingent must contain at least 1 Character and 1 non-character unit choice, while also respecting all other composition requirements of their army composition list (min core %, 1+ unit requirements, max character, special, rare limits).

         iii.   Min/Max % are based on allied contingent size. Units with X-1000 points or similar go by allied contingent size, and thus would not be able to be included.
         iv.   Allied contingents may not themselves contain allied or mercenary units.
         v.   Allied contingent Character unit selection (i.e. those units taken in the Character slot) count against the main army composition list Character unit max % limitation.
iv.   It is imperative that players understand the interaction restrictions relating to degree of alliance (full, uneasy, suspicious). Rules for allied contingents can be found on page 280 of the TOW rulebook.

D.   Mercenaries: Armies may include identified mercenary selections in accordance with their Army Composition list. Rules for mercenaries can be found on page 173 of the TOW rulebook.

E.   Muster List: Muster lists should be presented in an easy to read format, clearly identifying which model is your general, all relevant weapon selections and unit upgrades, magic items, and spell lores or similar non-changeable selectable abilities. The muster list should also identify the minimum and maximum number of deployment drops and the army's break point (25% of total unit strength).

3. Modelling and Painting

All miniatures in your army must be fully assembled and painted to a Battle Ready standard. Battle ready models have their main areas coloured and a simple finish on their base. https://www.youtube.com/playlist?list=PLEaPE4sLDA7tRm_TcWwORYKUeXZtDv_GZ

Each model must accurately represent its entry on your army roster. Proxies, significant conversions/kitbashes/scratch builds must be on the correct base size and should be submitted to the Tournament Organiser for review and approval.

The TO reserves the right to remove a model from play if it is not approved in advance.

Wherever possible models should be on the base size identified in the rules, however for ranked units, conversion movement trays may be used.

Unit fillers are allowed, as long as a majority of the unit is still on regular bases.

Coolest Army: Players who wish to submit their armies for the coolest army award will identify themselves to the TO, and set their armies out for display during lunch on the first day of the event. Players will receive slips with their names on it to vote for you they think has the coolest army of the weekend. It can be on a number of factors such as theme, conversion, painting, display, feel and more. The player with the highest amount of votes at the end will be the winner of the award.

4. Tournament Format

Registration: Best Coast Pairings will be used for running this event. It is recommended players familiarize themselves with the software in order to speed up registration and post game administration during the event. Army lists will be submitted through BCP by the list submission deadline.

Games: This will be a five (or six) round event. The following scenarios will be played in a random order determined by the Tournament Organizer. Scenarios are modified, and the versions from this packet will be used:

      -Open Battle
      -Flank Attack
      -Mountain Pass
      -Command and Control
      -Meeting Engagement
      -Break Point

Scoring: At the end of each game please input your Victory Point scores into Best Coast Pairings. These will be used to calculate the Best General standings.

Victory Points will be awarded at the end of the game for the following (as per page 286 of the TOW rulebook)

 -Dead or Fled*
 -The King is Dead
 -Trophies of War
 -Scenario Objectives
 -Special Features

*Point of clarity: a unit which is both fleeing and below 25% of its starting unit strength gives up 75% of its total points cost (rounding up)

Tournament Points: A player will earn Tournament Points commensurate to their degree of victory over their opponent. A player must score at least 100 Victory Points more than their opponent to be victorious. If one player scores twice as many Victory Points as their opponent, they have scored a Crushing Victory.

-Crushing Victory - 4 Tournament Points
-Victory - 3 Tournament Points
-Draw - 1 Tournament Point
-Loss - 0 Tournament Points

Pairings: Players will be paired randomly during the first round. In subsequent rounds players will be paired using a swiss system randomly with players of the same W-L-D record, and if necessary aggregate Tournament Points.

Best General: The overall winner will be determined by the number of victories achieved at the event. If required, ties will be broken by total Tournament Points followed by total aggregate Victory Points.

5. Event Schedule

Rounds will be 2 hours and 45 minutes long

Day 1
08:00 - 08:30 Registration
08:45 - 09:00 Briefing
09:00 - 11:45 Round 1
12:00 - 01:00 Lunch
01:00 - 03:45 Round 2
03:45 - 04:00 Break
04:00 - 06:45 Round 3

Day 2
00:00 - 00:00 Venue Opens
08:30 - 11:15 Round 4
11:15 - 12:15 Lunch
12:15 - 03:00 Round 5
03:30 - 04:00 Awards

6. Conduct

Judges: Event staff will be available throughout to answer questions and make rulings. Rulings are binding at the moment for the game being played. However individual rulings are not binding precedent, and will follow from correct rules interpretation and not what has gone before. When calling for assistance please be prepared to provide any relevant rules to the particular question.

Conceding: In the event a player concedes before the game has reached its natural conclusion, the conceding player will earn a loss and accrue 0 Victory Points. The winning player will record a Crushing Victory and score the maximum possible points they could have earned in the game being played. Should both players refuse to play a game (i.e. both concede….they will both be given a loss and accrue 0 Victory Points)

Lateness: Should lists not be submitted by the deadline, the player will suffer a loss in Round 1 regardless of their outcome of their game. Players who are more than 15 minutes late for a round will score 0 Tournament Points for that round.

Chess Clocks: If one party in a game wishes to use a chess clock, then the game will be played on a chess clock. If players feel that the game is dragging and will not reach a resolution, they may have the TO adjudicate an amount of time remaining and start using a chess clock mid game.

7. Event Awards

1. Best General, 2nd and 3rd place - players with the best record over the event
2. Coolest Painted Army – Player voted as explained earlier

3. Best Sportsmanship - Player votes submitted after each day
4. Wooden Spoon - the player with the lowest aggregate score
5. Renaissance Player* - best tournament record, painting score, and favourite opponent votes who has not won another award - ***Only if we get to 32 players**

8. Terrain

Terrain will be placed at the start of the game. Prior to rolling to determine table sides, players will roll off, with the winner of the roll off choosing which player will place the first piece of available terrain. Players will alternate placing terrain until all available pieces are deployed following the restrictions listed below.

Available terrain per table:

2x Hills
2x Forests
1x Impassable LOS Blocker (Building/Mountain/Big Rock)
1x Low Linear Obstacle
1x Difficult/Dangerous Ground (Lake/Farm Field/Ice Patch)

Terrain must be placed in line with the following requirements:

-pieces of terrain my placed within 12" of the centre of the board.
-may not be placed within 12" of a terrain features placed by their opponent
-may not be placed within 6" of any other terrain feature (Low Linear Obstacle is excepted from this restriction)

Terrain will be played in accordance with the rules found in the TOW core rulebook with the following additional notes:

A. Woods/Forests - Dangerous Terrain - are natural/woodland terrain
B. Buildings/Structures - Block LOS and are impassable
C. Hills: count as open ground for movement
D. Walls: are low linear obstacles
E. Crop Fields: Difficult terrain - are natural terrain
F. Lakes/Swamps/Ice: Dangerous Terrain - are natural terrain

9. Start of Game Sequence

1. Players review each other's armies
2. Players review the mission for the round, and set out any pre-placed terrain
3. Players roll off for terrain deployment, winner of the roll off chooses who drops the first piece of terrain
4. Players determine randomly generated spells, and other randomly generated abilities that occur prior to the start of the game
5. Players roll off, the winner of the roll off chooses which player will deploy first. The player who won the roll off will select their deployment zone.
6. Players alternate deploying units
    1. All war machines will deploy as 1 drop
    1. All Characters will deploy as 1 drop, and only after all other non-scout/ambushing models are deployed
2. All units not deployed by the time characters are deployed are either scouts, ambushers, or otherwise allowed by their rules to be reinforcements/reserves of some kind. If a model does not have one of these abilities, it must be deployed.
3. If required, players roll off to deploy scouts. The winner of the roll off chooses to deploy their scouts first or not. Players alternate deploying scouts.
4. All remaining units not deployed must be ambushers or otherwise authorized to be held as reserves/reinforcements by a special rule/mission rule/ability
5. If required, players roll off for vanguard moves. The winner of the roll off chooses to make a vanguard move first or not. Players alternate making vanguard moves.
6. Players roll off for the first turn, with the winner of the roll off taking the first turn. (This step is superseded as required by army specific rules such as Bretonnia's prayers or Chaos' Warriors Duel)

10. Scenarios

Mission 1: Command and Control

Set Up
Place a HILL in the centre of the table, it is deducted from the terrain players will deploy later. This is also an Arcane Monolith (page 273). Players will then place terrain alternatingly following roll off as per the event packet. The hill is treated as having been placed by your opponent, so no terrain may be deployed within 12" of it.

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 below. Players deploy their armies using the alternating units method.
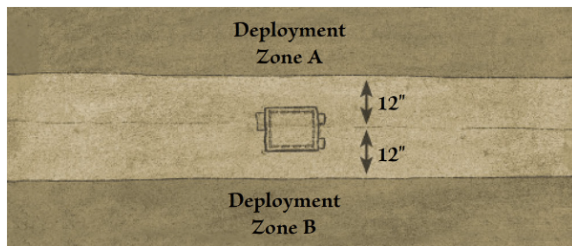
First Turn
Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length
The battle will last for SIX rounds, until one side concedes, or until the event round time ends.

Scenario Special Rules: **Arcane Monolith**
The hill is controlled by proximity. A unit with a unit strength of 5 or more, that is not fleeing, and is within 6" of the centre of the hill will control it. If two or more eligible units are within 6", the unit closest to the centre of the hill controls it. If two enemy units are equally close, the unit with the larger unit strength controls it. If units are equally close and of equal unit strength, then it is contested and neither unit controls it. Only one unit may control the hill at a time.

The unit which controls the hill gains Magic Resistance (-1).
A wizard who controls the hill or is in a unit who controls the hill may re-roll a single dice that rolls a natural 1 when making any casting roll.

Secondary Objective: **Retain the Hill**
The player who controls the hill will receive an additional 250 Victory Points (this includes the bonus for the arcane monolith already)
Victory
Once the battle has ended, use Victory Points to determine which player is the winner.

Mission 2: Flank Attack

Set Up
Player placed terrain as per event packet

Deployment and Scenario Special Rule
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 below. Prior to deployment, both players secretly divide their armies into two forces - The Main Force and the Flanking Force:

       -A flanking force must content at least one non-character unit and can be worth up to 33% of the total points value of the army (666 points in a 2000 point game)
-A flanking force may include characters, but cannot include the General.
Once flaking forces have been selected, each player secretly makes a note of which flank (left or right of their Deployment Zone) theirs will be deployed upon. Then, starting with the player that won the roll-off to choose deployment zones, the players deploy their main forces within their central deployment zone, using the alternating units method.

Finally, after both players have finished deploying their main forces (after Characters, but before moving on to Scouts), the players reveal where their flanking forces are to be deployed. Starting with the player that won the roll-off to choose deployment zone, the players deploy their flanking forces within their chosen 18" flank zone, using the alternating units method.

First Turn
Once deployment is complete, the winner of a roll-off takes the first turn.

Game Length
The battle will last for SIX rounds, until one side concedes, or until the event round time ends.

Secondary Objective: Turning Movement
The player with more units with unit strength 5 or more, who are not fleeing, in their opponents deployment zone (including flank areas) than their opponent has in theirs will receive an additional 100 Victory points. The Player with more Standards (BSB counts as 2), who are not fleeing, in their opponents deployment zone (including flank areas) than their opponent has in theirs will receive an additional 150 Victory Points.

Victory
Once the battle has ended, use Victory Points to determine which player is the winner.

Mission 3: Meeting Engagement

Set Up
Player placed terrain as per event packet

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 below.

Before deploying their army, each player must identify at least 25% to a maximum of 50% of their points value of their army (not including ambushers, the Green Knight, or other units which normally can arrive randomly or from reserves) to be held in reserve. Those units which are not being held in reserve will be deployed using the alternating units method.
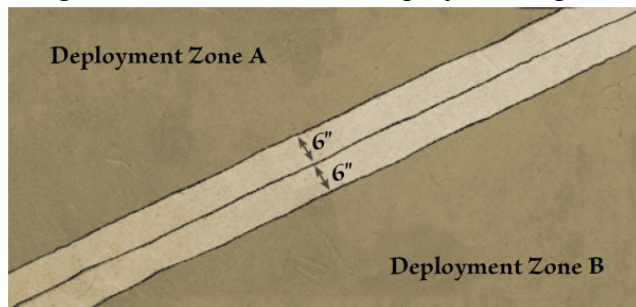
First Turn
Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length
The battle will last for SIX rounds, until one side concedes, or until the event round time ends.

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 using the rules for reinforcements (as described on page 134). All units held in reserve this way must arrive by turn 4.

Secondary Objective: Capture Vital Ground
The player who controls the most pieces of terrain on the table will receive an additional 250 victory points. Terrain is controlled by the player with the highest total unit strength of non-fleeing units within the terrain feature. Impassable features and walls are controlled by the player with the highest total unit strength of units in base contact with the feature. A unit may only contribute to holding one feature

Victory
Once the battle has ended, use Victory Points to determine which player is the winner.
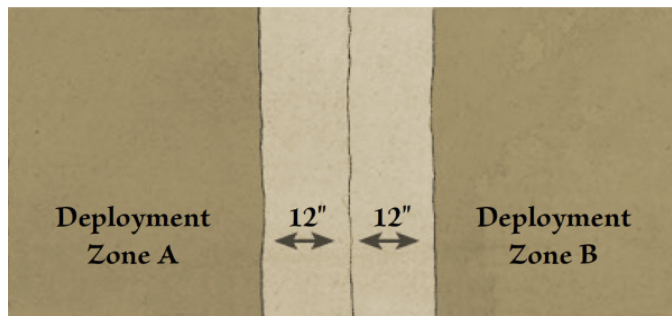
Mission 4: Mountain Pass

Set Up
Player placed terrain as per event packet

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 below. Players deploy their armies using the alternating units method.

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 event round time ends.

Scenario Special Rules: Bottleneck
The battle is fought in a narrow mountain pass enclosed by high cliffs. Because of this, the long battlefield edges count as impassable terrain. As such, no units (including fleeing units or any arriving from reserve) can leave or enter the battlefield via either long edge unless they have the Ethereal or Fly special rule.

Secondary Objective: Secure the Exit
The player whose total unit strength of non-fleeing units in their opponent's deployment zone exceeds the total unit strength of their opponent's non-fleeing units within that deployment zone by the largest difference will receive an additional 150 Victory Points. The player with the most Standards (BSB counts as 2), not fleeing, in their opponent's deployment zone will receive an additional 100 Victory Points.

Victory
Once the battle has ended, use Victory Points to determine which player is the winner.

Mission 5: Open Battle

Set Up
Player placed terrain as per event packet

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 below. Players deploy their armies using the alternating units method.
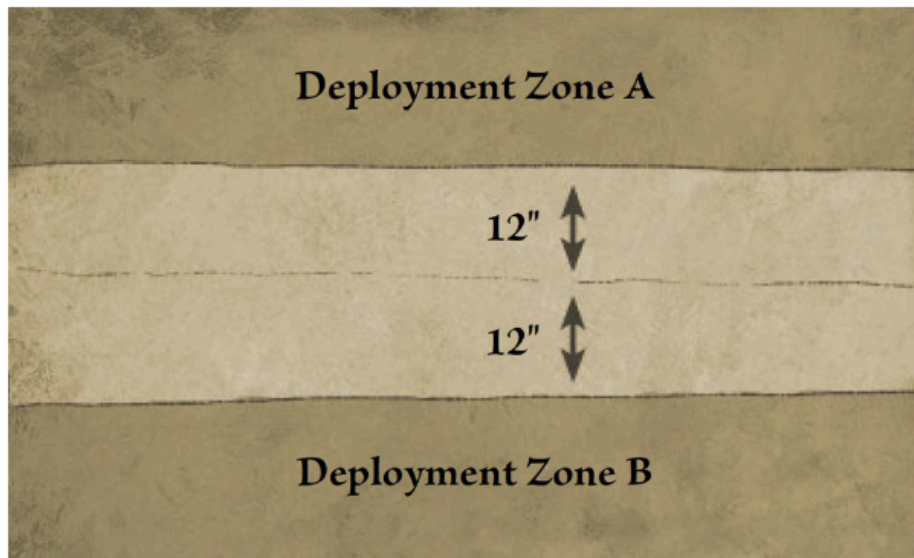
First Turn
Once deployment is complete, the winner of a roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Game Length
The battle will last for SIX rounds, until one side concedes, or until the event round time ends.

Scenario Special Rules
None

Secondary Objective: Seize No-Man's Land
The player who has the most units with a unit strength of 5 or more, who are not fleeing, wholly within No-Man's Land (the area which is neither player's deployment zone) will receive an additional 100 Victory Points. The player who has the most Standards (Battle Standard Bearer counts as 2), who are not fleeing, in No-Mans Land will receive an additional 150 Victory Points.

Victory
Once the battle has ended, use Victory Points to determine which player is the winner