

*The Thirteenth Legion presents Warhammer The Old World at the Salt City GT*

**Tournament Dates:** Saturday and Sunday August 10-11, 2024.

**Location:** Collegian Hotel & Suites 1060 E Genesee St, Syracuse, NY, 13210

**Battle Size:** 2000 points.

**Board size:** 72"x48"

**Missions:** See player packet for details

**Terrain:** Player placed terrain. 6 pieces per table

**Number of Games:** 5 rounds of Warhammer Old World.

**Round Length:** 2.5-hour game time.

**Prizes:** Overall, Best General, Best Painting, Best Sports

**Check in:** 9:00 am. First round starts at 10:15 am.

**Army Selection:** All Warhammer The Old World armies will be allowed including allies and PDF army lists for legacy armies.

**Tools of War:** Competitors are expected to bring their full painted army, dice, tape measure and all relevant rules publications. Electronic devices will be allowed for official rules reference and must always be available for reference.

**Rules Cutoff:** Any new rules and publications will not be permitted after list submission deadline. .

**List Submission:** All lists must be submitted on the Best Coast Pairing (BCP) by 11:59 PM EST on Friday, August 2, 2024.

**Scoring:** At the end of game, use the provided score sheet to record you results and post them to the Best Coast Pairings app.

**Painting:** Armies must be full painted. Conversions and 3-D printed models will be allowed within reason. Please reach out the tournament organizers if you have any questions.



# *Event Schedule*

*August 10-11, 2024*

<b>Rounds</b>	<b>Start time</b>	<b>The End Times</b>
<b>Check in</b>	<b>9:00 am</b>	<b>10:00 am</b>
<b>Round 1</b>	<b>10:15 am</b>	<b>12:45 pm</b>
<b>Lunch</b>	<b>1:00 pm</b>	<b>2:00 pm</b>
<b>Round 2</b>	<b>2:00pm</b>	<b>4:30 pm</b>
<b>Break</b>	<b>4:30 pm</b>	<b>4:45 pm</b>
<b>Round 3</b>	<b>4:45 pm</b>	<b>7:15 pm</b>

<b>Rounds</b>	<b>Start time</b>	<b>The End Times</b>
<b>Check in</b>	<b>9:30 am</b>	<b>10:00 am</b>
<b>Round 4</b>	<b>10:15 am</b>	<b>12:45 pm</b>
<b>Lunch</b>	<b>1:00 pm</b>	<b>2:00 pm</b>
<b>Round 5</b>	<b>2:00 pm</b>	<b>4:30pm</b>
<b>Prizes and Awards</b>	<b>4:45pm</b>	



# *Pairings and Game Time*

**First round opponents will be randomly determined. Subsequent rounds will use “Win-Path” to pair opponents in each round thereafter. By doing this, each players will match against someone with the same record and who won and lost their games in the same rounds if possible. Pairings are conducted in this way to ensure competitors with a similar strength of schedule pair off and to ensure an increasing level of skill parity in each subsequent round.**

**Clocks will be permitted. If a players wishes to use a clock, both players at the table will use the clock. Both players will be afforded the same amount of time on the clock.**

**All players are encouraged to finish their games. If there is under 10 minutes remaining in a round, both players will not start another battle round. There is a hard “dice down” policy for games once the round time is complete to keep the tournament moving and on time.**

**In the event there is an odd number of players in a round, a “ringer” army may be utilized to ensure all competitors are afforded the opportunity to play all of their games. The “ringer” will always be paired as having lost all their games, playing the lowest ranked player. Even if they lose, the competitor will still receive a 20-0 massacre win. Bonus battle points may be awarded in a completed game with the ringer but they must be earned, aka no free bonus battle points. The opponent of the “ringer” can also elect not to play the game, taking a max 20-0 win.**



# *Player Placed Terrain*

**In this event will we be using player placed terrain. Following how terrain is placed in the Old World rule book. Each board will have 6 pieces of terrain, 3 for each player.**

**The players will roll off to see who picks and places the first piece of terrain, alternating selections and placement. The winner of a roll-off places the first terrain feature.**

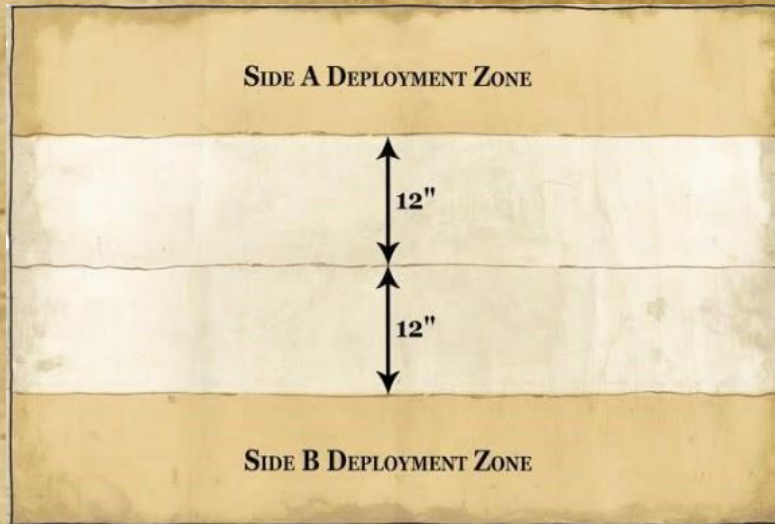
**Players take turns, placing a single terrain feature from all of those chosen until the terrain features have been placed.**

**Unless otherwise stated, players can place terrain features anywhere on the battlefield, but not within 12" of a terrain feature placed by their opponent, and not within 12" of the center of the battlefield. Players may place a terrain feature within 0" of another they have chosen and placed.**

**Roll for sides after terrain set up.**



# Game 1



## Deployment

Roll off to see which player places first terrain piece, alternate until battlefield is set. Normal terrain deployment rules apply.

Next, roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line. Scouts may be deployed as normal.

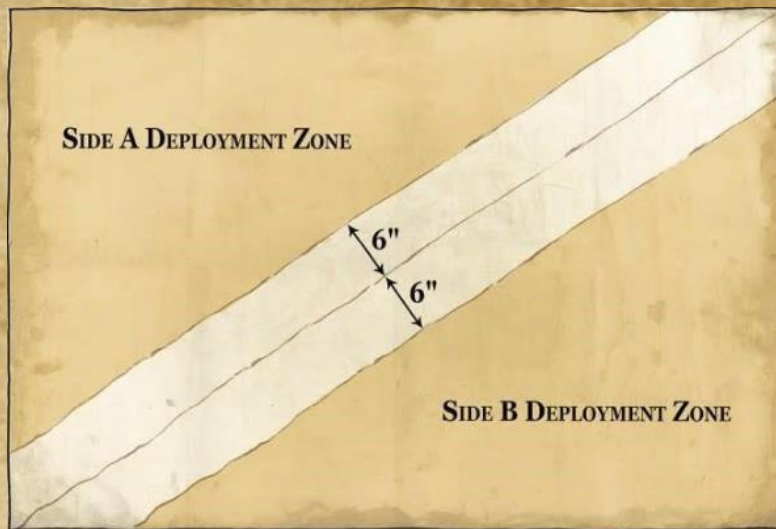
Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

## Bonus Battle Points

- +1 Destroy an army general. (you can miscast yourself to oblivion for this bonus point)
- +1 Capture more standards than opponent by end of game (battle standard counts as 2)
- +1 Destroy more core units than opponent by end of game
- +1 Destroy one unit with magic or shooting
- +1 for Completing 6 game turns



# Game 2



## Deployment

Roll off to see which player places first terrain piece, alternate until battlefield is set. Normal terrain deployment rules apply.

In this scenario the table is divided into two halves from corner to corner, as shown on the deployment map. The players roll off and the winner chooses who deploys first, with the loser of the roll off picking the side.

The player that was nominated to must deploy their entire army first. Scouts are deployed as normal. Roll off for first turn. (no +1)

## Bonus Battle Points

+1 Complete a first turn charge

+1 Destroy a unit on the first turn

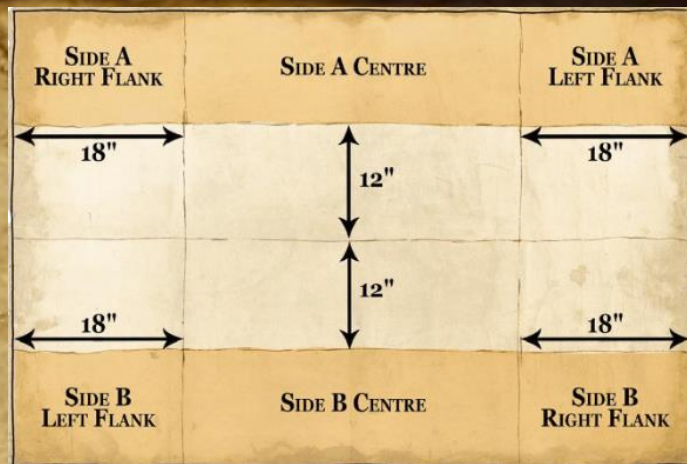
+1 If you fail a charge

+1 If your opponent's most expensive unit (non-character) is destroyed or fleeing at the end of the game.

+1 If your opponent's most expensive character is destroyed or fleeing at the end of the game.



# Game 3



## Deployment

Roll off to see which player places first terrain piece, alternate until battlefield is set. Normal terrain deployment rules apply.

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half. Players then take it in turn to place units on the table, using the alternating units method of deployment.

Before deploying each unit, roll a dice and refer to the Deployment table to see where the unit must deploy. Characters may either deploy on their own, rolling on the table like any other unit, or deploy as part of a unit they are allowed to join (state that the character will join the unit before rolling to see where the unit and character will deploy). Scouts roll separately. On a 1, they arrive from reserve turn 1 as reinforcements. On a 2-6 they deploy as normal.

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

## Deployment Table

- 1: Left Flank.** The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's left.
- 2: Right Flank.** The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's right.
- 3-5: Centre.** The entire unit must be placed in the player's half, more than 12" from the centre line, and more than 18" from either narrow table edge.
- 6: Choose.** The entire unit must be placed in the player's half, anywhere more than 12" from the centre line.

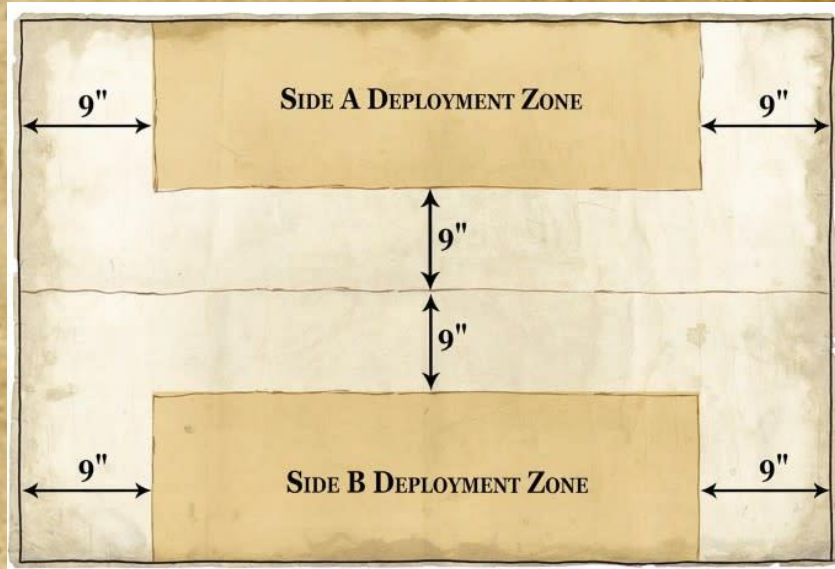
## Bonus Battle Points

- +1 Controlling 2 table quarters with more Unit Strength than your opponent has at the end of the game.
- +1 Having separate units in all 4 quarters at the end of the game
- +1 Destroy an enemy wizard/casters (or runesmith)\*\*
- +1 Rolling on miscast or misfire chart
- +1 Destroy a rare unit

\*\*If an army has no wizards/casters, then that army gives up the bonus objective automatically at the end of the game.



# Game 4



## Deployment

Roll off to see which player places first terrain piece, alternate until battlefield is set. Normal terrain deployment rules apply.

Roll off to see which player chooses the half of the table they will deploy in. The opponent will deploy in the other half. Players then take it in turns to place units on the table, using the alternating units method of deployment.

Units may be placed anywhere in their half of the table that is more than 9" from the center line, and more than 9" away from either narrow table edge.

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

## Bonus Battle Points

+1 For a successful flank charge

+1 For a successful rear charge

+1 For having both a Rear and Flank in combat

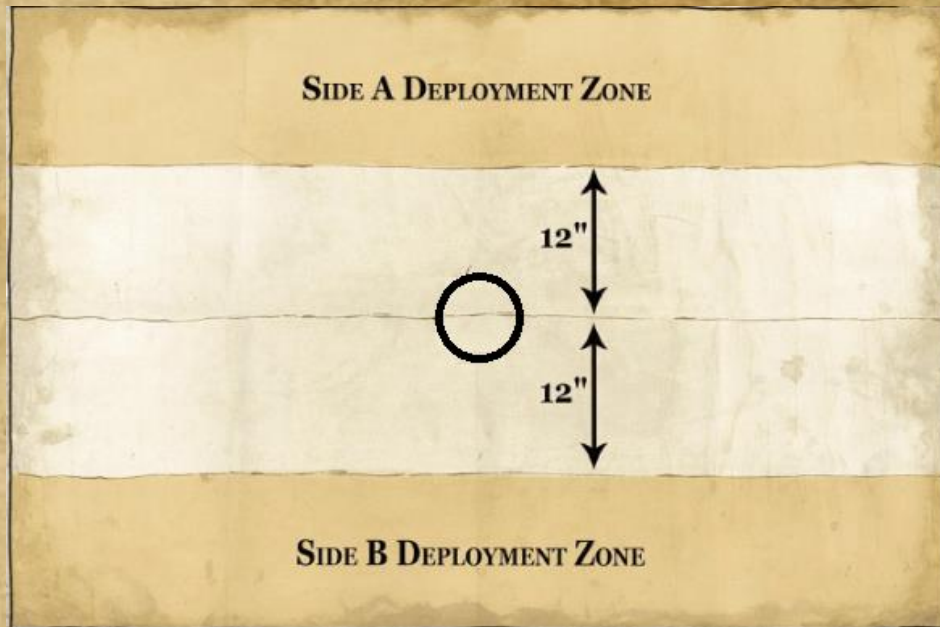
+1 If you have a non-fleeing unit with a banner wholly within in your opponent deployment zone at the end of the game.

+1 For keeping your least expensive unit alive and not fleeing at the end of the game.



# Game 5

## *The Arena of Death*



### Deployment

Roll off to see which player places first terrain piece, alternate until battlefield is set. Players may place a piece of terrain within 6" from the center rather than the normal 12". Opponents may also place terrain within 8" of an opponents piece rather than normal 12". The "arena" will be placed in the center of the map as shown.

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line. Scouts may not be placed in arena or opponents deployment zone. otherwise deploy as normal.

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

### Bonus Battle Points

- +1 Issuing a challenge in the arena.
- +1 Surviving a challenge for 1 round (anywhere).
- +1 For having more banners on the table than your opponent at the end of the game.
- +1 for having a non-fleeing unit on the arena at end of the game.
- +1 for having the highest (combined non-fleeing) unit strength on the arena at end of the game.



# Scoring

<b>Difference in points</b>	<b>Result</b>	<b>Score</b>
<b>0-200</b>	<b>Draw</b>	<b>10-10</b>
<b>201-300</b>	<b>Minor Victory</b>	<b>11-9</b>
<b>301-400</b>	<b>Minor Victory</b>	<b>12-8</b>
<b>401-500</b>	<b>Victory</b>	<b>13-7</b>
<b>501-600</b>	<b>Victory</b>	<b>14-6</b>
<b>601-700</b>	<b>Victory</b>	<b>15-5</b>
<b>701-800</b>	<b>Major Victory</b>	<b>16-4</b>
<b>801-900</b>	<b>Major Victory</b>	<b>17-3</b>
<b>901-1000</b>	<b>Massacre</b>	<b>18-2</b>
<b>1001-1100</b>	<b>Massacre</b>	<b>19-1</b>
<b>1101+</b>	<b>Massacre</b>	<b>20-0</b>

\*\*\*In addition, up to +5 bonus points can be achieved each game via scenario objectives. Max 25 per round \*\*\*