WARHAMMER
THE·OLD·WORLD

MATCHED PLAY GUIDE

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MATCHED PLAY GUIDE

"REJOICE, BRAVE WARRIOR! FOR BY THE MORROW'S EVE,
YOU'LL BE HAILED A HERO, OR REMEMBERED FONDLY!"

- General Hans von Löwenhacke

HAIL TO THE VICTOR!

In the World of Legend, great hosts march to battle in an endless parade. On blood-soaked fields of glory, rival armies clash, humble soldiers and bold knights crossing blades in desperate struggles for survival and supremacy, all the while distant commanders lay their plans, their decisions ensuring their armies a glorious victory, or condemning them to the ignominy of defeat.

Battles In The Old World

Warhammer: the Old World is a game that thrives upon narrative. Players collect large regiments of miniature warriors, batteries of war machines, hordes of monsters, and a variety of bold heroes or ignoble villains to lead them. They carefully assemble and paint these models, lavishing upon them great care and attention in order to create vast armies; armies which they infuse with their own dreams of conquest and glory; armies with which the players can make battle upon the tabletop.

These armies tell many stories, their creators' imaginations investing their great heroes and terrible villains with personalities, their every outing upon the tabletop adding volumes to their unfolding histories. Through detailed scenarios, players recreate infamous battles from the history of the Old World, placing themselves in the role of renowned generals and testing their mettle against their rivals. Through regular games, players tell new stories as good-humoured rivalries develop amongst friends whilst their armies endure protracted campaigns fought against familiar enemies or alongside trusted allies.

Yet despite the innumerable battles fought, and throughout all of the campaigns undertaken, one thing remains constant – the burning desire every player of Warhammer: the Old World feels to stand victorious above a vanquished foe, to prove beyond doubt their superior ability to command armies with great cunning and a skill unrivalled and to reap the rewards of victory upon the battlefields of the World of Legend!

Matched Play In The Old World

One of the greatest joys of playing Warhammer: the Old World lies in attending events where a player can enjoy several games over the course of a day or a weekend, facing new opponents and making new friends. Such events can follow many formats, but one of the most enduringly popular is the matched play tournament.

At such events, players play a number of games over a number of rounds. The recording of wins and losses allows the organiser to ensure that, in each round, each player faces an opponent of a similar level of expertise, one who has recorded a similar number of wins, draws or losses. At the end of the event, those players that have won the most games are lauded for their achievements, whilst those that have fared less well plan new muster lists and ponder the injustices of the dice.

This book is designed to aid anyone that wishes to run their own matched play by providing guidance. This guide covers such subjects as the roles and responsibilities of attendees, the ranking and pairing of players, writing muster lists, placing terrain and more. This book also contains a number of matched play scenarios. These are designed to challenge players whilst retaining the game's strong narrative focus.

Players are encouraged to use the contents of this book not just when attending, or when preparing to attend, a matched play event, but in their regular games. Doing so only adds to the experience of playing Warhammer: the Old World.

VALOUR
BEFORE DISHONOUR

Whilst matched play is a competitive format that exists to pit players against one another to determine the victor, Warhammer: the Old World remains a game played for enjoyment. The spectacle of large armies of painted miniatures arrayed in serried ranks is captivating, and the stories their clashes relate are compelling.

With this in mind, this page lays out some general principles for all players to be mindful of. A code of conduct, of sorts, adopted and adhered to by all players of Warhammer: the Old World.

The Cardinal Rules

In all games, in any environment, players of Warhammer: the Old World should endeavour to be polite, courteous and, above all, to be truthful with their opponent(s), always playing the game honestly and openly, and never seeking advantage through nefarious means. They should always treat their hosts with respect and should always extend this same level of respect towards anyone giving their time to organise an event, or who is somehow contributing towards another's enjoyment of the hobby.

Important Considerations

In addition to the cardinal rules, there are a number of things to consider, especially when attending matched play events where it is quite natural that the competitive nature of the games can unbalance the humours and cause emotions to run amok!

The Generals Gather

At a matched play event, players should always endeavour to arrive on time for each game, introducing themselves to their opponent and making a respectful gesture, such as offering a handshake. Prior to the game, players should share their muster list(s) with their opponent, giving them time to read it and ask questions, which should always be answered truthfully. It is also worth discussing any unusual models within your army, pointing them out and ensuring your opponent knows what they represent.

Finally, players should discuss the terrain, taking the time to agree what each piece represents and clearing up any uncertainties before the game begins.

The Clamour Of Battle

During the course of their game, players should be mindful of behaviour their opponent might find off-putting, distracting or, worst of all, intimidating. This can mean giving an opponent time to think without distracting them, or being mindful of the language one uses. But it can also include such things as asking an opponent's permission before handling their models, or not expressing too much joy or disappointment in the luck, or lack thereof, that either player has when rolling the dice.

On the subject of dice, players should always ensure dice are rolled on a flat surface, clearly visible to their opponent, giving them ample opportunity to see the results of your dice rolling before picking the dice up and moving on. In a similar vein, players should allow their opponent to make their own measurements and give them the opportunity to check distances before any moves are made or dice are rolled.

Throughout the course of a game, both players should endeavour to remind their opponent of anything they may have forgotten, giving them the opportunity to do something that might prove important, and players should do this whether it is to their detriment or advantage. Players should avoid manipulating the amount of time a game takes, ensuring their opponent has as much time as needed to complete their turns, and ensuring as many rounds as possible can be played.

Finally, players should be gracious in defeat and humble in victory, congratulating their opponent on a game well-played and reliving with them the highs and lows of the conflict!

MATCHED PLAY IN THE OLD WORLD

Players wishing to fight for glory across the bloody battlefields of a Warhammer: the Old World matched play event will need to bring with them a number of things, whilst the event organiser must take responsibility for providing other essentials:

Armies Of Citadel Miniatures (1)

Everyone attending a matched play event will need an army of their own to lead into battle! Warhammer: the Old World has many armies to choose from, each representing different factions within the World of Legend. In addition to the Grand Armies found in *Forces of Fantasy* and *Ravening Hordes*, the various *Arcane Journals* contain a wide range of Armies of Infamy, each offering a different way of playing an army.

In matched play, all such armies are permitted and encouraged. However, players should note that sometimes the organisers of an event might prefer tighter restrictions and impose army composition restrictions upon the attendees, as described on page 13.

Matched Play Guide (2)

In addition to copies of the *Warhammer: the Old World* rulebook, *Forces of Fantasy*, *Ravening Hordes* and any relevant *Arcane Journals*, attendees of a matched play event should bring a copy of this book; the *Matched Play Guide*.

The Battlefield (3)

Anyone wishing to organise a matched play event will first need a venue able to cater to the attendees and house enough tables for the battlefields to be set up on. Battlefields can be folding card gaming boards, coloured cloth or even painted wood, but all must be of an appropriate size for the games being played. Recommended battlefield sizes can be found on page 285 of the *Warhammer: the Old World* rulebook.

Terrain (4)

Battlefields feature a variety of terrain, all of which enhance the experience and contribute towards making the games more challenging for the players. Organisers that can provide terrain for every table should do so, but those that cannot might ask the attendees to bring terrain with them that can be used throughout the event.

In addition, players will need to bring some small pieces of terrain to act as Secondary objectives in many of the scenarios. These can include small objective markers (5) or large baggage trains, as described on page 28.

Gaming Accessories

In addition to their armies, their reference books and their printed muster lists, anyone attending a Warhammer: the Old World matched play event should ensure they bring along any additional accessories they might require.

This includes such essentials as templates for weapons such as stone throwers and the fiery roar of dragons, dice to work out effects such as combat and shooting, including Scatter and Artillery dice. Finally, having a pen and paper to hand is useful for keeping track of the action and taking notes in the midst of battle.

ORGANISING AN EVENT

The following pages present advice for anyone planning a matched play event for Warhammer: the Old World. This section covers such things as the roles and responsibilities of those involved with the running of the event, the pairing of players, recommended scoring and much more.

Roles & Responsibilities

When it comes to organising and running a Warhammer: the Old World matched play event, making sure that everyone involved is aware of their responsibilities helps to ensure that things run smoothly and, most importantly, ensures that everyone has a good time!

Organiser

Every event needs an organiser, the person responsible for the planning and execution of the event itself. It will be their responsibility to think of things like the gaming space, accessibility for players getting to and from the venue, terrain for the tables, appointing any referees, scorekeepers and spare players, as well as being available both before the event and on the day to answer any questions that might come up.

The organiser is in charge on the day, and all players and attendees must accept that the organiser has the final say and, though this should not have to happen, the right to penalise, expel or disqualify anyone for breaking the rules or behaving in an unsuitable fashion. It is also the organiser's responsibility to check every player's muster lists, ensuring that they have been built to the correct specifications and there are no obvious errors.

Often, the organiser can serve as the referee and/or scorekeeper if they wish; though in larger events it is best to delegate these roles to other people.

Scorekeeper

Any matched play event will need someone to act as the scorekeeper, which again is often the organiser at smaller events. The scorekeeper is responsible for ensuring the results of every game from each round are collected and to rank the players after each round is complete. The scorekeeper is also responsible for pairing players up each round, making sure event attendees know who they are playing against and on which table they are playing.

Referee

Every event will need a referee, a role that can easily be fulfilled by the organiser at smaller events, but that, at larger events, should be delegated to others. It is the job of the referee(s) to enforce the rules of the game should the need arise, to answer any rules questions that players might have and to resolve any disputes in a calm and impartial manner. Accordingly, a referee should have a strong knowledge of the game's rules, and have a copy of the *Warhammer: the Old World* rulebook to hand, as well as copies of *Ravening Hordes*, *Forces of Fantasy* and any relevant *Arcane Journals*, as well as any other supplements or errata. During the course of a matched play event, a referee's ruling is final and all players must honour the rulings of a referee.

Participation

Part of the fun of organising a matched play event lies in participating. However, at larger events it is advisable that not everyone involved with organisation take part. Questions can arise at any time and it is sensible to have a referee available to answer questions in a timely manner.

> "From the darkling woods they come.
> On cloven hoof and twisted claw
> The Beastmen they are called, these ones;
> Less than human, yet also something more."
>
> *Extract from the Strange Tale of Doctor Malfeasant*

Spare Player

Should circumstances conspire to prevent a player's attendance, having a spare player on hand – someone able to step in and play a game against an attendee who might otherwise be stranded with no opponent – can prove invaluable. A spare player should not endeavour to win the event and cannot win any awards, but should provide their opponents with challenging and engaging battles.

If necessary, a referee, scorekeeper or the organiser can step in as a spare player, but it is advisable to have someone else ready to step in, the better to allow the organisation team to attend to their duties.

The Attendees

It can be odd to think of those attending a matched play event as having a role, but theirs is amongst the most important. Without attendees there can be no event! Each attendee is responsible for bringing their own miniatures, dice, rulebooks and other gaming aids. It is also expected that attendees will accept all of the tournament's rules, and familiarise themselves with the event's rulepack before attending.

Universal Rules

All games played at a Warhammer: the Old World matched play event use the *Warhammer: the Old World* rulebook, *Forces of Fantasy*, *Ravening Hordes* and all relevant *Arcane Journals*, as well as the most recent FAQ and Erratas as found at warhammer-community.com. All attendees are expected to know and adhere to the following rules:

Miniatures

Players must use official Citadel and Forge World miniatures at the event, and all models must be fully built, based and painted to a Battle Ready standard. Players must use the appropriate models for their army. Conversions are permitted at the organiser's discretion, as long as they clearly represent what they are meant to be. Attendees may wish to show converted models to the organiser prior to the event to ensure no issues arise.

Conduct

All games of Warhammer: the Old World should be played in a spirit of friendly competition and fair play. This is especially true of matched play, where emotions often run high as players compete to win great glory. All attendees of a matched play event are expected to treat one another with respect and behave in a mature and considerate manner, especially during any rules disputes.

Scoring & Tiebreakers

In Warhammer: the Old World, 'Victory Points', or 'VP', are used to determine the victor of each game, and matched play games are no different in this regard. This supplement expands on the rules given in the *Warhammer: the Old World* rulebook, providing additional rules for determining the winner based upon Victory Points, and additional ways in which they can be won.

Tournament Scoring

At the end of each game, both players calculate the total number of Victory Points they have scored, as described on page 19. They then calculate the difference between their Victory Point scores and consult the table below to determine the result of the game and to see how many 'Tournament Points', or 'TP', are awarded to each player:

Tournament Points Table	
Player Result	**Tournament Points**
Crushing Defeat (CD)	0
Resounding Defeat (RD)	1
Marginal Defeat (MD)	2
Draw (D)	3
Marginal Victory (MV)	4
Resounding Victory (RV)	5
Crushing Victory (CV)	6

If a player achieves a Crushing Victory result, then their opponent will suffer a Crushing Defeat. If a player earns a Marginal or Resounding Victory, then their opponent will suffer a Marginal or Resounding Defeat respectively.

For example, in a matched play event, where players are fielding 2,000 point armies in their games, Jonathan beats Rob by a Victory Point difference of 1,524. This would mean that Jonathan has won a Crushing Victory, and Rob has suffered a Crushing Defeat. This awards Jonathan 6 Tournament Points, whereas Rob would receive 0.

On the next table, Connor beat Dave by a Victory Point difference of 476, granting him a Marginal Victory and Dave a Marginal Defeat. This would award Connor 4 Tournament Points, whereas Dave would receive 2 Tournament Points.

Recording Results

At the end of each game, both players must record the result and report it to the scorekeeper. This includes who won, lost or drew, how many Tournament Points were scored by each player, the Victory Points scored by each player and if either player killed the enemy General, as well as any other information requested by the scorekeeper.

"I have been chosen for greatness by the Dark Gods themselves, tasked by the Ruinous Powers with leading their devoted followers to victory upon victory until your Empire lies burned and broken and a new realm, a Realm of Chaos made manifest, rises from the ashes. You, petty mortal, have been chosen only for death."

Frydaal the Chainmaker

Victory Points Table

VP Difference	Up to 1,000	1,001 - 1,500	1,501 - 2,000	2,001 - 3,000	3,001+
	Size of Game (Points per side)				
0-100	D	D	D	D	D
101-200	MV	D	D	D	D
201-300	MV	MV	D	D	D
301-450	RV	MV	MV	D	D
451-600	RV	MV	MV	MV	D
601-750	RV	RV	MV	MV	MV
751-950	CV	RV	RV	MV	MV
951-1,150	CV	RV	RV	RV	MV
1,151-1,400	CV	CV	RV	RV	RV
1,401-1,700	CV	CV	CV	RV	RV
1,701-2,500	CV	CV	CV	CV	RV
2,501+	CV	CV	CV	CV	CV

Ranking

Players are ranked according to the number of Tournament Points they have scored; the more Tournament Points a player has, the higher they will be in the standings. When players are tied on the number of Tournament Points they have, tiebreakers are used to determine their place in the standings:
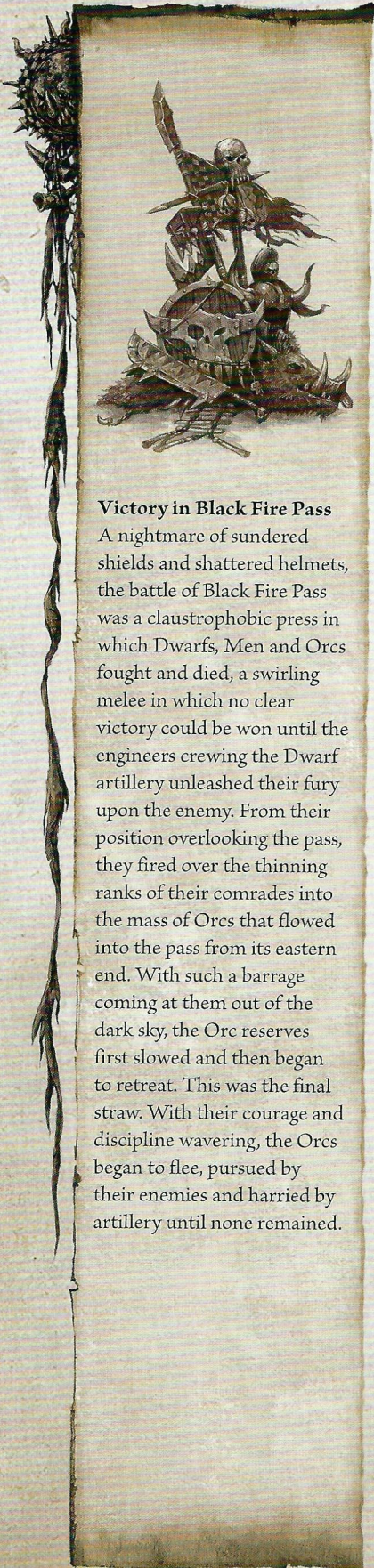
- **1st Tiebreaker – Total VP:** This is the total number of VP a player has won, as already determined above.
- **2nd Tiebreaker – VP Won for Secondary Objectives:** This is the total number of VP a player has won for securing Secondary objectives (see page 28).
- **3rd Tiebreaker – Enemy Generals Slain:** The third tiebreaker is the number of enemy Generals each player has slain across the event.

Further tiebreakers can be used at the organiser's discretion. These could be anything from 'favourite opponent votes', 'Secret objectives scored' (if using the Secret objectives, as described on page 46), or anything else the organiser wishes. However, the organiser should make it clear to all attendees before the event which tiebreakers will be in use and in what order.

The Battle of Black Fire Pass
Long ago, the war chief of the Unberogen tribe, Sigmar, and the Dwarf High King, Kurgan Ironbeard, forged a great alliance between Men and Dwarfs. This alliance would know its finest hour at Black Fire Pass, where it would defeat an Orc Waaagh! of unprecedented size. The assembled Dwarf throng received the first Orc attacks, repelling three great waves of the savage brutes. The fourth, however, threatened to overwhelm the Dwarfs, until Sigmar unleashed his warriors in a fierce charge that cleared the lines and turned the momentum of the battle in favour of the alliance. Dwarf and Man surged forward, taking the fight to the Orcs, but such were the numbers coming down the pass that they could not be broken as there was nowhere for them to flee.

The Pairing Of Players

Organising players into pairs is of vital importance and, after the first round, the organiser of a matched play event should endeavour to pair together players who have been enjoying similar levels of success. Whilst the organiser of a matched play event is free to use any pairing system they wish, the methods detailed on the following pages are recommended.

The First Round

For the first round, players can be paired together randomly. If there is an odd number of players, then one player will either need to be paired with the spare player or be given a 'Bye' (see below).

Spare Player

If a player has been paired up with the spare player, they will play a game as normal and record the results as they would for any other game. When pairing subsequent rounds, the spare player should be left out and should always play the player at the bottom of the standings. If this player has already played against the spare player, simply pair the next lowest ranked player against the spare player instead.

Byes

Sometimes it may not be possible to provide a spare player for your event. In this case, the player that would normally be paired with the spare player (as described above) will instead receive a Bye. A Bye counts as having won a Crushing Victory, and the player counts as having won a number of VP equal to the size of the games being played.

Concession

Should a player ever have to concede a game, their opponent is considered to have won a Crushing Victory, and the player counts as having won a number of VP equal to the size of the games being played.

Subsequent Rounds

In subsequent rounds, the player who is highest in the standings will be matched against the player who is second in the rankings, whilst the player in third place will be matched against the player in fourth place. From there, the player who is fifth in the standings will be matched against the player who is sixth in the standings, and so on until all players have an opponent. If drawing a round in this way results in two players that have already faced one another being drawn to face one another again, the lowest ranked of the two players will swap places with the highest ranked player on the table below them.

This system should be used for all rounds after the first, including the final round with but one exception – in the final round, players on the top tables (as determined by the organiser, but usually the tables on which the top 10% of the players are playing) should not swap opponents if they draw someone they have already played against; the two are clearly so equally matched that destiny has set them across from one another one last time!

In this example draw, Dave and Danny have already played one another in a previous round and therefore cannot play again. As Danny is the lower ranked of the two, he will swap with the highest ranked player on the table shown here – which in this case, is Becky.

Table	Rank	Player
1	1	Connor
1	2	Jonathan
2	3	Dave
2	4	Danny
3	5	Becky
3	6	Rob

Victory in Black Fire Pass

A nightmare of sundered shields and shattered helmets, the battle of Black Fire Pass was a claustrophobic press in which Dwarfs, Men and Orcs fought and died, a swirling melee in which no clear victory could be won until the engineers crewing the Dwarf artillery unleashed their fury upon the enemy. From their position overlooking the pass, they fired over the thinning ranks of their comrades into the mass of Orcs that flowed into the pass from its eastern end. With such a barrage coming at them out of the dark sky, the Orc reserves first slowed and then began to retreat. This was the final straw. With their courage and discipline wavering, the Orcs began to flee, pursued by their enemies and harried by artillery until none remained.

ARMY COMPOSITION

The army composition rules given in the *Warhammer: the Old World* rulebook give players great freedom to create their ideal army. However, when writing muster lists for matched play events, players may prefer tighter restrictions. The organisers of a matched play event should specify which of the following sets of army composition rules their event will use.

Open War

Used in conjunction with Grand Army and Army of Infamy composition lists, the army composition rules given on page 277 of the *Warhammer: the Old World* rulebook give players the most freedom of choice when writing their muster lists. In matched play, this is referred to as 'Open War' army composition rules.

Note that, under these rules, mercenaries and allied contingents are always permitted.

Grand Melee

When using Grand Melee army rules, the focus shifts from mighty Wizards, all-conquering lords of war and gigantic units towards the variety of warriors that fill the ranks of the Old World's armies. Players are encouraged to field diverse armies of infantry, cavalry and chariotry rather than rely too heavily upon the might of monsters, characters or excessively large units. To this end, the following restrictions apply when writing your muster list:

- You may not spend more than 25% of your army's total points value on a single character or unit.
- Your army may include any number of Level 1 or 2 Wizards, but may only include:
  - 0-1 Level 3 Wizard per 1,000 points.
  - 0-1 Level 4 Wizard per 2,000 points.

Note that these limitations do not apply to named characters and that, under Grand Melee army composition rules, mercenaries are always permitted. Allied contingents are permitted at the organiser's discretion.

Combined Arms

As described on page 278 of the *Warhammer: the Old World* rulebook, the number of some of the available units is restricted. Under Combined Arms army rules, additional limits apply to any units and characters that are not otherwise restricted by the army composition list you are using. This encourages players to create tactically diverse armies, rather than relying too heavily upon a single unit type or the over proliferation of a certain type of character. Unless a unit or character is already restricted in some way by the army composition list you are using, a limit of:

- 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

For example, if you are fielding an Empire of Man army using the Grand Army composition list, you can only include 0-1 unit of Veteran State Troops per 1,000 points, but you can field as many units of Free Company Militia as you wish, as Core choices. When writing your muster list under Combined Arms rules, you can only include 0-4 units of Free Company Militia. The limit on Veteran State Troops remains unaffected.

These numbers increase by one for every full 1,000 points of game size above 2,000 points. Units taken as Detachments do not count towards these limits.

Note that these limitations do not apply to named characters and that, under Combined Arms army composition rules, mercenaries are always permitted. Allied contingents are permitted at the organiser's discretion.

Shrouded in heavy robes, a mysterious Necromancer emerges from the ranks to channel the fury of the vengeful spirits of the dead against the foe.

Battle Wizard of the Empire of Man, accompanied by a Lore Familiar.

Nekaph, Emissary of Settra the Imperishable.

Elementalist of the Empire of Man, accompanied by an Arcane Familiar.

THE FIELD OF BATTLE

In all games of Warhammer: the Old World, terrain is of vital importance, and this is no less true in matched play games. Not only does the terrain set the stage upon which epic battles can unfold throughout the event, it also provides tactical depth to the games, offering challenges to overcome and advantages to exploit. There are two ways that terrain can be set up.

Setting Up Terrain

The first and most simple method is for the organiser and referees to set up the terrain prior to the start of the event, ensuring that the terrain remains balanced and fair on each table in subsequent rounds. Should different scenarios require different terrain, the organiser and referee should take the time between rounds to alter the tables accordingly.

The second method is to have the players at the event use the 'placing terrain' rules outlined opposite.

How Much Terrain?

If there is too much terrain, units will struggle to manoeuvre. If there is too little, the battlefield will be sparse and uninteresting. The best guide is to use one terrain feature per 12" of the longest table edge (rounded up to the nearest 12"). For example, if the longest table edge is 72", six features should suffice.

Size Of Terrain

As a rule, a terrain feature should be no less than 2" and no more than 12" across at its widest point. If it is less than 2" across at its widest point, it should be treated as 'battlefield decoration' rather than terrain.

To determine how the size of terrain affects how much you should use, follow this simple guide:

- Between 2" and 8" at its widest point – counts as one terrain feature.
- Between 8" and 12" at its widest point – counts as two terrain features.
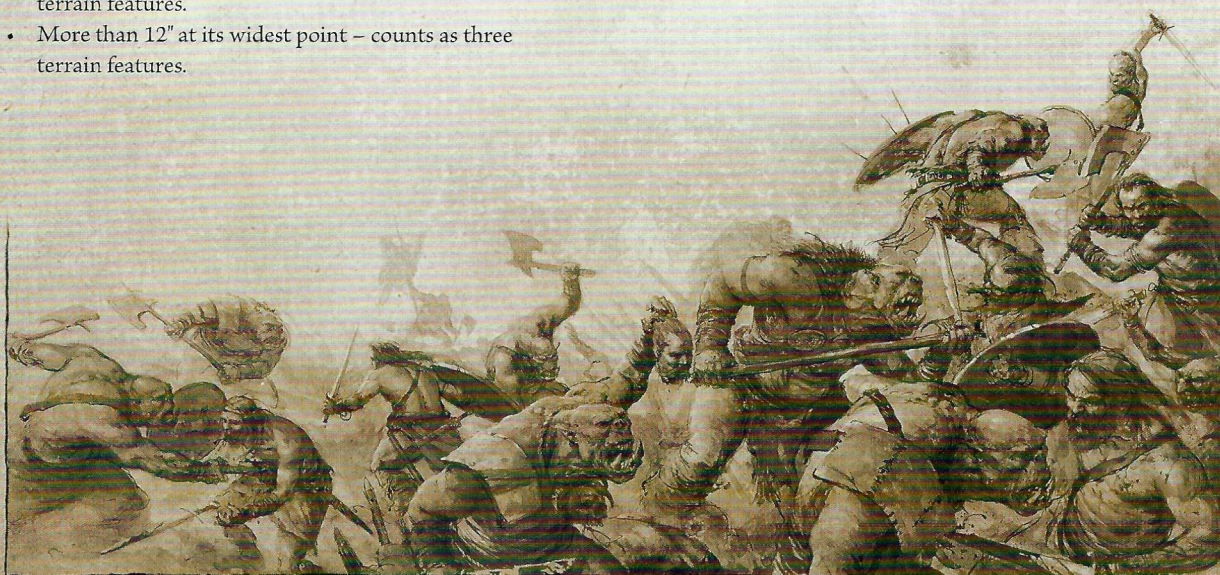- More than 12" at its widest point – counts as three terrain features.

Placing Terrain

If, at a matched play event, the placement of the terrain is being done by the players, they should use the following method:

1. Determine how many terrain features to set up, based on the size of your battlefield.
2. From the terrain available the players choose a number of features, up to the maximum number of features needed.
3. Once both players have chosen, the winner of a roll-off sets up the battlefield, placing the chosen terrain features as they see fit.
4. With all of the terrain placed, the loser of the roll-off chooses D3+1 terrain features and rolls 2D6 and a Scatter dice for each.
   - If an arrow is rolled on the Scatter dice, the terrain feature moves a number of inches equal to the roll of the 2D6 in the direction the arrow points, stopping should it touch another terrain feature or the edge of the battlefield.
   - If a 'Hit!' is rolled on the Scatter dice, the terrain feature does not move.

Terrain features can be placed anywhere on the battlefield, but not within 12" of its centre and not within 3" of another terrain feature. The only exceptions to this are terrain features specified by the scenario and special features (see page 29).

Should the players agree, or should the scenario require it, battlefield decorations can be placed in the same manner.

MATCHED PLAY SCENARIOS

The following pages detail six matched play scenarios. These are designed to challenge a player's ability to lead their army to glorious victory whilst forging the type of engaging narrative that games of Warhammer: the Old World thrive upon.

These scenarios present a range of challenges for players to overcome. Some might favour a specific type of army or tactical approach over another, and this is quite intentional; securing victory from adversity is the measure of a skilled General. However, players should be aware that relying too heavily upon a narrow battle plan might lead to loss. Players are encouraged to write diverse muster lists for matched play events, capable of dealing with any challenge.

In addition, whilst the scenarios that follow are designed for matched play events, players should note that they are ideal for use in their regular games.

Choosing Scenarios

At the start of each round of a matched play event, the organiser must determine which scenario will be played and which, if any, of the Secondary objectives will be in use (see page 28). Whilst many organisers will simply choose a scenario ahead of each round, choosing one at random from amongst those that have not yet been played at the beginning of each round is highly recommended.

Once a scenario has been played, it cannot be played again unless all of the other scenarios have also already been played (in events that have more than six rounds, for example), in which case, the process begins again. By removing scenarios that have already been played from the selection, it means that players will experience a variety of different battles across the event.

Pre-game Special Rules

It is not uncommon for one or both players to have special rules that take effect prior to the game beginning. Unless stated otherwise, such rules take effect after deployment, but before the first turn begins. Should both players have such special rules or effects, a roll-off should determine which player resolves their effects or special rules first. Players will then alternate back and forth until both players have used any pre-game special rules they wish to use.
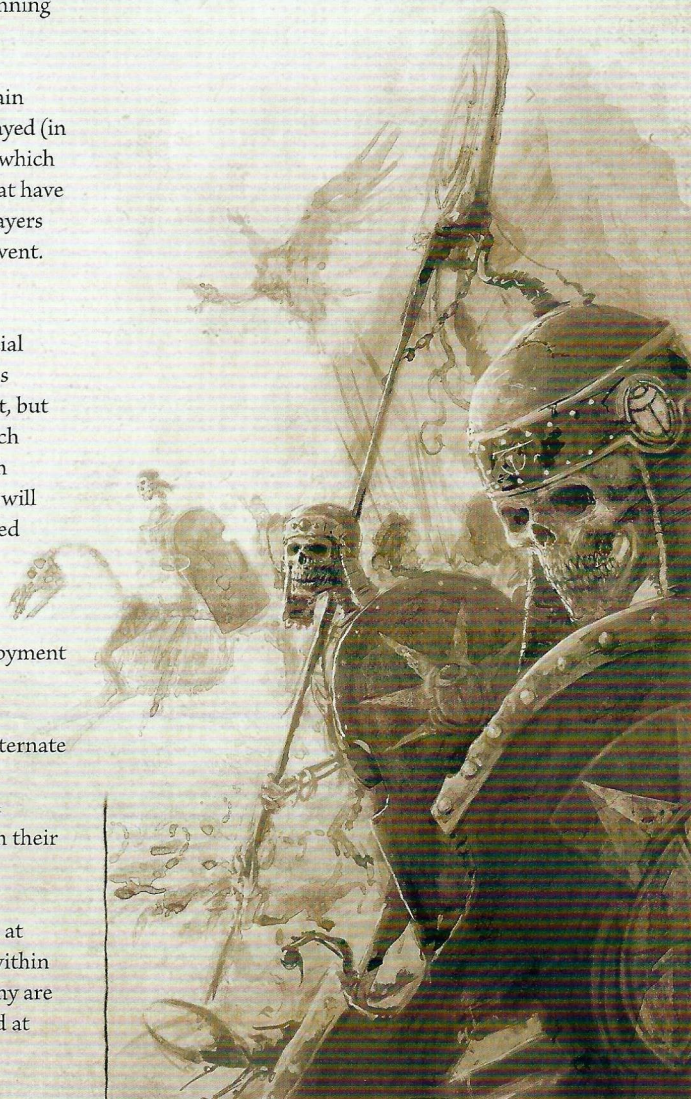
Deployment In Matched Play

All matched play scenarios use the alternating units deployment method, unless specified otherwise by the scenario.
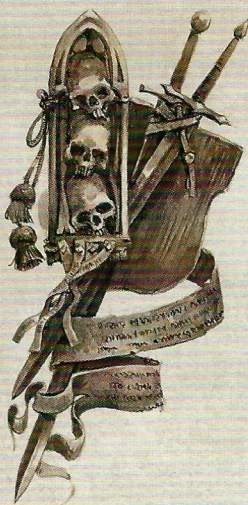
Alternating Units: If a scenario calls upon players to alternate deployment of units, the winner of a roll-off can choose which player will deploy the first unit. Players then take turns, each deploying a single, non-character unit within their deployment zone, saving characters until last.

All of the war machines in your army must be deployed at the same time, but can be placed at different locations within your deployment zone. All of the characters in your army are deployed last, and all at the same time, but can be placed at different locations within your deployment zone.

First Turn

Once deployment is complete, the winner of a roll-off chooses who takes the first turn. The player that finished deploying their army first (including units that deployed using the Scouts special rule) adds +1 to their roll.

Game Length

Whilst most Warhammer: the Old World scenarios detail how long a game should last or under what circumstances a game will end, the matched play scenarios that follow each offer a choice of 'game end conditions.'

Of these, a fixed turn limit is the default, but games might end after a random number of rounds have been played, or when one or both armies fall below their 'break point.' At a matched play event, the organiser should determine which of the possible game end conditions will apply when announcing the scenario. If there is any doubt as to which game end condition is in effect, the fixed turn limit game end condition takes effect.

Fixed Turn Limit

If a game is played to a fixed turn limit, it will last for six rounds.

Random Game Length

If the Random Game Length game end condition is being used, then players will roll to determine if the game suddenly ends, or continues for another round. Starting at the end of the fifth round, roll a D6 at the end of each round and add the round number to the result. If the result is 10 or more, the battle ends immediately. If the total is less than 10, the battle continues for at least one more round.

Break Point

If the Break Point game end condition is being used, players will battle until one or both players reach their army's break point.

An army's break point is equal to a quarter (25%) of the total Unit Strength of the army at the beginning of the game. To calculate the break point of your army, add together the Unit Strength of every unit (including characters) in your muster list and divide that total by four, rounding fractions down.

If, at the beginning of any Start of Turn sub-phase, the remaining Unit Strength of either army has fallen below its break point, that army is considered to have been 'Broken'. At this point, the game ends as models begin to flee, crumble to dust, dematerialise and so forth.

If, at the beginning of any Start of Turn sub-phase, both armies have fallen beneath their break point, the game will end and Victory Points will be totalled as normal. However, as both armies have suffered such terrible losses, a Marginal Victory is the best result either player can achieve, and a Marginal Loss is the worst result a player can achieve.

Time Limit: Matched play events must often adhere to strict timings, whilst a game of Warhammer: the Old World can last several hours. To manage this, event organisers may set a time limit for each round. Once this is reached, the active player finishes the current phase of their turn and the game ends.

The Carroburg Greatswords
One of the most famous regiments in the Empire, tales are told from Marienburg to Talabheim recounting the valour and ruthlessness of the Carroburg Greatswords. The regiment earned its bloody reputation after the Siege of Carroburg in 1865, where its soldiers successfully defended the walls of their city against the Count of Middenland's vast army. Despite the horrific casualties and many wounds they suffered during the battle, the Greatswords fought on resolutely and, by battle's end, their white Reikland uniforms were drenched in the blood of their enemies. From that moment onwards, the Carroburg Greatswords have worn dark red uniforms in remembrance of the countless soldiers of the Empire that died in that bloody battle, both allies and enemies alike.

VICTORY!

Battles in the Old World are won or lost by whichever General is able to outmanoeuvre their opponents and lay waste to their enemy with little sign of mercy. As such, in most matched play games of Warhammer: the Old World the victor is determined by how many Victory Points each player is able to win.

Victory Points

There are a number of ways in which players can win Victory Points (VP) during the course of a matched play game, all of which require players to fulfil certain objectives. These fall into two distinct categories – Common objectives, which are explained below, and Secondary objectives, which are covered in detail on page 28.

Common Objectives

These are objectives players can fulfil in most matched play games, depending upon the scenario being played.

The Common objectives for all matched play games and VP are won for fulfilling them are described as follows:

Dead Or Fled

The most usual way to win Victory Points is by destroying, routing or significantly reducing the fighting strength of enemy units:

- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points equal to 100% of its points cost.
- 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 fractions up). For example, a unit that cost your opponent 351 points to field would be worth 176 Victory Points to you if it is fleeing when the battle ends.
- Each enemy unit that has been reduced to 25% of its starting Unit Strength or less at the end of the battle or, if its Unit Strength is equal to its starting Wounds, to 25% of its starting Wounds or less at the end of the battle, is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up).

The King Is Dead

If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 100 Victory Points.

Note, that this bonus does not apply to the General of an allied contingent.

Trophies Of War

You win a bonus of 50 Victory Points for every enemy standard claimed as a trophy, as described on page 200 of the *Warhammer: the Old World* rulebook. Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 50 Victory Points.

Special Features

If a scenario specifies that a special feature must be included, the player that controls it at the end of the battle will win a Victory Point bonus, as described in the feature's special rules and/or as described in the scenario.

Breaking The Enemy

If Break Point is being used as a game end condition, a player that Breaks the opposing army (as described on page 18) will win a bonus of 500 Victory Points.

SCENARIO 1
UPON THE FIELD OF GLORY

As two rival forces manoeuvre into position, an obvious battleground forms between them. With both armies able to bring their full strength to bear, the day will be won through skill at arms, unyielding courage and the wit of cunning Generals.

Set-up

If the tables have been set up by the organiser, move straight to deployment. If the players are setting up the terrain, place and scatter terrain as described on page 16.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.
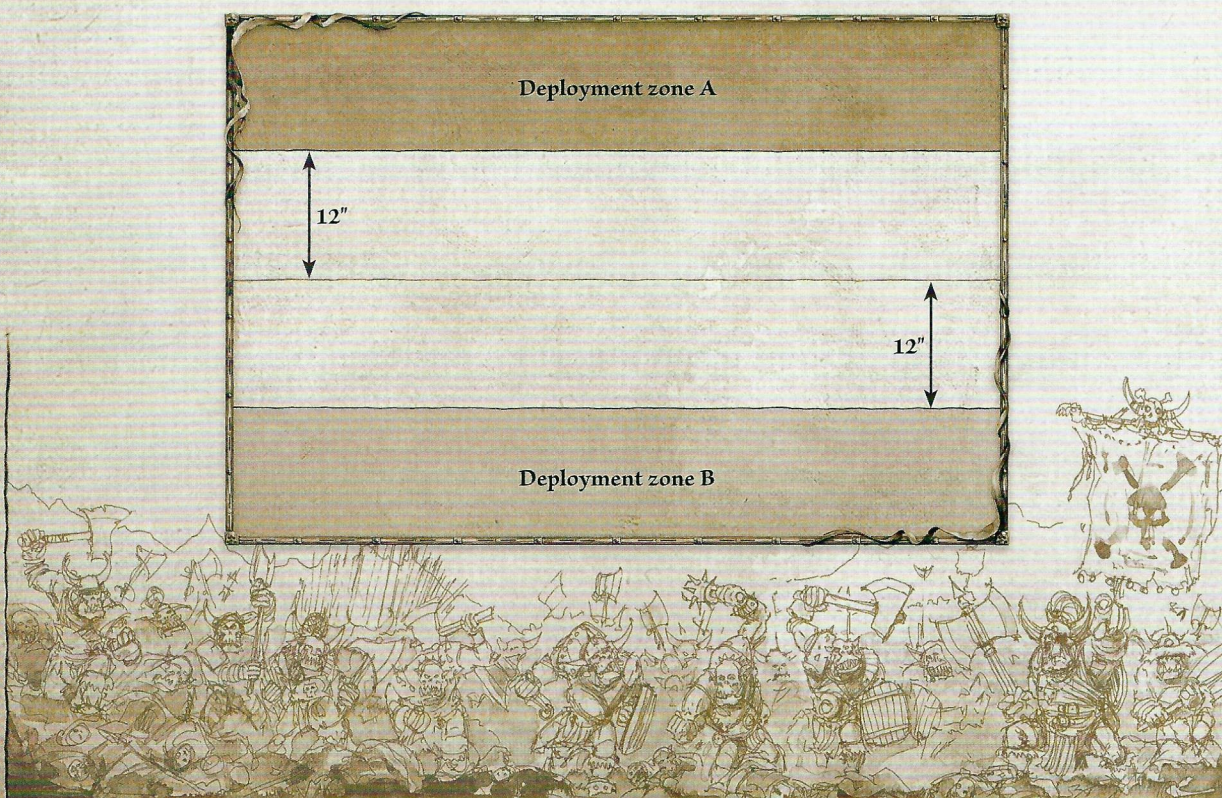
Game Length

The recommended game end conditions for this scenario are Fixed Turn Limit, Random Game Length, or Break Point, as described on page 18.

Scenario Special Rules

This scenario has no special rules.

Secondary Objectives

This scenario may include the Baggage Trains, the Special Features, the Domination, and/or the Strategic Locations (2, 3 or 4) Secondary objectives (see page 28).

Deployment zone A

12"

12"

Deployment zone B

SCENARIO 2
KING OF THE HILL

Not only does controlling high ground give a commanding view of the battlefield, a strategically located hill can make for an easily defensible base of operations, one that can become an all but unassailable position.

Set-up

If the tables have been set up by the organiser, move straight to deployment. If the players are setting up the terrain, place and scatter terrain as described on page 16. In either case, ensure a single large hill (measuring no more than 12" x 18") is placed in the centre of the battlefield. Once placed, this hill does not scatter.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.

Game Length

The recommended game end conditions for this scenario are Random Game Length, or Break Point, as described on page 18.
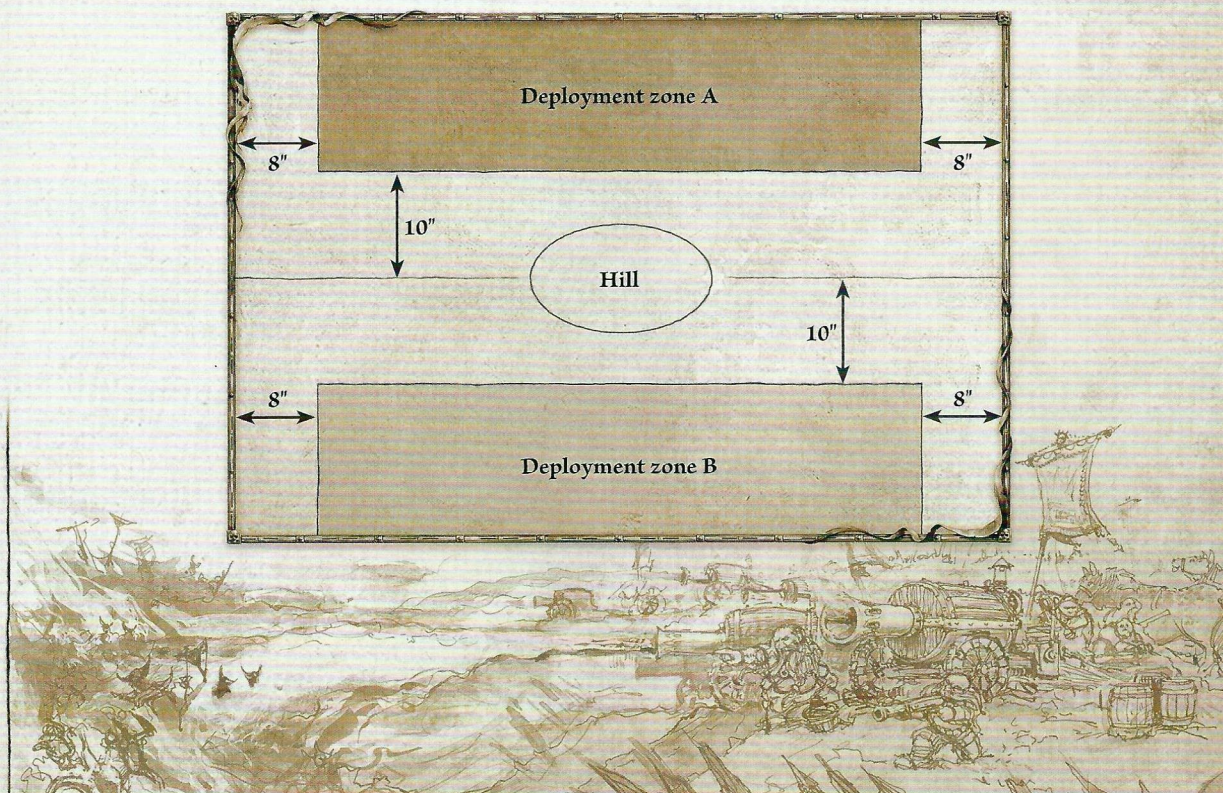
Scenario Special Rules

The Hill: In this scenario, the hill can be controlled at the end of each turn by a single Core unit that is within 9" of its centre (the centre of the battlefield), that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 9" of the centre of the hill, the closest unit controls it. If two or more eligible units are equally close to the centre of the hill, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to the centre of the hill and both have the same Unit Strength, the hill is 'contested' and neither unit controls it.

Running up-hill: Vanguard moves cannot be made in this scenario.

Victory Points: The player who controls the hill at the end of each player's turn wins a bonus of 100 Victory Points.

Secondary Objectives

This scenario may include the Baggage Trains and/or the Special Features Secondary objectives.

Deployment zone A

8" 8"

10"

Hill

10"

8" 8"

Deployment zone B

SCENARIO 3
DRAWN BATTLELINES

When absolute victory or defeat rests on the outcome of a single battle, Generals can be lured into drawing battlelines and joining the fight before their armies have fully mustered. In such circumstances, those committed to the battle must hope reinforcements arrive in a timely manner.

Set-up

If the tables have been set up by the organiser, move straight to deployment. If the players are setting up the terrain, place and scatter terrain as described on page 16.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Before deploying their army, each player rolls a D6. If either player rolls a 1, both players must choose a single unit from their army whose troop type is 'infantry' or 'cavalry' to be held in reserve (see opposite).

Once this roll has been made, the player that won the roll-off to choose deployment zones deploys the first unit. Units that are not held in reserve can be deployed using the alternating units method, as described on page 17. During deployment, characters may join units that are being held in reserve as a result of the scenario special rule. In other words, any character that can join a unit can be held in reserve, provided they join a unit.
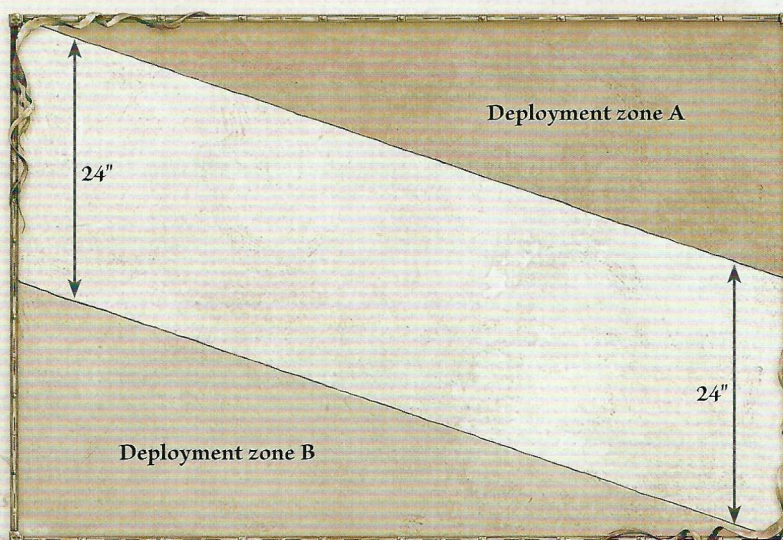
Game Length

The recommended game end conditions for this scenario are Fixed Turn Limit or Random Game Length, as described on page 18.

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 of their controlling player's choosing, other than the first. When they arrive, reserves may enter the battlefield as reinforcements (as described on page 134 of the *Warhammer: the Old World* rulebook), from any point on a battlefield edge within their deployment zone.

Secondary Objectives

This scenario must include the Strategic Locations (3) Secondary objective and may include the Domination and/or the Baggage Trains Secondary objectives.

Deployment zone A

24"

24"

Deployment zone B

SCENARIO 4
CLOSE QUARTERS

ountless are the vicious and bloody battles that have been fought in the narrow mountain passes of the Old World, where armies are forced to meet one another head-on. With little room to manoeuvre and retreat a perilous option, grim-faced warriors clash to the ringing of steel and echoing battlecries.

Set-up

If the tables have been set up by the organiser, move straight to deployment. If the players are setting up the terrain, place and scatter terrain as described on page 16.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.
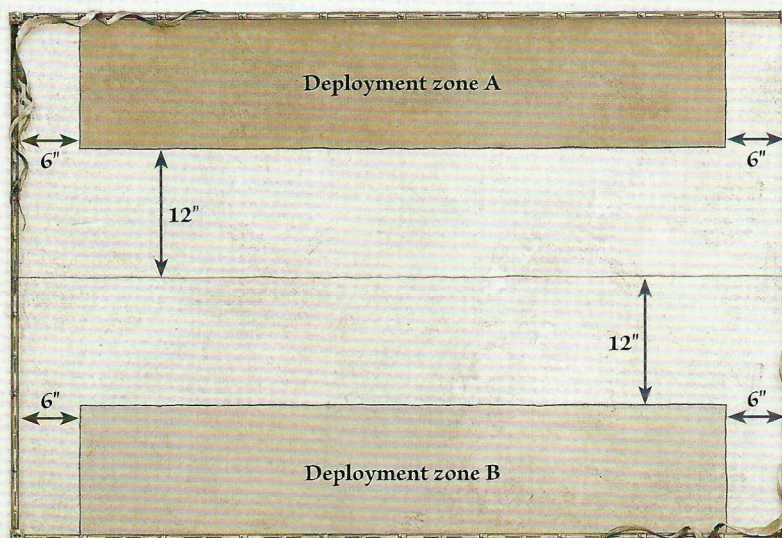
Game Length

The recommended game end conditions for this scenario are Fixed Turn Limit, or Break Point, as described on page 18.

Scenario Special Rules

Bottleneck: The battle is fought in a narrow mountain pass enclosed by high cliffs. Because of this, the short 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 short edge unless they have the Ethereal or Fly (X) special rule.

Secondary Objectives

This scenario must include the Strategic Locations (2) Secondary objective and may include the Domination Secondary objective.

Deployment zone A

6"

12"

12"

6"

6"

Deployment zone B

6"

SCENARIO 5
A CHANCE ENCOUNTER

Either by luck, misfortune or wild circumstance, two enemy armies stumble into one another in the fog of war. Both forces scramble to prepare for battle and defend their supply lines, eager to seize upon the chance to deal a significant blow to their foes if they can marshal their forces in time.

Set-up

If the tables have been set up by the organiser, move straight to deployment. If the players are setting up the terrain, place and scatter terrain as described on page 16.

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A1, A2, B1 or B2), as shown on the map below. If the winner of the roll-off selects a deployment zone marked 'A', then their opponent will use the opposite deployment zone, also marked 'A'. If the winner of the roll-off selects a deployment zone marked 'B', then their opponent will use the opposite deployment zone, also marked 'B'. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.
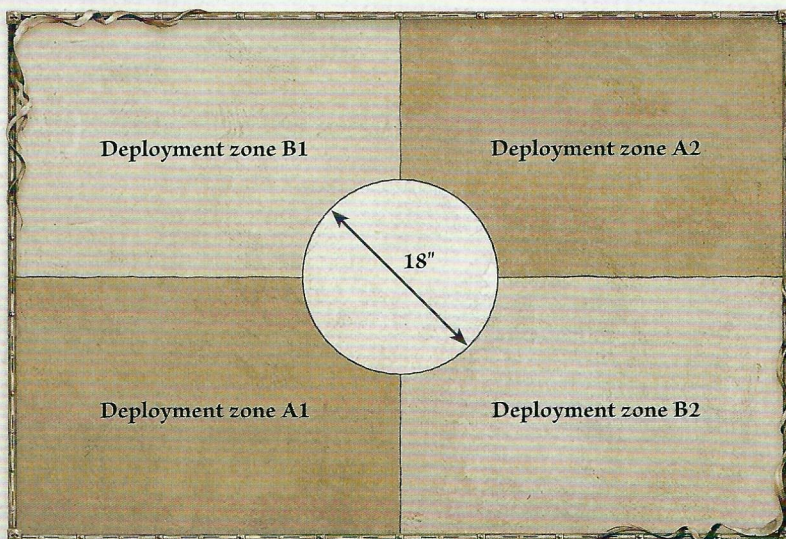
Game Length

The recommended game end conditions for this scenario are Random Game Length, or Break Point, as described on page 18.

Scenario Special Rules

This scenario has no special rules.

Secondary Objectives

This scenario must include the Special Features Secondary objective and may include the Domination and/or the Baggage Trains Secondary objectives.

Deployment zone B1

Deployment zone A2

18"

Deployment zone A1

Deployment zone B2

SCENARIO 6
ENCIRCLEMENT

Whilst many Generals believe that glory can be won by driving through the heart of the enemy, others will attempt to outflank and encircle their foes, crushing the flanks of the enemy beneath the relentless advance of their army.

Set-up
If the tables have been set up by the organiser, move straight to deployment. If the players are setting up the terrain, place and scatter terrain as described on page 16.

Deployment
Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.
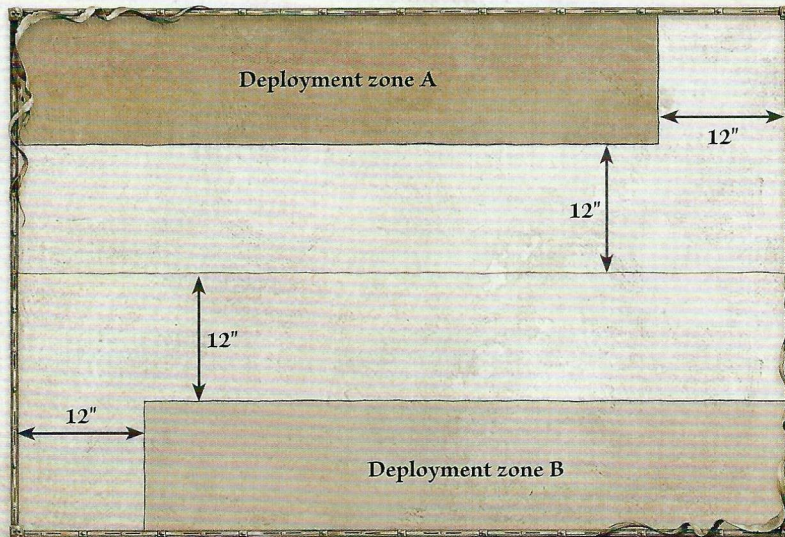
Game Length
The recommended game end conditions for this scenario are Fixed Turn Limit, or Random Game Length, as described on page 18.

Scenario Special Rules
This scenario has no special rules.

Secondary Objectives
This scenario must include the Strategic Locations (4) Secondary objective and may include the Baggage Trains and/or the Special Features Secondary objectives.

A Bray Shaman, armed with a Braystaff.

A Doombull of the Beastmen Brayherds, armed with a great weapon.

A Beastlord, armed with a pair of hand weapons.

A Branchwraith of the
Wood Elf Realms.

A Treeman Ancient,
armed with oaken fists.

A Wood Elf Lord, armed
with an Asrai longbow.

SECONDARY OBJECTIVES

Whilst the spectacle of two rival armies drawing battlelines across an open field in preparation for a grim and bloody fight to the death is unmistakably captivating, battles in the Old World are seldom such simple matters. Armies fight for control of land, to protect sacred sites, to seize vital resources or to burn and scatter an enemy's victuals.

Using Secondary Objectives

During the course of a matched play event, the organiser may choose to apply one or more Secondary objectives to any scenario. Each scenario includes recommended Secondary objectives, chosen to work best with that scenario, but organisers are free to use any of the Secondary objectives listed on the following pages in any scenario. Secondary objectives are as follows, and Victory Points are won for them as described on the following pages.

Baggage Trains

The destruction of an army's supply train can bring a campaign to a grinding halt as soldiers succumb to the need to find food and fresh water. To represent this, baggage trains may be used as a Secondary objective.

A baggage train should be represented by a miniature diorama occupying a 60 x 100 mm base. Baggage trains are treated as dangerous terrain for the purposes of movement, but are ignored for the purposes of line of sight.

Placing Baggage Trains

Baggage trains are placed after the battlefield has been set up but before deployment begins. Each player places their baggage train on the battlefield so that it is wholly within their deployment zone and at least 3" away from any battlefield edge. Baggage trains may not be placed within a terrain feature of any type or straddling a low linear obstacle.

Once placed on the battlefield, a baggage train cannot be moved for any reason.

Controlling Baggage

A baggage train can be controlled by a single unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of a baggage train, the closest unit controls it. However, if two or more eligible enemy units are equally close, the baggage train is 'contested' and neither unit controls it.

Destroying Baggage

A unit with a Unit Strength of 5 or more can attempt to destroy the enemy's baggage train by moving into base contact with it during the Remaining Moves sub-phase. Once a unit is in base contact with the enemy's baggage train, it begins the process of destroying it, shattering wagon wheels, sending camp attendants fleeing to the hills and putting supplies to the torch. Whilst a unit is in base contact with the enemy's baggage train it cannot shoot and can only cast spells with a range of 'Combat' or 'Self'.

If, at the beginning of their next Start of Turn sub-phase, the unit is still in base contact with the baggage train, has a Unit Strength of 5 or more, is not engaged in combat and is not fleeing, the baggage is destroyed and removed from the battlefield.

Victory Points: For each baggage train a player controls at the end of the battle, that player wins a bonus of 100 VP. If a player destroys their opponent's baggage train, they win a bonus of 250 VP.

Special Features

In matched play scenarios, a special feature is a terrain feature that represents an important landmark upon the battlefield. This might be a grand statue depicting noble heroes, an arcane monolith erected to channel magical energy, or some other towering edifice of unknown origin. To represent such a landmark, a special feature may be used as a Secondary objective.

A special feature is a terrain feature measuring no more than 6" at its widest point. All special features are impassable terrain over which no line of sight can be drawn.

Placing A Special Feature

Special features are placed when setting up the battlefield (as described on page 16). A special feature must be placed in the centre of the battlefield. Once placed, a special feature does not scatter.

Controlling A Special Feature

During each Start of Turn sub-phase, a special feature can be controlled by a single Core unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of a special feature, the closest unit controls it. If two or more eligible units are equally close to a special feature, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to a special feature and both have the same Unit Strength, the special feature is 'contested' and neither unit controls it.

Victory Points: Controlling an important landmark is a significant achievement. To represent this, if either player controls a special feature at the end of the battle, they win a bonus of 200 VP.

Special Rules
Unusual Properties

Special features are possessed of ever-changing and highly unusual properties. During any Start of Turn sub-phase in which a unit is determined to be in control of a special feature, that unit's controlling player rolls on the table below to determine the special feature's current unusual property. The controlling unit benefits from that unusual property until the end of that turn:

Unusual Properties Table

D6	Unusual Property
1-2	**A Tingle in the Air:** The air around the special feature tingles strangely, and those that stand too close report of a funny taste in their mouths. Whilst a unit controls this special feature, it gains Magic Resistance (-3).
3-4	**Honour Thy Forebears:** Filled with a sense of righteous pride by the sight of this special feature, those that control it will defend it vigorously. Whilst a unit controls this special feature, it gains the Hatred (all enemies) special rule.
5-6	**An Inspirational Sight:** The special feature fills all who look upon it with courage and inspires them to ever greater acts of bravery. Whilst a unit controls this special feature, it gains the Unbreakable special rule.

Domination

Breaking the enemy, driving them from the field of battle and forcing them to flee to the distant hills is the surest way for an army to win the day. To represent this, Domination may be used as a Secondary objective. If so, the battlefield is divided into four equal quarters by drawing four imaginary lines – two from the middle of the two long board edges, and two from the middle of the two short edges – that meet in the centre of the battlefield, as shown opposite.

Controlling A Quarter

Control of each quarter of the battlefield is determined at the end of the game. To do this, the players add together the Unit Strength of each of their models that is completely within each quarter, not counting fleeing models. The player that has the highest Unit Strength within a quarter controls it.

Victory Points: For each quarter of the battlefield a player controls, they win a bonus of 100 VP. In addition:

- If the Unit Strength of the models controlling a quarter is more than twice that of the enemy, the controlling player wins an additional 50 VP.
- If a player controls a quarter uncontested (i.e., if their opponent has a Unit Strength of zero within that quarter), the controlling player wins an additional 100 VP.

Strategic Locations (X)

Controlling key points upon the field of battle is vital for success in war. To represent this, the Strategic Locations (X) may be used as a Secondary objective. If so, a number of objective markers equal to the number shown in brackets (shown here as 'X') are placed on the battlefield as shown opposite.

Objective markers should be represented by a miniature diorama occupying a 40mm round base. Objective markers are a type of battlefield decoration, as described on page 271 of the *Warhammer: the Old World* rulebook, and they can represent many things, from wells offering fresh water to thirsty warriors, to treasure troves promising wealth to victorious commanders, from messengers carrying vital information to spies hoping to escape with precious secrets.

Placing Objective Markers

Objective markers are placed after the battlefield has been set up but before deployment begins, but may never be placed within 3" of a terrain feature or straddling a low linear obstacle. If necessary, move the terrain by the smallest possible amount to allow the objective marker to be placed.
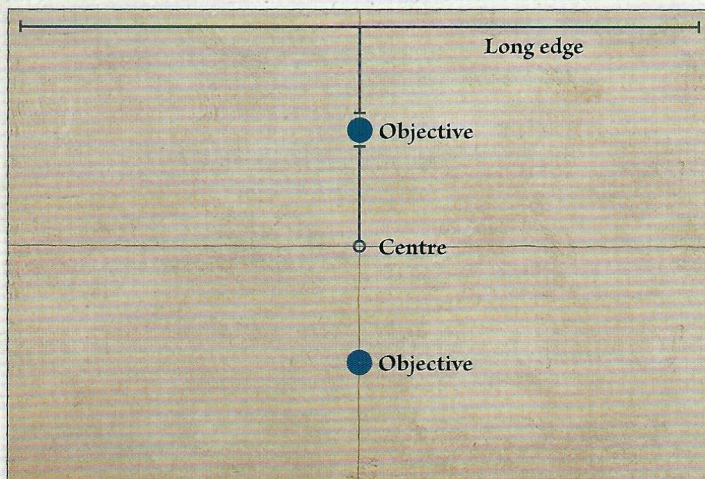
Controlling Objective Markers

At the end of each turn, an objective marker can be controlled by a single Core unit that is within 6" of it, that has a Unit Strength of 10 or more, that is not fleeing and that has not succumbed to Stupidity. If two or more eligible units are within 6" of an objective marker, the closest unit controls it. If two or more eligible units are equally close to an objective marker, the unit with the higher Unit Strength controls it. However, if two or more eligible enemy units are equally close to an objective marker and both have the same Unit Strength, the objective marker is 'contested' and neither unit controls it.

Victory Points: For each objective marker a player controls at the end of each player's turn, they win a bonus of 30 Victory Points.
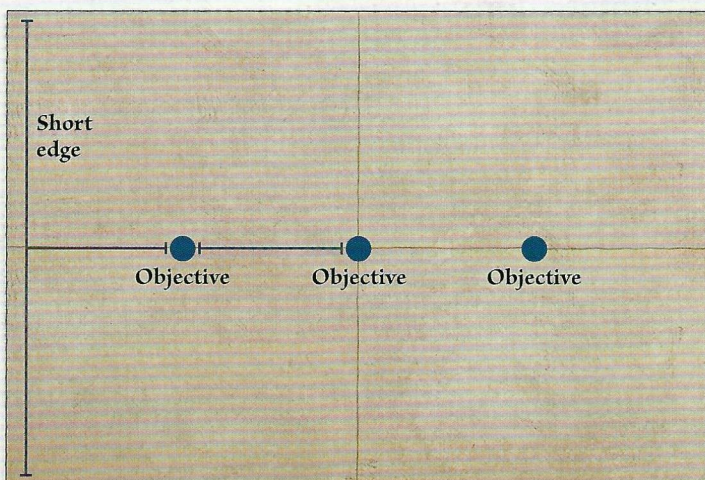
Placement Of Objective Markers

The number of objective markers in use will determine how they are placed. Use the deployment map below that corresponds to the number of objective markers in use.

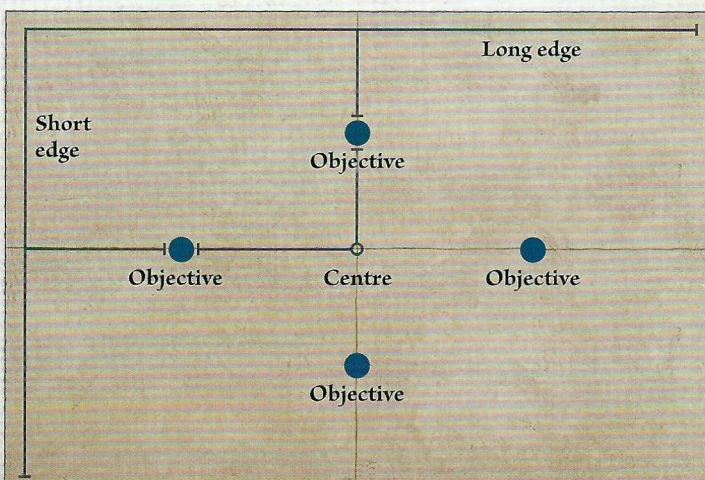*Note that, in addition, each of these maps shows a battlefield divided into quarters.*

Strategic Locations (2)

Place two objective markers. Place the first halfway between the centre of the battlefield and the middle of one long edge. Then, place the second objective marker on the opposite side of the battlefield, halfway between the centre and the middle of the other long edge, as shown here.
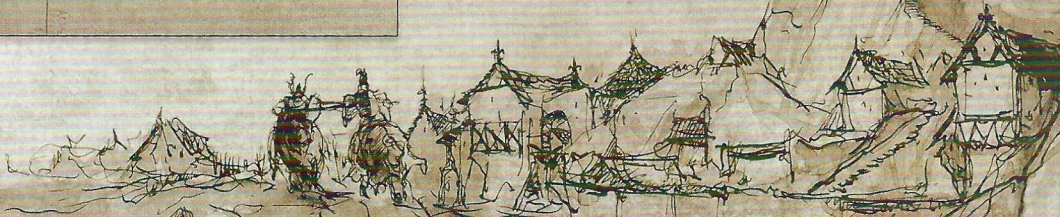

Strategic Locations (3)

Place three objective markers. Place the first in the centre of the battlefield. Then, place two more markers either side of the first. Each of these markers should be halfway between the central marker and the middle of one of the short battlefield edges, as shown here.

Strategic Locations (4)

Place four objective markers. Place each marker halfway between the centre of the battlefield and the middle of one of the battlefield's four edges, as shown here.

A selection of objective markers. Objective markers such as these can be made from a variety of components to represent a wide range of small scenic elements. Spare banners can be put to use as shrines, weapons can be gathered together to represent caches of supplies, and small scenic elements from terrain kits can be used to make battlefield decorations.

The knights of Bretonnia prepare to defend their supplies from being plundered by a horde of Beastmen. This objective marker was made using a barrel from a war machine alongside a number of spare weapons and accessories taken from a variety of kits.

A Dwarfen baggage train. This example was made by combining together several Dwarfen Miner's carts to make a single large cart. The finished cart was further decorated with spare shields and ornamental dragon heads taken from Dwarf musicians, together with spare lanterns and tools from the Dwarf Miners kit.

Stoic soldiers of the Empire furiously defend their baggage train from the approaching enemy. This baggage train was made using the War Altar of Sigmar with added details taken from a range of Warhammer: the Old World kits.

In the desolate realms of the Border Princes, the noble outcast, Sir Cecil Gastonne, the Wyrm Slayer, battles a ferocious Warpfire Dragon.

Lady Élisse Duchaard,
Prophetess of Brionne.

Frydaal the Chainmaker,
Queen of the Sea of Claws.

Ogdruz Swampdigga,
Shaman of the Orc and Goblin Tribes.

DOUBLES EVENTS

Doubles events are ever-popular and enjoyable. Joining forces with a friend, using your collective gaming experience to seek victory, and combining your collections to create a single army are just some of the reasons why Doubles events are well-attended.

The following pages introduce some additional rules for anyone wishing to run a Doubles event, or simply for playing Doubles games with and against regular opponents.

Army Composition

A 'Doubles army' will always consist of two muster lists, one of which will be the Primary force, the other of which will be the Secondary force, each controlled by a different player. Each muster list must be built to the same points limit, with each making up no more than half of the total points limit and following the usual rules for matched play army construction (see page 13). Obviously, named characters are unique and each may only be included once in a Doubles army.

Teams should choose which army composition list to draw their Primary force from first, and then draw their Secondary force from either any of the army composition lists found under the 'Allies' section of the Primary force's army composition list, or from the same army composition list.

For example, Jonathan decides his muster list is going to be drawn from the Beastmen Brayherds Grand Army composition list. This means that Dave can draw his muster list from either the same composition list, or any of the options found under the 'Allies' section of the Beastmen Brayherds Grand Army composition list.

Finally, should one player's muster list have unspent points, these cannot be spent by the other player.

For example, Jonathan and Dave are playing as a team, each with a 1,000 point contingent. Although Dave has only spent 994 of his points, he cannot give his remaining 6 points to Jonathan.
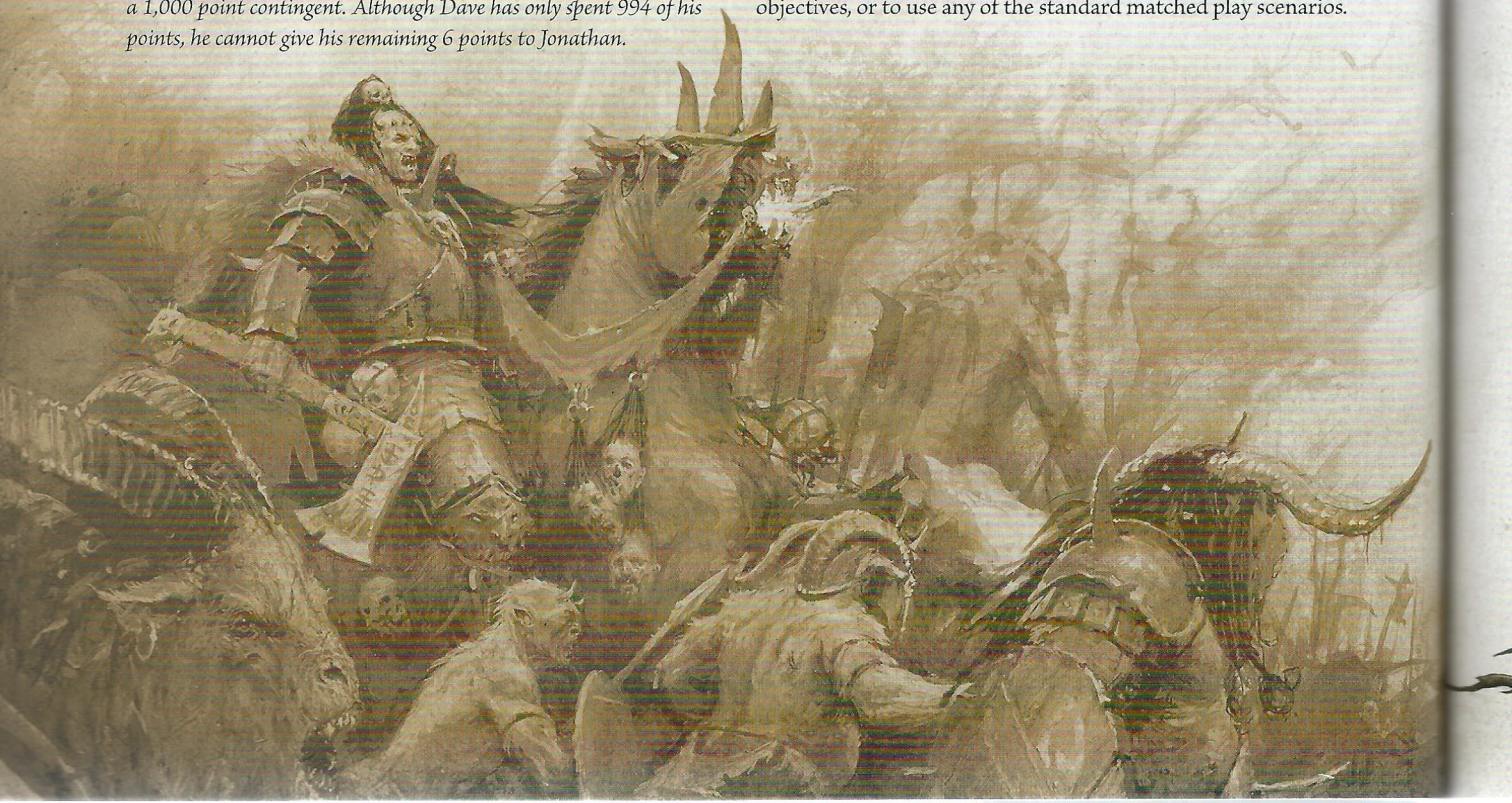
Alliances

In Doubles play, players treat their partner's force as if it were an allied contingent, using the special rules outlined on page 280 of the *Warhammer: the Old World* rulebook. When determining the type of alliance between the two contingents, most alliances will be 'Trusted' allies. However, sometimes an ally may be noted in the Primary force's composition list as 'Uneasy' or even 'Suspicious'. In such cases, the alliance between the two forces is more fractious than most, and will follow the rules outlined on page 281 of the *Warhammer: the Old World* rulebook.

For example, Danny and Connor have decided to team up for a Doubles event. Connor is taking command of the Primary force and has drawn his muster list from the Empire of Man Grand Army composition List. Danny considers drawing his muster list from the Wood Elf Realms Grand Army composition list, but instead chooses the Knightly Order Army of Infamy composition list, ensuring their armies are Trusted rather than Suspicious allies.

Scenarios

At a Doubles event, organisers should default to using the Doubles scenarios on the pages that follow. If the event runs for more than three rounds, organisers are free either to repeat any of the Doubles scenarios, perhaps with different Secondary objectives, or to use any of the standard matched play scenarios.

Rules Considerations

Due to the nature of Doubles games, certain rules (such as game end conditions and what is required to fulfil certain Common objectives) change slightly. Below are the key changes from standard matched play games for use in Doubles:
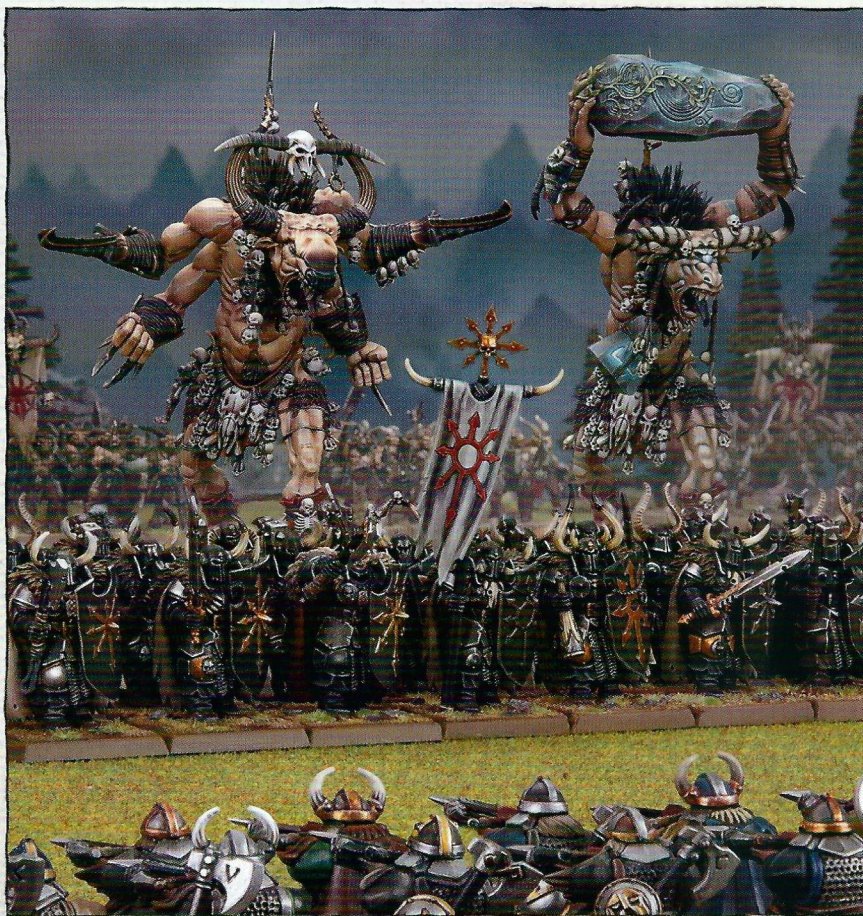
Break Point

If the Break Point game end condition is being used at a Doubles event, work out the combined Unit Strength of both players' forces to determine the break point of their army overall.

The King Is Dead

When scoring the 'The King is Dead' Common objective at a Doubles event, if the enemy General of the Primary force has been slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 100 Victory Points. If the General of the Secondary force is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 50 Victory Points.

Trophies Of War

When scoring the 'Trophies of War' Common objective at a Doubles event, you win a bonus of 50 Victory Points for every enemy standard claimed as a trophy, as described on page 200 of the *Warhammer: the Old World* rulebook. Additionally, if the enemy Battle Standard Bearer in the Primary force has been slain, has fled off the battlefield or is fleeing when the game ends, you win an additional bonus of 50 Victory Points. Lastly, if the enemy Battle Standard Bearer in the Secondary force has been slain, has fled off the battlefield or is fleeing when the game ends, you win an additional bonus of 25 Victory Points.

Allies of Convenience
The people of Bretonnia or the Empire will confidently claim that there are no cities in the Border Princes. Those whose notion of a city is formed by knowledge of Couronne or Altdorf are justified in saying that no such place exists in the Border Princes, but there are walled towns in the region much greater in size than many within more civilised lands, which the people – who know no better – think of as great cities. Such places are often little more than huge fortresses, defended by meagre armies of mercenaries and outcasts. Each has its own prince, and each prince makes desperate alliances with their neighbours in the hope of defending their poor realm from aggression.

DOUBLES SCENARIO 1
DOUBLE ENVELOPMENT

As two Generals array their warriors for battle, their allies race towards the field. With the battlelines well and truly muddled, friends must fight through the enemy in order to regroup and establish a semblance of order.

Set-up
If the tables have been set up by the organiser, move straight to deployment. If the players are setting up the terrain, place and scatter terrain as described on page 16.

Deployment
Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit, belonging to their team's Primary force. Players deploy their Primary forces using the alternating units method, as described on page 17. Both team's Secondary forces are held in reserve (as follows).
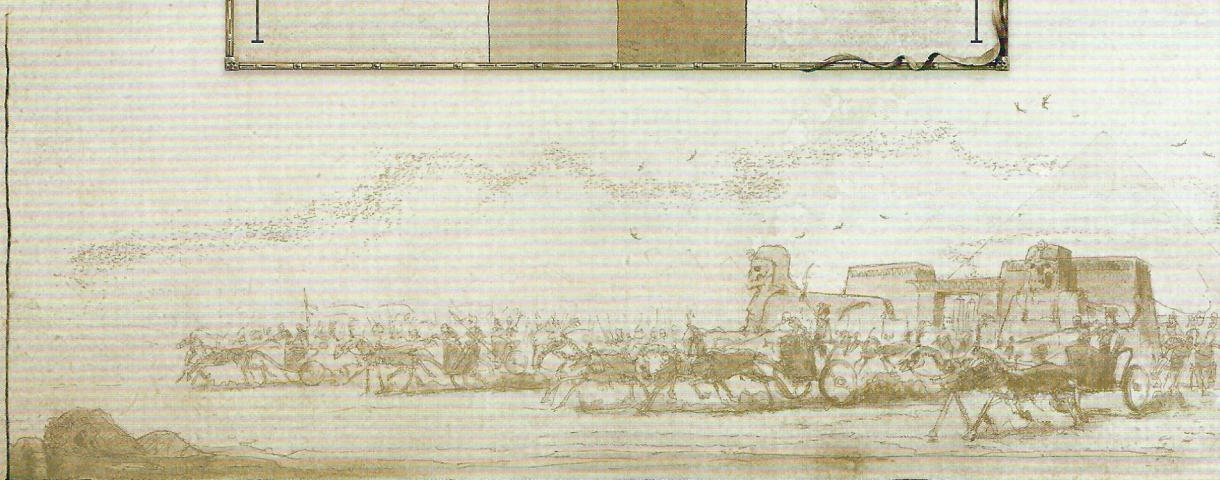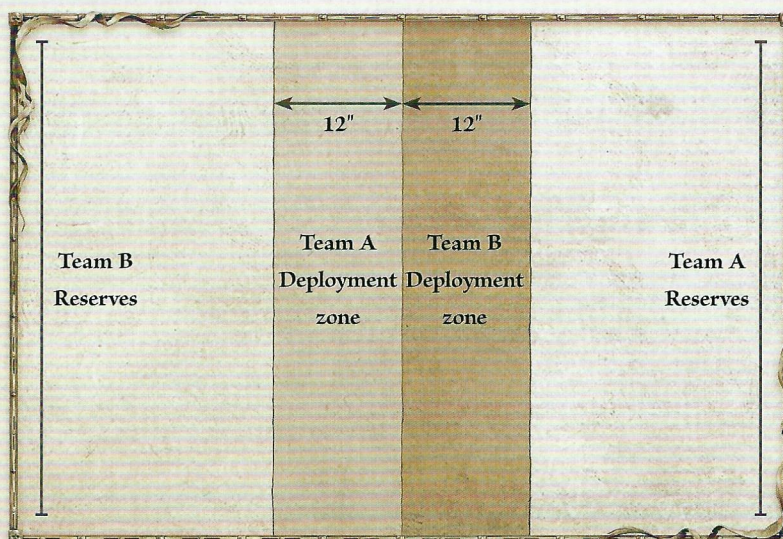
Game Length
The recommended game end conditions for this scenario are Fixed Turn Limit, or Break Point, as described on page 18.

Scenario Special Rules
Reserves: Reserves are not deployed at the start of the battle. Instead, they can enter play during the Compulsory Move sub-phase of any turn – including the first – of their controlling player's choosing. When they arrive, reserves will enter the battlefield from the short battlefield edge indicated on the deployment map below. However, should their controlling player wish, war machines belonging to the Secondary force may instead be deployed with the Primary force.

Secondary Objectives
This scenario may include the Baggage Trains, the Special Features, the Domination, and/or the Strategic Locations (3 or 4) Secondary objectives.

Team B Reserves	Team A Deployment zone	Team B Deployment zone	Team A Reserves
	12"	12"	

DOUBLES SCENARIO 2
FORWARD BATTLELINES

Though the vanguard of an army often hosts its best and strongest warriors, they are seldom the first to wet their blades when battle is met. Units of scouts and light cavalry engage in lightning fast skirmishes on the battle's edge, long before the lumbering formations of infantry edge towards one another.

Set-up
If the tables have been set up by the organiser, move straight to deployment. If the players are setting up the terrain, place and scatter terrain as described on page 16.

Deployment
Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.
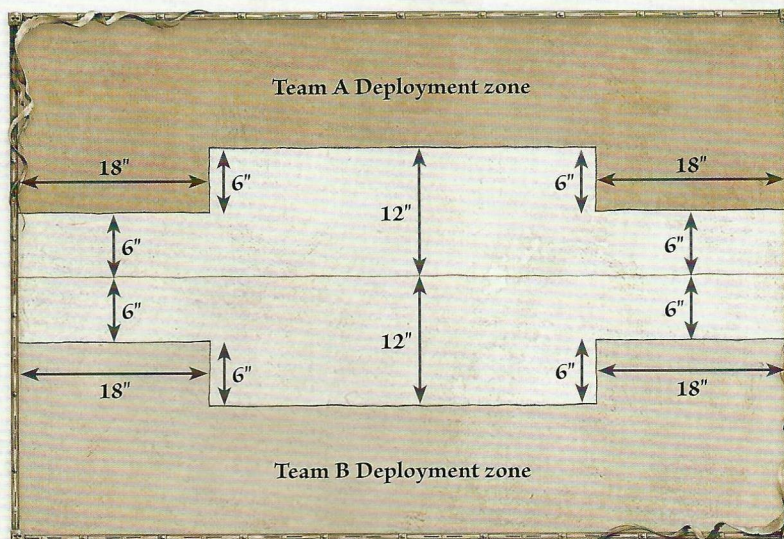
Game Length
The recommended game end conditions for this scenario are Fixed Turn Limit, or Random Game Length, as described on page 18.

Scenario Special Rules
This scenario has no special rules.

Secondary Objectives
This scenario may include the Baggage Trains and/or the Strategic Locations (2 or 3) Secondary objectives.

Team A Deployment zone

18"   6"   12"   6"   18"

6"   6"

6"   6"

18"   6"   12"   6"   18"

Team B Deployment zone

DOUBLES SCENARIO 3
THE OLD OUTPOST

Though this ageing tower has long been abandoned, it was once a vital watchtower whose garrison stood sentinel over the land for leagues in each direction. Now, as war once again plagues the region, the old tower's commanding view of the surrounding countryside is something neither force can afford to relinquish without a fight.

Set-up

If the tables have been set up by the organiser, move straight to deployment. If the players are setting up the terrain, place and scatter terrain as described on page 16. In either case, ensure a single special feature, representing the abandoned outpost, is placed in the centre of the battlefield (as described on page 29).

Deployment

Once the battlefield has been set up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17.
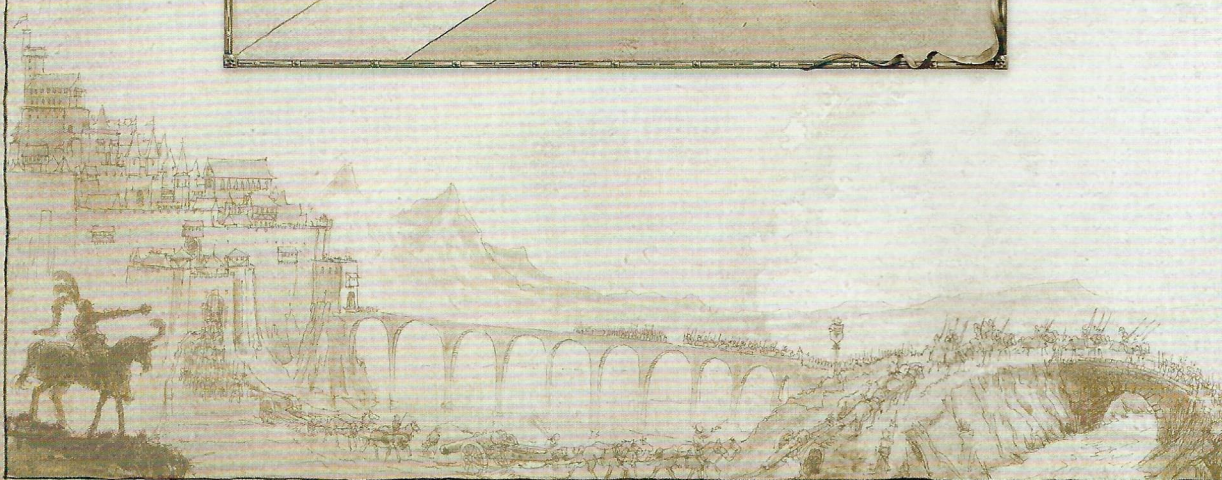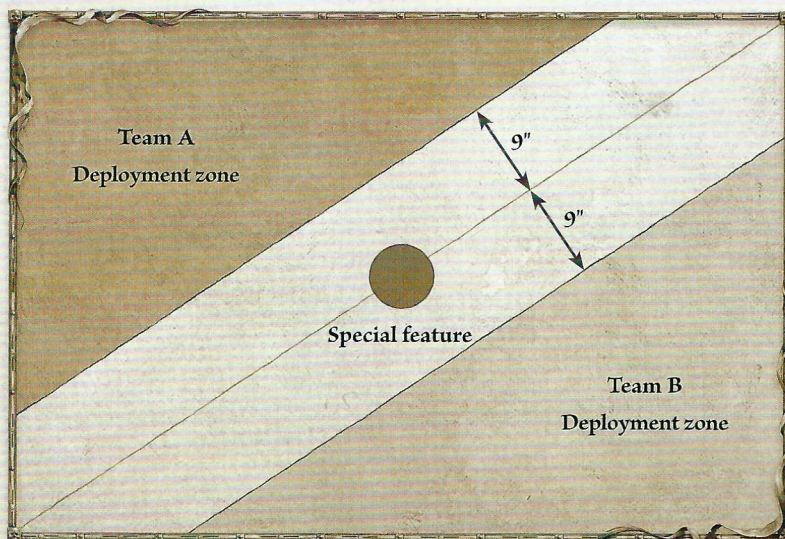
Game Length

The recommended game end conditions for this scenario are Random Game Length, or Break Point, as described on page 18.

Scenario Special Rules

This scenario has no special rules.

Secondary Objectives

This scenario must include the Special Features Secondary objective and may include the Baggage Trains and/or the Strategic Locations (4) Secondary objectives.

Team A
Deployment zone

9"

9"

Special feature

Team B
Deployment zone

An Alliance Of Warlords

Team events offer players another thrilling opportunity to enjoy battles set in the Old World, allowing them to come together and defeat their enemies. Instead of battling through the highs and lows of a matched play event alone, team events let groups of friends stand together as one, taking on all who would oppose them and proving that they are the mightiest heroes or the deadliest villains in all of the Old World.

For many players, being able to revel in the excitement of an event with friends and comrades is one of the best aspects of attending a Warhammer: the Old World event. It is for this reason that team events are often touted as people's favourite events to attend.

Team Events

The following pages present some additional rules for anyone wishing to organise a team event, including rules considerations or amendments that must be made to accommodate teams of players rather than individuals. There are also all of the rules for players wanting to form a team, as well as guidance on the writing of muster lists for team events, and how such events are scored.

A team event will use the standard matched play scenarios found in this guide (see page 17), and will determine them in the same way as a standard matched play event. All members of a team will play the same scenario in each round.

Gather Your Allies

Throughout the tumultuous history of the Old World, there are countless stories of people coming together in times of great hardship and struggle, finding victory through their united efforts and unwavering loyalty to one another. As such, finding a group of like-minded friends, be they champions of good or notorious villains, is the first step on your team event journey!

Team Size
Anyone wishing to organise a team event will need to decide how many players each team will contain and convey that information to hopeful attendees. Teams can be whatever size the organiser wishes; some team events may require teams as small as three players, whilst a much larger one may ask for teams of eight or even nine players! Organisers are free to decide what size of team is best for their event, but we find that teams of four work best.

For ease, the format presented here will assume that teams consist of four players each. If you wish to run an event with more or fewer than four players in each team, you will need to adapt some of the rules that follow to accommodate those numbers.

Nominating A Team Captain
It is the role of a team captain to ensure their team has all the information needed before and during the event. The team captain will be responsible for such things as organising list submission, collecting together and handing results to the scorekeeper at the end of each round, and passing on any information from the organiser to the rest of their team. It is usually best for the most organised member of the team, or the person with the most experience of matched play events, to take on this responsibility, as it will often ensure that things run nice and smoothly!

Muster For War

Each player will need an army with which to wage war for the duration of the event; rules for writing a muster list can be found on page 13. However, as players are competing as part of a team, there are a few additional factors they will need to take into consideration when writing their muster lists.

Army Lists

At team events, each Grand Army composition list and Army of Infamy composition list can only be used once in each team. This means that teams will need to work together throughout the army building process to ensure that each player is drawing their force from a unique army composition list.

For example, Jonathan and Stuart both wish to use Beastmen at an upcoming team matched play event. However, as they are on the same team, they cannot both draw their army list from the same composition list. So, Jonathan and Stuart have a discussion and decide that Jonathan will draw his force from the Minotaur Blood Herd Army of Infamy composition list, giving Stuart the choice of the Beastmen Brayherds Grand Army composition list or the Wild Herd Army of Infamy composition list.

Named Characters

The fate of the Old World has long been battled over by the champions of good, who fight for justice and honour, and the servants of evil, who seek dominion and destruction over all else. Yet, even heroes as mighty as Ungrim Ironfist, or villains as cunning as the Bray-Shaman Kralmaw, can only be in one place at a time. As such, each named character may only be included once within a team. This means that multiple players on the same team cannot field the same named character in their muster lists.

For example, Dan wants to include Ogdruz Swampdigga in his Troll Horde, but Rob also wants to take the Troll-loving Shaman in his Orc & Goblin Tribes force. Rather than discuss the pros and cons of who should get to use him, the two of them do what any good Orc & Goblin generals would do and draw battlelines with the armies they intend to use for the event, agreeing that the winner will be allowed to use Ogdruz at the team event and the loser will have to find an alternative. After a close fought battle, Dan emerges victorious and takes Ogdruz to the event, leaving Rob to lick his wounds and amend his muster list.

Ulric, Wolf God of Winter

Ulric is the fierce warrior god of battle, winter and wolves. He is one of the oldest gods, exalted by the first tribes of Man many centuries ago, and he is held as chief amongst the many gods celebrated in the Old World today. Indeed, so significant is he that it was the high priest of Ulric that mighty Sigmar knelt before when he was crowned as the first Emperor.

The centre of Ulric's vast and powerful cult is the great city of Middenheim, the city of the White Wolf, in the Grand County of Osterlund. Ulric's domain is honour, bravery and prowess, and he is disdainful of cowardice and weakness. His followers are expected to be self-assured and independent, strong, fierce and honourable in all that they do.

Scoring & Tiebreakers

In a team event, individuals score Tournament Points (TP) as normal, following the standard rules for scoring and tiebreakers given on page 10. At the end of each round, the TP scored by each member of a team are added together, giving the team's TP score for that round. This means there is a maximum of 24 TP available per round at events with four players per team.

For example, Jonathan's team achieves three Crushing Victories and one Draw. The team scores 21 TP: 6 points for each Crushing Victory and 3 for the Draw.

As the event progresses, a team's TP score accrues after each round, giving the team's total TP score. This means that, in a five round tournament, a team could accrue a maximum of 120 TP.

At the end of each round, players must record the result of their game and provide this information to their team captain, who will then hand in all of their team's results at once to the scorekeeper when all of their team's games have been completed. The scorekeeper should record each team's score for each round, and each team's accrued score for the tournament.

Ranking

At a team event, players are working together to achieve victory, so the ranking system works slightly differently to a standard matched play event. Players are not ranked on their individual performances, but are instead ranked as a team, using their combined Tournament Points as described previously. This means that teams are matched up against other teams on a similar number of TP, rather than individuals being matched against one another.

Tiebreakers

Where teams are tied on the number of Tournament Points, there are a number of tiebreakers to use to determine which team is higher placed. These tiebreakers are very similar to the standard matched play tiebreakers, but they are cumulative.
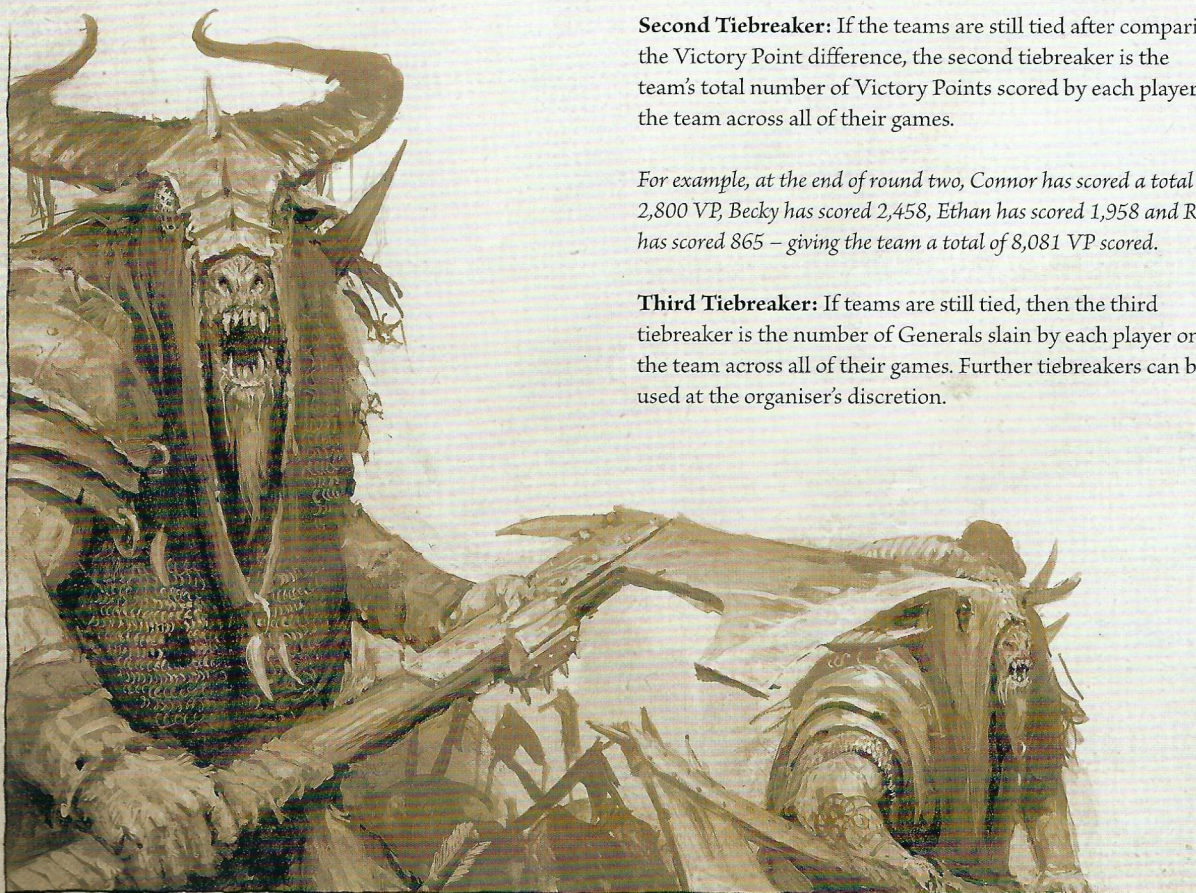
First Tiebreaker: The first tiebreaker is a team's Victory Point (VP) difference, which is the total number of VP scored by all the players on the team across all of their games, minus the number of VP conceded by each player on the team across all of their games.

For example, at the end of the first round, Jonathan's team has played four games, scoring a total of 6,725 VP and conceding a total of 2,375 VP. This makes their Victory Point difference 4,350.

Second Tiebreaker: If the teams are still tied after comparing the Victory Point difference, the second tiebreaker is the team's total number of Victory Points scored by each player on the team across all of their games.

For example, at the end of round two, Connor has scored a total of 2,800 VP, Becky has scored 2,458, Ethan has scored 1,958 and Rob has scored 865 – giving the team a total of 8,081 VP scored.

Third Tiebreaker: If teams are still tied, then the third tiebreaker is the number of Generals slain by each player on the team across all of their games. Further tiebreakers can be used at the organiser's discretion.

Round 1

Prior to the first round, pair teams against one another randomly. Then, pair individual players within already paired teams using the 'team pairing system', as described in detail below.

Subsequent Rounds

After the first round, pair teams based on their ranking in the event, using the same method as previously described on page 12.
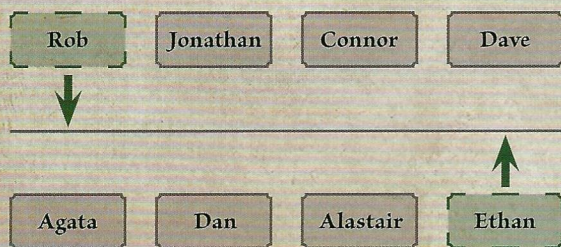
Team Pairing System

Once the teams have been paired, they must decide who plays who from each team. The teams should be given fifteen minutes to do this before the start of the round. During this time, teams are allowed to review the other team's muster lists and must be told clearly which player is using which army list.

Work through the following steps to determine individual match-ups. Throughout these steps, both teams choose players in secret and put them forward, before revealing their choices simultaneously:

Step 1: Both teams choose one member to be their **Vanguard** player and put them forward, revealing their choices simultaneously.
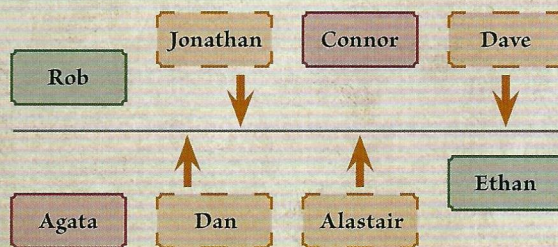
Fig 45.1

For example, after looking over their opponent's muster lists, team 1 (Rob, Jonathan, Connor and Dave) secretly chooses Rob to be their Vanguard player. Team 2 (Agata, Dan, Alastair and Ethan) chooses Ethan.

Step 2: Both teams then choose and put forward two of their members to be their **Battleline** players. With three members of each team chosen, the remaining players become their teams' **Rearguard** players.
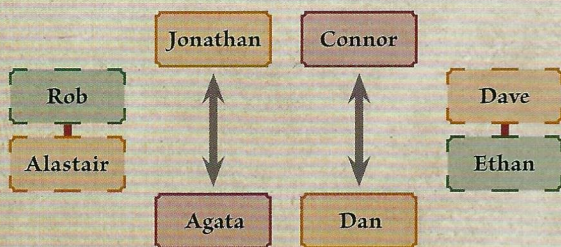
Fig 45.2

Both teams then secretly nominate their two Battleline players to put forward against the Vanguard players. Team 1 chooses Jonathan and Dave as their Battleline players. Team 2 chooses Dan and Alastair.

Step 3: Next, each team's **Vanguard** player chooses which of the opposing team's **Battleline** players they wish to face. This establishes the first two match-ups.
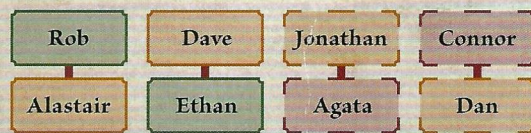
Fig 45.3

Team 1's Vanguard player, Rob, chooses which of the opposing team's Battleline players he wants to play. He chooses Alastair. Team 2's Vanguard player, Ethan, chooses to play Dave.

Step 4: Finally, each team's **Rearguard** player is matched-up against the opposing team's un-matched **Battleline** player.

Fig 45.4

Connor, team 1's Rearguard player, is then matched to play Dan, team 2's un-matched Battleline player. Finally, Agata is matched to play Jonathan.

ADDITIONAL RULES

As well as the matched play formats we have already covered, there are many other wonderful adaptations that organisers enjoy implementing to present fresh challenges to players. In this section, we will cover Escalation events and how to add Secret objectives to your matched play events.

Escalation Events

Escalation events see players begin with a smaller army, adding more units and more characters prior to subsequent rounds – though they cannot remove anything prior to a later round once it has been added to their starting army. In this way, players must field an army that constantly changes over the course of an event, presenting them with fresh challenges to overcome in each round.

For example, at a two-day event, players might begin with a 1,000 point army which they use for their first two rounds. This army might then increase to 1,500 points for the second two rounds, before increasing to 2,000 points for the final two rounds.

There are a couple of things that are important to remember when running an Escalation event. Firstly, at the start of the event, players will need to submit all of their muster lists for all of the points values at which they will be playing. Secondly, the organiser will need to make sure that they have taken the increased points values into account when deciding on how long each round should last.

Secret Objectives

These are a range of additional objectives that players try to achieve for additional Victory Points. The twist is that not all Secret objectives are achievable by every army or in every game, and that with each passing round the players must choose a single objective from a diminishing pool:
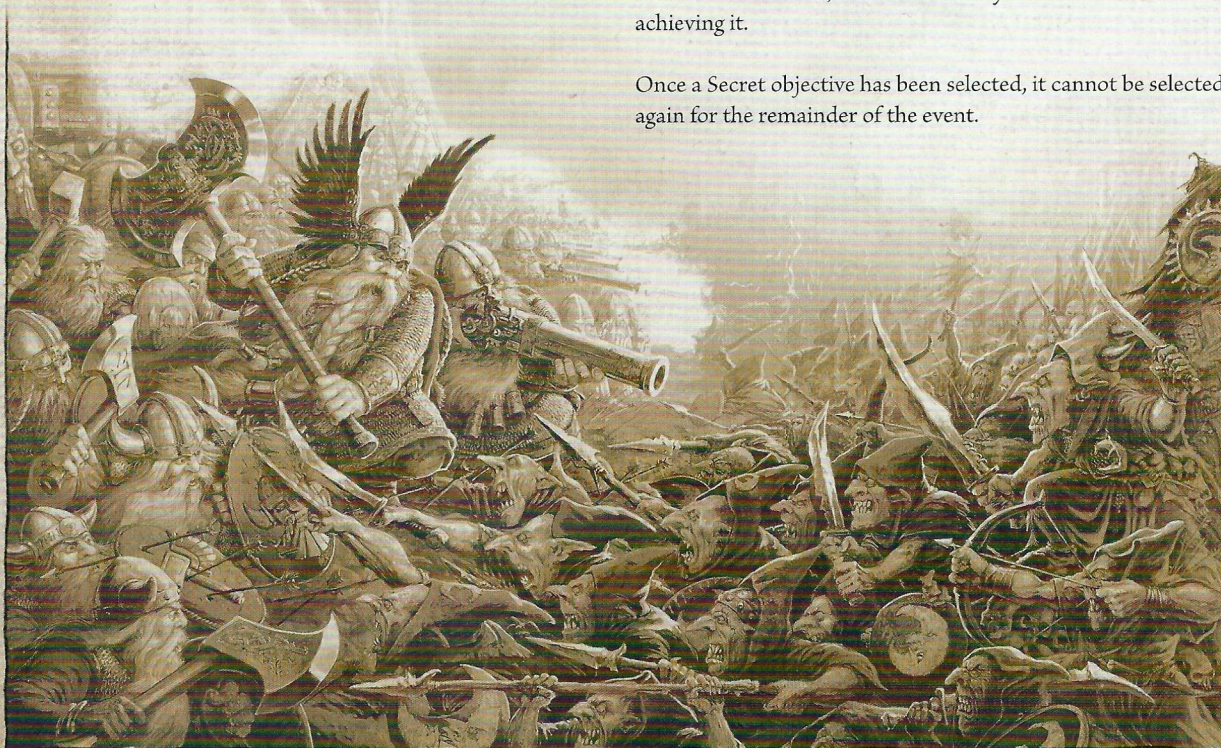
When writing their muster list(s) for a matched play event at which Secret objectives are in use, each player must choose and list six Secret objectives from the 12 detailed over the following pages.

At the start of each game, each player must choose one of their Secret objectives and make a note of it on a piece of paper which should then be placed face-down at the edge of the battlefield, in sight of their opponent.

At the end of the game, when calculating Victory Points, both players reveal their Secret objective. If either has achieved their objective, they win a VP bonus as stated in the Secret objective's description.

After each round, when submitting results to the scorekeeper, each player must also record which Secret objective they chose for that round, and whether they were successful in achieving it.

Once a Secret objective has been selected, it cannot be selected again for the remainder of the event.

Secret Objective Cards

Assassination

To fulfil this objective, you must kill all of your opponent's characters. Any enemy characters that have fled off the battlefield, or that are fleeing at the end of the battle, count towards fulfilling this objective.

If you fulfil this objective, you win a bonus of 150 VP.

Magical Dominion

To fulfil this objective, you must successfully cast three spells during a single turn, without having them dispelled by your opponent, and without suffering a miscast during the same turn.

If you fulfil this objective, you win a bonus of 75 VP.

Duel Of Kings

To fulfil this objective, you must kill your opponent's General in a challenge.

If you fulfil this objective, you win a bonus of 200 VP.

Calming Of The Winds

You fulfil this objective once each time you dispel one of your opponent's spells with a Fated dispel.

Each time you fulfil this objective, you win a bonus of 50 VP.

Beast Hunter

To fulfil this objective, you must kill all units in your opponent's army whose troop type is 'monster'. Any enemy units whose troop type is 'monster' that have fled the battlefield, or that are fleeing at the end of the battle, count towards fulfilling this objective.

If you fulfil this objective, you win a bonus of 100 VP.

Wizard's Bane

To fulfil this objective, you must successfully dispel three of your opponent's spells in a single turn, without being Outclassed in the Art during the same turn.

If you fulfil this objective, you win a bonus of 75 VP.

Secret Objective Cards

Hold The Line

To fulfil this objective, you must have two of your units, each with a Unit Strength 10 or more (not counting units that are fleeing or that have succumbed to Stupidity), within your opponent's deployment zone at the end of the battle.

If you fulfil this objective, you win a bonus of 75 VP.

Overwhelming Firepower

To fulfil this objective, you must destroy an enemy unit in the Shooting phase that began that phase with a Unit Strength of 10 or more.

If you fulfil this objective, you win a bonus of 75 VP.

Cut Off Their Retreat

To fulfil this objective, you must have one of your units, with a Unit Strength of 15 or more (not counting units that are fleeing or that have succumbed to Stupidity), within 6" of the longest edge of the battlefield within your opponent's deployment zone at the end of the battle.

If you fulfil this objective, you win a bonus of 75 VP.

"Fire The Artillery!"

To fulfil this objective, you must cause an enemy unit to fail a Panic test and flee as a result of being shot at by a unit whose unit type is 'war machine'.

If you fulfil this objective, you win a bonus of 100 VP.

Captured Colours

You fulfil this objective by capturing enemy standards as Trophies of War.

If you capture:
- Two enemy standards, you win a bonus of 50 VP.
- Three enemy standards, you win a bonus of 100 VP.
- Four or more enemy standards, you win a bonus of 150 VP.

Bounty Hunter

To fulfil this objective, you must kill the most expensive unit in your opponent's army. Units that have fled off the battlefield, or that are fleeing at the end of the battle, count towards fulfilling this objective.

If you fulfil this objective, you win a bonus of 75 VP.

"WITH ARMIES MUSTERED AND BATTLELINES DRAWN,
ONLY WAR REMAINS."

- Grand Cathayan Proverb

WARHAMMER
THE·OLD·WORLD

MATCHED PLAY GUIDE

This supplement provides an invaluable guide to matched play in the World of Legend. Used in conjunction with the *Warhammer: the Old World* rulebook, *Forces of Fantasy*, *Ravening Hordes* and the many *Arcane Journals*, this book arms you with a wealth of rules and content, allowing you to field your armies in competitive games. For those wishing to run a matched play event, this supplement provides an invaluable resource.

Organising an Event: Comprehensive information to aid anyone that plans to run a Warhammer: the Old World tournament, including the pairing of players, the scoring of games, what tiebreakers to use and much more.

Matched Play Scenarios: Six unique scenarios designed for matched play, each featuring its own deployment map and accompanied by its own victory conditions. These scenarios are designed to offer a range of tactical challenges for players to solve.

Secondary Objectives: This supplement includes a range of challenging and thematic Secondary objectives for players to battle and earn Victory Points over, all designed for use with the matched play scenarios.

Doubles Scenarios & Team Events: Three brand new deployment maps written specifically for use in games in which players partner with a friend to take on the foe, along with additional rules covering the running of events for teams of two or more players.