

Warfare 2025 – Warhammer: The Old World Tournament Pack

Date: Saturday, 15 November 2025

Location: Farnborough International Exhibition & Conference Centre

Hosted by: Wargames Association of Reading

Capacity: 12 Players

Format: 1-day, 3-game casual event open to all skill levels

Schedule

Time	Event
08:00–09:00	Registration
09:00–11:00	Game 1
11:15–13:15	Game 2
13:15–14:30	Lunch Break
14:30–16:30	Game 3
16:45	Awards Ceremony

Awards

- First Place
- Lasty Place
- Best Army (Painting & Theme)

Game Format

- 3 games at 1600 points
- 2 hours/round
- Armies must follow faction list restrictions
- No allies allowed
- No single unit or character over 25% (400 points)
- One themed and painted 40mm objective marker required per player (preferably round base)

Eligible Armies

- Forces of Fantasy
- Ravening Hordes
- Arcane Journals
- Legacy Armies

Victory & Tournament Points

For every 150VP you win by you get 1 TP

Most TP's at the end of the day wins the tournament, VP's used as tiebreaker

Trigger	Victory Points
Unit/character destroyed	Full value
Unit/character fleeing at game end	50% value
Unit/character ≤50% strength	50% value
BSB killed or captured	+50 VP
General slain	+100 VP
Standard destroyed/fleeing	+25 VP
Objective captured	+50 VP

Painting Requirements

- Minimum three colours per model
- Correct base sizes (or converter trays)
- Best Army judged on, painting quality, theme cohesion & painted objective marker

Scenarios & Objectives

Round 1 – Battle line + objectives

Round 2 - Command and control

Round 3 – Meeting Engagement

Round 1 & 3 – Objectives: After deployment, each player places one objective anywhere on the table. To control: non-character unit within 6", Unit Strength ≥ 10 . Tiebreakers: Infantry > Cavalry, Higher Unit Strength, Banner, Champion

Round 2 – Command and Control: Central "Tower" objective placed on the battlefield. Controlling it earns +100 VP at game end.

Terrain Rules

Each table starts with 6 terrain pieces.

The terrain will be place by the TO at the start of the day Players should put the terrain in it's approximate starting position before the next game. For Round 2, place a building at the centre of the board.

Terrain	Infantry	Cavalry	Warbeast	Swarm	Monster
Open	—	—	—	—	—
Hills	—	—	—	—	—
Woods	Difficult	Dangerous	Difficult	—	Dangerous
Lakes	Difficult	Dangerous	Difficult	Dangerous	Dangerous
Rivers	Dangerous	Difficult	Dangerous	Dangerous	Difficult

Player Checklist

Please bring:

- A copy of all rules you'll use
- Army and printed army lists
- Dice, tape measure, templates
- Optional: spell cards, glue, extra lists
- Submit lists in advance if possible