



THRONE OF MØLLENBORG II, AUTUMN 2025

WARHAMMER THE OLD WORLD TOURNAMENT PACK

OCTOBER 25, 2025

THRONE OF MØLLENBORG II, AUTUMN 2025

GENERAL INFORMATION

Time & Place

October 25, 2025. The event location is Trige Skovvej 1, 8520 Lystrup.

The entrance fee is DKK 100, and should be paid on mobilepay 61606010 before attending. Army lists should be uploaded to New Recruit before 18th of October at 12.00. Army lists will be published during the week of the 25th.

Trophys are given for Overall Winner, Best Painted (Coolest!) Army and The Golden Dice to the luckiest player.

Timetable

08.00	Arrival, Meet & Greet
08.30	Game 1
12.00	Points counting & allocation
12.15	Lunch
12.45	Game 2
16.15	Points counting & allocation
16.30	Early dinner
17.00	Game 3
20.30	Prize Ceremony

What do I bring?

Necessary stuff to play the game, and whatever else you feel you need. Drinks will be for sale cheaply. Lunch and dinner is paid for and is included in the ticket price.

Anything else?

A high level of fairplay and sportsmanship! Army and playing aids you need. Try to keep the games within the 3.5 hour time slot so everyone aren't delayed. All rules are subject to change if something big (new FAQ for example) happens.

We play with the rules, FAQ's, Arcane Journals etc that exist at time of publication of this document.

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ARMY RESTRICTIONS

General rules

We are using 2000 point armies.

This event is played with the Matched Play Guide and using the newest official Errata & FAQ.

The newest “Renegade” pack for Legacy armies is used.

Allies and mercenaries are not allowed.

Units

Rule of 3: No unit or character entry can be included more than 3 times in a list.
Example: Skink Skirmishers, Wight Lord, Empire Engineer.

The Rule of 3 also includes units that can be used as mounts.

Example: Including a War Wagon as a character mount counts towards the total number of War Wagons (3) allowed total in the army list.

No single unit may cost more than 500 points.

It is only allowed to have one model with the Fly(x) special rule and a total of 8 or more wounds, and one model with Fly(x) special rule and a total of 6 or more wounds. Example: one model with 6-7 wounds and one model with 8+ wounds, or two models with 6-7 wounds.

A maximum of 3 models with Wailing Dirge special rule may be included in your army.

Maximum unit size of a unit is 50.

Characters

No character may cost more than 500 points.

The Green Knight is not allowed.

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OBJECTIVES & WIN CONDITIONS

Scenario

All games are played with Scenario 1, “Upon the Field of Glory”.

The games last 6 turns.

Win conditions

The tournament winners will be determined by the 20-0 system.

We will play scenarios inspired from the Matched Play Guide, with some points modifications: Controlling each objective awards 50 points instead of the usual 30 at the end of the round.

Roll off for first placement of unit. Roll off for first turn, first to finish deployment gets +1, winner of the roll off chooses who goes first.

Game 1

Strategic Objectives (3).

Bagage train.

Each objective awards 50 points per turn.

Scoring starts at Round 2.

Game 2

Strategic Objectives (4).

Each objective awards 50 points per turn.

Scoring starts at Round 2.

Game 3

Strategic Objectives (2).

Each objective awards 50 points per turn.

Scoring starts at Round 2.