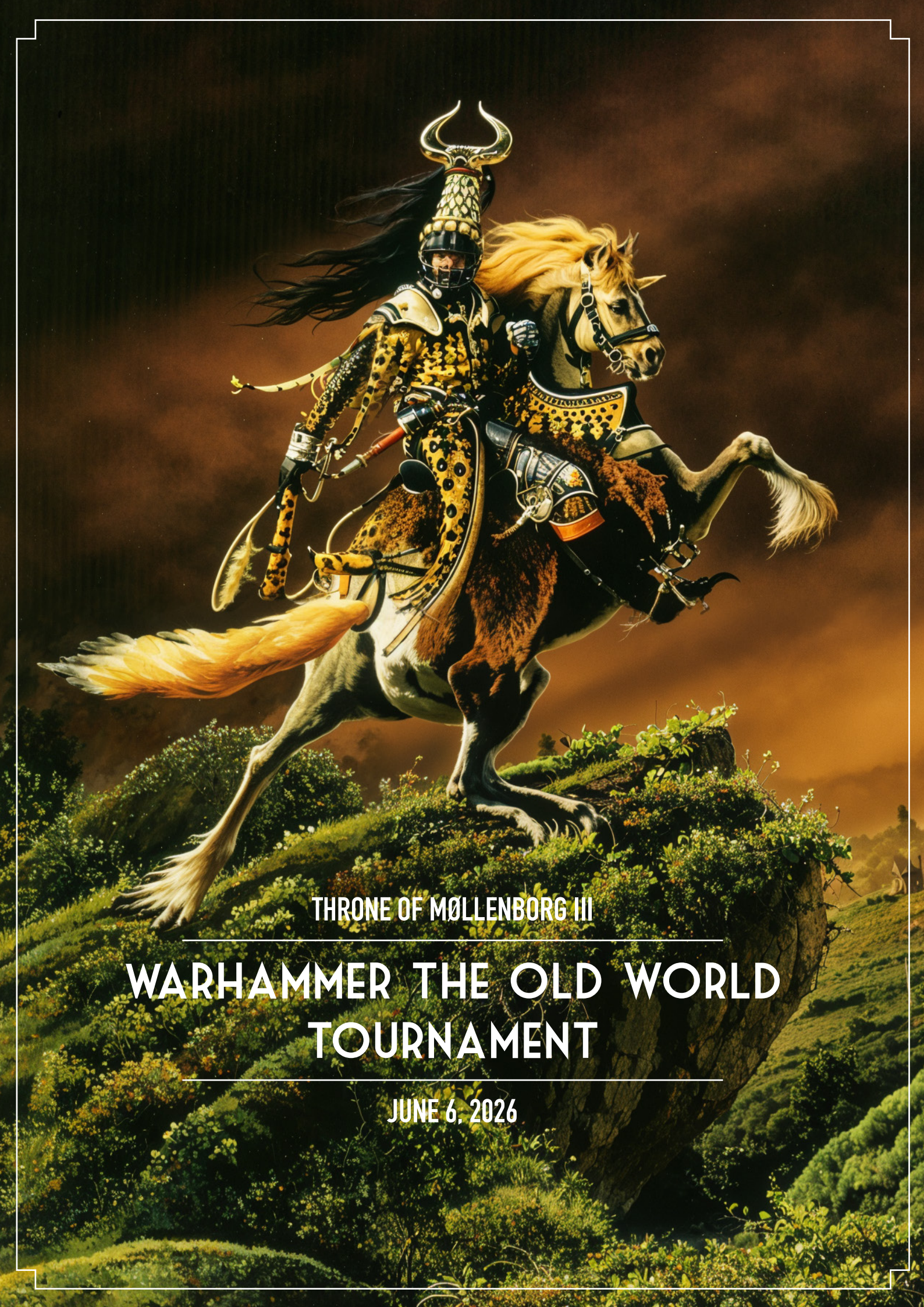


The image is a full-page poster for a Warhammer Old World Tournament. It features a knight in ornate, golden and black armor with a large, horned helmet, riding a brown and white horse that is rearing up on a grassy cliff. The knight is holding a sword and a shield. The background is a dramatic, orange-hued sky. The text is centered at the bottom, with the event name and date separated by horizontal lines.

THRONE OF MØLLENBORG III

**WARHAMMER THE OLD WORLD
TOURNAMENT**

JUNE 6, 2026

THRONE OF MØLLENBORG III, JUNE 6, 2026

GENERAL INFORMATION

Time

June 6, 2026.

Place

Møllenberg Slot
Trige Skovvej 1
8520 Lystrup, Denmark.

Entrance fee

The entrance fee is DKK 150, and should be paid on MobilePay to phone number 61606010 no later than the May 1st 2026, or you risk losing your spot at the tournament. Please note your New Recruit player name in the MobilePay transfer.

Full day guests are also requested to pay the entrance fee.

Guests attending briefly for the event are welcome to join free of charge, but please note that meals are not included for short-stay visitors.

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

THRONE OF MØLLENBORG III, JUNE 6, 2026

GENERAL INFORMATION

Food & Drinks

Drinks will be for sale cheaply. Breakfast, lunch and dinner is included in the ticket price.

Prizes

Trophys are given for Overall Winner, Coolest Army.
Prizes are given for 2nd and 3rd placement in the tournament.

Rules lock

The rules for this tournament lock 14 days before tournament start, and will not change except for emergencies.

Tournament Organiser & Rulings

Since the TO is also participating in this tournament, and it spans multiple rooms, it is imperative that the players settle most rulings themselves under the principle of Fair Play and Sportsmanship, since it wont be possible to quickly get a TO ruling at all times.

What do I bring?

Necessary stuff to play the game, and whatever else you feel you need.

Army lists

Army lists should be submitted to the tournaments New Recruit page no later than the day 1 week before the event at 12.00 at the latest. In case of the event on a saturday, this will be the saturday before at 12.00. The army lists will then be published the following week up to the event after scrutiny.

THRONE OF MØLLENBORG III, JUNE 6, 2026

TOURNAMENT RULES

SQUARE BASED COMP								
2000 PTS A KPM:1.00	ARMIES OF WIND AND FIELD	BRETONNIAN EXILES	GRAND CATHAY	THE JADE FLEET	MORTUARY CULT	NEHEKARAN ROYAL HOST	TOMB KINGS OF KHEMRI	RENEGADE VAMPIRE COUNTS
	WILD HERD							
2200 PTS B KPM:0.91	BEASTMEN BRAYHERDS	CITY-STATE OF NULN	ERRANTRY CRUSADE	EXPEDITIONARY FORCE	HERALDS OF DARKNESS	KINGDOM OF BRETONNIA	ORC & GOBLIN TRIBES	WARRIORS OF CHAOS
	WOLVES OF THE SEA							
2400 PTS C KPM:0.83	RENEGADE CHAOS DWARFS	CHRACIAN WARHOST	RENEGADE DARK ELVES	DWARFEN MOUNTAIN HOLDS	EMPIRE OF MAN	HIGH ELF REALMS	HOST OF TALSYN	RENEGADE LIZARDMEN
	NOMADIC WAAAGH!	RENEGADE OGRE KINGDOMS	ORION'S WILD HUNT	ROYAL CLAN	SLAYER HOST	WOOD ELF REALMS		
2600 PTS D KPM:0.77	RENEGADE DAEMONS OF CHAOS	KNIGHTLY ORDER	MINOTAUR BLOOD HERD	RENEGADE CROWNS	SEA GUARD GARRISON	RENEGADE SKAVEN	TROLL HORDE	SQUARE BASED

V2.5 - 7TH MARCH 2026

Square Based Comp - Army Tiers

This tournament will be using 2000 point armies, but with Squarebased Comp, which differentiates army points.

You build your army with the points allocated to your specific faction and/or army of infamy.

THRONE OF MØLLENBORG III, JUNE 6, 2026

TOURNAMENT RULES

SQUARE BASED COMP

WHAT IS THE KILL POINT MODIFIER?

In Square Based Comp we're simply giving more points to the factions that could use a boost to have a good time. However if you have more points, **then you have more points to lose**. This is why every Tier has a Kill Point Modifier. It's a simple way to make sure that **everyone's points are worth the same** when scoring.

A	ARMY SIZE 2000PTS	KILL POINT MODIFIER 1.00	AVAILABLE KILL POINTS 2000
B	ARMY SIZE 2200PTS	KILL POINT MODIFIER 0.91	AVAILABLE KILL POINTS 2000
C	ARMY SIZE 2400PTS	KILL POINT MODIFIER 0.83	AVAILABLE KILL POINTS 2000
D	ARMY SIZE 2600PTS	KILL POINT MODIFIER 0.77	AVAILABLE KILL POINTS 2000



Square Based Comp – Kill Point Modifiers

Kill Point Modifiers mean that a kill point from an B-D tier army is not worth the same as a kill point from an A tier army. When calculating kill points, multiply the kill points for B-D tier armies by the Kill Point Modifier as seen in this overview.

Renegade pack

This tournament is played using the latest Square Based Renegade Pack, found on www.squarebased.com. It is mandatory for Legacy armies.

Erratas & FAQ's

This event is played using the latest Erratas & FAQ found on warhammer.com

THRONE OF MØLLENBORG III, JUNE 6, 2026

TOURNAMENT RULES

Allies & Mercenaries

Allies & mercenaries are not allowed.

Playable factions

All factions and Armies of Infamy in Ravening Hordes, Forces of Fantasy and Arcane Journals are allowed.

All factions in the Games Workshop Legacy PDF's are allowed, using Renegade rules.

Rules lock 14 days before the event, at 23.59, and any official Arcane Journals or rules published before that point are allowed. In case of the event on a saturday, the rule lock will be the saturday 2 weeks before.

If rules changes occur - for example - 12 days before the event, those rules are not used in the tournament.

Emergency rulings

The TO's will in rare occasions change rulings, individual rules etc after the 2 week lock period. This will only be in emergencies.

THRONE OF MØLLENBORG III, JUNE 6, 2026

TOURNAMENT RULES

Colours Infinitely Hate Grey

This tournament does not require the models of the armies to be painted,

However:

Should a model not be deemed “fully painted” (fully attached on to a base, painted in minimum 3 colours and with an appropriate base design), a fully painted model in base to base contact will carry the Infinite Hatred special rule against the non-painted model. Infinite Hatred allows rerolls of failed to-hit rolls every turn of combat.

If you have doubts whether or not your models live up to the demands mentioned here, feel free to send a picture of the models in question to the TO for clarification.

Ancient Woodlands

If the path of a cannonball, be it prior to or after the initial Strike point, takes it through a piece of terrain classified as a Woodland feature - a forest - it will end it's path where it would exit said feature on the roll of 4+.

THRONE OF MØLLENBORG III, JUNE 6, 2026

ARMY RESTRICTIONS

Units

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

A maximum of 3 models with Wailing Dirge special rule.

Maximum unit size of a unit in the army list is 40. Units may become bigger with characters joining while playing.

Characters

No character may cost more than 500 points.

The Green Knight cannot charge the same turn it appears.

The Green Knight awards full kill-points for the first time it is killed.

0-2 Level 3 Wizards and 0-1 Level 4 wizards allowed, excluding special characters.

Other character types are allowed within the Rule of 3.

THRONE OF MØLLENBORG III, JUNE 6, 2026

OBJECTIVES & WIN CONDITIONS

Scenario

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

Each game last 6 turns and should be completed within the available timeslot (3.5 hours). If not, its “Dice Down” and point counting when the time is up.

The players roll off for choice of table side. Highest roll decides.

The players roll off for first placement of unit. The loser of the roll places a unit first. First player to finish deployment gains +1 modifier for roll off to win first turn privileges.

The players roll off to win first turn.

The winning roll (including bonuses) will decide who takes first turn.

Terrain

The terrain is pre-placed by TO's and does not change during the tournament on the tables. Example: 2 x hills, 2 x forests, 2 x impassable terrain. Variations occur.

The terrain is different on each table.

The players roll off to pick side before deployment. Highest roller decides.

Win conditions

The tournament winners are determined by the 20-0 system from New Recruit.

We will play scenarios inspired from the Matched Play Guide.

THRONE OF MØLLENBORG III, JUNE 6, 2026

OBJECTIVES & WIN CONDITIONS

Game 1

Strategic Objectives (3).

3 objectives that each award 30 points at the end of each players turn.

Set up objectives as per the Matched Play Guide.

Game 2

Strategic Objectives (4).

4 objectives that each award 30 points at the end of each players turn.

Set up objectives as per the Matched Play Guide.

Game 3

King of (No) Hill

Each round awards 50 points to the player who controls the middle objective marker at the end of each players turn.

The objective marker is not a Special Feature.

Set up objective as per the Matched Play Guide “King of the Hill”.

THRONE OF MØLLENBORG III, JUNE 6, 2026

PRIZE SPONSORS

Thank you so much!

We are blessed with the help from The Army Painter (www.thearmypainter.com) and Goblin Games (www.goblingames.dk) as sponsors for prizes, please make note of that the next time you plan to make a purchase. Help them help us!

The logo for The Army Painter, featuring the words "THE ARMY PAINTER" in a white, serif font on a dark red background. The word "THE" is smaller and positioned above "ARMY". The word "PAINTER" is below "ARMY". A small "TM" trademark symbol is at the bottom right.

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