



- ◆ 2,000 pts
- ◆ 100 Player Capacity
- ◆ Legacy Armies Allowed
- ◆ 5 rounds
- ◆ Outstanding Prizes
- ◆ Held at Firestorm Games, Cardiff

For any queries or list submissions, please contact us at this email address:

twinsentinesevents@gmail.com

Dr. Luke Blaxill & Emperor Chris Sunnasy

Introduction

Welcome to the Old World!

Many adventures have been had. A new one begins...

Dr. Luke Blaxill (London Legends) & Chris Sunnasy (Cardiff Crusade) are delighted to present: the inaugural
TWIN SENTINELS GRAND TOURNAMENT.

[You can purchase tickets here: \(link will be here\)](#)

After organising many Warhammer Fantasy tournaments for previous editions of the game, we are excited to organise one the first TOW events. Held on the 22nd-23rd June, we will be at Firestorm Games in Cardiff, which is arguably the best independent gaming venue in the UK. We have a mighty capacity of 100 players! We understand that some of you have been regulars at previous Cardiff Crusade & London Legends Warhammer Events. Of course, we will be delighted to see you again. But we also extend a warm welcome to those of you who are new, whether you have played previous editions of Warhammer Fantasy or not. If you've not played Warhammer at a tournament before, it's natural to feel a little nervous. However, let us put those nerves at rests because tournaments are invariably extremely friendly & inclusive. Naturally players will be trying to win, but fun, sportsmanship, & good cheer are central to the experience. You will experience all three in abundance.

The fact that that Warhammer the Old World is a brand-new game, & largely untested by the rigours of tournament play, means that ambiguities are inevitable. Players should try their best to get the rules right, & CAs will be available to ask on queries. However, there won't be definitive answers to every situation, so players may have to agree solutions themselves, or accept our on-the-spot rulings (even if these turn out to be wrong later, though we'll do our best!)

On the hobby side, we do not require fully painted armies, but you will obtain bonus tournament points for fielding one that is painted & based to very basic minimum standard, as outlined below. There will be painting prizes, & everyone is encouraged to admire what promises to be a fabulous array of beautiful armies.

On the 'rebasing' issue, armies must be rebased. This can be done by rebasing your army, base extenders or separator trays.

Once again, the contact email address for enquiries is: twinsentinelsevents@gmail.com

Luke & Chris

Schedule

Saturday:

8:30am-9:00am	- Registration
09:00am-12:00pm	- Game 1
12:00pm-12:15pm	- Best Painted Setup
12:15pm-13:00pm	- Lunch
13:00pm-16:00pm	- Game 2
16:15pm-19:15pm	- Game 3

Sunday:

8:30am -9:00am	- Registration
09:00am-12:00pm	- Game 4
12:00pm-12:15pm	- Best Painted Setup
12:15pm-1:00pm	- Lunch
1:00pm-4:00pm	- Game 5
4:15pm	- Presentation

Venue Information

Twin Sentinels will be held at the fabulous Firestorm Games in Cardiff. There is a bar, restaurant, & gaming shop. Lunch is included into the ticket price, & there will be a number of different options (including vegetarian/vegan).

Army Selection

- *Forces of Fantasy* –
Dwarfen Mountain Holds, Kingdom of Bretonnia, Empire of Man, High Elf Realm, & Wood Elf Realms.
- *Ravening Hordes* –
Beastmen Brayherds, Orc & Goblin Tribes, Tomb Kings of Khemri, & Warriors of Chaos.
- *Legacy Armies* –
Chaos Dwarfs, Daemons of Chaos, Dark Elves, Lizardmen, Ogre Kingdoms, Skaven, & Vampire Counts.

*Note that all **Armies of Infamy** & extra items & special characters found in **Arcane Journals** will be legal!
(including ones released between now & the event)*

Twin Sentinels Composition Restrictions

Army Lists are to be made as outlined in the 'Warhammer: The Old World Rulebook'.

Your 2000pt army will have the following restrictions:

Core: 0-6 restriction per core unit choice.

Special: 0-3 restriction per special unit choice.

Rare: 0-2 restriction per rare unit choice.

Mercenaries / Allies will not be allowed.

All other restrictions stand.

We are playing as far 'out of the box' as we can, but please see some rules clarifications at the end of this document.

N.B. Formations are limited to up to 10 models per rank.

This is to dissuade *Linehammer*.

Painting, Basing & Models:

Unpainted armies will be allowed at the event, however, there are painting points on offer for fully painted armies.

With basing, your army will need to be on the correct base size.

Obviously, this can be done by putting models on extenders & spacer trays in you do not wish to actually rebase from previous editions.

Regarding models, we do not expect you to use only GW models.

Other models are more than welcome so long as it is clear what the model is representing.

For the avoidance of doubt, introduce your list to your opponent before each game.

List Submission

This will be an **OPEN LIST** event; the submission date will be 2nd of June at 11.59pm.

You will need to use either:

- New Recruit ([New Recruit](#))
- Old World Builder ([Old World Builder](#))

There is a copy & paste option in both these Army List Builders.

Paste the list in an email along with your name in the Subject Heading,

Please send to twinsentinelsevents@gmail.com.

Any other list formatting will not be accepted.

If you send your list past the due date, there will be a **5 Tournament Point penalty** for being late.

Unit Scoring

All five games have Secondary Objectives. The winner of the Secondary Objective gains 4 additional Battle Points while the loser of the Secondary Objective loses 4 Battle Points. In case there is no winner, the Secondary Objective ends in a draw & no additional Battle Points are awarded to either player.

Units that are considered Scoring units are:

- Infantry units that start with 10 models & a Unit Standard Bearer.
- Cavalry units that start with 5 models & a Unit Standard Bearer.
- Monstrous Infantry units that start with 3 models & a Unit Standard Bearer.
- Monstrous Cavalry units that start with 3 models & a Unit Standard Bearer.
- Units with Fast Cavalry Special Rule that start with 10 models & a Unit Standard Bearer.
- Chariot units that start with 3 models & a Unit Standard Bearer.

They remain Scoring until the Unit Standard Bearer is destroyed!

Units that are not considered scoring:

- Characters.
- Monsters (including Ridden ones).
- Units that are Fleeing.
- Units with Fly Special Rule.
- Units with Skirmishers Special Rule.

BSB's do NOT count as a Unit Standard Bearer!

Units that benefit from a magical move spell lose scoring until the next friendly player turn.

Scenarios

- The player who finishes dropping first will get the usual +1 to the roll off.

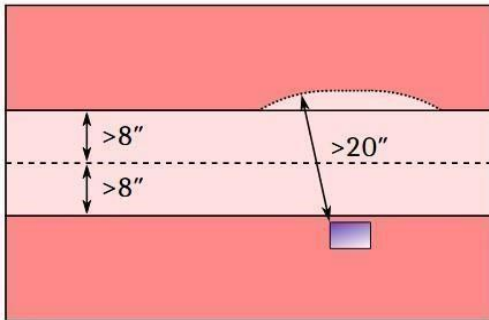
Game 1 - Counterthrust

Deployment Zones are areas more than 8" away from the Centre Line.

Units must be deployed more than 20" away from enemy units.

During their first 3 deployment turns, each player must deploy a single unit if possible, & cannot deploy any Characters unless they have to.

Units using Special Deployment, such as Scout, ignore these restrictions & follow their Special Deployment rules.



Secondary Objective: King of the Hill - Desecrate your opponent's holy ground while protecting yours.

After Spell Selection, both players choose a Terrain Feature that isn't Impassable Terrain & that is not fully inside their Deployment Zone, starting with the player who chose their Deployment Zone (note that both players may choose the same Terrain Feature).

A player captures their opponent's chosen Terrain Feature if any of the players.

Scoring Units are inside that Terrain Feature at the end of the game.

If a player captures their opponent's chosen Terrain Feature while not allowing their own to be captured, they win this Secondary Objective & gain 5 Tournament Points.

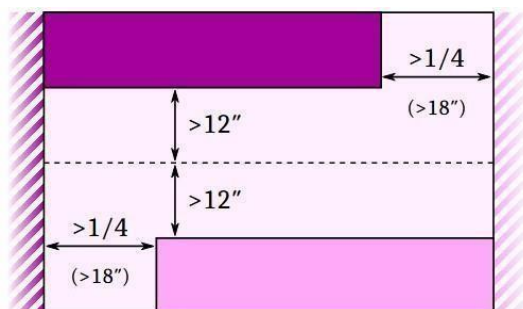
(Armies that deploy Terrain Feature like Wood Elves, this Terrain Feature cannot be used for Scoring purposes).

Game 2 - Dawn Assault

The player choosing the Deployment Zone also chooses a short Board Edge & the other player gets the opposite short Board Edge. Deployment Zones are areas more than 12" away from the Centre Line & more than 1/4 of the board's length from the opponent's short Board Edge (18" on a 72" board).

When declaring Special Deployment, players may choose to keep up to two of their units as reinforcement.

These units follow the rules for Ambushing units, except that they must be placed touching the owner's short Board Edge when they arrive.

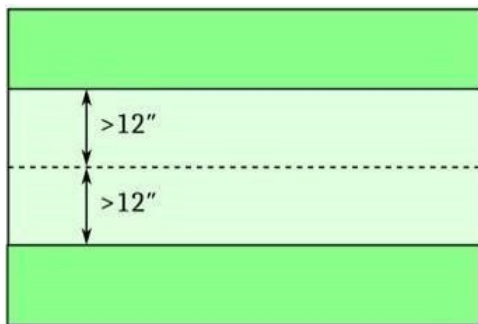


Secondary Objective: Breakthrough - Invade the enemy territory.

The player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game, wins this Secondary Objective score 5 Tournament Points.

Game 3 - Frontline Clash:

Deployment Zones are areas more than 12" away from the Centre line.



Secondary Objective: Hold the Ground - *Secure & hold the centre of the Battlefield. Mark the centre of the board.*

At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the centre of the board gains a counter.

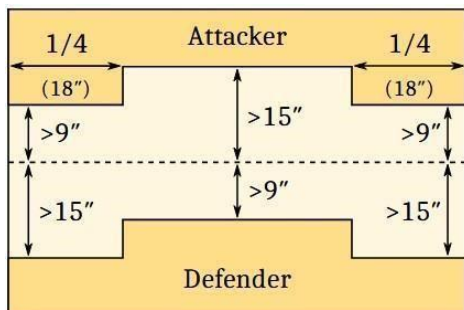
At the end of the game, the player with the most such counters win this Secondary Objective & score 5 Tournament Points.

Game 4 – Encircle

The player choosing the Deployment Zone decides if they want to be the attacker or the defender.

The attacker must deploy more than 9" from the Centre Line if entirely within a quarter of the board's length from either short Board Edge (18" on a 72" board), & more than 15" from the Centre Line elsewhere.

The defender does the opposite: more than 15" away from the Centre Line if within a quarter of the board's length from the short Board Edge, & more than 9" away from the Centre Line elsewhere.



Secondary Objective: Capture the Flags - *Valuable targets must be annihilated.*

After Spell Selection, each player reveals how many Scoring units they have in their list.

The opposing player then picks 3 scoring units to Destroy.

If a player only has 2 Scoring units, the opposing player then gets to pick any one unit (in this case) on the opposing players list, this unit then becomes Scoring.

The same logic applies if the player brings 0 or 1 Scoring unit.

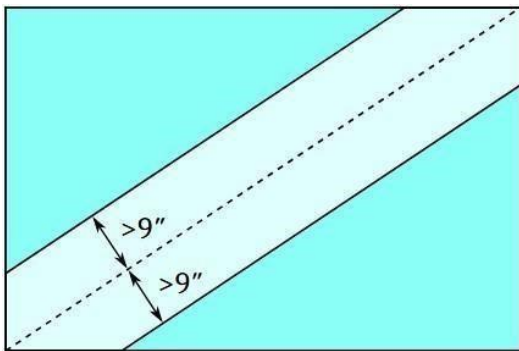
The player who destroys the most Scoring units (capped at 3, if both kill 3 Scoring units then no player wins the Secondary Objective) wins this Secondary Objective & score 5 Tournament Points.

Game 5 - Refused Flank

The board is divided into halves by a diagonal line across the board.

Whoever gets to choose the Deployment Zone decides which diagonal to use.

Deployment Zones are areas more than 9" away from this line.



Secondary Objective: Secure Target - *Critical resources must not fall into enemy hands.*

Immediately after determining Deployment Zones, both players place one marker on the Battlefield, starting with the player who chose their Deployment Zone.

Each player must place the marker with its centre on a point that is more than 12" away from their Deployment Zone & at least a third of the long Board Edge length (24" on a standard board) from the point marked by the other marker.

A marker is controlled by the player with the most Scoring Units within 6" of the centre of the marker. If a unit is within 6" of the centres of both markers, it only counts as within 6" of the centre of the marker which is closest to its Centre (randomise if both markers' centres are equally close).

At the end of the game, the player controlling the most markers win this Secondary Objective & score 5 Tournament Points.

Game Scores

Final game scores will follow the 20-0 system, with bonus points at the end for painting & sportsmanship.

Please consider that Secondary Objective will impact Tournament Points.

Difference in Victory Points	Winner's Tournament Points	Loser's Tournament Points
0-300	10	10
301-600	11	9
601-900	12	8
901-1200	13	7
1201-1500	14	6
1501- 1800	15	5
1801 - 2000	16	3

Secondary Objective Outcome	Winner: +4	Loser: -4
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Awards

Winning Twin Sentinels Grand Tournament

Firstly, we will take all your Tournament Points from your gaming (Max 100). Then we will add or subtract your comp score from this number.

Secondly, we will add any Tournament Points that you have gained for your painted armies.

The person who has the highest score once all the numbers have been added will be considered the Winner of Winning Twin Sentinels Grand Tournament

Old World Winners

There will be Prizes for 1st, 2nd, & 3rd place.

The Berserker Award

The Berserker Award will go to the Player who has the most **VICTORY POINTS** at the end of the Event.

Best Painted Army Display

Players that wish to display their Armies will need to place their Armies on the designated Display Table. The Players Name will be in front of the Displayed Army. The Twin Sentinels TO's will now be judging the painting. There will be at least two TO's judging. Will be looking for:

- Basic skill with the brush
- Highlights & Blending
- Colour Palette
- Conversions or hand-painted banners, fancy basing

From these votes, we will determine 1st, 2nd, & 3rd place.

Best Painted Single Model

Players that wish to display their Single Models/Units will need to place their Single Models/Units on the table they were playing on Game 4. The Players Name will be in front of the Displayed Army. The Cardiff Crusade TO's will now be judging the painting. There will be at least two TO's judging. Will be looking for:

- Basic skill with the brush
- Highlights & Blending
- Colour Palette
- Conversions or hand-painted banners, fancy basing

From these votes, we will determine 1st, 2nd, & 3rd place.

Best Sportsmanship Award

Best Sportsman Award will have change from the previous tournament, we would like to try something different. We are going to get players to vote for their favourite game on day 1 & then replicate the same on day 2. The player with the most votes will win best sportsman.

Middle of the Road

There will be an award for the most Middle of the Road Player. If there 100 participants & you come 50th, you are the Middle of the Road Player.

The Last Sentinel

Like last time, this will go to the player who is coming Last, but certainly not least. Wooden Spoons are a specialty in Wales!

Painting Points

You may attend with a completely unpainted or unbased army. There is an expectation that your army is assembled. However, if you do not adhere to any one of the below conditions, there is a possible 10 Tournament Points you could miss out on! The things we will look for include the following:

- Is it fully painted & based?
 - Is the army 3-colour minimum?
 - Does the army have a consistent theme (i.e., painted the same livery, based the same etc.)?
- If you say for example, meet two of these requirements, you will score 7 Tournament Points.
If you only meet one requirement, you will score 4 Tournament Points.
And if you meet the full painting requirement, you will score 10 Tournament points.

The Old World Rules Clarification: Official FAQ

Players are encouraged to familiarise themselves with FAQs released by Games Workshop. Assume we will always use these official FAQs, unless we say otherwise!

The first FAQ is here, but there may be others released: [GW FAQ - TOW](#)

Unofficial Clarifications

These clarifications will be used at Twin Sentinels. Players are encouraged to discuss them, & indeed give us feedback/suggestions on any further they would like to add at future events.

*** Do incomplete ranks count for determining the centre of a unit?**

A: Yes

*** How do you find the Centre of a unit of skirmishers?**

A: Place centre over a model that results in the maximum possible hits

*** How does a unit with some models with random movement & some without work?**

A: Characters without random movement may not join those which have it. Otherwise, use the lower random movement characteristic in a combined unit of random movers with different speeds.

*** Does Monster Slayer Sword work on Characters mounted on Behemoths, Chariots & Behemoths?**

A: Yes.

*** If a unit is only in base to base with a character can, they attack the unit or just the character?**

A: You can either choose to attack the unit or the character.

*** How far do stupid units move forward when failing a stupidity test?**

A: Their movement values

*** Can lines hit more than more models than ranks/files**

A: Yes, unless stated specifically otherwise, see cannons.

*** When measuring magic move of units between which points do you measure?**

A: Closest point to closest point

*** Single use. The bearer of a Paymaster's Coin can re-roll any failed rolls To Hit made during the Combat phase. Who is the bearer? Does it include mounts?**

A: Does not include mount

*** Can you charge after you redress the ranks with drilled?**

A: No, you cannot charge. This is a Twin Sentinels ruling.

*** Is the 0-toughness combo intended?**

A: Yes

*** Does the single hit from the Empire magic mace item work with special doppelgänger?**

A: No, single hit only

*** Can you move after rallying?**

A: Yes

*** If you take the item that lets you pick spells or gives you access to multiple lores, can you take more than one signature?**

A: No

*** What is the correct casting value of the VC spell?**

A: *The lower of the two*

*** Do models that were in the second rank get to attack if they are stepping up?**

A: No

*** Can wizards with armour cast spells?**

A: Only if they come with armour & magic level already, like chaos sorcerers.

*** Random range spells pick direction or roll first?**

A: *Roll first*

*** Night goblin & goblin "chiefs". Are these meant to say bosses?**

A: Yes

*** Does Thump with club do one attack?**

A: Yes

*** Can a model move totally off the battlefield during a move?**

A: *No, not the entire front edge. But they can clip the sides of the battlefield so long as they keep some portion of the front edge on it.*

*** Can you drink more than one potion of the same type on the same go?**

A: *Yes. Get boozing.*

*** Can the back models in unit can move further than double march during wheel?**

A: *No, the double movement rule during manoeuvres applies in all cases. But not during non-manoevre instances, such as charging.*

*** Does seed of life stack with itself?**

A: No

*** Does frenzy stack with itself?**

A: No

*** What happens when a model moves out of combat in which it was in a duel, but the combat doesn't end?**

A: *The duel ends*

*** Do characters moving to the front rank of a unit count for their movement**

A: Yes.

*** Can the back model of unit move over its march value in wheel**

A: No.

*** Is Aether Blade a weapon, or just a special rule?**

A: It's a Special rule

*** How is the model removed for 'swallow them whole' selected?**

A: *Owner of prospective swallower selects one.*

*** How are the models removed from the similar giant attack removed?**

A: *The owner of the giant selects*

***Do potions effect mounts**

A: *Yes, if it says 'model'*

*** What happens when a Counter Charging unit with their Charge Reaction moves outside the Arc of Sight of a unit that had declared the charge on it?**

A: *The charge is completed. The counter chargers know they're there.*

***Overruns:**

A: *RAW. The overrun occurs from where the attacker eliminates the enemy unit.*

*** Can characters charge out of units?**

A: No

*** When a foe is wiped out in combat: Restrain & Reform or Overruns. Do I always have to either test to restrain & reform, or be forced to overrun directly forwards in all instances where a foe is eliminated?**

A: If you pass leadership test you are restrained & can reform. If you fail the leadership test, overrun from your original position.

Twin Sentinels Restrictions:

Linehammer:

A unit cannot exceed more than 10 models in a rank.

Army Composition:

Core: 0-6 restriction per core unit choice.

Special: 0-3 restriction per special unit choice.

Rare: 0-2 restriction per rare unit choice.

Mercenaries / Allies will not be allowed.

All other restrictions stand.