

# ***Warhammer fantasy: The old world, Invasion 2024***

***NOTE FROM TO!! Rules are subject to change and updates as we await further faq/ errata and potential changes from games workshop and more info from other major tournaments comes in.***

Tournament organizer and head cheese: Damon Andersen  
Secondary head cheese and on call TO/ stand in: Bjørn Nilsen

Points allowed: 2000

Armies allowed: All armies that has a army list usable in TOW.

Tournament comp:

-Rule of 3 for all units aside from core choices, this does include characters on mounts or characters in general( if a character goes in a chariot, thats 1 chariot of that types slot used etc )

-You may only have one behemoth mount in your army.

There will be 5 games. 3 on saturday and 2 on sunday

( missions TBA but will mostly be rulebook missions, possibly with twists)

Calculating victory.

We will be using the victory points table below.

To find out how the battle ended, find out how much of the opponents army you killed , add bonus points for banners captured, generals killed and other bonuses as mentioned in the rulebook.

The count them against eachother and confer with the table below.

Coloumn nr 1 is the points differece.

Coloumn nr 2 is the result

Coloumn nr 3 is the victory points give for the game

0-250PTS	Draw	10-10
251-500	Minor victory	13-7
501-750	Solid victory	15-5
751-1100	Major victory	17-3
1101->	Massacre	20-0