

*Triple Crown Wargaming
Grand Tournament
2024*

A WARHAMMER: THE OLD WORLD EVENT

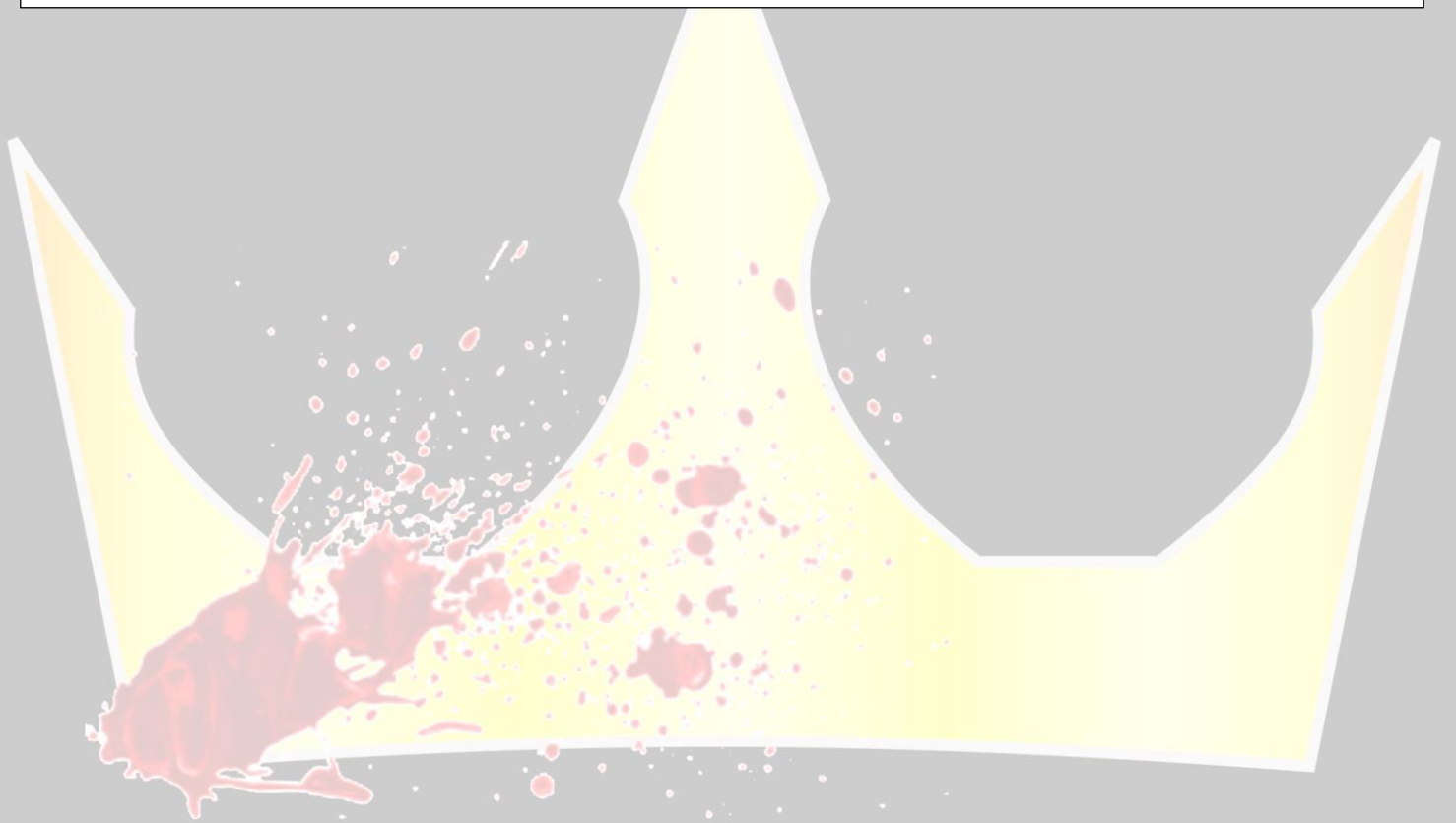


20th & 21st July

Changes from the previous pack are marked in **red**. As always, some comps may have been removed altogether.

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1) Introduction

Welcome to the Triple Crown Wargaming Grand Tournament 2024 Tournament Pack. We are very excited to be holding this years GT at a brand new location! (More details later in the pack!)

Let us introduce the Triple Crown Wargaming team, we are James Lammin, Scott McHugh, Max Hurley, and John Lammin; and we will be running the event. If you have any questions that are not covered in the following pages then feel free to get in touch at:

thetriplecrownguys@gmail.com

To start with we will briefly run through some general principles about the event and how it will run.

- This is a two day, five game Warhammer: The Old World event using 2,000 point armies
- It is being held at Saxon Hall in Southend on the 20th and 21st July 2024, and the full details of the venue can be found in section 8 of this pack
- We aim to have as much of an 'out of the box' experience as possible. We have added some slight comp restrictions, which you will find more details on in section 3 of this pack. There is also a separate FAQ document that will be in use.
- Tickets are available from 7pm Saturday 10th February for Knight of the Realm Subscribers and 24 hours later at 7pm Sunday 11th February for general release. You can purchase them from www.triplecrownwargaming.com
- You have two options when it comes to purchasing your ticket for the TCW GT 2024
 - **Standard** – The standard ticket is £40 and just includes the five awesome games of The Old World you'll play across the weekend
 - **Crown** – You can then 'Crown' your ticket for an extra £10, which will include dinner at the venue on the Saturday evening AND entry to The BIG Warhammer Quiz (and the chance to win a prize!). There's more details about the quiz in section 6. If you do purchase a 'Crown' ticket please let us know if you have any dietary requirements
- Hot and cold drinks, alcoholic drinks and snacks as well as lunch are available to purchase from the venue
- Unpainted armies are allowed, however be aware that points are awarded for fully painted and based armies and these will be used as the second decider in the event of a tie (full details of scoring and tiebreakers can be found in section 4).
- There are separate awards for painting and sportsmanship, full details of which can be found in section 5.

2) Building Your Army

So now the fun starts, getting your army together! This is a **2,000 point**, closed list event. Please be aware that your army lists will need to have the following:

- Your name
- The name of your faction
- Your units/characters along with their points, any upgrades they have and the points for those, and who is your army general
- Your armies total points cost

Your list needs to be submitted to thetriplecrownguys@gmail.com by the end of **6th July 2024**. Late submission will result in a **5 Tournament Point** deduction from your final score.

This event will be closed lists, however you are required to disclose all non-magical equipment and upgrades your characters/units have (i.e. High Elven Honours, Bretonnian Virtues etc.) before the game. You are also required to provide your full list, including magic items, to your opponent after each game to help with calculating victory points.

What can I use?

- You may select your army from one of the Grand Army composition lists found in either the Forces of Fantasy or Ravening Hordes books
- You may select your army from one of the Grand Army composition lists found in the Legacy Army List PDF's (which can be found on the Warhammer Community website)
- You may select your army from any army composition list found in any Arcane Journals
- You may select items from any Arcane Journal (as long as you adhere to any restrictions on the lists certain items may be available in)
- You may NOT include any Allies in your army list, even if they may be allowed in the composition list chosen

Third party and 'proxy' models/conversions are allowed as long as it is clear to your opponents what the model(s) is/are now representing. In short, if you have made an effort to do something cool it will likely be fine. If you are planning on using any proxy, converted or third party models please send some photos to thetriplicecrownguys@gmail.com ahead of submitting your list so that we can confirm we are happy for the models to be used.

We understand certain models are hard to come by now and that may mean you need to use others; we don't have an issue with this. Sending us pictures ahead of time simply ensures we are completely clear on what you want to use as what, and this helps to ensure the event runs smoothly. If you arrive with converted/proxy/third party models which you have not sent us pictures of prior to your list being submitted, we may ask you to remove these and play your games without them. This NOT something we want to do, or think we will need to do, but it is something which we think will help ensure the event is enjoyable for everyone.

We know base sizes have been a very contentious point for a lot of people in the community and we completely understand this. We will allow individual models in a unit to be based on incorrect base sizes for W:TOW, however the unit must have the correct size footprint. In short, this means if you want to use a movement tray with spacers to fill out the footprint of a unit that is ok. Units of 1 model must either be based on the correct size base or have a base adapter to cover the correct footprint. Units must remain occupying the correct footprint throughout the game, meaning that should you wish to reform a unit on smaller bases you must have a movement tray of usable width/depth so that it still occupies the correct footprint in the new formation.

What should I bring?

- Your army (we hope this one would be obvious!)
- Any gaming aids you need (dice, tape measure, templates)
- Movement trays for any unit of 3 or more models (if a unit may only adopt Skirmish formation it does not require a movement tray)
- Warhammer: The Old World rulebook
- Either the Forces of Fantasy or Ravening Hordes book, and any Arcane Journals you are using
- 2 printed copies of your army list
- Any FAQ's you will be relying on – if you do not have a copy and one cannot be found, expect to be ruled against!

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3) The Comp

- Your army may not contain more than 5 of the same core unit (Units which can be armed with different weapons but which have the same unit entry count as the same unit)
- Your army may not contain more than 3 of the same non-core unit or character (Units which can be armed with different weapons but which have the same unit entry count as the same unit. Models which may be taken on their own or as mounts do not count towards this cap)
- Your army may include no more than one character mounted upon a Behemoth with the Fly (X) special rule (The High Elf Dragon Mage is exempt from this, you may have any number of Dragon Mages and up to one additional character mounted on a Behemoth with the Fly (X) special rule)

Your first round opponent will be random. Swiss pairing will match opponents after round 1.

4) The Scenarios & Scoring

Scenarios

The Triple Crown Wargaming Grand Tournament 2024 will use 5 of the 6 missions found in the main Warhammer: The Old World Rulebook, played in a random order. Each round will be limited to two and a half hours. The missions will be:

- Open Battle
- Flank Attack
- Meeting Engagement
- Mountain Pass
- Command & Control (For the purposes of this event the 'special feature' required for the mission will count as a Tower as per page 275 of the Warhammer: The Old World rulebook)

Each mission will be scored using a 20-0 system. Each game will be scored based on the difference in victory points each player earns (Victory points are scored in the same ways as described in the Warhammer: The Old World rulebook). Work out the difference in victory points and consult the table below.

Victory Point Difference	TP Score
0 – 149	10 – 10
150 – 299	11 – 9
300 – 449	12 – 8
450 – 599	13 – 7
600 – 749	14 – 6
750 – 899	15 – 5
900 – 1049	16 – 4
1050 – 1199	17 – 3
1199 – 1349	18 – 2
1350 – 1499	19 – 1
1500 +	20 – 0

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Final Score and Tiebreakers

Your final score at the TCW Grand Tournament 2024 will be determined by your gaming points, sportsmanship points and painting points as described below. Remember, late submission of your army list will also result in a 5TP deduction so could affect where you finish overall!

If, after all of that is taken into account, two or more players are on the same score we will use the following tiebreakers, in this order:

- Sportsmanship Points
- Painting Points
- Victory Points scored

Gaming Points

The main method of scoring points at the TCW GT will be from Tournament points earned in your five games (the method in which you score these is explained above!). We will add up your tournament points across the weekend to get your total gaming score.

Running tournament point totals are also what is used to match opponents in rounds 2 to 5, with victory points being the tie breaker if two or more players are on the same score.

Sportsmanship Points

I think we speak for most Warhammer players when we say we all want to enjoy our games at any event. It ensures everyone has a great time and helps to keep our community together and thriving!

So, at the end of each of your games you will each fill in a results sheet, telling us your name, what the game's final score was etc. There will also be a second sheet with 3 short questions on it. These extra 3 questions are to help us work out a sportsmanship score for each of you. Please remember if you are at all uncomfortable about filling this in in front of your opponent, you can always come to us to change what you wrote or simply take the sheet away from the table with you and fill it in elsewhere. We do not want anyone to find this element of the event tough, and don't forget we are always here to help!

Fortunately, Sportsmanship is usually in plentiful supply at the TCW events, so we are confident you won't have any issues! At the end of the tournament each player will have scored between 0 and 15 points; these points will be used as the first decider in the event of a tie (as well as to determine the Most Sporting Player which we'll get onto a bit later!).

The questions that you spend a couple of minutes answering at the end of each game will help us to establish this score for each of you, so please be honest, it could help someone win the whole event!

The three questions we will ask you are:

- Did your opponent try to make the game enjoyable for you both?
- Was your opponent honest and fair throughout the game?
- Did your opponent conduct themselves in a good manner?

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Painting Points

Whilst you may attend the TCW GT with a completely unpainted or based army it might be worth cracking out your brushes all the same! Whilst painting doesn't add to your TP score there are an additional 10 points available for painting at this event and like the Sportsmanship points above, it could be the difference between winning and losing the event.

During the event we will move around the venue and check out the painting on every attendee's army. We will look at:

- Is it fully painted and based, including painted movement trays? - **If you are using base adaptors or spaced movement trays these do not have to be based in the same scheme as your armies bases in order to score these points but they do need to be at least sprayed black)**
- Does the army have a consistent theme (i.e. painted in the same livery, based the same etc.)?
- Does the army have an awesome centrepiece? – This can be anything from a large model to an eye catching banner

The answers to those questions will be used to score every armies painting out of a possible 10 (3 marks for each question with an additional 1 if you get YES for all three). This score will be used as the second decider in the event of a tie in both TPs and sportsmanship points.

5) The Awards

The following awards will definitely be up for grabs:

- Winners of the Triple Crown Wargaming Grand Tournament 2024 (1st, 2nd and 3rd Place)
- Best Painted Army (details below)
- Most Sporting Player (details below)
- Best In Race (details below)

First Place will receive a trophy and 20 exclusive **GOLD** Triple Crown Wargaming dice

Second Place will receive a trophy and 20 exclusive **SILVER** Triple Crown Wargaming dice

Third Place will receive a trophy and 20 exclusive **BRONZE** Triple Crown Wargaming dice

Best Painted Army will receive a trophy and a framed piece of Warhammer art

Most Sporting Player will receive a trophy and a Dwarfen tankard

Each Best In Race winner will receive a trophy

Most Sporting Player

The sportsmanship points used as the first tiebreaker will also be used to determine the winner of the Most Sporting Player award.

In the event of a tie the person who finished highest will win the award (It's much more difficult to win and be remembered for being the nice guy/girl!).

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Best Painted

On Sunday lunchtime players who have **fully painted their own armies** may display them for Best Painted judging. The winner of the Best Painted award will be the army that the four of us collectively judge to be our favourite on the weekend. The winner will be announced during the awards ceremony at the end of the event and will receive a prize!

6) The BIG Warhammer Quiz

If you 'Crown' your event ticket then you receive a handful of awesome event additions. You get dinner on Saturday night at the venue (we all have to eat!), you also get access to the venue bar until 11pm on Saturday evening (that's a private bar!). However, by far the best part of Crowning your ticket (in our humble opinions!) is that you can take part in The Big Warhammer Quiz!

Attendees group up into teams of up to 6 players, to take on quiz questions that cover every element of Warhammer and the winning team will get a free round of drinks by way of a prize!

Make sure you brush up on your Warhammer knowledge to come out on top!

7) Scheduling

The schedule for the event will be as follows:

Saturday

- 09:30 Venue open & Registration
- 09:45 – 12:15 Round 1
- 12:15 – 12:45 Lunch
- 12:45 – 15:15 Round 2
- 15:15 – 15:30 Break
- 15:30 – 18:00 Round 3
- 19:00 For those who 'Crown' their tickets, dinner will be around 19:00 followed by The BIG Warhammer Quiz

Sunday

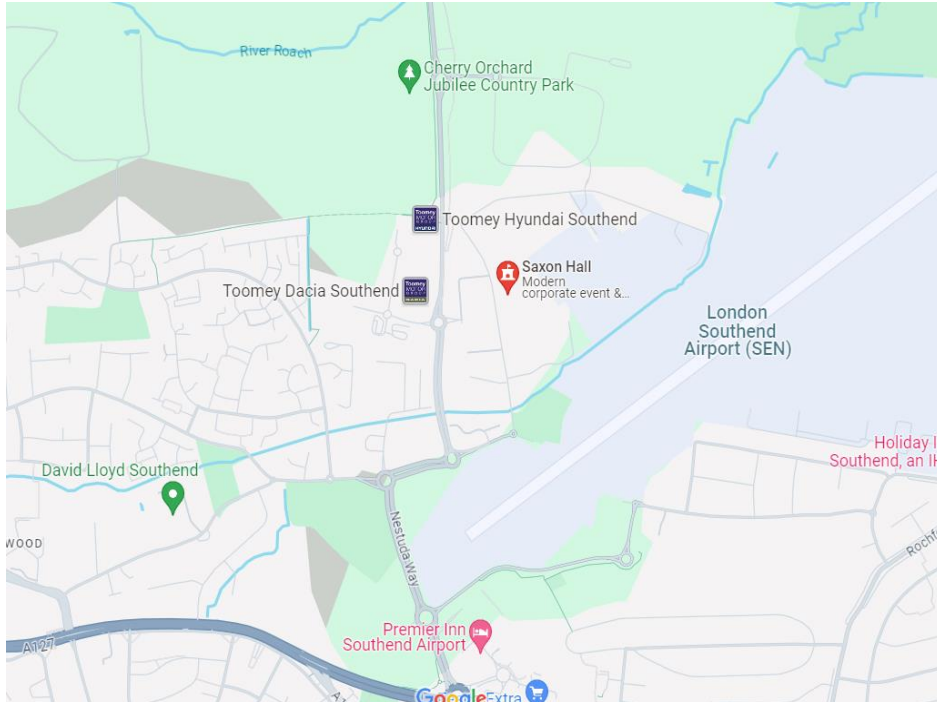
- 10:00 Venue open
- 10:30 – 13:00 Round 4
- 13:00 – 13:30 Lunch
- 13:30 – 16:00 Round 5
- 16:30 Awards

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8) The Venue

The Triple Crown Wargaming Grand Tournament 2024 will be held at Saxon Hall in Southend on 20th and 21st July.

Saxon Hall
Aviation Way
Southend-On-Sea
Essex
SS2 6UN



9) A Final Note from the Team

We would like to hope that as a team we have covered every eventuality and question above, however if you are unsure of anything please just drop us an email on thetriplecrownnguys@gmail.com and we will get back to you as soon as we can.

We also want to take this opportunity to thank everyone in the community for their support at our events over the last 10 years, and everyone who has come to all of our events – we couldn't do this without you!

We look forward to seeing you all at the event!

The Triple Crown Wargaming Team

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