



HEROCON 2024

THE OLD WORLD

The Herocon 2024 The Old World event is being hosted by the ADFWGA while supporting our chosen charity: Soldier On. Please read the entire document to ensure the event runs smoothly. Should you have any questions, please contact the tournament organiser below.

Tournament Organiser

Scott Livori

Email: herocon.tow2024@gmail.com

Dates

30 November – 01 December 2024

Location

Australian Defence Force Academy (ADFA) Gymnasium

<https://maps.app.goo.gl/mQr7DsvCF4JeQDuWA>

Tickets

Available from www.adfwga.com website.

Cost \$25

Timings

Saturday 30 November

0800 – Registration and venue sign in

0830 – 0840 Welcome and admin brief

0845 – 1115 - Round 1

1115 – 1215 – Lunch

1215 – 1445 – Round 2

1500 – 1730 – Round 3

Sunday 01 December

0830 – Arrive at venue

0900 – 1130 – Round 4

1130 – 1230 – Lunch

1230 – ADFWGA GM

1300 – 1530 – Round 5

1600 – Presentations

Before each round commences, a player brief will occur to clear up any questions regarding the round. When the TO calls dice down, it means dice down and VP's will be determined from that point.

Lists

Armies are to be no more than 2000 points from lists presented in Ravening Hordes, Forces of Fantasy and any Arcane Journal. Allies and Mercenaries are permitted. Rules, publications and FAQ's released no later than 16 November 2024 will be used during this event.

There is no list submission required for this event. But as this is a charity event it is expected attendees will bring fun lists in the spirit of the event.

Painting

Painted armies are encouraged but not required to participate in this event. Painted armies will be eligible for the Players Choice award.

Sportsmanship

A fair and honest in-game environment is required for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The Tournament Organiser (TO) will not be able to observe every game. If a player is made uncomfortable by something their opponent is doing, they should tell their opponent about it and explain what the opponent can do to maintain a fair, honest, and fun in-game environment. If the behaviour continues or a dispute arises, the players should call the TO and explain the situation. The TO has the final word on rules questions or debates. Players must present a mature and polite demeanour to their opponents and the TO. Failure to do so will result in immediate disqualification. A TO can also disqualify a player for any incident that is deemed unsporting.

Scoring and Pairings

Swiss pairing will be used for this event. First round will be determined randomly.

At the conclusion of each game, Victory Points will be determined as per page 286 of The Old World Rulebook. The difference on the 2 sides Victory points will then be compared to the chart below to determine degree of victory. Each side can earn up to 20 Battle points per round.

Difference in VP	Battle Points
0-99	10-10
100-299	11-9
300-499	12-8
500-699	13-7
700-899	14-6
900-1099	15-5
1100-1299	16-4
1300-1499	17-3
1500-1699	18-2
1700-1899	19-1
1900+	20-0

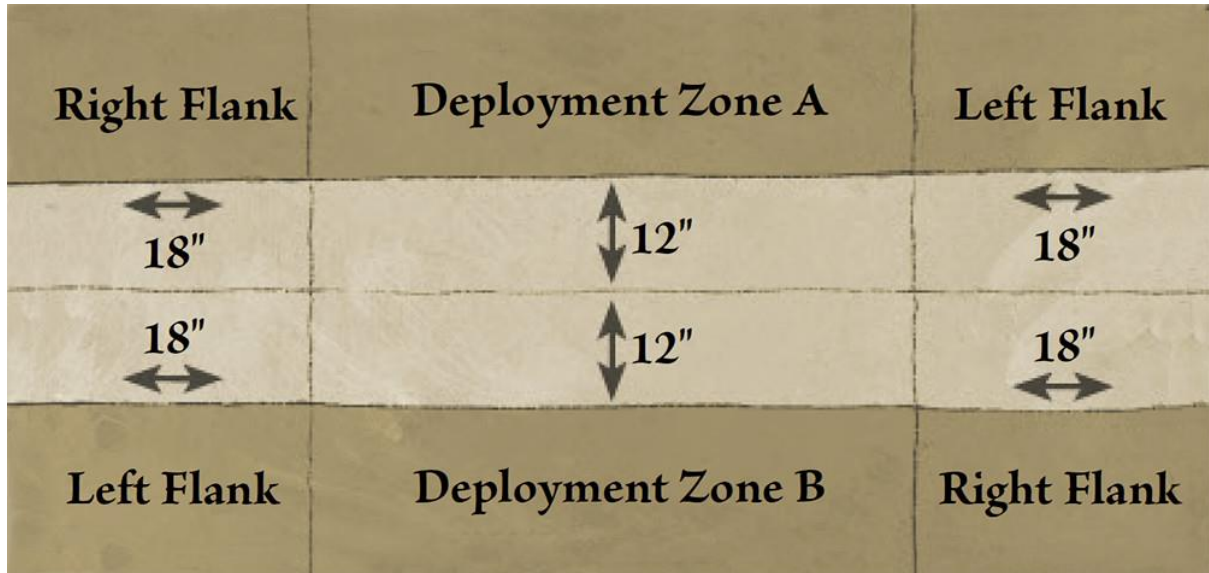
Terrain

Before each game begins players should talk through the scenery on the table they are about to use and clarify to each other what it means and how it is to be played. If the TO is asked to clarify mid game they will make a decision. The TO decision is final.

Round 1

Mission – Flank Attack

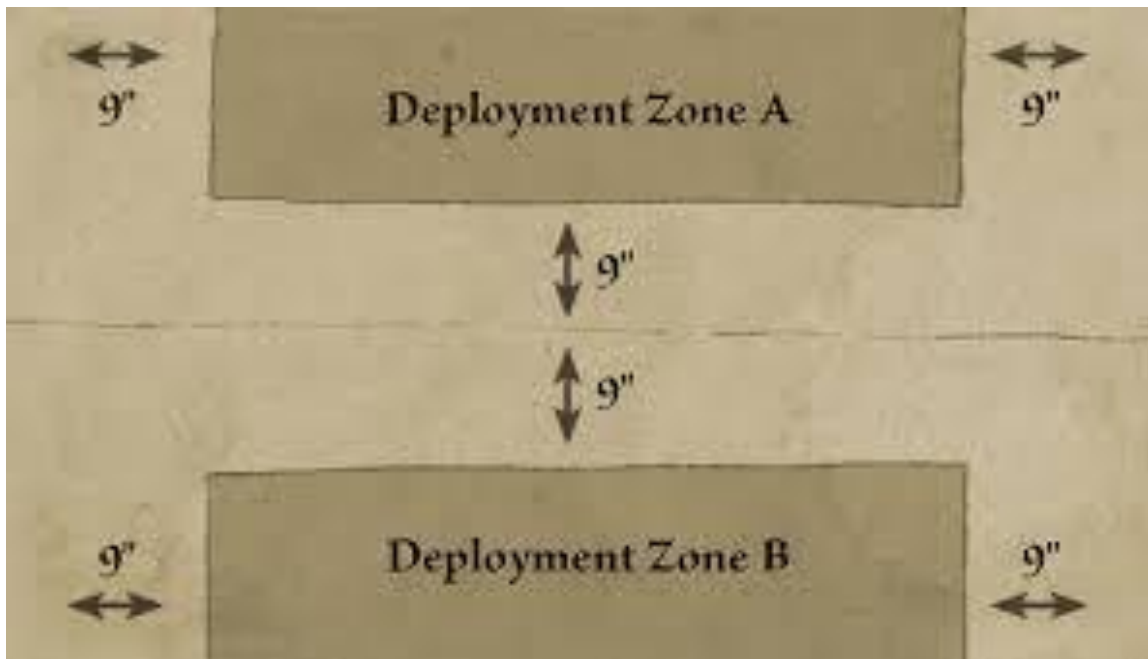
All rules for the scenario will be used. Pg 292 ToW Rulebook.



Round 2

Mission – Break Point

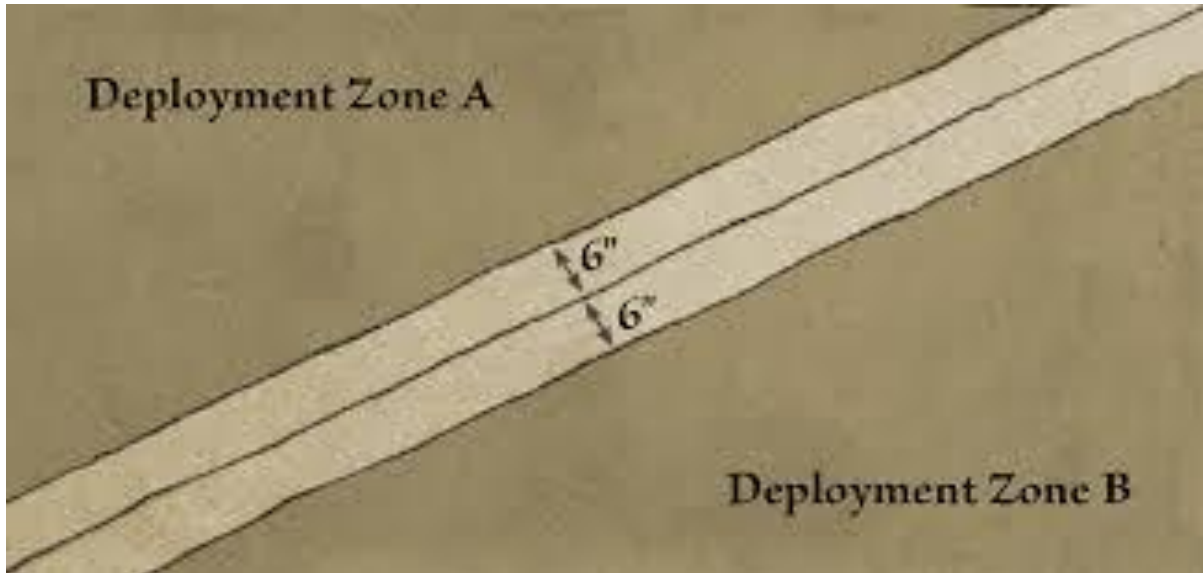
All rules for the scenario will be used. Pg 290 ToW Rulebook



Round 3

Mission – Meeting Engagement

All rules for the scenario will be used. Pg 294 ToW rulebook.



Round 4

Mission – Command and Control

All rules for the scenario will be used. Pg 298 ToW rulebook

The **Special Feature** will use the following rules:

Any wizard with 12" of the feature gains a 6+ ward save. Additionally, a single wizard that belong to the force that controls the feature may choose to attempt to cast the following spell:

Dark Whirlwind of Death

Type: Vortex

Casting Value: 12+

Range: 12"

The controlling player places a large (5") blast template with the central hole within 12" of the caster. The template scatters 2D6" in a random direction. Once placed, the template scatters a further 2D6" in a random direction.

Any unit (friend or foe) the template touches or moves over suffers 3D6 Strength 4 AP – hits. Enemy wizards touched by the template must pass a leadership test or be immediately sucked up into the eldritch funnel and removed from play. The vortex is removed at the next start of turn sub phase.

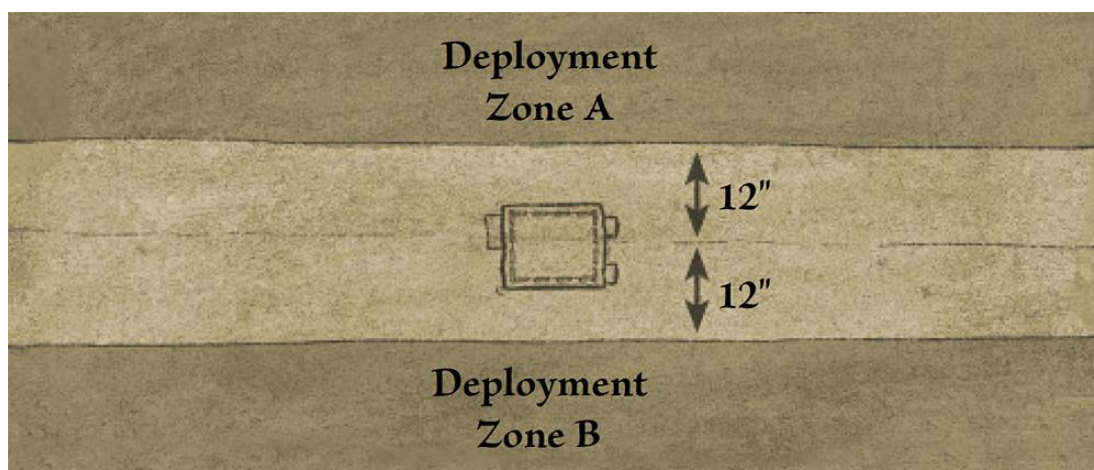
If the spell is successfully cast, the casting wizard must take a leadership test. If the test is failed, roll on the table below.

1-Sucked into the vortex. Remove the model from play. Bad Luck.

2-3-Whister of the Dark. The wizard is subject to stupidity for the remainder of the game

4-5-Blessed by unholy power. As long as the wizard (or the unit it is in) controls the feature, add D3 to casting and dispel rolls until your next Start of Turn sub phase.

6-Divine Inspiration. Pick an additional spell from the Lore(s) known by the wizard.
(Additional signature spells can be selected)



Round 5

Mission – Open Battle

All rules will be used for this scenario. Pg 288 ToW rulebook.

The following special rule will be used for this scenario.

Lucky Find – You may give any character the *Scroll of Transmogrification* for free.

Only **ONE** free scroll is used per army in this scenario.

This may take you above your point limit for magic items.

Non-Wizards count as a level 1 for this item.

