# Infernal Zoo The Old World 2026v3

The purpose of this tournament is good ole' fashioned fantasy gaming. Monster themed armies are appreciated and reflected in special battle objective scoring as described below, though not required. Please conduct yourself appropriately and strive to field an army fun to play and play against.

**What to Bring**

- 2000 pt The Old World Army
- Giant Model for Game 3 (or ask, I have plenty!)
- Dice + measuring device
- Good attitude
- Current Army book for your army (hard copy or digital)

Failure to bring any of this things will result in a -1 Sports penalty for each item.

**Allowable Armies**

All core, Arcane Journal, and Legacy Army books are allowed. Allied contingents are not allowed.

Army Lists from the Renegade Legacy rule set are allowed

All current FAQ documents will be used, as well as the MSP Community FAQ

https://docs.google.com/document/d/1uJZouoe8__Xq9-Lzynyjzf6tOn6FxZPy-eVB0iZs91Q/edit?tab=t.0

**Composition restrictions**

Use the LD3 "German Comp" System:

https://drive.google.com/file/d/1o9nMyVS0EM60E45-SJ814I1qZ2XpElgW/view

**Terrain**

This is a historically terrain heavy event, so be prepared 😊 . We are using the "other terrain rules " from the WTC tournament pack as follows:

**Simplified Terrain Rules**

The terrain layouts are designed for use with **Simple Line of Sight** rules. This means all visibility is determined from a **top-down 2D perspective –** there is no need to lower your viewpoint to table level or attempt to see "through the model's eyes".

A model has Line of Sight to a target if you can draw a **straight, unobstructed line** from **anywhere within its front arc** to **any part of the target's base**, without the line:

- leaving the model's front arc
- being interrupted by **terrain that blocks Line of Sight**, or
- being interrupted by the **base of another model**.

**Note:** As per the Core Rulebook (BBB), only models with the **Large Target** special rule can block the Line of Sight of other models with **Large Target** .

This system functions the same as the standard Line of Sight rules, **with the added clarification** that LOS-blocking ("Obstructing LOS" as per terrain chart) terrain elements block sight **in the same way as Large Target**

| TERRAIN | Rules/Terrain Category |
|---|---|
| **Hill** | Hills |
| **Forest** | Woods<br>+<br>Difficult Terrain<br>+<br>Dangerous (Cavalry & Fly) |
| **Ruin** | Cover*<br>+<br>Difficult Terrain<br>+<br>Dangerous Terrain (non-Skirmish units) |
| **Impass (small)** | Impassable Terrain + obstructing LOS |
| **Impass (big)** | Impassable Terrain + obstructing LOS |
| **Water** | Difficult Terrain<br>+<br>Dangerous Terrain (Infantry) |
| **Field** | Cover* |
| **Wall** | Low Linear Obstacle |

Note if there is a river with a bridge, and the center of your unit is on the center line of the bridge it is considered to be in open terrain. Bridges do not block LOS in any way.

### Giant Contingent

During Game 3 only, each player **must** field a Giant, as per the Giants unit entry for the Orc and Goblins army in the Ravening Hordes book .

- This model does **not** count against any category budgets from the parent book, thus does not modify the main army in any way.
- No victory points are scored for killing this model.

## Game Scoring

Once the battle has ended, use Victory Points (Kill plus scenario) to determine which player is the winner, as described on page 19 of the Matched Play Guide.

Each game distributes **20 Battle Points** between both players that are awarded based on the **Victory Points Difference** according to the table below.  The Victory Point is a cumation of Kill Points (units killed and reduced below 25% and Scenario/objective points)

| Victory Points Difference | Winner Battle Points | Loser Battle Points |
|---|---|---|
| 0–200 | 10 | 10 |
| 201-300 | 11 | 9 |
| 301-450 | 12 | 8 |
| 451-600 | 13 | 7 |
| 601-750 | 14 | 6 |
| 751-950 | 15 | 5 |
| 951-1150 | 16 | 4 |
| 1151-1400 | 17 | 3 |
| 1401-1700 | 18 | 2 |
| 1701-2500 | 19 | 1 |
| >2500 | 20 | 0 |

# Scenarios

**Scenarios**

Five pre-set Scenarios will be used for the event. All scenarios share the same Set-up and Game Length.

**Set-Up:** The battlefield terrain will be pre-set by the organizers

**Game Length**: The game is played to a fixed turn limit of six rounds.

The following scenarios define their own Deployment Zones, Secondary Objective(s), and, where applicable, Scenario Special Rules. In addition **each player can play must play of their Zoo card**s (see below), achieving this is worth 150 VPs. Zoo Cards are not repeatable. Strategic objective scoring is as per Matched Play Guide

Game 1: **Terrors in the Mist**

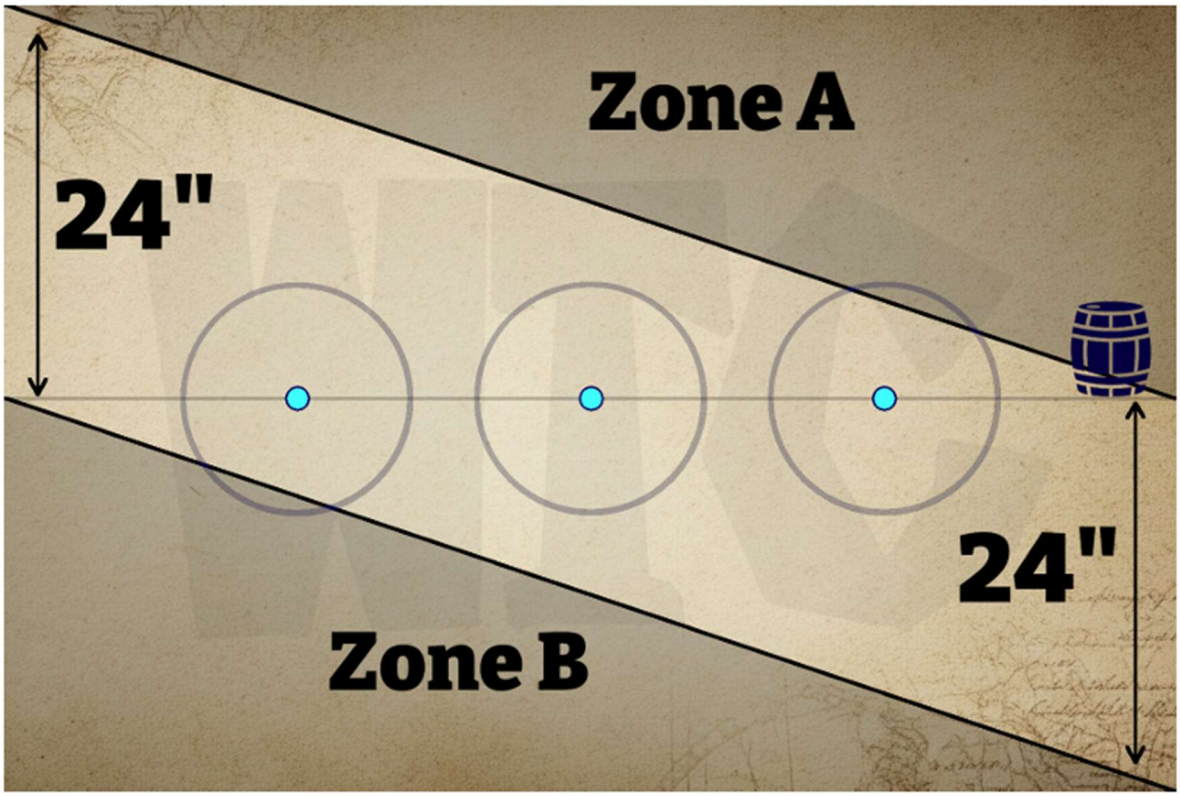
This will be a blind deployment with a Sheet obscuring the battle field. Player will roll off randomly to see who goes first. Scouts are deployed after Curtain drop.

**Secondary Objective(s):** Strategic Locations (3) – Place along CL of Table, 18" from table edge and each other, Zoo Cards

**Scenario Special Rules:** Due to the heavy Mist, all long range shooting is a further -1 to hit.

**Game 2 Call of The Wild**

**Deployment**: Roll off to see which player chooses their deployment zone (A or B), as shown on the map below. Before deploying their army, each player rolls a D6. If either player rolls a 1, both players must choose a single unit from their army whose troop type is 'infantry' or 'cavalry' to be held in reserve. Additionally you may choose any unit of BEHMOUTH to be held in reserve, Once this roll has been made, the player that won the roll-off to choose deployment zones deploys the first unit. Units that are not held in reserve can be deployed using the alternating units method, as described on page 17 of the Matched Play Guide. During deployment, characters may join units that are being held in reserve as a result of the scenario special rule. In other words, any character that can join a unit can be held in reserve, provided they join a unit.




**Secondary Objective(s):** Strategic Locations (3), Zoo Cards

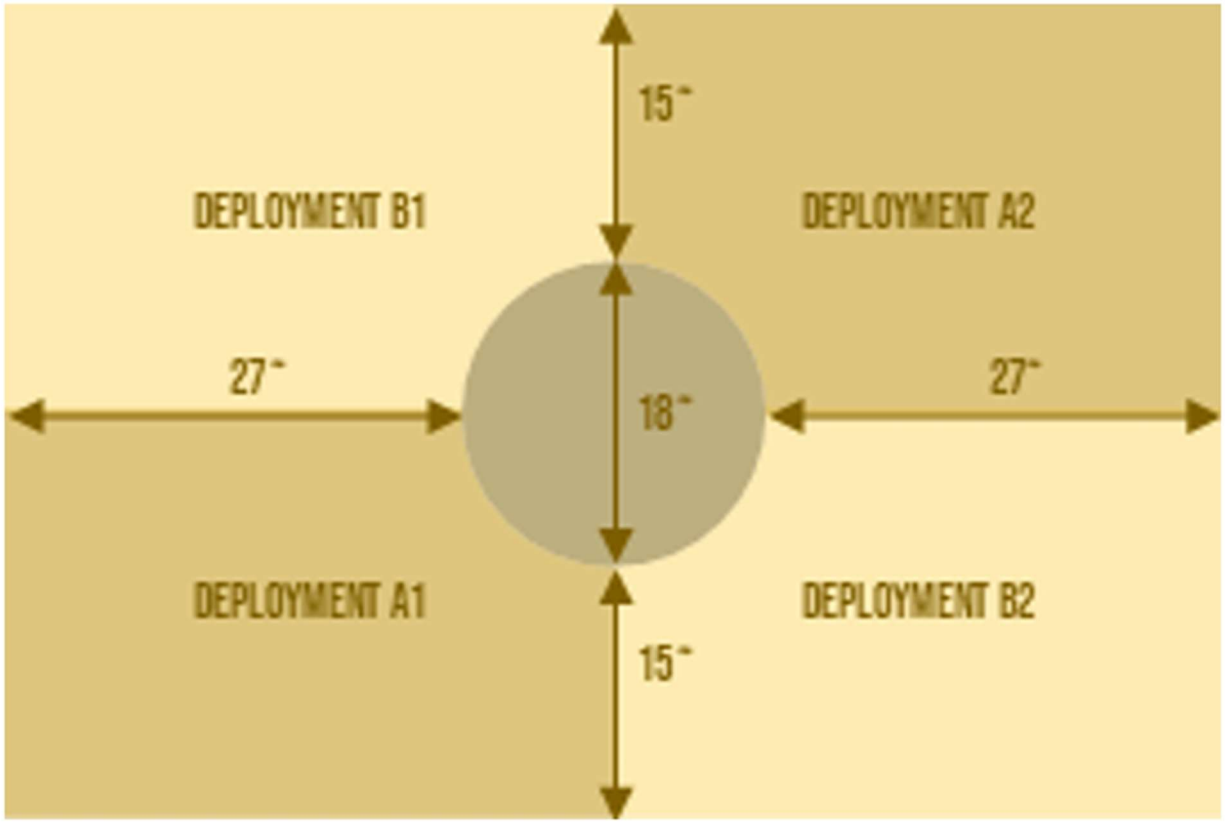
**Scenario Special Rules**: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any of their controlling player's turns , other than the first. When they arrive, reserves may enter the battlefield as reinforcements (as described on page 134 of the Warhammer: The Old World Rulebook), from any point on a battlefield edge within their deployment zone.

**Game 3**

**Drawn Battlelines - Here Be Giants!**

Each Player Fields their Free Giant Contingent Model (as per above)

**Deployment**: Right after Set-Up, the winner of a roll-off chooses their deployment zone (A1, A2, B1 or B2), as shown on the map below. If the winner of the roll-off selects a deployment zone marked 'A', then their opponent will use the opposite deployment zone, also marked 'A'. If the winner of the roll-off selects a deployment zone marked 'B', then their opponent will use the opposite deployment zone, also marked 'B'. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17 of the Matched Play Guide.

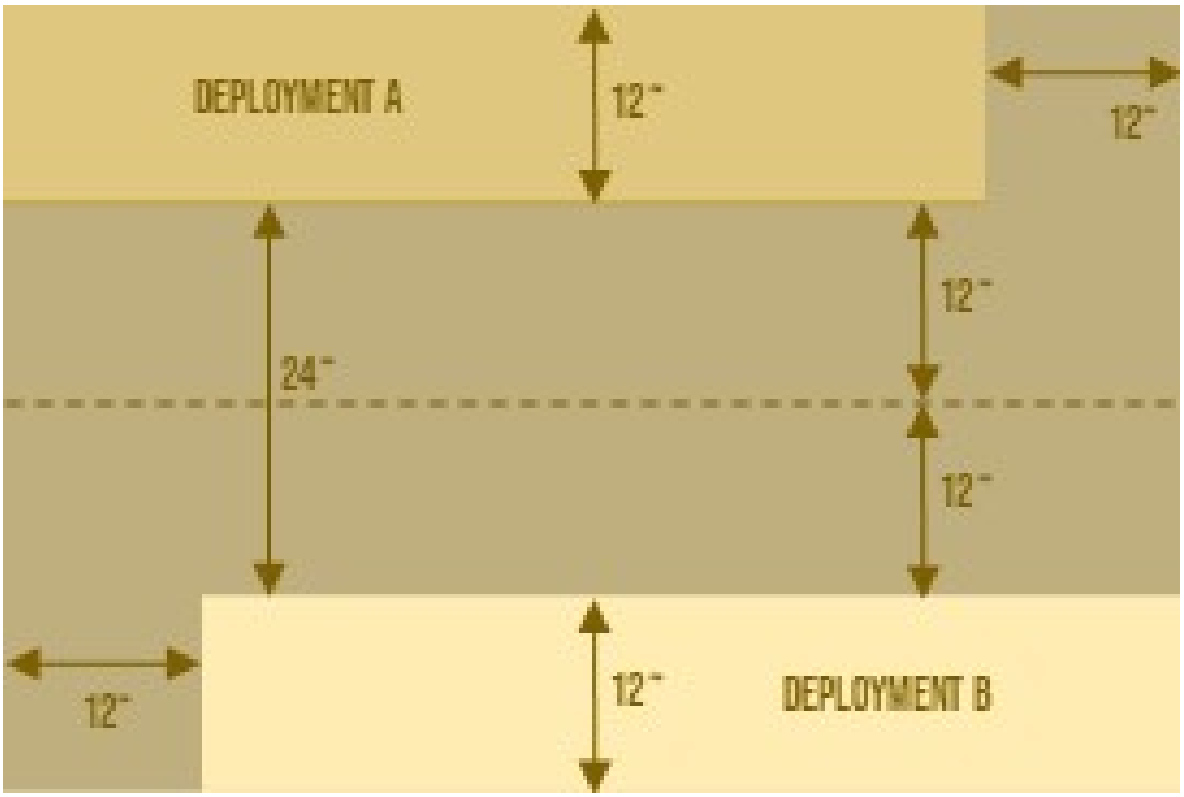



**Secondary Objective(s):** Domination, Zoo Cards

**Scenario Special Rules:** Double the unit strength of Bemouth Models for Domination Scoring Purposes. Killing the "free " giants in this scenario does not yield victory points.

**Game 4 – Dragon Roost**

**Deployment**: Right after Set-Up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17 of the Matched Play Guide.




**Secondary Objective(s):** Baggage Train (Dragon Eggs), Zoo Cards

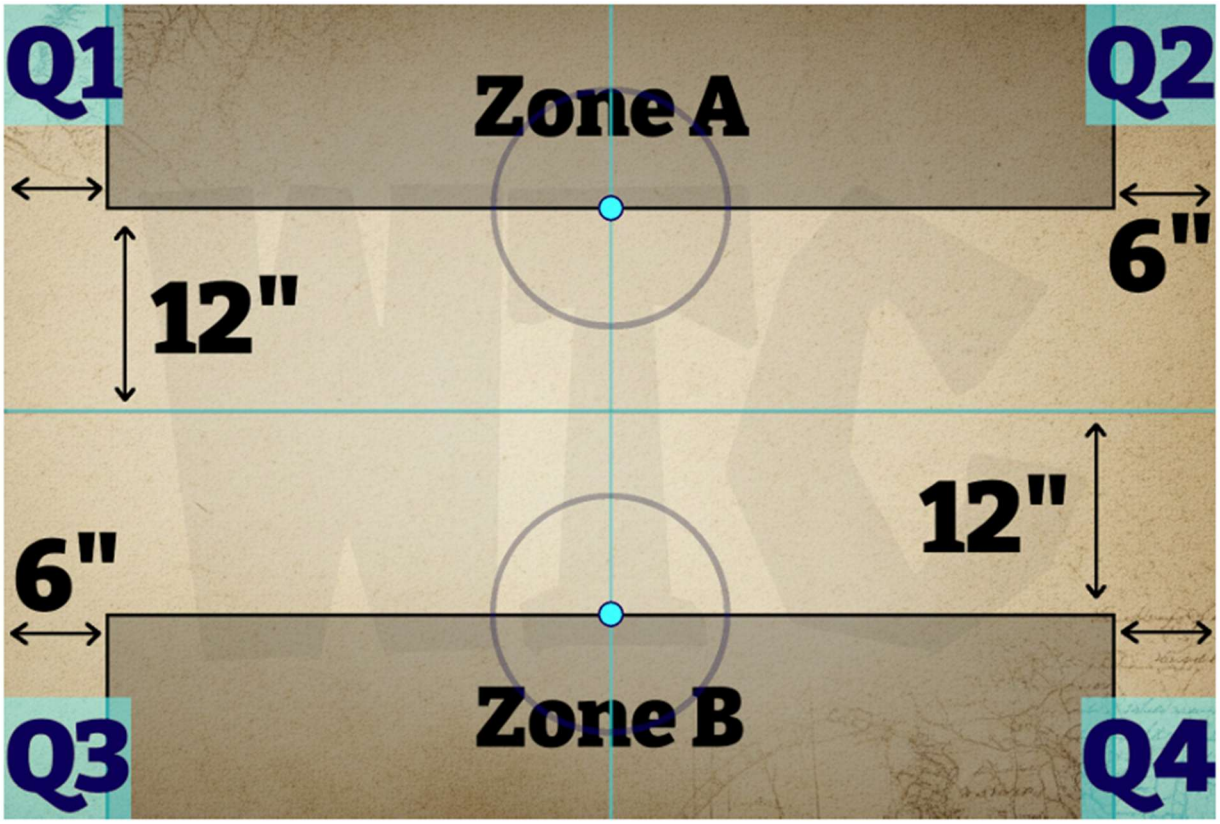
Each Baggage Train contains Dragon Eggs!

**Scenario Special Rules:** All dragon models (and equivalent, wyverns, zombie dragons etc) gain the Frenzy rule if within 6" of the baggage train. and Can Hold the Baggage train regardless of unit strength.

**Game 5:**

**Da Grinder**

Deployment: Close Quarters. Right after Set-Up, the winner of a roll-off chooses their deployment zone (A or B), as shown on the map below. Once deployment zones have been chosen, the winner of this roll-off deploys the first unit. Players deploy their armies using the alternating units method, as described on page 17 of the Matched Play Guide.




**Secondary Objective(s):** Strategic Locations (2), Domination

**Special Rules**: The short battlefield edges count as impassable terrain. As such, no units (including fleeing units or any arriving from reserve) can leave or enter the battlefield via either short edge unless they have the Ethereal or Fly (X) special rule. Due to the jagged rocks, all stomp attaches within 6" of the board edge re-roll to wound.

## Sports Scores

Up to 5 points will be award for sports as executed by the new recruit poll

## Painting

Up to 50 points are available for painting. See the painting score sheet for a breakdown in how these points can be achieved. You can achieve a higher score then 20 for purposes of best painted, but this is capped on 20 points for the overall score.

## Background

If you create a haiku describing the background of your army/alliance you will get 1 bonus Sports B point. **The best one will get 2 points, will vote on the during the dinner banquet (must be present to win). You must create this Haiku Yourself.**

## Zoo Keepers Challenge

For those of you ranking up, there is a club challenge. This award will be given out during the Banquet. We will average the Battle Sports score for the first 3 games for everyone in your club (3 Players Minimum). Tie Breaker is Sports, then # of Haikus..

I will throw out the lowest score in your club and it will not be apart of your average.

> **Monstrous Rank Bonus**: For every 3 full members you will get a 5% bonus to your average score

## Head Hunter's Crown

The player with the most kills of Behemoth models (or equivalent) wins the head hunters crown . Players keep score on a google doc (link Provided at event) . This score does get factored into Hobby Hero points. Only killed or run down monsters count, not fled off the table. Kills by your giant contingent count double!

## Golden Menagerie

Similar to the battle award there is a club PAINTING challenge. This award will be given out on Sunday. We will average the adjusted paint score for everyone in your club (3 players minimum)… so you getting your paint score up to 20 is key… First tie break will be total members in the club.

I will throw out the lowest score in your club and it will not be apart of your average.

> **Monstrous Rank Bonus**: For every 3 full members you will get a 5% bonus to your average score

# Zoo Card Objectives

A secondary objectives for each player are as described below. Each battle both players will select 2 Objective cards and place face down (Secret). These are non repeatable. Turn your card in after each game. For Each objective card you achieve you get 150 scenario pts. There are 6 Zoo Cards, and you will get a new set Day 2. Cards will be provided

For Purposes of these objectives the following units are considered Monsters:

Dwarven Lord on Shield Bearers

Empire Steam Tank

Bretonian Grail Relique

**Apex Predator**

It's a kill or be killed world out there. There can be only one alpha male/female, on the top of the food chain and "RARGH! my woobie is the Bestest! "!!! .

Achieved if one of your models of Type Behemoth, monster, or Monstrous Cav inflicts the last wound on your opponents model of any of the same types.

**Hunting Grounds**

Monsters need to control their territory, and the best way to keep away unwanted visitors is to be in the most visible location and Scream as load as they can

Achieved if Type Behemoth, monster, or Monstrous Cav ends the game withing 6" of the center of the board.

**Feed the Beast**

It can take a lot of raw meat to keep a good in zoo in business. Sometimes the entire purpose of a battle is simple to secure food for the lovably big guys.

Achieved if you Kill or rundown your opponent's largest starting highest unit strength unit (secretly Select Unit before battle in advent of a tie).

**Regicide**

Sometimes it's not good to be the king.

Achieved if you Kill or Rundown your opponent's General

**Claim Stake**

You gotta get out there and take what's yours.

Achieved if at the end the battle you have a non character unit in your opponents Deployment Zone

**Get off My Lawn**,

Defend that sacred ground at all costs

> Achieved if you End the battle with no enemy units or characters in your own deployment Zone

*Note every player gets to field a free Giant game 3, so 5 Zoo points are achievable for every player regardless of army composition.*

# Individual Awards

Winners will be announced for the following categories:

*Award Marked (**GT**) are shared with other concurrent*

*GT PATH*

## Old World Path To Glory

| | Major Awards | | | | | |
|---|---|---|---|---|---|---|
| | GT Hobby Master | Chief of War | Best General | Best Paint | Players Choice | Sportsman |
| Battle Score | 50 pts Max | 60 pts Max | 60 pts Max | | | |
| Appearance/Paint | 50 Pts Max | 10 Points Max | | 50 pts Max | | |
| Players Choice | 5 pts Max | | | 5 Points Max | NR Poll | |
| Hobby Hero Points | 50 Pts Max | | | | | |
| Haiku | 2 pts Max | 2 pts Max | | | | |
| Sports | 3 Pts Max | | 3 Pts Max | | | 3 Pts Max |

**Wooden Spoon (TOW):** Best Attitude and lowest score… Highest Sports in Bottom 3 players

**Additional Paint Awards (all GT)**

> Players Choice Best Model (Large, Small) (Poll)
>
> Players Choice (Army)

**Head Hunter (TOW):** Most Behemoth (or Equivalent) Kills

**Hobby Guru (GT):** Highest Hobby Hero + Raw Paint Score

# Appendix

**Paint Scoring**

**Scoring**

**Base Scoring 0-12 points**

The following points are intended to be non-subjective, full points are awarded for each item if the appropriate criteria is met.

- All models cleanly assembled and based (war machines too!) , no empty basses, no visible mold lines etc**- 2 pts**
- Models Clearly represent their troop types, have wings if flying, shields, and appropriate weapon types so that they are easily identified and distinct from other troop types in the army **– 3 pts**
- Entire army is painted to 3 color standard **- 3 pts**
- If yes to above, all models in the same units have a consistent paint scheme **- 1 pt**
- Entire Army is based with minimum of 2 materials **– 1pts**
- If yes to above, entire army is based consistent with a common theme **- 1 pt**
- Do Character Models Stand Out and are easily identifiable - **1 pt**

**Bonus Points 0-38 points (8 point max for overall score or if you did not personally paint and construct 75% or more of your army)**

The following points will be subjectively awarded by a paint judge. For purposes of overall score your maximum bonus point score will be 15 points. However the full score will be used for determination of the best painted army award.

Bonus Points will be awarded for the following categories:

- Display Board **0-3 pts** (**e.g.** 1= it's there, 3 = its monumental and awe inspiring
- Display Board center piece or key feature that is expertly crafted and painted **0-2 pts**
- Outstanding Bases (army wide) **0-3 pts**
- Shading and Layering **0-5 pts** (**e.g.** 1 = washes visible, 5 = Golden Demon level of highlighting )
- Outstanding Unit Character **0-3 pts**,( **e.g.** do individual units have a strong personality to the unit),
- Epic Prints or Conversions **0-10 pts** (**e.g.** Unique Models that Stand out and Demand Attention).
- Theme/consistent color scheme across the army **0-4 pts**
- Artistic Unit fillers or unique scenic bases **0-3 pts**
- A phenomenal character or monster stand out from the rest of the army as a focal point **0-3 pts**
- Free hand or other wise epic unit and army standards **0-2 pts**

## Hobby Hero Points

These points just Count towards the Hobby Hero Award Category, Max 50 points per player.

- **Back Story:** 0-10 points: submit 1 Page mage story related to your army, such as history, tales of glory, general name, grudges etc. Stories DUE Thursday NIGHT Before the EVENT
- **Core Competency:** 8 Points: Your core troop allowance is 20% great then required **(please identify under your back story)**..
- **Heroic Intervention:** 6 Points: Your hero point allowance is 20% less then what your allowed **(please identify under your back story)**.
- **Army Theme** 0-10 Points: Judges Vote (Average of 3 judges) as to how well you composed your list to represent a chosen theme, irrespective of army power level, and is not simple composed for optimal gaming. **(Identify theme under your back story)**.
- **Got Game:** 0-4 Points: You have gaming tools (charge arrows, tokens, etc,) that are specific to your army
- **HEAD HUNTER**
  Add your Head Hunter Score (max 10)
- **Giant Tales:** 2 Points: Entertain the group with exploits of your giant during the banquet.