



**2025**

**OLD WORLD**

**EVENT PACK**

**v1.1**  
**09.05.2025**

## Table Of Contents

### 1 About WTC The Old World

#### Tournament

- 1.1 What is WTC?
- 1.2 WTC Mission Statement
- 1.3 Find Out More and Attending WTC TOW
- 1.4 General Information
- 1.5 Army Lists

### 2. WTC: At the Event

- 2.1 Design & Miniatures
- 2.2 Maps
- 2.3 Game Preparation
- 2.4 Pairing
- 2.5 Team Scoring
- 2.6 Event Schedule and Mission

## ENTRY FEE & REGISTRATION

Entry fee for 2025 is 490€ per team and 50€ per non-playing captain/coach/assistant on a given team. Tickets include lunch on SAT-SUN of the event. For Singles entry fee is 80€ per player and includes lunch for THU-FRI.

Tickets are available through the Leoben webstore: <https://wtcleobentickets.shop/>

## REFUNDS AND CANCELLATION POLICY

All tickets are digital. You will not receive physical tickets. For the WTC 2025 event (for which registration will open in March, 2025), all purchases are refundable within 14 days of purchase until May 31st, 2025, after which no tickets will be refunded. Players can transfer their ticket to another player using our TICKET TRANSFER FORM beyond the refund date, up until July 1st. In the instance the event is cancelled due to forces outside of our control, such as Covid-19, customers may donate their ticket revenue to the event to help offset the significant financial burden the event faces in the event of a cancellation (with our sincere gratitude), or ask for a refund which will be issued even if the cancellation occurs after June 1st, 2025. In the instance the event is forced to cancel, refunds may take up to 90 days to process. All ticket refunds will be issued as cash refunds and are subject to a 10% service fee..

## WTC LOCATION

The event will be held in Leoben, Austria, at P1 Tenniscenter Proleb at the following address: Landesstraße 36, 8712 Proleb, Austria.

For more information regarding the location please visit our official website:

<https://worldteamchampionship.com/2025-location-venue/>

# About WTC The Old World Tournament

## What is WTC?

The World Team Championship, WTC, or Worlds as it is called by its player base, is an annual wargaming event for the tabletop miniature game events.

For 2025 **WTC Old World** will be hosted on **July 31 - Aug 3 2025** in *Leoben, Austria*.

Although primarily catered to Austrian hobbyists, thanks to its central location in Europe, **WTC 2025** also caters to players across many other countries in and around the continent.

## WTC Mission Statement

At its core, the WTC is a tournament that aims to bring together players from all over the world to compete in a friendly but competitive manner. The WTC believes that everyone is entitled to be treated fairly regardless of gender, sexual orientation, age, disability, religion, color, race, ethnic or national origins, political ideology, or socio-economic background. Furthermore, the WTC subscribes to the principles of equality of treatment and aims to ensure that anyone who attends is able to do so in a discrimination-free environment where everyone is treated with due respect. The WTC is committed to ensuring that everyone is able to attend the WTC free from direct discrimination or abuse (physical, verbal or otherwise). As such, the WTC will not accept nor tolerate any actions that would result in an attendee receiving any less favorable treatment by any other attendees on the grounds of: gender, sexual orientation, age, disability, religion, color, race, ethnic or national origins, political ideology, or socio-economic background. The WTC expects everyone to subscribe to, and do their best to uphold, these core principles by way of their attendance. We reserve the right to refuse entry to or expel from the venue, without refund, anyone who is deemed not to have acted to honor above standards.

## Find Out More and Attending WTC TOW

If you are interested in attending to **Salzburg Major TOW**, you can [purchase a ticket](#) or if you have any questions you can send a message to the [WTC FACEBOOK PAGE](#) or our [DISCORD SERVER](#). One of the TO's will then get in touch to answer your questions.

## General Information

Each player must ensure that he has the following items with him on tournament day:

- Army, as noted on the submitted army list
- Dice and tape measure
- All rules relevant to your own army (e.g.: Rulebook, e.g.: , FAQ, etc.)

Participants who bring their rules in digital form must guarantee that the device will be functional for the entire tournament.

## Registration and Deadlines

- Only those participants who have purchased a ticket for the event and sent a correct army list to the email address below by the deadline will receive a fixed starting place. DEADLINE: Sunday July 27th 11:59 p.m
- Lunch is included in the entry fee.
- Furthermore, a BCP link will be sent out to which the lists should then be uploaded.

Contact E-mail:

[admin@worldteamchampionship.com](mailto:admin@worldteamchampionship.com)

[TICKETS](#)

## Singles and Teams

- The first two days of the event (THU-FRI) will host a singles tournament.
- The latter two days of the event (SAT-SUN) will host a teams tournament with teams of 5 players each.

## Army Lists

Each player has a point quota of 2000 points, not a single one more, which he can use freely according to the current army composition rules. However, there will be a limitation. These will be a combination from Grand Melee und Combined Arms out of the Matchplay Guide (page 13) with some additions:

### Each army/faction may only be chosen once per team

The following restrictions apply:

- Grand Melee: Named Characters count against the limits. (for example: you can't play a level 4 wizard and in addition a Named Character that is also a level 4 wizard)
- Combined Arms: delete the sentence "[...] that are not otherwise restricted by the army composition list you are using."
- A maximum of 3 Units with the special rule Wailing Dirge
- Units can have a maximum of 50 models

Please pay attention to the correct percentage distribution for hero, core, elite and rare units. These can always be found in the factions' respective army lists with a list of which unit falls into which category and the maximum number of points that can be invested in a category, or the minimum number that can be invested in a category.

Furthermore, every army list must contain the following:

- Clear listing of individual selections and their model sizes
- Clear mention of the equipment options and command options
- Clear listing of magic items for heroes and units
- Clear identification of the army general
- Clear identification of the army standard bearer
- Indication of the magic lores used by magicians, if any
- A selection of 6 Secret Objectives (see Matched Play Guide)

## WTC: At the Event

### Design & Miniatures

- The models from GW are used. If you have alternative models, please contact the organization in advance. When building your own, etc., please pay attention to the correct base size. The specified base sizes are used. Old bases are not accepted. Base modulations, rebuilt models, etc. are accepted as normal, as are "basetrays".
- All Models (including their bases) have to be painted

### Maps

Maps will be prepared by referees.

### Game Preparation

This has to be used even if the Mission in the rulebook says something else

1. Read and discuss the mission
2. Army introduction with all magical items revealed
3. Discussion of the map.
4. Roll the dice who gets to choose the side.
5. The selector places the first unit
6. Alternate formation according to the rule book
7. The player whose army was first to be fully placed (including units that deployed using the Scouts special rule) gets +1 to the roll for the first turn
8. Dice roll for the 1st move. The winner gets to decide who has the first turn



## Scoring

At the end of the game you compare the victory points achieved (according to the rule book) and calculate the difference. Then consult the following table:

Points Difference	Game Points Player A	Game Points Player B
0-249	10	10
250-399	11	9
400-549	12	8
550-699	13	7
700-849	14	6
850-999	15	5
1000-1149	16	4
1150-1299	17	3
1300-1449	18	2
1450-1599	19	1
1600+	20	0

The overall ranking is divided into primary ranking and secondary ranking. First, the primary scoring is based on Win/Draw/Loss (according to the matrix). The points earned according to the matrix are then used for the secondary scoring.

## Team vs Team Player Pairing Process

At the beginning, a dice roll determines which team gets to choose a table first.

To determine who from a team plays against someone from the opposing team, the following pairing method is used. Each team simultaneously deploys one of its armies as the defender. These armies are revealed simultaneously.

Then, the opposing teams discard their two remaining armies as attackers. At the same time, the defender gets to choose one of the attackers placed against them as their opponent. The team that won the table selection roll gets to choose a table first, followed by the other team.

This will be repeated until only one player from each team are left. The two remaining armies then also play against each other on the remaining table.

## Team Scoring

A maximum of 100 victory points can be achieved for a team in one round. Depending on the difference in points scored, it is determined whether a team has achieved a win, a draw or a defeat:

- 100 – 56 = victory
- 55 – 45 = draw
- 44 – 0 = defeat

## Team Ranking and Pairing

First round team pairings will be random. After that it will be SWISS pairings.

Ranking will be determined by the following metrics,

1. Team Wins (2-1-0)
2. Team Total VP
3. Opponent Team Wins
4. Opponent Total VP
5. Random

## Event Schedule and Missions

Missions are from the Matchplay Guide. Each Mission has 6 Turns.

### Day 1 - July 31st:

- **Registration: 08:30 - 09:00**
- **Round 1: 09:00 - 12:00**
- Upon the Field of Glory / Secondary Objective: Baggage Trains
- **Lunch: 12:00 - 13:00**
- **Round 2: 13:00 - 16:00**
- Close Quarters / Secondary Objective: Strategic Locations (2) (For each objective marker a player controls at the end of each player's turn, they win a bonus of 15 Victory Points.)
- **Coffee Break: 16:00 - 16:30**
- **Round 3: 16:30 - 19:30**
- Upon the Field of Glory / Secondary Objectives: Special Feature+ Baggage Trains

### Day 2 - August 1st:

- **Round 4: 09:00 - 12:00**
- Drawn Battlelines / Secondary Objective: Strategic Locations (3) (For each objective marker a player controls at the end of each player's turn, they win a bonus of 15 Victory Points.)
- **Lunch: 12:00 - 13:00**
- **Round 5: 13:00 - 16:00**
- Upon the Field of Glory / Secondary Objective: Domination (For each quarter of the battlefield a player controls, they win a bonus of 100 VP. There are no additional VP to this.)
- **Prize Ceremony: 16:30**

### Day 3 - August 2nd:

- **Registration: 08:30 - 09:00**
- **Round 1: 09:00 - 12:30**
- Upon the Field of Glory / Secondary Objective: Baggage Trains
- **Lunch: 12:30 - 13:30**
- **Round 2: 13:30 - 16:30**
- Close Quarters / Secondary Objective: Strategic Locations (2) (For each objective marker a player controls at the end of each player's turn, they win a bonus of 15 Victory Points.)
- **Coffee Break: 16:30 - 17:00**
- **Round 3: 17:00 - 20:30**
- Upon the Field of Glory / Secondary Objectives: Special Feature+ Baggage Trains

### Day 4 - August 3rd:

- **Round 4: 09:00 - 12:30**
- Drawn Battlelines / Secondary Objective: Strategic Locations (3) (For each objective marker a player controls at the end of each player's turn, they win a bonus of 15 Victory Points.)
- **Lunch: 12:30 - 13:30**
- **Round 5: 13:30 - 17:00**
- Upon the Field of Glory / Secondary Objective: Domination (For each quarter of the battlefield a player controls, they win a bonus of 100 VP. There are no additional VP to this.)
- **Prize Ceremony: 17:30**

Secret objectives are played as per the Matched Play Guide. Every player must choose 6 Secret Objectives and note them on their muster list. At the start of each game (before rolling for the first turn), each player must choose one of their Secret Objectives and make a note of it on a piece of paper. This piece of paper is placed face down on the table, in sight of the opponent. The Secret Objective is revealed once it is achieved and VP are awarded accordingly.