INFOPACK 2026

OLDWORLDFEDERATION.COM

Welcome to Old World Federation!

Founded in 2025, the Old World Federation (OWF) is the premier global organization for Warhammer: The Old World organized play. Our mission is to cultivate a vibrant, inclusive community for all enthusiasts. Through tournaments and special events, the OWF offers players of all skill levels opportunities to compete, improve, and connect. We collaborate with stores, clubs, and regional organizations worldwide to ensure high-quality, unforgettable experiences.

Validity

This Infopack is valid starting from **October 26, 2026**. The document remains in effect from the date indicated above until it is updated with the next version.

Infopack commentary

This document is a "living document," continuously updated by its authors to reflect the evolving nature of Warhammer: The Old World and its community.

The October OWF infopack introduces Arcane Journal: River of Bones. We look forward to seeing the impact these new army options and two additional Armies of Infamy will bring to future OWF Warhammer: The Old World tournaments.

The content presented here is not set in stone. We encourage all players to share feedback via email (federation@oldworldfederation.com) or through our social media channels to help us continually improve. Over the coming months, we will continue introducing updates and innovations to keep the global scene dynamic and enjoyable.

Stay connected!

General principles

Every tournament sanctioned by OWF must follow the guidelines set out in this document. During tournaments, each person involved assumes a specific role, which entails distinct responsibilities and expected behavior. The main roles are: Spectator, Player, Referee, and Organizer. Any aspect not explicitly mandated in this document is left to the discretion of the Organizer, who must communicate it in advance by including it in the "Additional Information" section of the tournament at the time of publication. Be sure to regularly check the "Resources" section of the Play Old World portal to always have the most up-to-date version.

Play Old World

Play Old World is the event and tournament system of the Old World Federation. It is managed through the Play Old World portal, available free of charge upon **registration** at oldworldfederation.com. Events within the Old World Federation are divided into five levels, each with specific characteristics.

"Welcome aboard" Events: Battlemarch 150

This introductory event level is designed for organizers running small-scale, newcomer-friendly tournaments. A minimum of 8 player spots is required. The event is held over a single day and features 3 or 4 fast-paced matches. Battlemarch 150 events **do not award any points for painted armies** but always feature a **Best Painted Army award**. BattleMarch 150 events are open to all players, giving newcomers a welcoming opportunity to experience and enjoy The Old World with some beer.

The "Sunday" Tournaments: Regional Series 500

This level grants organizers **complete freedom** to structure and run their events. These are **one- or two day** events featuring **three or five matches (over 2 days)**. A minimum of **12 available spots** is required to organize this event in single, or **6 teams of 3** in Team Regional Series. Crucially, these events are **open to all players**, guaranteeing maximum accessibility and community reach.

The Big Events: Grand Prix 1000

The Grand Prix level permits each OWF region to host up to **six (6) high-profile events annually**, establishing key "historic" milestones within the competitive season. All **Grand Prix events are open** to all players, ensuring maximum accessibility to the competitive circuit.

Singles Grand Prix: Requires a minimum of 40 spots and can be run as a fast-paced 1-Day (3 Match) or a comprehensive 2-Day (5 Match) event.

Team Grand Prix: Must be run as a 2-Day (5 Match) event, requiring a minimum of 8 team of 5 players spots

National Championship: the Finals

These events represent the pinnacle of regional competition, organized on a national scale and managed directly by the respective OWF Region, often with vital support from local organizing bodies. Events in this category—the Singles Finals and the Team Finals—are highly prestigious, determining and awarding the official **National Champions** for each region. Despite their competitive significance, **all Finals events are open to all players**, ensuring accessibility to the highest level of play. **Each OWF Region** is restricted to hosting a maximum **of one (1) Singles Finals and one (1) Team Finals per year**.

Singles Finals: Must guarantee at least 60 available spots for players.

Team Finals: Must guarantee at least 12 team spots (with each team consisting of 5 players).

These Finals serve as the competitive culmination of the regional season, showcasing the highest level of organized play.

Online Tournaments: World Series 250 and Team World Series 250

This category covers the official online competitive circuit, hosted exclusively on the **Warhall platform**. These events are formally known as the **Online World Series 250 and Online Team World Series 250.** All WOS 250 events are **open tournaments**, singles and team of 3, welcoming any player to participate. Each tournament consists of **three matches** contested over a typical span of **three weeks**, allowing players flexibility in scheduling their games. These tournaments may be organized with a maximum frequency of **once per month per timezone (US and EU)**, receiving direct organizational support from the Old World Federation (OWF). To ensure the focus remains purely on strategic gameplay, OWS 250 events **do not award any points for painted armies** and do not feature a **Best Painted Army award**.

Discover all events at oldworldfederation.com.

Ranking

The Old World Federation aims to introduce various "Ranking" systems for players of Warhammer: The Old World who participate in events and tournaments within the circuit.

SuperScore

The SuperScore Ranking is a numerical value assigned to each player who has participated in at least one tournament, designed to reflect their skill level based on victories and placements achieved. The score is calculated using a point system similar to the ATP ranking used in tennis. Each event or tournament organized by the Old World Federation contributes to the accumulation of points valid for the SuperScore ranking. Points are awarded to players finishing first, second, and third, as well as to all players who place in the Top 25% of the tournament, in tournaments with 16 or more participants. The Top 25% includes the top 25% of final standings (rounded down), excluding the first, second, and third place. (For example, in a tournament with 16

participants, the 4th place qualifies for the Top 25%; in a tournament with 20 participants, the 4th and 5th places qualify, etc.)

The importance of the tournament determines the points awarded, according to the following table:

Tournament	First	Second	Third	Top25%	Participating
BattleMarch 150	150	75	37	16	3
Online World Series 250	250	165	100	50	7
Regional Series 500	500	330	200	100	13
Grand Prix 1000	1000	650	400	200	21
Finals	2000	1300	800	400	37

Best Finish Limits Superscore

The BFL Superscore Ranking is an evolution of the classic Superscore system. To reward peak performance, only a specific number of your top results in each tournament category are counted toward your annual ranking.

Tournament	Best Finish Limits
BattleMarch 150	Top 2 results
Online World Series 250	Top 3 results
Regional Series 500	Top 5 results
Grand Prix 1000	Top 4 results
Finals	Top 2 results

In addition, for longer events—specifically **2-day, 5-match** Regional Series 500 and Grand Prix 1000 tournaments—Superscores are boosted by **1.3x (+30%)**. Examples for first places:

- **Regional 500 Winner:** 650 points (up from 500).
- **Grand Prix 1000 Winner:** 1,300 points (up from 1,000).

ELO

The ELO Ranking is a numerical value assigned to each registered player, designed to reflect their skill level based on their performance in each individual match. The score is calculated using the ELO system, created by Arpad Emrick Elo, which updates players' ratings after every game, taking into account the opponent's rating as well. If a player exceeds expectations by winning more than predicted, their score increases; otherwise, it decreases. Each event or tournament organized by the Old World Federation contributes to the accumulation of points valid for the ranking.

BattleMarch 150 events do not count toward the ELO rankings.

Hall of Fame

Each year, with the consent of those involved, we will dedicate a special section on the Play Old World portal to celebrate those who distinguish themselves during the tournament season, reaching the pinnacle of the global and regional community. The names of the winner of the annual Ranking, the number 1 in the Hall of Fame Ranking as of December 31, the national champions and the winners of Grand Prix events.

Roles and responsibilities

Roles within the tournament can be flexible. For example, the Organizer may also act as a Referee, and a Player who has finished their match can become a Spectator until the end of the round.

Player

The Player is an active participant in the tournament. In addition to following normal rules of courtesy and respect, the Player is responsible for all of their own gaming materials, which include miniatures, dice, tokens, any scenic elements, and all publications related to the army being used. It is also recommended to bring glue for emergency repairs, a calculator, and materials for note-taking, such as tracking spells or damage. The Player is expected to have a solid knowledge of the rules, in order to facilitate smooth games and minimize time lost on rule checks. The Player is also required to register for the tournament through the portal, upload their army list, and report the results of their games on the Play Old World portal They must also remind their opponent of any mandatory actions required by the rules (e.g., compulsory troop movements), since both players are jointly responsible for the correct progress of the game.

Organizer

The Organizer manages the tournament and takes care of logistics, equipment, and the venue. They are responsible for entering all relevant information in the tournament's "Description" section at the time of publication. They must also ensure that the annual fee is paid to the federation, otherwise the tournament will be canceled. Among their duties is the appointment of at least one Referee to guarantee the proper handling of the game phases.

Referee

The Referee is responsible for enforcing the rules and the provisions of this document during the tournament. They intervene only when requested by a Player or a Spectator. In situations not clearly covered by the rules, the Referee may provide their own interpretation (valid only for the current tournament and not binding for future events), or they may decide to let the players determine the interpretation by rolling a die.

At the federation level, there is a refereeing team that serves as a regulatory point of reference for all Old World Federation events. This team drafts and periodically updates a series of questions and answers regarding less clearly defined situations.

Spectator

A Spectator is anyone who observes a game without directly participating. They may not interfere with or disrupt the progress of the match but are required to report to the Referee any irregularities they observe. It is then up to the Referee to intervene and request clarification from the players involved.

Publications in use

The following publications related to *Warhammer: The Old World* are considered valid:

- Updated Core ruleset
- Ravening Hordes
- Forces of Fantasy
- Matched Play Guide (limited to the references indicated in this Infopack)
- Battle March General's Companion (limited to the references indicated in this Infopack)
- FAQ and Errata published on warhammer-community.com

Arcane Journals:

- Kingdom of Bretonnia
- Tomb Kings of Khemri
- Orc and Goblin Tribes
- Dwarven Mountain Holds
- Warriors of Chaos
- Empire of Man
- High Elves
- Wood Elves
- Beastmen Breyherds
- Armies of Grand Cathay
- Dawn of the Storm Dragon
- The War of Settra's Fury

- The Razing of Wasterland
- The Breaching of the Great Bastion
- The March of Chaos
- The River of Bones

In addition, depending on the tournament formats, legacy armies their related FAQs, and the mercenary companies available on the official Warhammer: The Old World website are considered valid.

The community Questions & Answers (EFIGA) prepared by the refereeing team are also considered valid.

The Renegade Legacy Pack is available for download on the Squarebased website (https://www.squarebased.com/). These legacy army rules apply only to supported formats and are strictly prohibited in Standard, Apex, and Battlemarch formats. If available, draft versions of the Renegade Legacy Pack must be used. Additionally, OWF tournaments do not use the FAQs hosted on squarebased.com.

Participating in an OWF Tournament

Every Old World Federation tournament and event must be published on the Play Old World portal and must include the following information, in order to ensure proper organization and avoid unexpected issues for participants:

- **Format**
- **Table dimensions**
- **Game scenarios and related secondary missions**
- **Winds of Magic**

Anything not specifically stated will follow the rules described here. Events may consist of 3, 4, or 5, even spread across multiple days, depending on the event category (Battlemarch 150, Regional Series 250 , Grand Prix 1000 , OWF Finals).

To join an Old World Federation event, just register on the **PLAY Portal** and sign up to the event. If the maximum player limit is reached, you will be placed on a waiting list. This list is strictly managed: if a player drops out, their slot will be immediately offered to the person who has been waiting the **longest**

Muster Lists and Tournament Formats

To participate in an Old World Federation tournament, a player must build their army's muster list following these rules:

- An army must include a minimum of **three** (two for Battlemarch) **non-Character** units (excluding units with the troop type Swarms, War Beasts, or War Machines)
- No single unit may contain **more than half (50%)** of the total number of models in the army.
- Players must adhere to any additional **specific limitation (composition)** according to the event format.

These are the available tournament formats:

	STANDARD	APEX	BATTLEMARCH	LIMITED
Points limit	**2000**	**2000**	**700**	**Regional Limited Composition**
Composition	**Combined Arms**	**WTC**	**Battle March**	
Legacy Armies	**NO**	**YES, GW**	**NO**	

Mercenaries	YES	YES	YES	
Allies	NO	NO	NO	

- The "Combined Arms" composition set is available in the *Matched Play Guide*, p. 13; see also the section "Notes on the Combined Arms composition".
- The "Grand Melee" composition set is available in the *Matched Play Guide*, p. 13.
- The "Battle March" composition set is available in the *Battle March General's companion*, p. 23; see also the section "Notes on the Battle March composition".

Notes on the use of "Combined Arms" composition in Standard format

1. Any units that can normally be selected in one category but, due to the **presence of certain characters**, can also be purchased in **another category** may be taken in greater numbers than the original category alone would allow. *Example: In a Grand Army, Sisters of Avelorn may be taken twice as Rare units, and one additional unit may be taken as a Core choice if a Handmaiden of the Everqueen is the army general.*
2. Any unit with a **specific limitation** must follow that specific limitation rather than the general category limitation of Combined Arms
   Example: High Elf Eagle-Claw Bolt Throwers in a Sea Guard Garrison are Special units limited to 0–3 per 1000 points. In a 2000-point game, up to 6 may be fielded.
3. Any unit that can be **purchased as a mount** is subject to the same repetition limits the unit would have within the army, unless otherwise specified in the composition. Extensions granted by army rules and/or specific characters still apply.*Example: In a Nehekharan Royal Hosts list, the Khemrian Warsphinx taken as mount is not subject to its usual limit. In a Vampire Counts Grand Army with a Strigoi Ghoul King as General, the army may field 0–1 Terrorgheist per 1000 points as Rare, plus one additional as a Special choice. The total is therefore 3, whether taken as standalone units or as mounts.*
4. Any unit whose availability depends on **purchasing another unit or character** is not subject to the Combined Arms limitations. Example: An Orc and Goblin Tribes Grand Army with 5 Night Goblin characters may field a maximum of 5 Night Goblin Mob units.
5. Any unit **restricted by a "category" limit** must still respect the Combined Arms restrictions.
   Example: An Empire of Man Grand Army may field up to 6 War Machines in the Special category, of which no more than 3 may be Great Cannons.

Notes on the "Battle March" composition

1. Battlemarch composition rules can only be used in Battlemarch 150 events.

2. In Battlemarch 150 events, players must submit a single muster list for their army. Dual muster lists are not allowed.
3. In Battlemarch events, Secret Objectives are in use as described in "Battle March General's companion" on page 44-45. Each player must declare 4 Secret Objectives on their muster list and secretly choose a different one during each round of the tournament. You cannot choose the same Secret Objective more than once per tournament.
4. In Battlemarch events, any army special rules that award additional Victory Points (such as "Earn your Spurs" from the Errantry Crusade Army of Infamy or "Herdstone" in Beastmen Brayherds) have those Victory Point values halved (e.g., controlling a Herdstone awards 100 VP instead of 200 VP).
5. Battlemarch Magic Items, as described in "Battle March General's companion" on page 44-45, can only be used in Battlemarch 150 events.

APEX Format

APEX format will follow WTC composition used for World Team Championship events. For reference see **Appendix A**

Regional Limited Composition

Limited composition differs region by region following the formats in this table. For reference, each composition presented in the following table, are listed on **Appendix B**

	REGIONAL LIMITED COMPOSITION
Italy	**Tilean Renegade Duello**
Online (EU timezone events)	**Warhall EU Limited**

Table Dimensions

These are the table sizes allowed in an OWF tournament:

Fullsize: 48" x 72" (approximately 120 x 180 cm)

BattleMarch: 36" x 48" (approximately 90 x 120 cm) only for BattleMarch 150 events

Additional Rules from Arcane Journals

Winds of Magic (Arcane Journal: March of Chaos, pages 24–29)

Tournament organizers must select one of three Magic rule systems for their event:

- **Classic** Magic (Core Rulebook)

- **Channeling** (Arcane Journal: The March of Chaos)
- **Arcane Ploys** (Arcane Journal: The March of Chaos)

The selected system remains in effect for the entire tournament. Selecting either Channeling or Arcane Ploys mandates the use of the **Disastrous Miscast Table**.

Battlemarch 150 events will use Classic Magic from the Core Rulebook exclusively.

Sorcerous Ruses (Arcane Journal: March of Chaos, pages 30–31)

Sorcerous Ruses may be purchased and used according to the rules on page 30 of The March of Chaos across all events, except for Battlemarch 150 events.

Champions of Ruin (Arcane Journal: March of Chaos, pages 34–37)

These rules are intended strictly for narrative play and are prohibited in all tournament events, including Battlemarch 150.

Enchanted Terrain (Arcane Journal: The River of Bones)

Please note that Enchanted Terrain from Arcane Journal: River of Bones is currently excluded from all OWF tournament formats.

Game scenario

The tournament organizer may select any of the scenarios included in the the Matched Play Guide or Battle March General's Companion (only for Battlemarch 150 events). Some scenarios in the Matched Play Guide have different Game Length modes, so the chosen mode (Fixed or Break Point) must be indicated. When creating a tournament on the Play Old World portal, it is mandatory to specify the scenarios chosen and the order in which they will be played. It is recommended to include at least one round using the "Fields of Glory" scenario in Fixed Turns mode (Matched Play Guide, p. 13).

Below are some clarifications regarding Warhammer: The Old World scenarios:

Duration

Each tournament game (round) has a maximum duration **of 2 hours and 45 minutes**. All scenarios are considered to have a **fixed maximum of 6 turns**. The "Random Game Length" mode is not compatible with tournament timing and is therefore not selectable.

In BattleMarch 150 events, each tournament game (round) has a maximum duration **of 1 hours and 30 minutes**. All scenarios are considered to have a **fixed maximum of 5 turns**.

Deployment and First Turn

The "Matched Play Deployment" system and the "First Turn" rule described in the Matched Play Guide (p. 17) are in effect, also for Battlemarch 150 events.

Scenarios with Break Point

For any scenario using the Break Point mode, the rules described in the Matched Play Guide (pp. 18–19) apply. If both players achieve a Break condition, the winning player cannot score more than a MINOR VICTORY, as described on p. 18 of the Matched Play Guide. In this case, the winning player must, if necessary, reduce their Victory Points to one less than the difference required for a RESOUNDING VICTORY (i.e., no more than 750 Delta VP).

Secondary Objectives

Scenarios in the Matched Play Guide that include "Secondary Objectives" must always include the mandatory objectives (marked as "must") and may include optional objectives (marked as "may"). Optional objectives are not required and should generally be limited to 1 or 2 in addition to the mandatory objectives. When creating a tournament, the organizer must always specify which secondary objectives are in effect for each scenario that includes them, including the mandatory ones.

Scenarios in the Battlemarch General's Companion must always include one of the following: Treasure Troves(2), Treasure Troves(3), or Strategic Landmark. Additional secondary objectives can be added to this base requirement. Furthermore, Random Happenings: Disruptive Weather and Wilderness terrain (as described on pages 38-41) may also be used during matches. Organizers must declare these conditions in advance when creating the tournament by using the Secondary Objectives dropdown on the Play portal.

It is the organizer's responsibility to provide any additional terrain elements required by the scenarios or secondary missions, such as Strategic Location and Treasure Troves markers or Special Features and Landmarks.

Players are encouraged to bring their own Baggage Train/Baggage Carts, to be considered an integral part of the army, allowing full creativity and customization. Baggage Trains and Carts do not contribute to the points for a Fully Painted Army but may be considered when awarding the Best Painted Army prize.

Armylists

Deadlines for Submitting Lists

For BattleMarch 150, World Online Series 250, Regional Series 500, and Grand Prix 1000 tournaments, whether individual or team events, **lists must be uploaded to the Play Old World portal** using the tournament check-in function, according to the following **deadlines**:

- By 11:59 PM on Tuesday if the tournament starts on Saturday.
- By 11:59 PM on Wednesday if the tournament starts on Sunday.

For Finals tournaments, list submission deadlines are indicated in the tournament description under the "Additional Information" section. Participants are also requested to respect the deadlines set by organizers for event participation fees. All details are always available in the "Additional Information" section.

List Verification

Organizers are not required to check the correctness of submitted lists. In case of errors, penalties described in the "Sanctions and Cards" section will apply. The tournament referee will agree with the player on list corrections, making the minimum changes necessary to make the list legal.

Approved Builders and Formats

- Old World Builder (use in English recommended; export in "minimalist" text format recommended).
- New Recruit (reduced text format recommended).

Terrain features

Terrain features should always be pre-set by the organizer.

Terrain elements **MUST NOT**:

- Exceed 12" at their widest point
- Be smaller than 2"
- Be placed less than 9" from the center of the table, 6" for Battlemarch 150 events
- Be placed less than 3" from another element (except where scenario-specific rules apply)
- Be placed less than 4" from the table edge

Terrain reference chart

The following table summarizes the characteristics and rules applied to the scenic elements used in the tournaments of the Old World Federation

.Type	Suggested size (*)	Rules
Hill	6"x8"	Hills
Forest	6"x10"	Woods Difficult Terrain **Natural Feature**
Ruin	8"x8"	Difficult Terrain
Impass (big)	6"x8"	Impassable Terrain (**) High Linear Obstacle
Impass (small)	6"x6"	Impassable Terrain (**) High Linear Obstacle

Water	6"x10"	Dangerous terrain No Cover **Natural Feature**
Field	6"x8"	Difficult Terrain No Cover
Wall	1"x8"	Defended Low Linear Obstacle (***)

Scenery elements marked as **No Cover** do not provide any cover to models or units that are inside them, nor if the element lies between the shooter and the target**. Hills and forests**, however, follow their standard cover rules.

All other scenery elements provide cover based on the proportion of models involved:

- **Light Cover** if up to 50% of the models in the unit are inside the scenery element (or behind it, for the target unit);
- **Heavy Cover** if more than 50% of the models in the unit are inside (or behind) the scenery element.

(*) In the case of "OWF Finals" Tournaments, the recommended sizes will actually be in use during the event.

(**) When tracing a line of sight, if it passes through the base of any "Impassable terrain" element, it is considered blocked. This note applies even if one or both of the models involved in the line of sight check are positioned on elevated ground or have the Large Target rule.

(***) Units defending Low Linear Obstacles do not suffer cover penalties when shooting at units beyond the defended Low Linear Obstacles.

Game Pace

Outside of tournaments, many players do not complete games within a set time. Therefore, when an organizer announces "two hours remaining," most participants do not automatically think, "We should be finishing the first turn soon!" To help manage time, instead of simply announcing the remaining time, event staff may provide guidance on which phase of the game players should be in based on the time elapsed. These updates can also be displayed on screens in the gaming area. Announcements serve to maintain game pace but are not binding.

On average, the time breakdown for a typical "2000 points" game is as follows:

- Scenario review and army list check: 5 minutes (total for both players)
- Model deployment: 10 minutes (total for both players)
- First Turn: 20 minutes per player
- Second Turn: 18 minutes per player

- Third Turn: 15 minutes per player
- Fourth Turn: 10 minutes per player
- Fifth Turn: 10 minutes per player

Time milestones for game progress are as follows:

- 2:45 remaining: Official start of the game
- 2:40 remaining: End of pre-game discussions and decisions
- 2:30 remaining: End of deployment, start of First Turn
- 1:50 remaining: End of First Turn, start of Second Turn
- 1:14 remaining: End of Second Turn, start of Third Turn
- 0:44 remaining: End of Third Turn, start of Fourth Turn
- 0:24 remaining: End of Fourth Turn, start of Fifth Turn
- 0:04 remaining: Do not start a new turn without Referee approval

Referees may use various methods to speed up or ensure completion of games if time milestones are repeatedly missed. All players are required to finish their games within 2 hours and 45 minutes and should choose army lists with which they are comfortable completing the game within this time limit. Using time as a tactic to disadvantage an opponent is not allowed.

Games allow up to 6 turns per player, but since it is often difficult to complete all 6 turns within this time, the realistic goal is to complete at least 5 turns per player.

Painting, Models from Other Manufacturers, and Pre-Painted Models

In Old World Federation tournaments, players can earn a tournament points bonus by fielding a fully BATTLE READY army—that is, models painted with at least three colors and with painted and/or textured bases (adapters do not need to be painted or textured). All models must be properly based (or have adapters) as indicated in their entry on the army list.

The miniatures deployed in the army must reasonably represent the units selected in the army list. Additionally, the same miniature may not be used to represent two different types of units (e.g., using a Chaos Warriors chariot to represent both a standard Chaos Warriors chariot and a Chosen chariot).

Models from any manufacturer are allowed, provided they are in the 28–35 mm scale range. Pre-painted models (such as Clix, DnD Miniatures, or Lego) are also permitted. Players using armies with pre-painted miniatures (e.g., Lego, Clix, etc.) cannot receive the Fully Painted Army recognition and the associated tournament points.

Language

For standard regional tournaments, the official game language is the native language of the specific OWF Region (e.g., Italian in Italy, English in the USA or England, etc.).

However, in all international tournaments (such as Grand Prix, Finals, or specially designated events), the official default language is English if one of the opponents is not a native speaker of the regional language.

Regardless of the official policy, we strongly encourage all players to **mutually agree** on the language that ensures the best and clearest experience for both participants, prioritizing sportsmanship and communication.

Victory

At the end of the tournament, the player with the highest number of tournament points will be declared the winner of the tournament.

A player's total Tournament Points are calculated by summing the **points awarded for each game played**, plus points for a **fully painted army**, minus any applicable **penalties**.

Game Tournament Points

Each game played in the tournament awards a player between **0 and 6 Tournament Points (TP)**. These points are distributed based on the following process:

1. **Calculate Victory Points (VP):** At the conclusion of the game, players count the Victory Points earned according to the rules outlined in the "Victory" section of the Matched Play Guide.
2. **Determine the Difference (Δ VP):** Compare your final Victory Points with those of your opponent to calculate the delta (Δ VP).
3. **Award Tournament Points:** Tournament Points (TP) are then awarded to both players based on the Δ VP, using the standard table from the Matched Play Guide, which is reported below:

Regional Series, Grand Prix, Finals, Online World Series

Delta Victory Points (Δ VP)	Winner TP	Loser TP
0-300 (DRAW)	3	3
301-750 (MINOR)	4	2
751-1400 (RESOUNDING)	5	1
1401+ (CRUSHING)	6	0

BattleMarch 150 events

Delta Victory Points (Δ VP)	Winner TP	Loser TP
0-100 (DRAW)	3	3
101-300 (MINOR)	4	2
301-750 (RESOUNDING)	5	1
751+ (CRUSHING)	6	0

Pairings

During OWF Tournaments, the Play Portal automatically manages **Swiss-system pairings** for each round. If the portal pairs players who have already faced each other, it will flag the conflict. The Tournament Organizer (TO) must resolve this by shifting players as few positions as possible. Ideally, starting from the top pairings, the TO should move the lower-ranked of the two players down one position and verify that the new pairings are valid.

Tie Breakers

In case of a tie in Tournament Points, rankings will be determined using the following tie-breaking criteria:

- Sum of the Victory Points differential (Δ VP) across all games
- Sum of all Victory Points (VP+) earned in all games

Managing a Bye

Not all tournaments have an even number of participants. Organizers may designate a "reserve" player who, in case of an odd number of participants, joins from the start of the tournament, fully participating to ensure an even number of players.
If this is not possible and the number of players is odd, a BYE will be assigned to the participant without an opponent: in the first round, the pairing will be random; in subsequent rounds, it will be assigned to the player lowest in the standings. The Play Old World portal will automatically award the player paired with a BYE a 6–0 victory, with a Delta VP set to the minimum required to achieve this result (1401 VP).

Penalty Points

Penalty Points (PEN) are assigned at the end of each game:

- **Each Yellow Card**: -1 tournament point
- **Each Red Card**: -3 tournament points

Cards and sanctions are assigned by the referee in cases of misconduct, at their sole discretion. Yellow and Red Cards apply only to the current game, while a Black Card results in immediate expulsion from the tournament

Examples of Yellow Card offenses:

Any attempt to distract the opponent or deliberately waste time

"Strategic rule forgetfulness"

Deliberate delay in submitting results or extending a game beyond the time limit

Submitting the army list on the Play Old World portal after the deadline set by the organizer, after participant lists are published, or with errors in the list (Yellow Card applied in the first game)

Examples of Red Card offenses:

Moving miniatures secretly

Repeated misconduct toward the opponent

Any attempt to manipulate or circumvent the rules continuously or other unethical actions to gain an advantage

Using an irregular army list (Red Card applied for each game played with that list during the tournament)

Examples of Black Card offenses:

Using loaded dice or other rigged accessories

Extremely serious misconduct, such as insults, threats, physical aggression, etc.

Fully Painted Army Points

Fully Painted Army Points (PP) are awarded once per tournament to players fielding a fully painted army, according to the following table:

Event Type	Fully painted army points
Battle March 150	0 TP
Regional Series 500	1 TP
Grand Prix 1000	1 TP for each match played
OWF Finals	1 TP for each match played

Players using armies with pre-painted miniatures (e.g., Lego, Clix, etc.) **cannot receive the Fully Painted Army recognition** or the associated tournament points.

Awards

In tournaments organized by the Old World Federation, in addition to the prizes awarded to the top three finishers (winner, second and third place), a special prize should always be given for the Best Painted Army (except for Online events).

This prestigious recognition will be determined by one of two methods:

- Joint Judgment: Based on the collective evaluation of the Referees and the Tournament Organizer. Criteria include painting quality, thematic consistency, and attention to detail.

- Community Vote: Alternatively, the winner may be elected via a vote cast by all tournament participants.

To be eligible for this prestigious award, players must present an army fully painted by themselves. Only those who have personally painted all the models in their army will be considered.

Players using partially painted armies or pre-painted miniatures are **excluded** from competing for the Best Painted Army prize. The aim of this award is to recognize the artistic talent and dedication of players who invest time and care into painting and customizing their armies, making each model on the battlefield unique.

Team Tournaments

Team Composition

Each player on a team must field a valid and unique army. Each army must comply with the army composition rules of the tournament format (EURO, STANDARD, OPEN). No army list may be used more than once per team (e.g., a team **cannot** field both a Kingdom of Bretonnia Grand Army and a Kingdom of Bretonnia Exiles list—only **one** Kingdom of Bretonnia composition is allowed).

Captain

Each team may have up to one Captain. The Captain may be a team player or a non-playing Captain. A Captain is authorized to:

- Give brief commands on **what** to do (but not **how** to do it)
- Perform match pairings
- Consult with all the player in the team, once per game, for a maximum of 3 minutes (timeout call)
- If a non-playing Captain, substitute for a player for consecutive games
- Communicate with the opposing Captain to resolve issues arising during matches
- Interrupt a team member's game to call a referee if cheating (or unintentional errors) are detected

A Captain may speak normally with players in Italian or a mutually understood language, but only openly. General advice is permitted (e.g., "play more aggressively"), but specific instructions are **not** allowed (e.g., "position that unit here to defend your War Machine"). During a 3-minute timeout, the Captain may speak privately or whisper in any preferred language. A Captain may not consult the same player more than once per game, even if the full 3 minutes were not used during the first consultation.

During the tournament, if the Captain is non-playing, they may substitute for a player. The team may **not** change armies, and substitution may occur only once, even if the Captain later returns to a non-playing role. The Captain may play any number of consecutive games substituting for a player, but once the original player returns, the Captain cannot switch places again with them or other players.

Captain Limitations

The team risks penalties if the Captain:

- Explains **how** to do something or gives tactical advice (except during the 3-minute consultation)
- Interrupts a game

- Violates rules on delays, cheating, or misconduct
- Passes notes or communicates secretly with players

Team Naming

Old World Federation team tournaments follow an open format, meaning teams are freely assembled by participants and do not represent any official national team or federation. As such, these events should not be confused with national-level competitions or taken as endorsements of any country's official representation.

We strongly encourage all participants to avoid adopting national team names — such as "Team Italy," "Swiss National," or similar variations — as these can create a misleading impression that the team has been officially selected or sanctioned by a national organization. Instead, we recommend choosing creative and original team names that reflect your group's identity and spirit.

Team Tournament Formats

Old World Federation team tournament formats:

- **3-player teams**
- **5-player teams**

3-player team tournaments are held in one day with 3 games and are called **Team Regional Series 500**. Minimum participants: 8 teams (24 players).

5-player team tournaments are held over two days with 5 games and are called **Team Grand Prix 1000**. Minimum participants: 8 teams (40 players).

OWF Finals – Team Open Tournaments follows specific rules for that event. Online team tournaments are currently **not regulated** in OWF.

Participating in a Team Tournament

Upon arrival, your team will be randomly paired with an opposing team for the first round. After this round and result processing, teams will be paired using a Swiss system similar to individual tournaments.

Determining Player Matchups

A pairing system is used to determine which player faces which opponent. Examples for 3- and 5-player teams follow.

3-Player Team Pairing Sequence:

- Both Captains select one army from their team and place the card face-down.
- Cards are revealed to show selected armies.

- Both Captains submit the remaining two armies.
- Each Captain selects one of the opponent's two revealed armies to face their team's revealed army. The remaining armies face each other in the third game.
- Once all matchups are set, tables for each game are randomized.

5-Player Team Pairing Sequence:

Phase 1 (First Two Matchups)

- Both Captains select one army to deploy and place the card face-down.
- Cards are revealed.
- Both Captains select two armies from the remaining four to face the opponent's revealed army (secret selection, revealed simultaneously).
- Each Captain chooses one of the two opponent armies to face their team's revealed army. The remaining army returns to the Captain's hand (3 remaining).

Phase 2 (Matchups 3, 4, and 5)

- Repeat steps 1 and 2.
- Repeat step 3: both Captains select two armies to face the opponent's revealed army. Only two cards remain, simplifying selection.
- Each Captain chooses one of the two opponent armies to face their team's revealed army. This determines matchups 3 and 4; the remaining armies face each other in matchup 5. Army choices remain secret until both Captains have decided.

Conclusion

Once all matchups are complete, tables for each game are randomized.

Winning the Team Tournament

At the tournament's end, after processing results, the winning team is determined based on the total Tournament Points earned by the team each round. Tournament Points for each individual game are calculated as described in this infopack, similar to individual matches. However, the maximum Tournament Points per game are **capped**:

- **12 for 3-player teams**
- **20 for 5-player teams**

The minimum points are:

- 6 for 3-player teams
- 10 for 5-player teams

Tie Breakers

In case of a tie, the total **uncapped Tournament Points** is used to determine the winner. If still tied, the sum of all team Victory Point differentials is used. If a tie persists, the sum of all Victory Points earned by the team is considered.

Penalty Points and Fully Painted Army Points

Follow the rules described in the "Victory Assignment" section.

Ranking ELO

For Team Tournaments, the ELO Ranking is determined on a team level, yielding a Team ELO value (average ELO for the team). This value is then used to compare against the opposing team. Critically, the match result and subsequent ELO adjustment are based entirely on the team's collective performance and final outcome, overriding any single player's individual results.

Appendix A

APEX Format

WTC 2026 Composition

2000 pts. armylists.

Legacy factions admitted, Mercenary admitted, Allies not admitted

Army Composition

- **Grand Melee (Matched Play Guide):**
  - Wizards: Any number of Level 1 or 2 Wizards allowed. Limited to 0–1 Level 3 Wizard per 1,000 points, and 0–1 Level 4 Wizard per 2,000 points.
  - Model Limit: No single unit may contain more than 50% of the total model count in the army.
  - Point Limit: No single unit or character may exceed 25% of total army points (500 points max).
- **Combined Arms (Matched Play Guide):** Unless already restricted by your army list, the following category limits apply to encourage diverse force structures:
  - **0–3** Characters (does not apply to named Characters)
  - **0–4** Core units
  - **0–3** Special units
  - **0–2** Rare units
  - **0–2** Mercenary units

Note: Named Characters are exempt from these category limitations in both Grand Melee and Combined Arms.

Faction-Specific Restrictions

- **Grand Cathay:**
  - **0–3** Shugengan Lords or Generals
  - **0–4** Entries with the Fly special rule

    - **0–2** Cathayan Grand Cannons
- **Vampire Counts:**
    - For *Invocation of Nehek*, Grave Guard recover a number of Wounds equal to the caster's Wizard Level.

Universal Restrictions

- **0–4** total Cannons or units equipped with weapons that shoot using "Cannon Fire."

Appendix B

Regional Limited Compositions

Tilean Renegade Duello

2000 pts. armylists.

Renegade Legacy Pack factions admitted, Mercenary admitted, Allies not admitted

Category Limitations

Unless the reference Army List provides more stringent limitations, a limit is applied to each **Unit** or **Character** as follows:

- 0-2 applies to Characters
- 0-3 applies to Core Units
- 0-2 applies to Special Units
- 0-1 applies to Rare Units
- 0-2 applies to Mercenaries

Named Characters: Any Named Character that counts as a specific choice according to the Named Characters rules occupies that choice (e.g., Lady Élisse Duchaard is a "Prophetess" and therefore counts for the cap of Prophetess Characters).

Multiple Categories: A unit available in multiple categories (e.g., both Core and Special) can only be taken in one of the two possible categories, respecting the limitations above.

Points & Restrictions

Standard Points Limit: Maximum 350 pt per single unit or Character.

Points Exception: Only 1 (one) single Character or single-model unit in the entire army can exceed 350 pt, up to a maximum of 540 pt.

Casting Bonus: The bonus applied to the Casting Roll is always AT MOST +3 (this limit is absolute and includes wizard level, magic items, or special rules), before any negative modifiers, such as Magic Resistance(X).

Signature Spells: Each *Signature Spell* can be chosen a maximum of 0-2 times per army.

Magic Items: *Extremely Common* items can be normally replicated in an army, but each model can purchase only one copy (Runes are not considered magic items).

Fly (X): 0-3 total, counting both Characters and Units, excluding those that could gain the rule during gameplay but including any Character or unit (ie. Miao Ying) with at least one profile or transformation that possesses the rule.

War Machines: 0-5 total, with a limit of 0-2 of the same choice (ie. Max. 2 Cathayan Grand Cannon or Empire Great Cannon, etc.).

Ethereal Units: 0-2 (units that gain Ethereal during the game are not considered for this limitation).

Specific Limitations:

- 0-1 Ogre Loader per army.
- 0-2 models with *Wailing Dirge* per army.
- 0-4 Fanatics per army.

Warhall EU Limited

2000 pts. armylists.

Renegade Legacy Pack factions replace standard Legacy Army, Mercenary admitted, Allies not admitted

Category Limitations

Unless the reference Army List provides more stringent limitations, a limit is applied to each **Unit** or **Character** as follows:

- 0-2 applies to Characters
- 0-3 applies to Core Units
- 0-2 applies to Special Units
- 0-1 applies to Rare Units
- 0-1 applies to Mercenaries

Named Characters: Any Named Character that counts as a specific choice according to the Named Characters rules occupies that choice (e.g., Lady Élisse Duchaard is a "Prophetess" and therefore counts for the cap of Prophetess Characters).

Multiple Categories: A unit available in multiple categories (e.g., both Core and Special) can only be taken in one of the two possible categories, respecting the limitations above.

Points & Restrictions

Standard Points Limit: Maximum 350 pt per single unit or Character.

Points Exception: Only 1 (one) single Character or single-model unit in the entire army can exceed 350 pt, up to a maximum of 540 pt.

Joined Characters: Under no circumstances may more than 3 Character models join a single **unit.**

Signature Spells: Each *Signature Spell* can be chosen a maximum of 0-2 times per army.

Magic Items: *Extremely Common* items can be normally replicated in an army, but each model can purchase only one copy (Runes are not considered magic items).

Fly (X): 0-3 total, counting both Characters and Units, excluding those that could gain the rule during gameplay but including any Character or unit (ie. Miao Ying) with at least one profile or transformation that possesses the rule.

War Machines: 0-5 total, with a limit of 0-2 of the same choice (ie. Max. 2 Cathayan Grand Cannon or Empire Great Cannon, etc.).

Ethereal Units: 0-2 (units that gain Ethereal during the game are not considered for this limitation).

Specific Limitations:

- 0-1 Ogre Loader per army.
- 0-2 models with *Wailing Dirge* per army.
- 0-4 Fanatics per army.
- Healing Undead: Each Undead unit can be healed a maximum of 1 time by a Level 3 or 4 Wizard (or equivalent), or a maximum of 2 times by a Level 1 or 2 Wizard (or equivalent).
- Shared Entries: Shugengan Lord and General count as a single entry.

Credits

written by:
Old World Federation

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