



INFOPACK

2025

oldtilean.it

Welcome to the Old Tilean Federation!

Founded in 2024, the Old Tilean Federation (OTF) is Italy's leading organization dedicated to the development and promotion of organized play for Warhammer: The Old World. Our mission is to create a vibrant and inclusive community for all enthusiasts of this captivating fantasy universe.

Through tournaments and special events, the Old Tilean Federation offers players of all levels the opportunity to improve their skills, make new friends, and fully immerse themselves in the epic battles of the Old World. We collaborate with stores, clubs, and other organizations to ensure every event is an unforgettable experience.

General Principles

Every tournament sanctioned by the OTF must adhere to the guidelines outlined in this document. During tournaments, each participant assumes a specific role, which entails distinct responsibilities and behaviors. The primary roles are: Spectator, Player, Referee, and Organizer.

Any aspect not explicitly required in this document is at the discretion of the Organizer, who must communicate it in advance by including it in the "Description" section of the tournament upon publication. This document remains valid from the date of publication until the next version is released. Be sure to regularly check the "Resources" section of the Oldtilean.it portal to always have the most up-to-date version.

Events in Old Tilean

Events of the Old Tilean Federation are divided into three levels, each with specific characteristics.

The first level, called the Tilean Series, allows organizers to host events without any limit. A minimum of 12 available spots is required; this type of event is open to any organizer, ensuring maximum freedom and accessibility. This category includes the Tilean Series Warhall Online Tournaments, which follow all the rules of a standard Tilean Series and can be organized up to 4 times a year, directly supported by the federation.

The second level, known as the Grand Prix, allows each organizer to host only one event per year. This category requires a minimum of 24 available spots and is exclusively for veteran organizers, those who have hosted at least one tournament in the previous calendar year. Events at this level are distinctive and often considered "historic" within the circuit.

Lastly, the third level, referred to as the Grand Tournament, includes events organized on a national scale. These tournaments are managed directly by the federation, with support from local organizers. This category encompasses the Tilean Grand Tournament and the Tilean Team GT, prestigious events that also feature the awarding of special prizes and titles.



Starting in 2025, Team Tournaments will also be organized, with their rules detailed in Appendix C.

Ranking

The Old Tilean Federation aims to introduce a "Ranking" system for Warhammer: The Old World players participating in circuit events and tournaments.

The Ranking is a numerical value assigned to each registered player, designed to reflect their skill level based on performance. The score is calculated using the ELO system, created by Arpad Emrick Elo, which updates players' scores after each match, considering the value of the opponent. If a player exceeds expectations by winning more than anticipated, their score increases; otherwise, it decreases. Every event or tournament organized by the Old Tilean Federation contributes to the accumulation of points valid for the ranking.

For more details, players are encouraged to visit the FAQ and Ranking sections on oldtilean.it.

Hall of Fame

Each year, with the consent of the individuals involved, we will dedicate a special section on the OldTilean portal to celebrate those who excel in the tournament season, reaching the pinnacle of the Italian community. The names of the annual Ranking winner, the number 1 in the Ranking Hall of Fame as of December 31st, the national champions, and the winners of prestigious international events will be published.

Roles and Responsibility

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

The Player

The Player is an active participant in the tournament. In addition to adhering to standard norms of courtesy and coexistence, the Player is responsible for all their game materials, including miniatures, dice, tokens, any scenic elements, and all publications related to the army being used. It is advisable to bring glue for potential emergency repairs, a calculator, and materials for note-taking, such as tracking spells or damage.

The Player is expected to be well-versed in the rules to facilitate smooth gameplay and minimize time spent on verifications. They are also required to register for the tournament through the portal, upload their list, and report their match results on the OldTilean.it portal.

Additionally, the Player must remind their opponent of any mandatory actions dictated by the rules (e.g., a compulsory troop movement), as both players are responsible for the correct progression of the game.



The Organizer

The Organizer manages the tournament and oversees logistics, equipment, and venue arrangements. They are responsible for entering all relevant information in the "Description" section of the tournament at the time of publication. The Organizer must also ensure the annual contribution to the federation is paid, failing which the tournament may be canceled. One of their duties includes appointing at least one Referee to ensure the proper management of the gameplay phases.

The Referee

The Referee is responsible for enforcing the rules and the provisions of this document during the tournament. They intervene only when prompted by a Player or a Spectator. In cases of unclear or unregulated situations, the Referee may provide their own interpretation of the rules (applicable only for the current tournament and not binding for future events) or decide to leave the interpretation to the players by resolving it with a dice roll.

The Spectator

The Spectator is anyone who watches a match without directly participating. They may not interfere with or disrupt the game but are obligated to report any observed irregularities to the Referee. It is then the Referee's responsibility to intervene and request explanations from the players involved.

Valid Publications

All publications related to Warhammer: The Old World released within 7 days of the tournament's start are considered valid. For convenience, the following list includes the relevant materials:

- Core Rulebook and related FAQs
- Ravening Hordes and related FAQs
- Forces of Fantasy and related FAQs

Arcane Journal:

- Kingdom of Bretonnia
- Tomb Kings of Khemri
- Orc and Goblin Tribes
- Dwarven Mountain Holds
- Warriors of Chaos



- Empire of Man (from January 11, 2025)

Additionally, all legacy armies, their related FAQs, and mercenary companies available on the official Warhammer: The Old World website (link available in the "Resources" section of the Oldtilean.it site) are also valid.

Community FAQs (link available in the "Resources" section of the Oldtilean.it site) are also considered valid.



Engagement Rules

Every sanctioned tournament must be published on the Oldtilean.it portal and must include the following mandatory information in the notes to ensure smooth operation and avoid unforeseen issues for participants:

- Format
- Table dimensions
- Game scenarios
- Scenic elements

Anything not specified follows the standard rules for tournaments. Events can be organized with 2, 3, 4, 5, or 6 matches, even over multiple days, with the available options already provided on the portal.

Formats

There are three available formats:

1. **Euro:** 2000-point lists. Mercenaries and named characters are allowed, but allies are not. No character in the army may cost more than 500 points (including all options, items, and mounts). First and second-level wizards are allowed with no maximum limit, but higher-level wizards are limited as follows:

- 0-1 Level 3 Wizards per 1000 points
- 0-1 Level 4 Wizards per 2000 points

Named characters do not follow the limitations above.

2. **Standard:** 2000-point lists. Mercenaries and named characters are allowed, but allies are not. Soft Rule of 3 (see specific details).
3. **Open:** Escalation lists and Secondary Objectives. Mercenaries and named characters are allowed, but allies are not. Soft Rule of 3 (see specific details). The Escalation format and Secondary Objectives are explained in detail in the appendices of this document.

Rule of 3

The Rule of 3 allows a maximum of 3 identical units in your army list.

Soft Rule of 3: This excludes units taken as detachments and those with different limitations specified in their Composition List (e.g., 0-3 for every 1000 points).

Note: Some composition lists limit categories of units, not individual specific units.

For example, the Dwarven Grand Army Composition List imposes the following restriction:

0-3 war machines, including Ballistas, Catapults, and Cannons, for every 1000 points.

This limitation does not constitute an exception to the Soft Rule of 3. Playing at 2000 points with this rule, you can field up to 6 war machines (of various types), but no more than 3 copies of the same type.



Table sizes

The table dimensions allowed for an OTF tournament are as follows:

- Standard: 48" x 72" (approximately 120 x 180 cm)
- Mini: 44" x 60" (approximately 110 x 150 cm)

Scenarios

The tournament organizer has the option to select any of the scenarios included in the core rulebook of Warhammer: The Old World. It is mandatory to indicate, in the tournament description published on the portal, the chosen scenarios and the order in which they will be played. It is recommended to include at least one round with the "Open Battle" scenario.

Notes on scenarios

Here are some modifications to the scenarios of Warhammer: The Old World, made to better align them with the scoring system in use:

Duration

All scenarios are considered to have a fixed duration of 6 turns maximum.

Break Point

If one or both players manage to bring the opponent's army to "Break Point," the game ends immediately. However, this does not result in an automatic victory, as described in the scenario, but awards 600 Victory Points to the player who successfully brings the opponent to "Break Point." If both players reach "Break Point" as per the scenario, each will receive 600 Victory Points.

Command & Control

For this scenario, always choose an impassable terrain feature from those available on the table and place it exactly at the center. If no impassable terrain is available, select another type of scenic feature and place it at the center. Alternatively, the organizer can provide an additional scenic feature for each table to be placed at the center, in addition to the existing ones.

Regardless of the chosen feature, it will be considered an "impassable special feature." Once the central element is placed, ensure that all other scenic elements on the table are more than 9" away from the central element. If not, reposition the remaining elements to ensure the correct distance.

The type of special feature must be the same for all players, selected from those listed on pages 273-275 of the Warhammer: The Old World rulebook, and communicated in the event description on the portal.



Scenic elements

The organizer can choose to provide at least 8 scenic elements for each table, allowing players to set up the battlefield following the alternating procedure outlined in the Warhammer: The Old World rulebook on page 268 (each element counts as 1, regardless of its size). Alternatively, the tables can be pre-arranged.

Regardless of the choice, the scenic elements cannot exceed 16" (approximately 40 cm) at their widest point and cannot be placed less than 6" (approximately 15 cm) from the center of the table or less than 9" (approximately 23 cm) from another element (excluding scenario-specific rules).

Speed of play

Outside of tournaments, many players do not complete their games within a set time. Therefore, when an organizer announces "two hours remaining," most participants don't automatically think, "We should almost be done with the first turn!" To help manage time, instead of simply announcing the remaining time, the event staff can 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 hall. The announcements are meant to maintain the pace of the game but are not binding. On average, the time breakdown for a typical game is as follows:

- Scenario review and army list checks: 5 minutes (total for both players)
- Model deployment: 10 minutes (total for both players)
- Turn 1: 20 minutes per player
- Turn 2: 18 minutes per player
- Turn 3: 15 minutes per player
- Turn 4: 10 minutes per player
- Turn 5: 10 minutes per player

The time milestones for game progress are divided as follows:

- 2:45.00 remaining: Official start of the game
- 2:40.00 remaining: End of pre-game discussions and decisions
- 2:30.00 remaining: End of deployment, start of Turn 1
- 1:50.00 remaining: End of Turn 1, start of Turn 2
- 1:14.00 remaining: End of Turn 2, start of Turn 3
- 0:44.00 remaining: End of Turn 3, start of Turn 4
- 0:24.00 remaining: End of Turn 4, start of Turn 5
- 0:04.00 remaining: Do not start a new turn without the approval of the Referee

Arbiters can use various solutions to speed up or ensure the completion of games if the time milestones are repeatedly not met. All players are required to finish their games within two hours and forty-five minutes and must choose an army list with which they feel comfortable completing the game within this time limit. Using time as a tactic to disadvantage the opponent is not allowed.



The game allows for up to 6 turns per player, but since it is often difficult to complete all 6 turns within this time frame, the realistic goal is to complete at least 5 turns for each player.

Painting Points, Models from Other Manufacturers, and Pre-painted Models

In sanctioned tournaments, each player can earn a player bonus if they field an army that is BATTLE READY, meaning the models must have at least 3 colors painted and a painted and/or textured base (adapters do not need to be painted or textured). All models must be based correctly (or have the appropriate adapters) as specified in their entry on the army list.

The miniatures fielded in the army must reasonably reflect the units selected on the army list. Additionally, it is not allowed to use the same miniature model to represent two different types of units (e.g., using a Chaos Warriors chariot to represent both the standard Chaos Warriors chariot and the Chosen chariot).

Models from any manufacturer are allowed, as long as they are in the scale of 28 to 35 mm.

Pre-painted models (such as Clix, DnD Miniatures, or Lego) are also permitted.



Victory Assignment

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

Tournament points

Each match in the tournament awards between 0 and 20 tournament points, assigned as follows:

At the end of the game, count the points earned according to the rules in the "Victory points" section on page 286 of the rulebook. Then compare your "Victory points" with those of your opponent.

Tournament points are then assigned to both players based on the difference in "Victory points" according to the following table:

Victory Points difference	Winner Tournament Points	Loser Tournament Points
0-250	10	10
251-400	11	9
401-550	12	8
551-700	13	7
701-850	14	6
851-1000	15	5
1001-1150	16	4
1151-1300	17	3
1301-1450	18	2
1451-1600	19	1
> 1600	20	0

Tiebreakers

In the case of a tie, the ranking will be determined using the following tiebreaker criteria:

- Total tournament points (including those awarded as Player Points, see below)
- Sum of the "Victory points" differential from all matches
- Sum of all "Victory points" earned in all matches

Player Points

Player Points are awarded at the end of each match:

- Each yellow card: -1 tournament point



- Each red card: -5 tournament points
- Points for a "Fully painted army", according to the following table:

OTF Event Type	Player points for "Fully painted army"
Tilean Series	1 tournament point for each player
Grand Prix	1 tournament point for each game
Grand Tournament	2 tournament points for each game

Players who use armies with pre-painted miniatures (e.g., Lego, Clix, etc.) will not be eligible for the "Fully Painted Army" recognition.

Sanctions and Penalties

Yellow and red cards are assigned by the referee in case of misconduct, at their sole discretion. Yellow and red cards only apply to the current game, while a black card results in immediate expulsion from the tournament. Every two yellow cards result in a red card, and any card given after a red card automatically becomes a black card.

Examples of Yellow Card:

- Any attempt to distract the opponent or deliberately waste time.
- "Strategic forgetfulness" of the rules.
- Deliberate delay in submitting results or extending the game beyond the time limit.
- Submitting the army list on the portal after the organizer's set deadline will result in a yellow card for the player in their first game.

Examples of Red Card:

- Moving miniatures secretly.
- Repeated misconduct toward the opponent.
- Any attempt to manipulate or circumvent the rules continuously or other objectionable actions to gain an advantage.
- Using an illegal army list will result in a red card.
- Registering for a tournament or submitting the list after the participant lists are published will result in a red card for the player in their first game.

Examples of Black Card:

- Use of rigged dice or other accessories.
- Extremely serious behavior such as insults, threats, etc.
-

Awards

In tournaments organized by the Old Tilean Federation, in addition to awarding the top three players at the end of the competition, a special prize will be given to the player who stands out for the Best Painted Army. This recognition will be awarded based on the joint judgment of the Referees and the Tournament Organizer, considering factors such as the quality of the painting, thematic consistency, and attention to detail.



To compete for this prestigious award, players must present an army that is completely painted by them personally. Only those who have completed all the painting work on their army models will be considered.

Players using partially painted armies or pre-painted miniatures will be excluded from the Best Painted Army competition. The goal of this award is to recognize the talent and artistic effort of players who dedicate time and care to customizing their armies, making each model unique on the battlefield.



Appendices

Appendix A – Escalation

In the Escalation format, players progressively increase the size of their armies after each game. In this event type, the point limits are set to 1500 points for the first game, 1750 points for the second, and 2000 points for the final game. In multi-day tournaments with 5 games, the army size is set to 1500 points for the first game, 1750 for the second, 2000 for the third, 2250 for the fourth, and 2500 for the final game.

Army lists cannot be completely independent from each other; they must "contain" each other. This means that the models included in the 1500-point list of the first game must also be included in the 2000-point list for the final game, as well as in the 1750-point list.

Between games, players can add new units, purchase magical items, and enhance or expand existing units. For example, a unit that previously did not have a command group or shields can purchase them if available among its options. However, it will not be possible to remove options that have already been purchased or reduce the size of a unit. It will be allowed to change a character's mount to a more expensive one (e.g., a Bretonnian Baron can upgrade from a barded Pegasus to a Royal Pegasus).

The general will be chosen at the start of each game according to the standard rules, so it may vary between games. Likewise, the spells known by wizards will be determined separately for each game, as per the base rules.

In the Escalation format, in addition to the regular "Victory Points" earned as indicated on page 286 of the rules, additional "Victory Points" are awarded through 2 Secondary Objectives and quarter control. The mechanics of the Secondary Objectives and quarter control are explained in **Appendix B**.

Appendix B – Secondary objectives and Field Quarters control

At the beginning of each game, secretly choose and write down 2 secondary objectives from the list below. At the end of the game, add the "Victory Points" (VP) from the achieved objectives to your total "Victory Points" earned for that game, as indicated on page 286 of the rules. Additionally, calculate the additional "Victory Points" from quarter control.

Secondary Objectives

Nightmare of Infantry

Destroy or rout a full unit of enemy infantry in close combat by the end of the game. 150 VP:
Regular infantry or swarm.

- 200 VP: Monstrous infantry.
- 250 VP: Heavy infantry.



Bring Down Those Knights!

Destroy or rout a full unit of enemy cavalry in close combat by the end of the game.

- 150 VP: Light cavalry or warbeasts.
- 200 VP: Heavy cavalry.
- 300 VP: Monstrous cavalry.

Sabotage the Machines

- Destroy or rout an enemy chariot unit or war machine by the end of the game.
- 200 VP: Light chariots or a single heavy chariot.
- 150 VP: War machine.

Slay the Monsters

Destroy or rout a unit belonging to the "monster" category.

- 150 VP: Monster creature.
- 250 VP: Behemoth.
- +100 VP: If the monster is the mount of a character.

Protect Our Lord!

By the end of the game, your general must remain unscathed. They may take damage during the battle, as long as they are healed back to full wounds.

- 200 VP: General unscathed at the end of the game.
- 100 VP: General healed back to full wounds.

Crush Their Banners!

At the end of the game, you must have captured at least one enemy standard without losing any of your own. If your army has no standards, you cannot choose this objective.

- 300 VP: 3 or more enemy standards.
- 200 VP: 2 enemy standards.
- 100 VP: 1 enemy standard.

Note: Objectives 1, 2, 3, and 4 can also be completed by eliminating a character of the correct unit type, though this is more challenging.

Field Quarters control

Players can earn additional VP by controlling one or more quarters of the battlefield.

1. Division of the Field

The battlefield must be divided into 4 equal quarters in the following manner:



I quarter	II quarter
III quarter	IV quarter

2. Control Requirements

To control a quarter, you must have at least one valid unit within it, with no valid enemy units present.

Valid units: infantry or cavalry of any type with a total unit strength of at least 12, not considering characters in any way.

3. Special Situations

If a quarter contains no valid units, it is considered contested.

If a unit straddles two or more quarters, it is considered valid for the quarter where the majority of its models are located. If the majority of models cannot be determined to decide control, roll a die.

4. VP Awarded

100 VP: control of 1 quarter.

250 VP: control of 2 quarters.

450 VP: control of 3 quarters.

700 VP: control of all 4 quarters.



Appendix C – Team Tournaments

Team composition

Each player in a team uses a valid and different army. Each army must adhere to the army composition rules of the tournament format (EURO, STANDARD, OPEN). No "Army List" can be used more than once per team (e.g., a team CANNOT field both the Kingdom of Bretonnia Grand Army and the Kingdom of Bretonnia Exiles, but only ONE composition of Kingdom of Bretonnia).

Coach

Each team can have up to one Coach. The Coach can be one of the players on the team or a non-playing Coach. A Coach is allowed to:

- Give brief commands on what to do (but not on how to do it).
- Perform pairings.
- Consult with each player once during the game, for a maximum of 3 minutes.
- In the case of a non-playing Coach, replace a player for a consecutive number of games.
- Talk with the opposing team's Coach to resolve issues that arise during games.
- Interrupt a game of a team member to call an referee if they detect cheating (or unintentional errors).

A Coach can speak normally with the players in Italian or the native language of both teams, but only openly. It is allowed to give general advice such as "play more aggressively," but not specific details like "place that unit here to defend your War Machine." During a 3-minute timeout, they may speak in any language they prefer, even privately or by whispering. A Coach cannot consult with the same player more than once per game, even if they have not used all 3 minutes during the first consultation.

During the tournament, in the case of a non-playing Coach, a Coach can replace a player. The team cannot change armies, and the replacement can occur only once, although the Coach can return to the non-playing role. The Coach can play any number of consecutive games replacing a player, but if the original player returns to play, the Coach can no longer swap places with them or other players.

The role of the Coach also has some limitations. The team risks a penalty if the Coach:

- Explains how to do something or gives tactical advice (except during the 3-minute consultation).
- Interrupts a game.
- Violates any of the rules listed above regarding delays, cheating, or misconduct.



- Passes notes or communicates secretly with the players.

Team Formats

The following tournament formats are available for the Old Tilean Federation Team Events:

- 3-Player Teams
- 5-Player Teams

The 3-player team tournaments are held in one day, with 3 rounds, and are called Tilean Team Series (level 1 events). The minimum number of spots available is 8 teams (24 players).

The 5-player team tournaments are held over two days, with 5 rounds, and are called Team Grand Prix (level 2 events). The minimum number of spots available is 8 teams (40 players).

The Tilean Team Grand Tournament will follow specific rules for the event.

There is no provision for organizing online team tournaments.

Participating in a Team Tournament

Upon arriving at the tournament, your team will be randomly paired with an opposing team for the first round. After this round and the results are processed, the teams will be paired using a Swiss pairing system, similar to what happens in a singles tournament.

To determine which player faces which opponent during the rounds, a pairing system is used. Below are examples of the pairing sequence for 3-player and 5-player teams.

Pairing Sequence for a 3-Player Team

- Both captains select an army from their team to deploy and place the army card face down.
- Once the armies are selected, the cards are revealed to show which armies have been chosen.
- Both captains deliver the remaining two armies.
- Each captain chooses one of the two opposing armies revealed in step 3 to face the army of their own team revealed in step 2. The remaining armies from each team will face off in the third match.
- Once all pairings are complete, it is randomized which match will be played on which table.

Pairing Sequence for a 5-Player Team

Phase 1 (First Two Pairings)

- Both captains select an army to deploy and place the army card face down.
- Once the armies are selected, the cards are revealed.
- Both captains select two armies from the remaining four to face the army revealed in step 1.2. The armies are chosen secretly and revealed simultaneously.



- Each captain chooses one of the two opposing armies revealed in step 1.3 to face the army of their team revealed in step 1.2. The remaining army card is returned to the captain's hand, leaving them with three remaining cards.

Phase 2 (Pairings 3, 4, and 5)

- Repeat steps 1.1 and 1.2.
- Repeat step 1.3: both captains select two armies to face the army revealed by the opposing team in step 2.1. This choice should be straightforward, as each captain will only have two cards left.
- Each captain chooses one of the two opposing armies revealed in step 2.2 to face their team's army revealed in step 2.1. This determines pairings 3 and 4 for the round. The remaining armies will face off in pairing 5. The army selections are secret until both captains have made their decisions.

Conclusion

Once all pairings are complete, it is randomized which match will be played on which table.

Winning a Team Tournament

When the tournament concludes and the results are processed, the winning team is determined. The winning team will be decided based on the total Tournament Points accumulated by the team in each round. The calculation of Tournament Points for each individual match is done as indicated in this infopack, similar to singles matches. However, the maximum number of Tournament Points per round will be capped at 40 for 3-player team events and 65 for 5-player team events, while the minimum will be 20 and 35, respectively.

Tiebreakers

In case of a tie, the total "unlimited" Tournament Points will be used to determine the winner. If the tie persists, the sum of all the team's Victory Point differentials will be used to determine the winner. If the tie continues, the sum of all the team's Victory Points will be considered as the final deciding factor.

Player Points

Player Points are awarded at the end of each match:

- Each yellow card: -1 tournament point
- Each red card: -5 tournament points
- Points for a "Fully painted army", according to the following table:

OTF Event Type	Player points for "Fully painted army"
Tilean Series	1 tournament point for each player
Grand Prix	1 tournament point for each game
Grand Tournament	2 tournament points for each game



Players who use armies with pre-painted miniatures (e.g., Lego, Clix, etc.) will not be eligible for the "Fully Painted Army" recognition.



Appendix D – Infopack commentary

This document is intended as a "living document" and will be continuously updated and modified by its authors in the coming years to adapt to the evolution of the game and the choices of the Italian Warhammer: The Old World community.

What is stated here is not immutable.

We encourage all players to send us their feedback via email (federazione@oldtilean.it) or through our social channels to help us improve constantly. In the future, we may decide to introduce formats with general limitations or even create new restrictions for various armies, but everything will depend on the evolution of the game and the contributions from the community.

In the coming months, we will continue to propose novelties and updates to keep the Italian Warhammer: The Old World scene fresh and enjoyable.

Keep following us!



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