



Old World Legends - Online Grand Tournament 3

Oct 27 Nov 30 2025 | Online Event | Warhall

30+ Players | 2,500 pts | 5 Rounds | 5 Weeks

Grab your Ticket [HERE](#)



1 - Event Essentials

System	The Old World
Date Range	Oct 27 - Nov 30, 2025
Duration	5+1 Weeks (1 game per week) week 6 is only for top cut, if we have enough players
Location	Online - Warhall App Discord - Old World Legends
Battle Size	2,500 points
Board Size	4' x 6' (digital)
Games	A total of 5 games - (round 6 only if needed)
Online App	Warhall - https://www.warhall.eu/
Army Roster	New Recruit - https://www.newrecruit.eu/
Registration	Best Coast Pairings - Registration
OWL FAQ	Google Document - Link
OWL Legacy Errata	Google Document - Link

2 - Event Schedule

Game Schedule (Monday - Sunday)	
Game 1	Oct 27 - Nov 2
Game 2	Nov 3 - Nov 9
Game 3	Nov 10 - Nov 16
Game 4	Nov 17 - Nov 23
Game 5	Nov 24 - Nov 30
Game 6 - only if needed	Dec 1 - Dec 7



3 - Software & Tools

Warhall - How to Play

Warhall is a free to use online app that enables players to play games of Warhammer: The Old World online. The application is free, though the paid version is superior and encouraged.

- Website Link - <https://www.warhall.eu/>



New Recruit - Army Construction

Players will use the free online website New Recruit for army roster construction as this website is fully integrated with Warhall, and makes importing the army into the app really easy.

- Website Link - <https://www.newrecruit.eu/>



Best Coast Pairings - Registration

As with our in-person events we will use BCP as the registration and pairings tool for our online events.

- Website Link - [Click Here!](#)



Discord - Communication & Scheduling

Players will need to join the Old World Legends Discord (free) and will be added to a channel with other members of the event to schedule games and communicate.

- Discord Link - <https://discord.gg/snmfVApSXA>





4 - Online Tournament

Round Pairings

Each Monday round pairings will be posted. The first 3 games players will be paired randomly based upon their win/loss record. Starting game 4 pairings will be win/loss and battle points.

Scheduling Games

Players need to contact their opponent by the end of the day Tuesday on Discord. If no response is given a zero will be assigned to that player for the week and the OWL Team will attempt to pair the player into someone else. If no other player is available the player will be given the average win score of the round.

Rescheduling Games

Life happens, and at times games will need to be rescheduled. Within reason try to accommodate your opponent for a time that works best for both of you. If your opponent stands you up then they will get a zero for the round, please don't be that person.

Respectful Scheduling

Games should be 3 hours long. Having a week to play your game, if both players agree to going longer, or saving and playing over multiple sessions is easier you can complete your game that way. Be respectful and accommodating within reason.

Rules & Judging

Due to the nature of an online tournament games will happen at various times and the OWL judges can't always be available. If needing assistance you may ping an event judge over discord to see if they are available. You may also ask the community for suggestions or feedback. If no event judge is available and players cannot agree they must roll off (highest wins) until the dice gods determine a result for the rules question. Remember - we are all here to have fun!



5 - Online Community

Streaming over Discord

Games must be shared / streamed over discord. Spectating is great for the community, but spectators should NOT intervene.

Automatic Battle Report

This feature is not required but encouraged. Please post and share your battle reports with the discord community. This is a great way to drive amazing conversation and battle tactics.

6 - Mustering an Army

Players may select any army from the Core or Legacy factions, Arcane Journals are allowed.

Allies may NOT be taken, mercenaries may be taken.

- **Grand Melee & Combined Arms (Matched Play Guide)** - We will be using the GW suggested composition rules.
- **Sky Lanterns** - Players will be restricted to 2 in total, and only 1 may be a character
- **OWL Legacy Errata** - We continue to support Legacy factions with an Errata that we use at all of our events - [Legacy Errata](#)

Forces of Fantasy

Kingdom of Bretonnia
Empire of Man
Dwarfen Mountain Holds
High Elf Realms
Wood Elf Realms
Armies of Grand Cathay

Ravening Hordes

Orc & Goblin Tribes
Warriors of Chaos
Beastman Brayherds
Tomb Kings of Khemri

Legacy

Vampire Counts
Chaos Dwarfs
Daemons of Chaos
Dark Elves
Lizardmen
Ogre Kingdoms
Skaven



7 - Code of Conduct

Be Respectful

Everyone at the event signed up to have an amazing time. Remember that we are all here to have fun and be respectful whether you are winning or losing a game. If players are unable to adhere to this code of conduct they will be removed from the event.

Everybody Loses from Time to Time

Be ready to lose a few games of Warhammer! Only a few players (at most!) will finish without a loss. Half of you will lose your first game! These events present you the opportunity to build friendships with fellow hobbyists who share your interests - have fun and make friends!

Event Judges

Event staff hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When asking for assistance, please be prepared to provide any relevant rules.

Active Judging

Judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has questions they are always welcome and encouraged to call a judge. The goal is to make sure all the games are enjoyable for everyone.

Quit Policy

We expect all players to see the game through to the very end. If a player does concede before the natural conclusion of the game then the conceding player earns a loss and zero points. The winning player will earn a score of 15 round points or more if already achieved.



8 - Tournament Format

Rules Cutoff

Oct 20 - 2025

New FAQ drops / points will be incorporated on a case by case basis. We will likely use new rules drops when they occur since the event is running over multiple weeks.

List Submission

Oct 20 - 2025 (Monday before the event)

Late lists will incur a penalty of -200 pts on the first game

Tournament Bye

If a player ends up getting a tournament bye for the round they will get the average score of all the winning scores of that round.

Intentional Draw

Players may agree to an intentional draw as needed. If this occurs they must inform the TO, and will receive a 10/10 for the round but 0 victory points.

Unresolved Scheduling

There will be times when players are unable to schedule a game or need to reschedule a game for a variety of reasons. If players are unable to resolve this on their own then failure to follow the below criteria will result in the player conceding the round.

- **Scheduling Window** - Players need to communicate their scheduling options to their opponent clearly by end of day Tuesday.
- **Schedule Days** - Players must each propose a reasonable number of times on different days to schedule a game, we expect players to find at least 3 time slots. Players must propose days both during the week and on the weekend.
- **Schedule Hours** - The Online Tournament is based in the USA, and as such



reasonable scheduling hours need to be PST/GMT/EST and proposed from 8am to 10pm. Players must propose times in both morning and evening options.

- **Reschedule Window** - Both players must ensure they keep one of their proposed weekend time slots available in case a game during the week (Monday - Friday) needs to be rescheduled.
- **Rescheduling Conflict** - If a player agrees to a time and needs to reschedule they must inform their opponent 24 hours in advance and must pick one of the other proposed available times from the other player or agree to a new time.
- **Out of Time** - If a player needs to reschedule but there are no time slots left including the weekend slot, then that player must concede the round.

FAQ

The OWL FAQ can be found online - [Link](#). If you would like to submit questions please email oldworldlegends45@gmail.com or ping an OWL Judge on discord.

Legacy Errata

The OWL Legacy Errata can be found online - [Link](#). If you would like to submit questions please email oldworldlegends45@gmail.com or ping a Judge on discord.

Best General / Placing

The Best General award will be determined by the **Number of Victories** achieved at the event, followed by **Battle Points**, and then total **Victory Points**. Which translates to achieving a win, followed by the delta of the win, and finally by objective/kill scores.

Prize Support

There will be prize support for the top 3 players. Prize support will be based upon the number of players in the event.



9 - Event Structure

Muster

The first step of each game is for players to walk their opponent through their army list and answer any questions they have about how it functions.

Scenario Rules

Please read the scenario rules carefully and make sure both players understand how they work before deployment. Players will use the corresponding scenario number to the round of the event, round 1 = scenario 1 etc...

Choose Battlefield

Roll a D6 to determine which of the 6 OWL battlefield layouts (that exist in Warhall) will be used. Each player may veto 1 battlefield layout prior to rolling the D6.

Deployment Zone & First Drop

Once the battlefield has been set up, players roll-off and the winner must choose their deployment zone (A or B). The loser of the roll-off then determines who deploys the first unit. Players then deploy their armies using the alternating units method.

First Turn

Once deployment is complete, players roll-off again, and the winner takes the first turn. The player that finished deploying their army first adds +1 to their roll.

Fixed Game Length

The battle will last for six rounds, or until one side concedes.

Scoring

Please carefully read the scenario scoring for any additional possible points.



10 - Objective Based Scenarios

Matched Play Guide

This event will be using rules from the Matched Play guide released by Games Workshop. Use it as a reference whenever the rules written here are unclear.

6 Turns

Each game / scenario is the default length of 6 turns.

Eligible to Contest

In order to control an objective, a unit must satisfy the following criteria:

- Within 6" of the objective marker, baggage train, etc.
- Unit strength 10 or more
- The unit is not fleeing
- Core unit or infantry
- The unit has not failed a stupidity test this turn

Controlling Objectives

Objective control is determined at the end of each phase.

- If two or more eligible units are equally close to an objective, the one with the higher unit strength controls it
- If both (or all) of these units have the same unit strength, the objective is contested and is not controlled by anyone

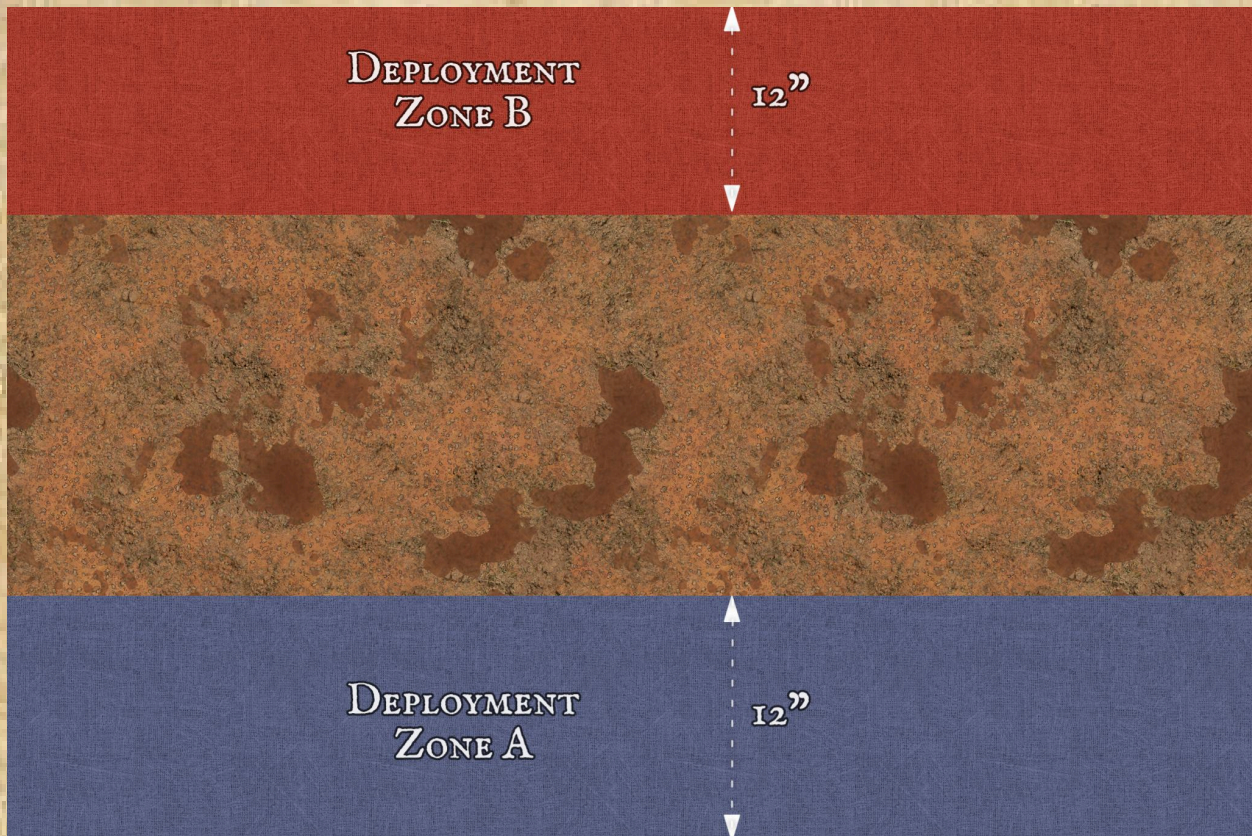
Turn 2+

No player may contest or control an objective on Turn 1. Contesting and controlling objectives will begin on Turn 2 and continue till the end of the game (default 6 turns).



Scenario 1: Assault the Baggage Train

Destroying the enemy's supply lines is a sure path to ultimate victory.



Scenario Rules

- **Baggage Trains** - Before deployment, both players **must** place 2 baggage train models (or supplied objective marker) so that it is wholly within their deployment zone and at least 3" away from any battlefield edge and/or terrain piece.
- **Destroying the Baggage train** - Follow the rules from the matched play guide on how to destroy a baggage train.

Scoring

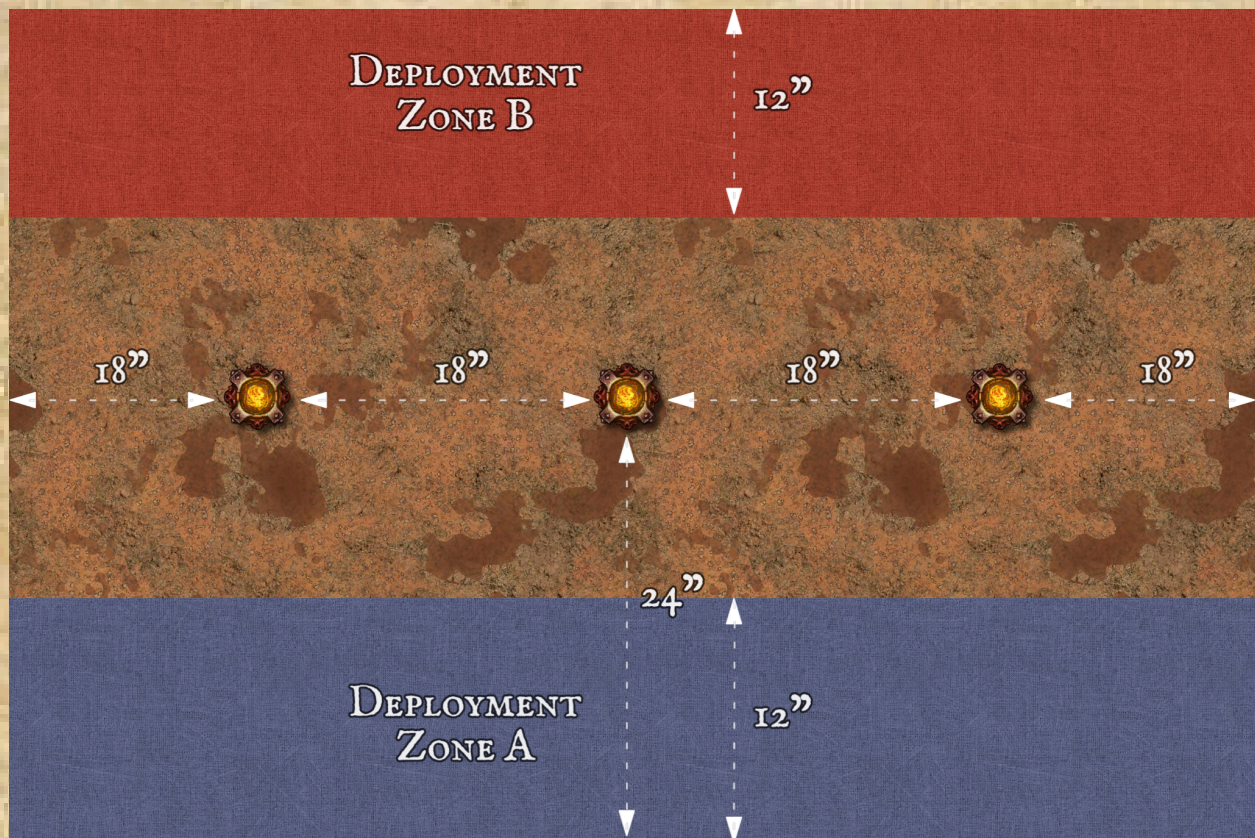
Victory Points - Use the standard Victory Point scoring system with the following bonus:

- **Baggage Trains** - At the end of the game, each controlled baggage train is worth 200 VPs.
- **Destroying Baggage Trains** - If a player destroys their opponent's baggage train, they score 400 VPs and the baggage train marker is removed from the table.



Scenario 2: Upon the Field of Glory

As two rival forces maneuver into position, an obvious battleground forms between them.



Scenario Rules

- **Strategic Locations** - Before deployment, place 3 objective markers as shown above. These are tokens to denote strategic locations, they are not impassable terrain and do not block line of sight.

Scoring

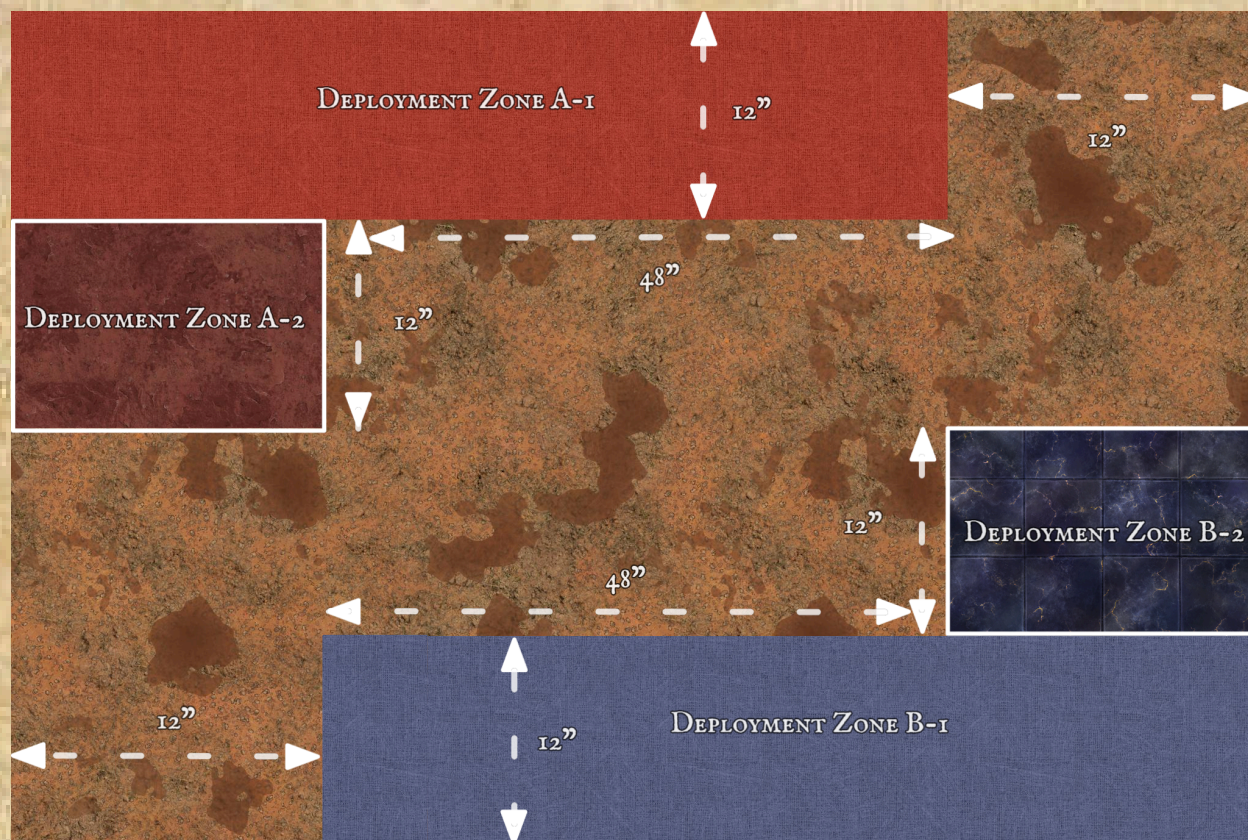
Victory Points - Use the standard Victory Point scoring system with the following bonus:

- **Strategic Locations** - At the end of each player's turn, both players earn 75 VPs per Strategic Location they control.



Scenario 3: Divide and Conquer

As battle rages, both sides race to outflank and outmaneuver the enemy.



Scenario Rules

- **Flanking Force** - During the standard alternating deployment of units, **0-1 infantry or cavalry** units may be deployed in the player's forward deployment zone (A2/B2).

Scoring

Victory Points - Use the standard Victory Point scoring system with the following bonus:

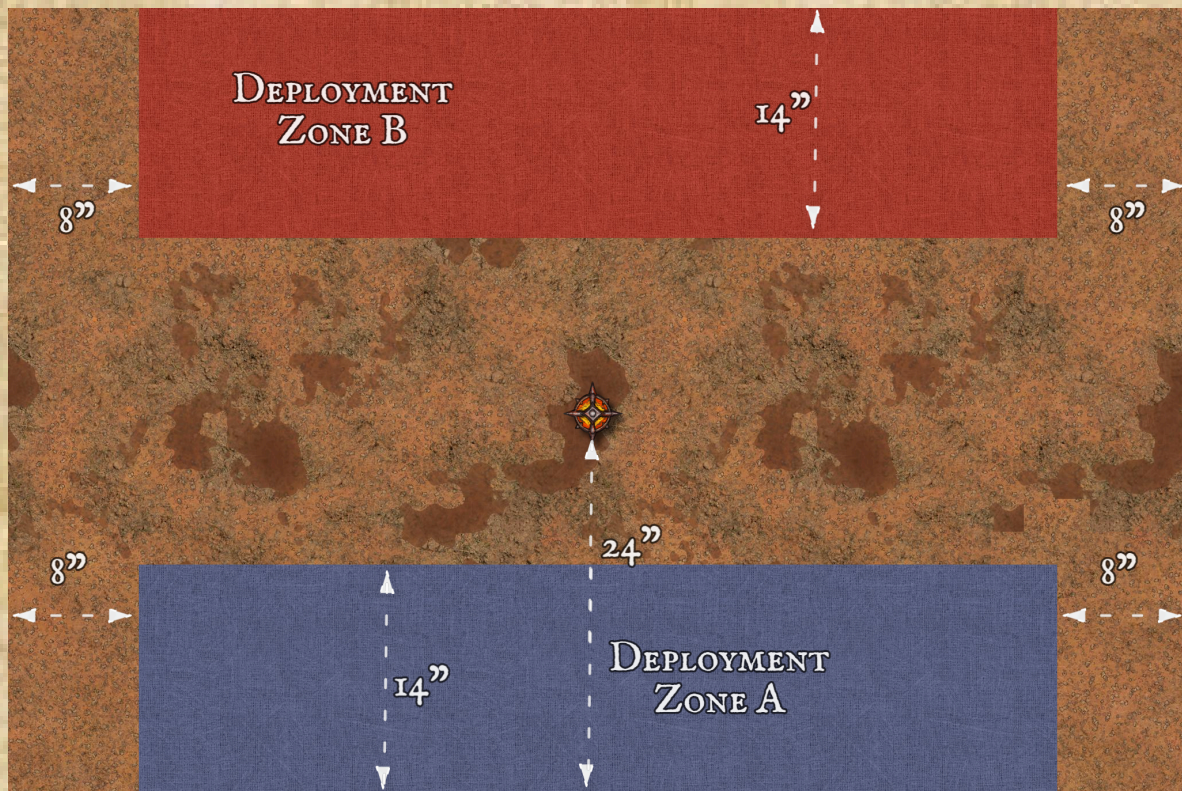
Domination - At the end of the game, each table quarter controlled by a player is worth either:

- **300 VPs** if there are no enemy models (that are not fleeing) within the quarter, **OR...**
- **200 VPs** if there are enemy models within the quarter but their combined unit strength is less than half that of the controlling player's units in the area, **OR...**
- **100 VPs** in all other cases



Scenario 4: King of the Hill

A great battle rages around a single important landmark, be it a hill, a clearing, or a place of mystical significance.



Scenario Rules

- **Strategic Locations** - Before deployment, place 1 objective marker as shown in the above. These are tokens to denote strategic locations, they are not impassable terrain and do not block line of sight.
- **Running Uphill** - Vanguard moves may not be used in this scenario.

Scoring

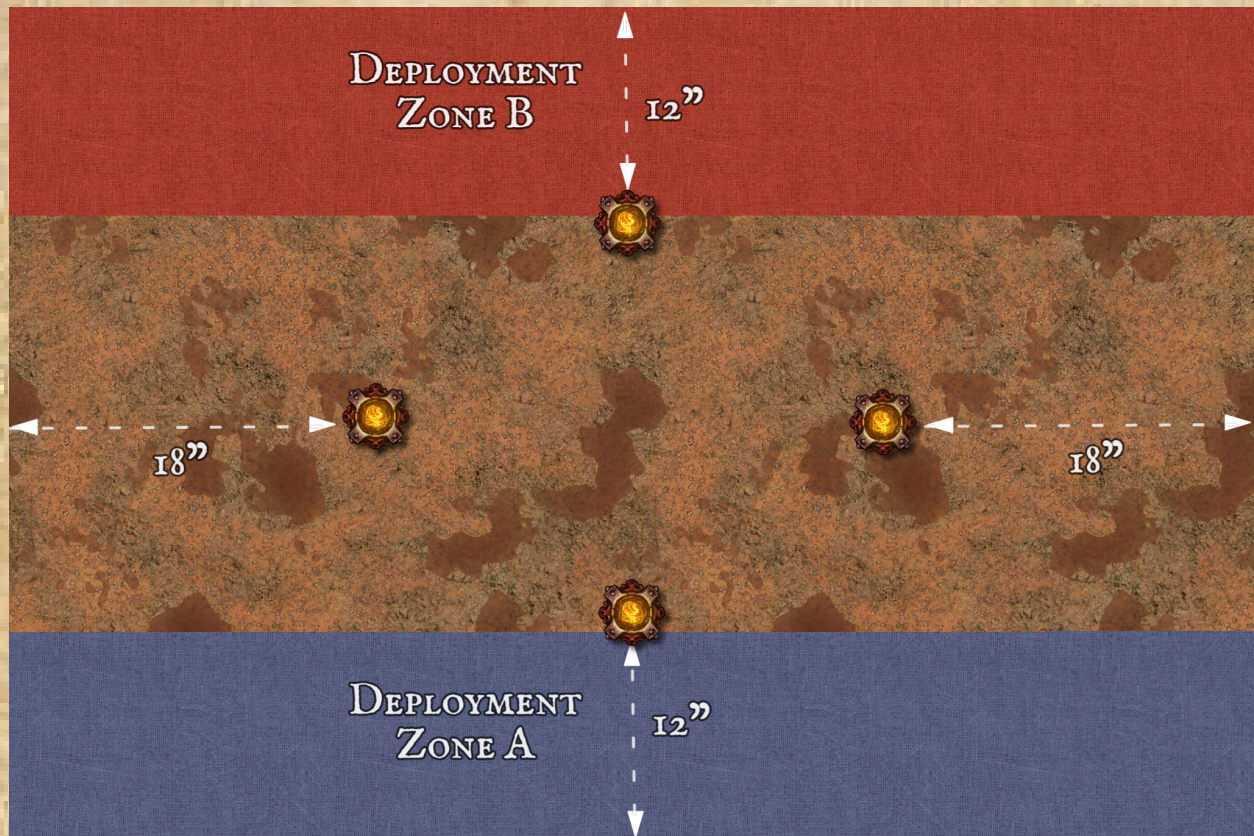
Victory Points - Use the standard Victory Point scoring system with the following bonus:

- **Strategic Locations** - At the end of each player's turn, both players earn 150 VPs per Strategic Location they control.
- **King of the Hill** - The player who controls the strategic location at the end of the game earns an additional 200 VPs.



Scenario 5: Close Quarters

A chokepoint focuses the battle into a violent melee.



Scenario Rules

- **Strategic Locations** - Before deployment, place 4 objective markers as shown in the above. These are tokens to denote strategic locations, they are not impassable terrain and do not block line of sight.
- **Bottleneck** - The short battlefield edges are treated as impassable terrain. No unit can leave or enter the battlefield via the short table edges unless they have the **Ethereal** or **Fly(X)** special rules.

Scoring

Victory Points - Use the standard Victory Point scoring system with the following bonus:

- **Strategic Locations** - At the end of each Player's turn, both players earn 50 VPs per Strategic Location they control.



11 - End of Battle Scoring

Victory Points - End of game scoring (page 286 - core rulebook) - OWL adjustments colored

- **Destroyed** - Each enemy destroyed or fled is worth 100% of its points costs as VP.
- **Fleeing** - Fleeing enemy units are worth 50% of its points costs as VP
- **Below Starting Strength** - Enemy units below 50% its starting unit strength are worth 25% of its points costs as VP, **OR** if the unit is below 25% it is worth 50% VP.
- **General** - If the enemy General is slain, fled, or is fleeing at the game ends, you win 100 VP
- **Standards** - You win a bonus 50 Victory Point VPs for every enemy standard claimed as a trophy (page 200). Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 50 VP.
- **Monstrous Creatures / Behemoths & Chariots** - Each enemy monster or chariot at 50% or less wounds is worth 50% of its points costs as VP, or if at 25% or less is worth 75% of its points costs as VP.
- **Missions** - Add in any points scored as part of the mission rules as well.

Victory Points Table

VP Difference	P1 - Score	P2 - Score
0 - 299	10	10
300 - 599	11	9
600 - 899	12	8
900 - 1,199	13	7
1,200 - 1,499	14	6
1,500 - 1,799	15	5
1,800 - 2,099	16	4
2,100 - 2,399	17	3
2,400 - 2,699	18	2
2,700 - 2,999	19	1
3,000 +	20	0



12 - Terrain Layouts

The 6 terrain layouts will be updated on Warhall, replacing the older terrain layouts.

