



WARHAMMER: THE OLD WORLD

BATTLE MARCH ONE-DAY TOURNAMENT

Player Pack – Sunday 4 October 2026 – Sydney, NSW



Event at a Glance

Date	Sunday 4 October 2026
Format	Battle March, 700 points, 5 games, single day
Venue	<i>MOAB Sylvania Heights Community and Youth Club 288R Box Road, Sylvania, NSW</i>
Doors / Check-in	7:45am
Entry Fee	<i>\$50 per player (\$35 entry fee, \$15 prize support)</i>
Places	<i>20 (Subject to battle mats and table availability)</i>
Ruleset	Warhammer: The Old World Battle March: General's Companion Warhammer: The Old World official rulebook + Arcane journals (latest errata) Square Based Renegade v1.5 (no draft) for legacy armies.
Organiser Contact	<i>Skstudio2012@gmail.com</i>

WELCOME



This is a HammerHobby event built around the new Battle March format — small armies, fast games, and low barrier to entry. It's designed to be approachable for players who are new to Warhammer: The Old World, while still giving experienced generals a sharp, competitive day of gaming.

This event uses 700 points war band, so you don't need a huge collection to compete. If this is your first tournament, you are very welcome — tournament organiser on the day will help walk you through anything you're unsure of.

FORMAT & POINTS



- Points limit: 700 points per army (Battle March format).
- Army composition follows the Battle March muster list rules in the Old World core rulebook / Battle March General's Companion
- Any official Warhammer: The Old World army list with a published Battle March muster list is eligible, subject to the restrictions listed below. If you're unsure, contact the organiser before the event.
- 5 games will be played across the day, each against a different opponent (Swiss-style pairings based on running score).
- Proxies: count-as models are fine if they're a reasonable and clearly-based representation of the unit. Please flag proxies to your opponent before the game.

ARMY COMPOSITION RESTRICTION



To keep this event beginner-friendly, the army composition restrictions below apply. This is a causal event, so please build your list in the spirit of the game. The tournament organiser reserves the right to require changes to any list that does not fit this spirit.

- No special characters, allies.
- 0-1 Ethereal, Flying, Behemoth unit.
- 0-1 Bound spell
- A model may not take more than 1 Magic Item (It is a warband!)
- A player may only use one source of bonus to casting or dispel rolls. Bonuses cannot be stacked (e.g. a player may choose to use the +1 bonus from a Herdstone or a Jagged Dagger, but not both). Wizard Level bonuses do not count towards this limit.

SCHEDULE



Time	Duration	Activity
7:45-8:15am	30 min	Check-in
9:00am – 10:30am	1hr 30min	Game 1
10:30am-10:45am	15 min	Break
10:45am-12:15pm	1hr 30min	Game 2
12:15pm-12:45pm	30 min	Lunch
12:45pm-2:15pm	1hr 30min	Game 3
2:15pm-2:30pm	15 min	Break
2:30pm-4:00pm	1hr 30min	Game 4
4:00pm-4:15pm	15 min	Break
4:15pm-5:45pm	1hr 30min	Round 5
5:45pm-6:15pm	30 min	Scores finalised, awards
By 7pm	—	Venue clear

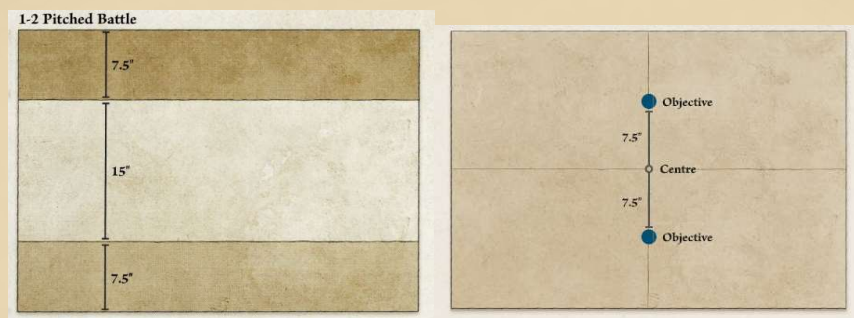
1.5hours rounds are generous for 700pt Battle March games and give new players breathing room – organiser may trim to 60 minutes on the day if the room is running fast.

MISSIONS



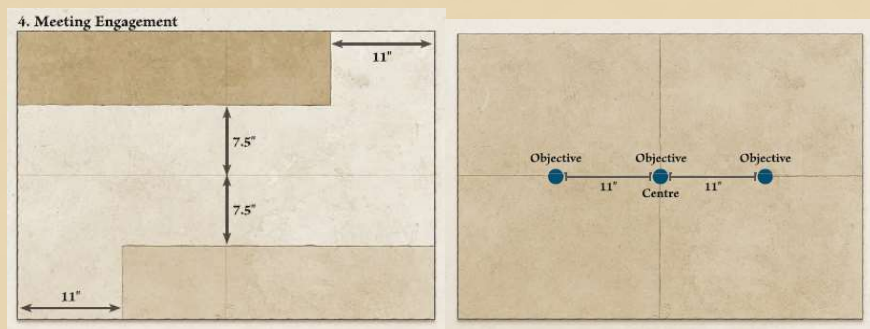
Three missions have been chosen deliberately for their simplicity — clear objectives, minimal special rules — so new players aren't juggling complex scenario rules on top of learning the core game. All three come from the Battle March scenario rules.

Round 1 & 2 — Pitched Battle



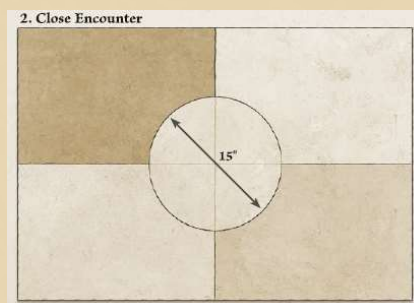
- Pitched Battle deployment. 2 objectives (treasure troves)

Round 3 & 4 — Control the Ground



- Control the Ground deployment. 3 objectives (centre and two flanks).

Round 5 — Close Encounter



- Close Encounter deployment. A Strategic Landmark (use an objective marker if no other terrain is available) is placed in the centre of the table (Remember to roll for unusual properties).

SCORING & RANKING



- Each game awards Battle Points (BP) based on a Win (3BP) / Draw (1BP) / Loss (0BP), Draw margin is 50VP.
- This event will be available on oldworlddrinking.com

PAINTING & PRIZES



There is no painting requirement to play — primed, base-coated, or fully painted armies are all welcome on the table. This is a beginner-friendly event and we don't want painting status to be a barrier to entry.

However, prize eligibility requires your army to be assembled and at minimum fully painted (a reasonable 3-colour standard, based, no bare plastic). Unpainted or primed-only armies are welcome to play all 5 games and will be ranked on the table, but won't be eligible for placing prizes. This is to encourage new players into the hobby side without shutting anyone out of the day itself.

Prize Categories

- 1st, 2nd, 3rd Overall (painted-eligible only)
- Best Painted Army (awarded if sufficient attendees are eligible)
- Best Sport (awarded if sufficient attendees are eligible)

ENTRY & FEES



Entry fee: \$50 per player — \$35 covers venue hire and \$15 prize support (minus transition fee).

Payment method / registration: <https://www.sutherlandshiregamers.org/moab/moab-tournaments/>

Refund policy: visit <https://www.sutherlandshiregamers.org/moab/>

- Places are limited due to the number of battle mats and table available — confirm your spot by paying entry, not just registering interest.
- Bring your army, battlefield objectives (40mm) x 3, tape measure, dice, and any templates/rules you need. A limited number of spares will be available but bring your own where possible.

NEW PLAYER SUPPORT

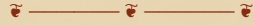


- If this is your first Old World game, let the organiser know when you register — we'll aim to pair you with a friendly, experienced opponent for Round 1.
- Rules questions during a game: ask your opponent first, then flag a judge if you can't agree — no hard feelings, it's a learning day as much as a competitive one.

CODE OF CONDUCT



- Be a good opponent — explain your rules clearly, play at a fair pace, and help newer players when they're unsure.
- Organiser decisions on rules disputes and pairings are final on the day.
- Unsporting conduct may result in removal from the event without refund.



Questions before the day? Reach out via HammerHobby.