Battle March at Trinity Hobby

Sunday December 6, 2026

Event at a Glance:

• Sunday December 6, 2026, 9am-5:45pm

• Trinity Hobby 1320 Carling Ave Unit B

• 1 hour and 10 minutes per game

• $25 Entry Fee

• Battle March - 800pts – 5 Games – Single Day

- Ruleset:
    - Warhammer: The Old World Battle march: General's Companion
    - Warhammer: The Old World Official Rulebook + Arcan Journals and latest errata
        - The whfb app will be used as a "source of truth" for the core rules and will be the standard for the tournament: https://tow.whfb.app/
    - Square Based Renegade v1.5 (the most up to date drafts as well) for Legacy Armies
        - https://docs.google.com/document/d/16kAE-p_CWbsH0XatDPuRao6TngSw-KSweUnJa81kOXE/edit?tab=t.0
- Prize support determined closer to tournament date, however there will always be at least a prize for best painted/coolest army (voted on by participants), as well as a best general award determined by BCP score
    - We generally try to include a few raffle prizes drawn at random afterwards (a player who has already won an award cannot win a raffle prize)

Schedule:

Time	Duration	Activity
9:00-9:15	15 minutes	Registration
9:15-10:30am	1hr 10min	Round 1
10:30-10:45am	15min	Break
10:45-11:55am	1hr 10min	Round 2
11:55-12:25pm	30min	Lunch (**not provided by organizers, however the TO can place a Dominos order for any who wish to participate**)
12:25-1:35pm	1hr 10min	Round 3
1:35-1:50pm	15min	Break
1:50-3:00pm	1hr 10min	Round 4
3:00-3:15pm	15min	Break
3:15-4:25pm	1hr 10min	Round 5
4:25-4:55pm	30min	Scores Finalized, Award
By 5:45	-	Venue Cleared

Tournament Rules:

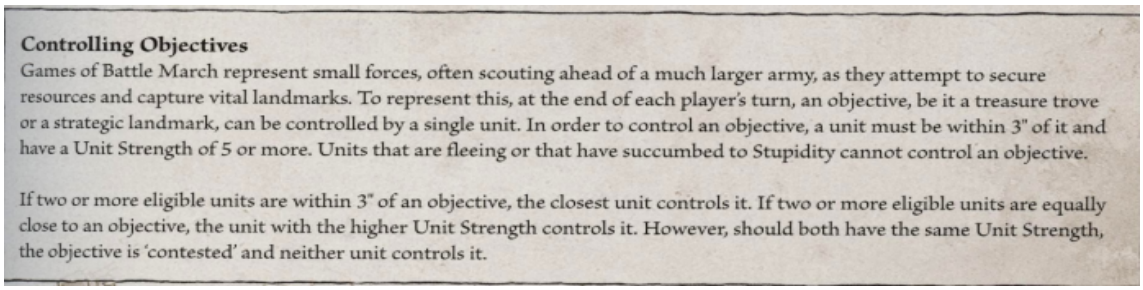
- Points limit: 800pts per army (Battle March Format)
- Army composition follows the Battle March muster list rules in the Old World core rulebook / Battle March General's Companion
- You must have an official Games Workshop army book or legacy rules pdf for you army with you (either digital or hard copy) in order to confirm rules
- **All games will be played on a 30”x48” table** (pre-measure and mark these off before each game)
- Terrain will be provided, however we will leave it up to players to decide how it is placed before each match (This means that when you switch to a new table, you do not need to use the terrain as it currently sits, and you and your opponent may rearrange it freely)
- Any official Warhammer: The Old World army list with a published Battle March muster list is eligible, subject to the **restrictions listed below in Army Composition Restrictions**.
- The rules for Channeling the Winds of Magic and Disastrous Miscasts will be in effect (found on pages 26 and 25 of Arcane Journal: The March of Chaos, or in the links below
    - https://tow.whfb.app/magic/channelling-the-winds-of-magic
    - https://tow.whfb.app/magic/disastrous-miscasts

- Best Coast Pairings will be used for registration and to keep track of wins and losses throughout the tournament
- Please submit your list on BCP AFTER you have purchased a ticket, **no later than Saturday December 5, at 6pm**

• Armies will be required to have at least 3 colours, painted to tabletop standard, as well as being based

• Should you have any questions message Evan Bradshaw on Facebook or email me at evan.bradshaw1991@gmail.com

As controlling objectives will be a major part of each round, I have copied the rules for controlling objectives from page 25 of the battle march book below:



Controlling Objectives

Games of Battle March represent small forces, often scouting ahead of a much larger army, as they attempt to secure resources and capture vital landmarks. To represent this, at the end of each player's turn, an objective, be it a treasure trove or a strategic landmark, can be controlled by a single unit. In order to control an objective, a unit must be within 3" of it and have a Unit Strength of 5 or more. Units that are fleeing or that have succumbed to Stupidity cannot control an objective.

If two or more eligible units are within 3" of an objective, the closest unit controls it. If two or more eligible units are equally close to an objective, the unit with the higher Unit Strength controls it. However, should both have the same Unit Strength, the objective is 'contested' and neither unit controls it.

Army Composition Restriction

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.

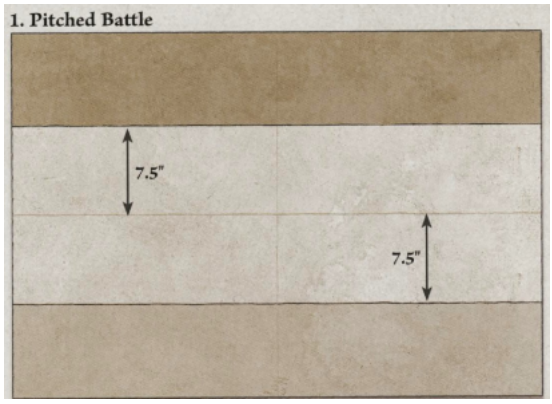
- No Special Characters or allies
- 0-1 Ethereal, Flying, or Behemoth units
- 0-1 Bound Spells

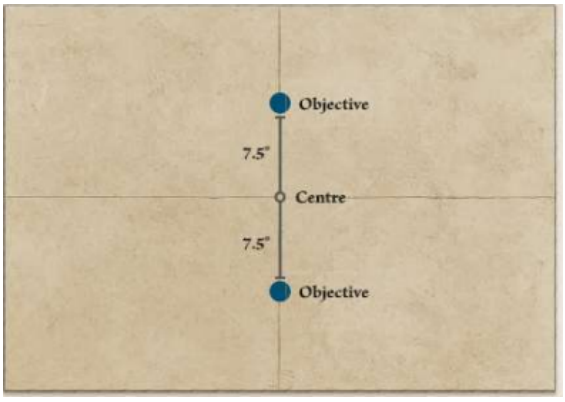
- A player may only use one source of bonus to casting or dispel rolls, Bonuses cannot be stacked (e.g. a player may choose to use the +1 bonus from a Herdstone or a Jagged Dagger, but not both). Wizard Level bonuses do not count towards this limit.

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. Please read each Match Rules section carefully as the victory points for controlling objectives may differ, as well as other additional rules.

Round 1 and 2 – Pitched battle

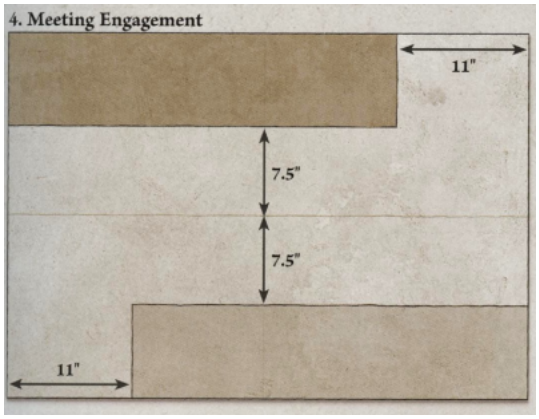


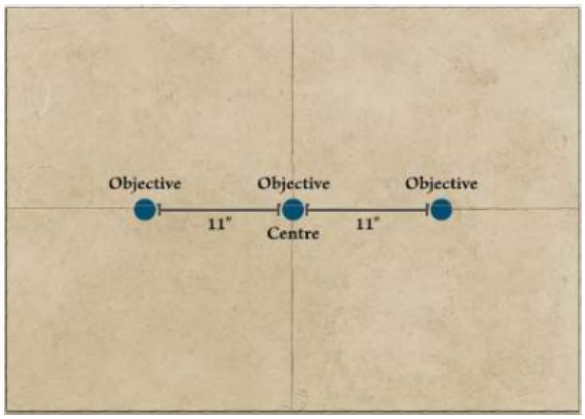


Match Rules:

- Pitched Battle deployment
- 2 objectives (Treasure Troves)
    - These can be represented by a 40mm round base or a similar sized objective marker (if all else fails, you can even use a brightly coloured dice to illustrate the objective marker), placed as per the above map
    - At the end of each player's turn, a player wins a bonus of **10 Victory Points** for each Treasure Trove they control
- In addition to the regular scenario rules, for rounds 1 & 2, all spells being cast face a -1 modifier to their casting rolls (this includes spells cast by wizards, bound items such as Ruby Ring of Ruin, and similar spellcasting)
    - As always, a roll of two 6s will always be cast with irresistible force, and dual 1s will always be a miscast

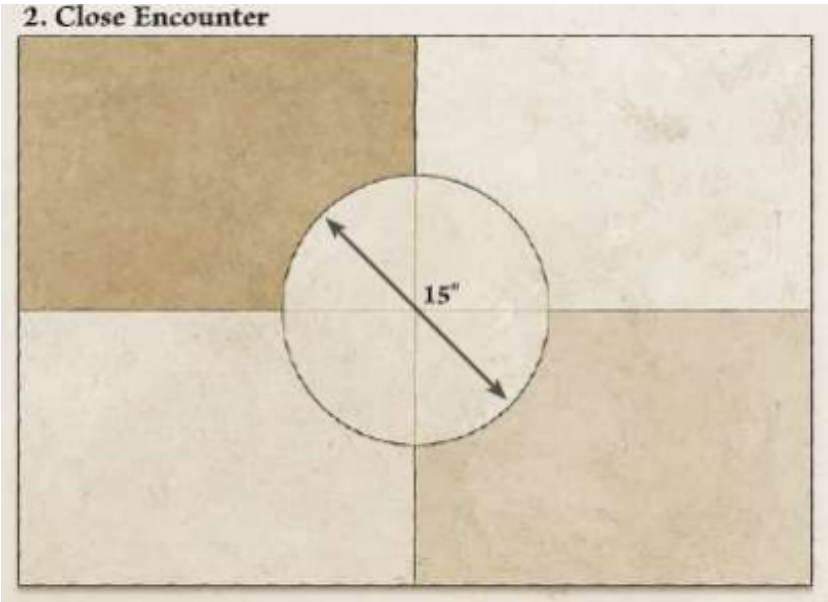
Round 3 and 4 – Meeting Engagement





- Meeting Engagement deployment
- 3 objectives (Treasure Troves)
    - These can be represented by a 40mm round base or a similar sized objective marker (if all else fails, you can even use a brightly coloured dice to illustrate the objective marker), placed as per the above map
    - At the end of each player's turn, a player wins a bonus of **15 Victory Points** for each Treasure Trove they control
- In addition to the regular scenario rules, for rounds 3 & 4, all spells being cast face a -1 modifier to their casting rolls (this includes spells cast by wizards, bound items such as Ruby Ring of Ruin, and similar spellcasting)
    - As always, a roll of two 6s will always be cast with irresistible force, and dual 1s will always be a miscast

Round 5 – Close Encounter



- Close Encounter deployment
- A Strategic Landmark (use an objective marker roughly 3-4 inches in diameter, if no other terrain is available) is placed in the centre of the table (Remember to roll for unusual properties, as shown below)
    - All strategic landmarks are impassable terrain over which no line of sight can be drawn
    - At the end of each player's turn, a player wins a bonus of **25 Victory Points** if they control the Strategic Landmark

Unusual Properties

Strategic landmarks are often possessed of highly unusual properties. Once a strategic landmark has been placed on the battlefield, before armies are deployed, one of the players rolls on the table below. If, at the end of either player's turn, a unit was determined to be in control of the strategic landmark, that unit benefits from the landmark's unusual property until the end of the next turn:

Unusual Properties Table

D6	Unusual Property
1-2	**Magic in the Air:** The Winds of Magic flow unusually around this particular strategic landmark. The controlling unit gains the Magic Resistance (-2) special rule.
3-4	**Righteous Zeal:** For unknown reasons, those that hold this strategic landmark feel compelled to drive away interlopers. The controlling unit gains the Frenzy special rule.
5-6	**"We're Not Leaving":** Having gained control of this strategic landmark, its defenders will stubbornly refuse to give it up. The controlling unit gains the Stubborn special rule.