



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER

THE OLD WORLD



MARCH TO BATTLE

WARHAMMER: THE OLD WORLD

March to Battle

March to Battle is a single-day tournament for Warhammer: The Old World. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted miniatures, this event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for this event. Please refer to the [Weekday Warhammer Overview and Guidelines Document](#) for more information on the policies, miniatures requirements, and the painting competition rules that will be present at this event.

EVENT ESSENTIALS

System: Warhammer: The Old World – Battle March

Registration: 10:00am on Wednesday 2 September 2026

Location: Warhammer World, Willow Road,
Lenton, Nottingham, NG7 2WS

Battle Size: 600 points

Board Size: 30" x 44"

Scenarios: See Playing Warhammer: The Old World – Battle March on pages 19-20 of *Warhammer: The Old World Arcane Journal – The War of Settra's Fury*

Number of Games: Four

Tools of War: Attendees are expected to bring their army, dice, templates, three 40mm objective markers, a tape measure, all relevant rules publications, and a copy of their army list.



ARMY CONSTRUCTION

You will require an army of no more than 600 points to play at this event. Details for choosing your army can be found on pages 276-283 of the *Warhammer: The Old World Rulebook*. Your army must adhere to the Battle March army rules found on page 19 of *Warhammer: The Old World Arcane Journal – The War of Settra's Fury*. When building your army, use all the most up-to-date rules found in the following publications:

- *Warhammer: The Old World – Forces of Fantasy*
- *Warhammer: The Old World – Ravening Hordes*
- Arcane Journals
- All up-to-date FAQs and Errata. Publications released up to one week before the event may also be used at this event

Army lists should be presented in a format that's easy to read. Please record your General, Lore(s) of Magic, Magic items, all relevant weapon selections and unit upgrades that should be selected before a game.

Any rules updates* released on or after Wednesday 26 August 2026 will not be used at this event, unless specifically communicated otherwise.

* This includes, but is not limited to, Errata, point changes, updated rules or model profiles, and any new releases.

SCENARIOS

You will play four games of Battle March using the rules presented on pages 19-20 of *Warhammer: The Old World Arcane Journal – The War of Settra's Fury*. At this event, the number of battlefield objectives and the deployment map will be pre-determined for each game. Each game will end after five rounds have been played, or 75 minutes have passed.

SCORING AND PAIRING

The player with the most victories will be the winner. In the case of a tie, the players will be split using the following tiebreakers, in order of priority:

- Victory Points scored

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a Swiss system, following the above ranking. If you find yourself facing an opponent you have previously faced, please talk to a member of the events team.

PAINTING COMPETITION

During the lunch break between the second and third games, players will have a chance to display their armies on the table where they played their first game. Players will then have an opportunity to vote for the army they feel is the best, be that for painting, conversions, or anything else worthy of recognition. The player whose army receives the most votes will win the Best Painted award. Ties will be broken by the event organisers' vote.

This is instead of the single miniature painting competition rules described in the Weekday Warhammer Overview and Guidelines Document.

SCHEDULE

10:00 - 10:25	Registration in the Gaming Hall
10:25 - 10:30	Event briefing
10:30 - 11:45	Game 1
11:45 - 12:00	Break
12:00 - 13:15	Game 2
13:15 - 14:15	Lunch and painting competition voting
14:15 - 15:30	Game 3
15:30 - 15:45	Break
15:45 - 17:00	Game 4
17:00 - 17:30	Break
17:30	Awards presentation
18:00	Warhammer World closes

TERRAIN

Terrain will be set out on tables before the first game. Before each game, adjust the terrain, if necessary, to follow the rules for terrain placement found on page 268 of the *Warhammer: The Old World Rulebook*.

AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document.

