

# BATTLE MARCH



# WARHAMMER: THE OLD WORLD

## BATTLE MARCH

All across the Old World, mighty armies march to war behind their valiant vanguards in pursuit of conquest and destruction. Where they pass, the very ground trembles with the thunder of their armoured feet, and in their wake rivers run dry and farmland stands barren, consumed by the ravenous hunger of the marching hosts. As dawn light breaks, battlelines form, ordered regiments and undisciplined warbands gather beneath fluttering pennants and grisly battle standards, their ranks stretching as far as the eye can see.

### The Vanguard Approaches

For every vast battle that rages across the World of Legend, a hundred skirmishes are fought between roving warbands. Far ahead of every marching army, brave vanguards ride. Tasked with scouting the unfamiliar landscape, these bold companies seek out safe passage through hostile terrain whilst driving away the enemy patrols sent to observe their movements.

Beyond the safety of city walls, desperate outlaws prey upon the well-trodden trade routes that link the great nations of the Old World. They clash with mercenary caravan guards, and they battle with companies of river and road wardens dispatched from the great cities to hunt them down. Elsewhere, on the borders of great empires, militias raid rival territories, sowing dissent and threatening the unstable peace upheld by rival kings and emperors.

Meanwhile, far from the trappings of civilisation, in the foothills of towering mountains, under the eaves of the endless forests, and beneath the darkling skies of the frozen north, tribes of brutal Orcs, savage Beastmen and bloodthirsty Marauders battle for supremacy. With every victory, their numbers swell until, emboldened by success, their warlords turn their wrath upon the nations of Men, Dwarfs and Elves, and their mighty hosts descend upon the Old World.

### The March To Battle

Warhammer: the Old World is a game in which large armies march to war, and yet, whilst games played with armies of 2,000 points or more are the most popular, such large collections are not needed for every game, for not all battles in the World of Legend are fought between such mighty hosts. Many are the battles fought between far smaller forces, and the rules that follow have been created to add greater depth to such games.

There are a number of reasons to play a game of Battle March, and lots of players will collect small armies especially for that purpose. Perhaps most obviously, smaller games are relatively quick to play, the average game of Battle March taking less than an hour to complete. For newcomers to the Warhammer: the Old World hobby, the opportunity to start small and play games straight away allows them to learn the rules and gain valuable experience more easily, as opposed to collecting and painting an army of 2,000 points or more before participating in their first battle.

By contrast, experienced hobbyists can treat collecting an army for Battle March as an opportunity to work on an exciting new project. Smaller forces are also the ideal place to let one's imagination and creativity run riot, exploring new techniques and experimenting with complex modelling projects.



## Mustering A Battle March

In games of Warhammer: the Old World – Battle March, players field armies of between 400 points and 750 points. Exactly what size an army should be depends upon what the players prefer, and players are encouraged to play games with different points values, rising in 50 point increments from 400 to 750, to find the size of the Battle March game they enjoy the most.

Muster lists for Battle March armies are written as described on page 276. However, there are a few key differences to bear in mind.

*Note that, should players wish, these rules can also be used when creating an Allied Contingent (as described on page 280) for a larger army.*



### Minimum Two Units

When writing your muster list for a game of Warhammer: the Old World – Battle March, your army must include a minimum of two non-character units (rather than the usual three units). Unlike when writing a muster list for a larger game, this minimum can include war machines but, as usual, cannot include units whose troop type is 'swarms' or 'war beasts'.

### Character Limitations

As with any army, an army created for Battle March must include at least one character to act as its General. However, when writing your muster list, you may not spend more than:

- 25% of your army's total points value on a single character.

### Unit Limitations

By their nature, the armies represented in games of Battle March are unlikely to include huge regiments or large numbers of elite troops. To represent this, when writing your muster list, no unit may have a Unit Strength higher than 20, and you may not spend more than:

- 35% of your army's total points value on a single Core unit.
- 30% of your army's total points value on a single Special unit.
- 25% of your army's total points value on a single Rare or Mercenary unit.

### 0-X Per 1,000 Points

Players of Warhammer: the Old World will already be aware that many units or options are limited to '0-X per 1,000 points', with 'X' being a number. This means that such options would not normally be allowed when writing a muster list for an army of less than 1,000 points. However, rather than preclude such fun and characterful options entirely, when writing a muster list for a game of Battle March, you may include a single such option. This might be a unit, a character or even an upgrade listed within a unit's options.

For example, a player writing an Orc and Goblin Tribes muster list for a game of Battle March, using that faction's grand army composition list, could choose to include a single Goblin Rock Lobber or Doom Diver, both of which are limited to 0-1 per 1,000 points. Alternatively they could choose to give a single Goblin Mob the Skirmishers special rule, an option limited to 0-1 unit per 1,000 points.

## Playing Warhammer: The Old World – Battle March

Over the following pages, you will find recommended deployment maps and rules for Battle March objectives. These rules have been designed with small armies and battlefields in mind, allowing players to craft their own narrative.

### Battle March Battlefields

Games of Battle March are played on battlefields measuring no less than 30" x 44" and no more than 36" x 48", with the smaller size being ideal for armies of between 400 and 600 points, and the larger being perfect for armies of more than 600 points. Terrain can be placed as described on page 268, or scattered, as described on page 16 of the *Matched Play Guide*. However, due to the small size of the battlefield, players should avoid any terrain that measures more than 12" at its widest point.

### Battle March Objectives

Once terrain has been placed but before armies are deployed, one of the players rolls on the table below:

### Treasures & Landmarks

#### D6 Objective

1-2 Place two treasure troves

3-4 Place three treasure troves

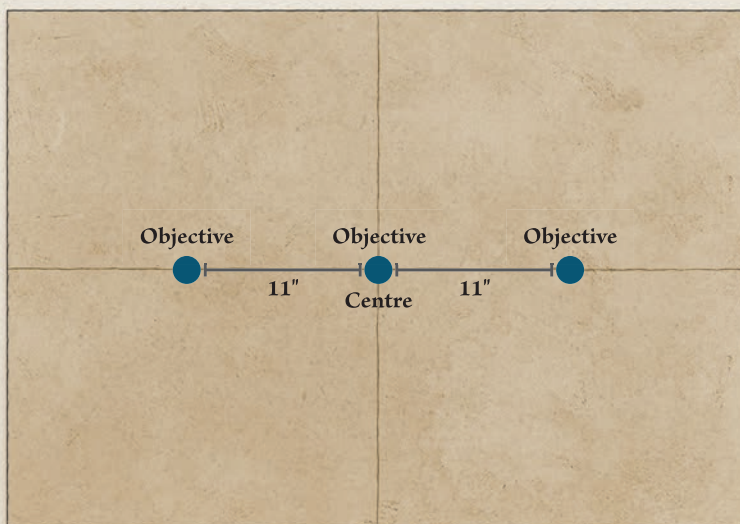
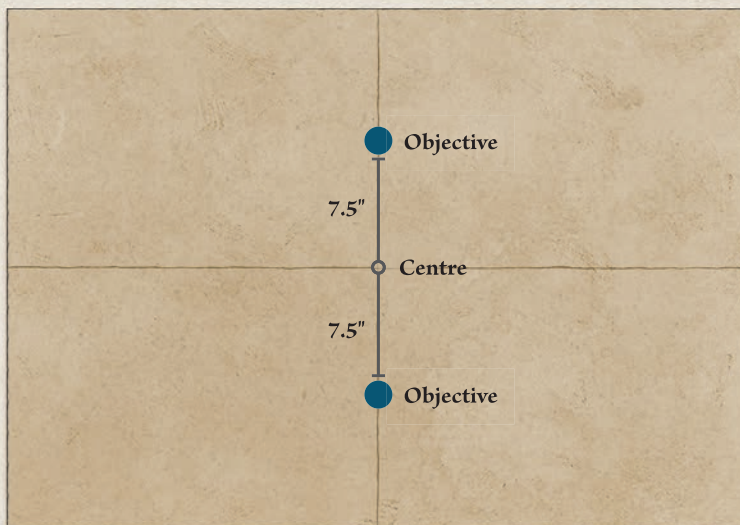
5-6 Place one strategic landmark

### Treasure Troves

Represented by a number of miniature dioramas, each occupying a 40mm round base, treasure troves are a type of battlefield decoration, as described on page 271. They can represent many things that the armies are keen to obtain, such as piles of loot, supplies of vittles, or caches of weapons. They may even represent such things as wounded comrades, messengers or spies carrying vital information.

### Placement Of Treasure Troves

Treasure troves are placed as shown on the maps opposite, but cannot be placed within 3" of a terrain feature or straddling a low linear obstacle. If necessary, move the terrain by the smallest possible amount to allow the treasure trove to be placed.





## Landmarks

In games of Warhammer: the Old World – Battle March, the presence of a strategic landmark upon the battlefield represents a significant feature within the local landscape. This might be a grand statue depicting noble heroes, an arcane monolith erected to channel magical energy, a lonely watchtower upon an isolated border, perhaps even the entrance to an abandoned mine or a long forgotten outhouse.

Whatever the case, control of such landmarks can prove vital to the success or failure of campaigning armies.

A strategic landmark is a terrain feature occupying a 100mm round base. All strategic landmarks are impassable terrain over which no line of sight can be drawn.

### Placement Of A Strategic Landmark

A strategic landmark must be placed in the centre of the battlefield, but cannot be placed within 3" of a terrain feature or straddling a low linear obstacle. If necessary, move the terrain by the smallest possible amount to allow the strategic landmark to be placed.

### 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.

## 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.

## Warhammer: The Old World – Battle March Deployment Maps

Once the battlefield has been set up with terrain, and the objectives the armies will battle over, be they treasure troves or strategic landmarks, have been placed, it is time to determine which deployment map will be used. To do this, one of the players rolls on the table below:

### Battle March Deployment

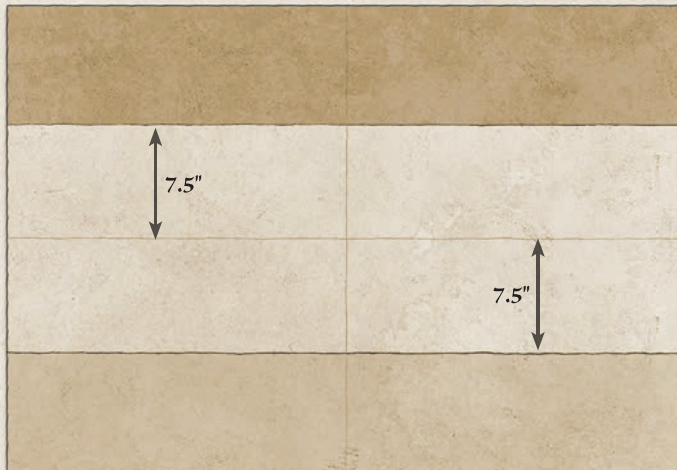
D6	Deployment Map
1	Pitched Battle
2	Close Encounter
3	Opposed Flanks
4	Meeting Engagement
5	Mountain Pass
6	Outflank

### Deployment

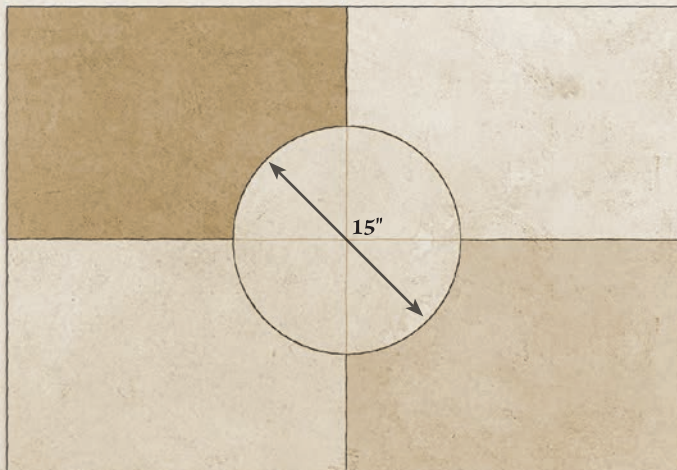
Once one player has chosen which deployment map will be used, their opponent chooses their deployment zone. Then, the winner of a roll-off deploys the first unit. Finally, the players deploy their armies using the alternating units method, as described on page 285.

**Alternate Deployments:** Should the players wish, the Close Encounter, Opposed Flanks, Meeting Engagement and Outflank deployment maps can all easily be reversed, shifting the players' deployment from the right hand side of the battlefield to the left. Depending upon the placement of terrain, this simple change can have quite a dramatic impact upon the game and is therefore something players are encouraged to consider. If in doubt, simply roll a D6 and let fate decide.

### 1. Pitched Battle



### 2. Close Encounter



### 3. Opposed Flanks



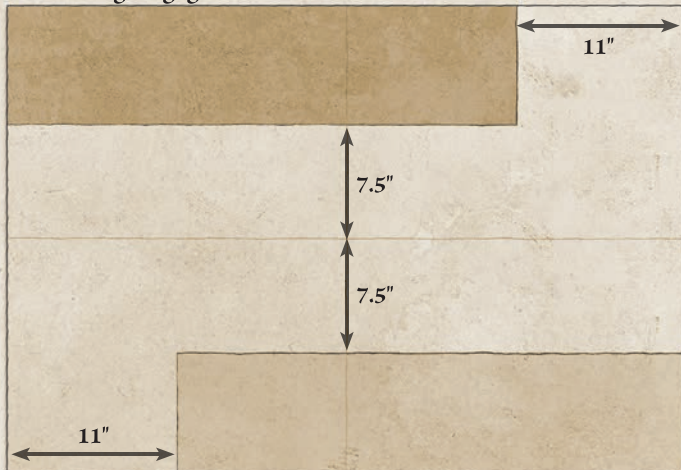
## First Turn

Once deployment is complete, the winner of a roll-off chooses which player will take the first turn.

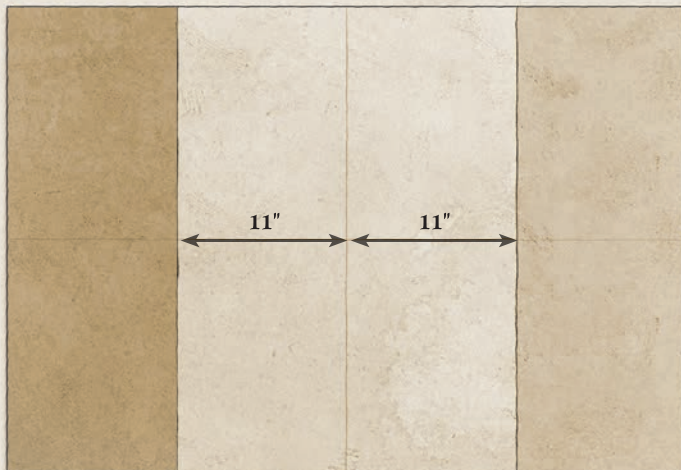
## Game Length

All games of Battle March last for five rounds, until one side concedes, or until the time limit agreed by the players is reached, as described on page 286.

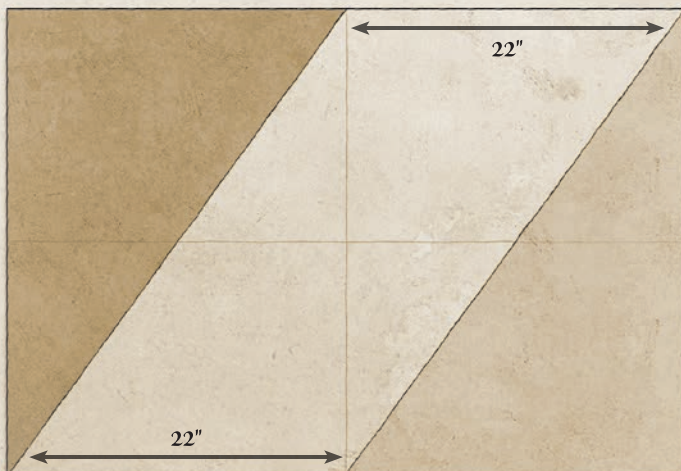
### 4. Meeting Engagement



### 5. Mountain Pass



### 6. Outflank



## Victory Points

To stand victorious in a game of Battle March a player must win the most Victory Points. However, Battle March armies are seldom led by mighty heroes. This, combined with the smaller size of the battlefields and the significance of objectives, necessitates some subtle changes in how Victory Points are scored:

**Dead or Fled:** Victory Points are won by destroying, routing or significantly reducing the fighting strength of enemy units, as described on page 286.

**The King is Dead:** If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 50 Victory Points.

**Trophies of War:** You win a bonus of 25 Victory Points for every enemy standard claimed as a trophy, as described on 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 25 Victory Points.

**Treasure Troves:** At the end of each player's turn, a player wins a bonus of 10 Victory Points for each treasure trove they control.

**Strategic Landmarks:** At the end of each player's turn, if one player controls a strategic landmark, they win a bonus of 25 Victory Points.



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