



Oathmark – BelCon2 2025

2000 points

Saturday 2 August 2025

Players Pack

When? Saturday 2 August 9am – 4:30pm

Where? Belconnen Raiders Club, Holt, ACT

Tickets: \$20 - available from Olympian Games <https://www.olympiangames.com.au/search/Belcon/>

capped at 6 players. If there is additional interest more spots may come available.

Questions: Submit to the tournament organiser Ben Halliday, thumper1917@icloud.com

Army list and kingdom building requirements

- Build a kingdom as per the kingdom building rules on pages 76-82 of the Oathmark rulebook
 - Unique territories as per pages 75-76 of the Bane of Kings book, pages 67-71 of the Oathbreakers book and pages 70-71 of the Battlesworn book are not permitted
- 2000 points maximum
- Units may be selected from the Oathmark rulebook or any of the expansion books. Units may also be selected from the official Halflings list
- Legendary Heroes as built from the Oathbreakers book are not permitted
- Units with Battle Honours as built from the Battlesworn book are not permitted
- Units are permitted to be upgraded with Special Formations as per the Bane of Kings book; you must incorporate the relevant territory into your kingdom as usual
- Your army list needs to include what spells are selected for each spellcaster (spellcasters are not permitted to change spells for each game)
- Oathmark is a fun game, however there are a small number of units that can be too strong or create 'feels bad' situations for your opponent. The following additional restrictions apply when building your army:
 - Dragons are not permitted
 - Your army may include a maximum of one artillery piece; not one of each type of artillery, just one piece for the entire army

A final word on building your army; this is a small event intended to be as fun as possible for all players involved. While the above matters set out some restrictions it doesn't cover everything that can lead to very strong armies being created. You are strongly encouraged to bring an army that is fun to both play with and against. Please don't bring an army that just sits in place and shoots your opponent. If you're unsure about your army, get in touch before the event to check.

I won't be taking list submissions as this is a friendly casual event. Please make sure it accurate. If you're not playing in the spirit of the event then this community may not be for you.

PLEASE BRING MULTIPLE COPIES OF YOUR ARMY LIST TO THE EVENT. Electronic lists are fine but must be legible and available for you opponent if they have questions. Before each game show your opponent your army list, including magic items, and answer any questions they have about your units or rules.



Painting and modelling requirements

- Unpainted/ unfinished is allowed. We want to encourage new players. However, unpainted armies will not be eligible for prizes.
- Models should be what they are reasonably meant to be represented in the army list – no substituting bowmen for spearmen for example. 3D printed models are fine but no Lego or silly substitutions (unassembled models, empty movement trays, etc)

Prizes

We're playing for bragging rights at this one. Depending on whether some sponsorship is secured, there may be some prizes.

Schedule

REGISTRATION WELCOME	9:00am – 9:05am
GAME 1	9:05am – 11:05am
GAME 2	11:10am – 1:10pm
LUNCH	1:10pm – 2:00pm
GAME 2	2:00pm – 4:00pm
Wrap up chat	4:00pm – 4:15pm

Players are welcome to stay after their games on the first day to play social games if they wish. I'm also running Old World on Sunday if you care to join us at that.

Scoring

The scenarios in the Oathmark rulebooks don't lend themselves very well to an event or tournament style gaming as they tend to have attackers and defenders (where the defenders are usually heavily favoured) and do not have a scoring system that lets us crown a winner at the end of the event. Therefore, a scoring system that you might find familiar from other games such as Warhammer or Kings of War games will be used.

If you're not familiar with the system, after each game you will score Victory Points. Each scenario will describe how you score Victory Points. The player with more Victory Points being the winner of the game. You will compare the difference in your total Victory Points and your opponent's Victory Points to the below 'Battle Points' table to work out how many Battle Points each player will score for the game.

For example, if player 1 scored 1000 victory points in the game and player 2 scored 1300 victory points, player 2 is the winner. As the difference between the players scores is 300 victory points, player 2 scores 11 Battle Points for the game and player 1 scores 9 Battle Points for the game.

The player with the most Battle Points at the end of the event, after all four games, will be the winner.

Battle Points

Victory Point Margin	Winner Battle Points	Loser Battle Points
0 – 200	10 Draw	10 Draw
201 – 400	11	9
401 – 600	12	8
601 – 800	13	7
801 – 1000	14	6
1001 – 1200	15	5
1201 – 1400	16	4
1401 – 1600	17	3
1601 – 1800	18	2
1801 – 2000	19	1
2001+	20	0

Timing

Players will be provided with time remaining warnings throughout each game. Players must aim to complete even turns. When “Dice Down” is called play ends immediately! If needed players then step back actions/turns and victory points achieved to the last complete turn before submitting results.

Scenarios

Game 1 – Take And Hold The Runic Stones

Ancient stones of great power lay half-buried across the field. The seers and warlocks of your kingdom can tap into their power to sway the course of the war; if only you can wrest them from control of the enemy...

Set up and game length

Pitched Battle as per page 158 of the Oathmark rulebook.

Scenario special rules

Five runic stone objective markers will be placed on the battlefield. The runic stone objective markers count as obstacle terrain. They cannot be destroyed.

Two runic stones will be placed in your half of the battlefield, two runic stones will be placed in your opponent's half of the battlefield and one runic stone will be placed in the exact centre of the battlefield.

Objective and scoring

Victory Points are only scored for holding the runic stone objectives. The player at the end of the game with the most models within 6" of a runic stone objective controls it.

Each objective you control in your half of the battlefield is worth 200 Victory Points.

Each objective you control in your opponent's half of the battlefield is worth 450 Victory Points.

Controlling the centre objective is worth 700 Victory Points.

i.e. the maximum a player can score if they hold all objectives at the end of the game is 2000 Victory Points.

Game 2 – Pitched Battle

The enemy form up across the field, each commander jockeying for position. Your foe wants a fight, and that's what they'll get!

Set up and game length

Pitched Battle as per page 158 of the Oathmark rulebook.

Objective and scoring

One Victory Point is scored for each point value of figures removed/killed from your opponent's army.

Game 3 – The Double Ambush

Word has reached you that important commanders accompany the enemy army in the area. You send out forces to outflank and ambush them, hoping to strike a blow against their leadership; but are you walking into a trap?

Set up and game length

Pitched Battle as per page 158 of the Oathmark rulebook, however each player must keep two units of their army in reserve off the table – characters accompanying a unit only count as one unit together.

Scenario special rules

From turn three onwards the players can choose to attempt to bring their reserve units onto the battlefield – players can hold them in reserve for longer if they wish. They must pass an activation test to bring each unit on. Units that do not have a character with the Command special rule accompanying them cannot benefit from the Command special rule.

When a unit is brought on, place it on the battlefield with its back edge touching the table edge and carry out their activation as normal. Units may take two actions when they arrive, however they may not move into combat on the turn they arrive.

Units that arrive on turns 3-4 can come on from the owning player's own table edge or either of the side table edges.

Units that arrive on turns 5-8 can come on from the owning player's own table edge, either of the side table edges, or their opponent's table edge.

Objective and scoring

One Victory Point is scored for each point value of figures removed/killed from your opponent's army.

Characters that are killed counts as double Victory Points.

Units that were held in reserve that fail to enter the battlefield count as removed/killed.

Characters include kings, princes, generals, captains, spellcasters (other than Bugganes, Vampires and Bodachs) and champions, or their race name equivalent such as goblin advisors, necromancers, etc