

WARHAMMER
AGE OF SIGMAR

WARCRY

RULE PACK



FEST
2023

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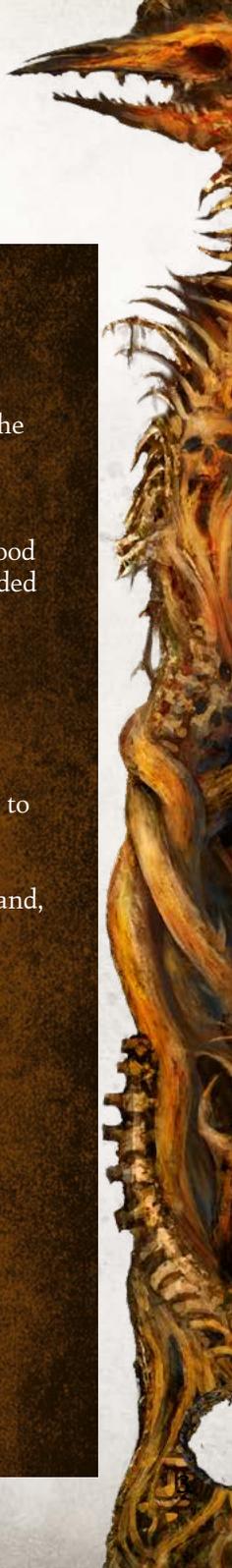
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1.0 EVENT ESSENTIALS



System:	Warcry Matched Play.
Warband Size:	1000 points.
Warband Selection:	Each player selects a single Warband - see the Warband Selection and Painting section for more details.
Battleplans:	Randomly determined from the six Gnarlwood Champion battleplans and Sidequests included in this pack
Number of games:	Four
Publications in use:	Warcry Core Book, Warcry Compendium, all current and up-to-date FAQs and Errata. Publications released up to two weeks prior to the event may also be used.
Tools of War:	Attendees are expected to bring their Warband, dice, a tape measure and all relevant rules publications.
Key Dates:	Registration: Friday 28th April 17:00 - 22:00 Saturday 29th April 10:00 - 17:00 Sunday 30th April 08:00 - 09:00 Live Play: Sunday 30th April 09:15 - 16:30

2.0 WARBAND SELECTION AND PAINTING

2.1 Warband Selection

You will require a Warband of no more than 1,000 points to play at this event.

Details for choosing your Warband can be found on page 60 of the Warcry Core Book. In addition, Warbands for this event must adhere to the rules presented in the 'Tournament Roster' section on page 96 of the Warcry core book.

Allies, Thralls and Monsters are permitted at this event. Players choosing to add them to their Warband should follow the rules presented on page 76 of the Warcry Core Book.

Warband rosters should be presented in an easy to read format. The roster should include your Dagger, Shield and Hammer choices, plus the points value and type of each fighter. An example of a blank tournament roster can be found on page 160 of the Warcry Core Book.

2.2 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at Warhammer-Community.com)



Each model must accurately represent its entry on your army roster.

2.0 WARBAND SELECTION AND PAINTING (cont.)

2.2 Modelling and Painting (cont.)

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from warhammerevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event.

If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.



3.0 TOURNAMENT POLICIES

At Warhammer Events we place great emphasis on playing excellent games with like-minded people. Therefore we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponents, introduce yourselves, offer them a copy of your tournament roster and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship.

3.1 Judges

If you disagree on the interpretation of a rule in the game, we will have staff members on hand to help as referees. Feel free to ask one of us to help solve the problem. The first place we will look is the rulebook or relevant publication, so we recommend having a read yourself before calling us over. If players do require us to make a ruling, the referee's decision is final.

A Note on Active Judging.

At Warhammer Fest, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer Fest are enjoyable for everyone.

3.2 Conceding

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player records a Major Loss, zero Kill Points and does not complete their Tournament Quest. The conceding player's opponent records a Major Victory, 1000 Kill Points and completes their Tournament Quest, regardless of the requirements. Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.



4.0 TOURNAMENT FORMAT

4.1 Scoring

After each game you will need to report the result of the game, as either a win, a draw or a loss for each player, along with your total victory points and kill point total. These results will determine how many Tournament points you gain over the course of the tournament, which will determine your final ranking at the end of the event.

- Win = 5 Tournament points
- Draw = 3 Tournament points
- Loss = 1 Tournament point

The first tie-breaker after Tournament points will be victory points, which are scored in your games. Report your total victory points along with your game result.

The final tie breaker will be your kill point total. At the end of each game, record the total points value of enemy fighters that are taken down. This total is your kill point total.

You will be given a scorecard when you register for the event, and be given a round result slip during each of your games. At the end of each game, hand in the round result slip to an event staff member, then record your result and score on your own scorecard. At the end of the final game, you will hand in your scorecard only. There may also be an option for reporting your results digitally on the day.

4.2 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will be paired by Wins, Battle Points, and Random in that order for each round.

4.3 Event Schedule

Sunday 30th April

08:00 - 09:15	Registration
09:15 - 09:30	Briefing.
09:30 - 10:30	Round 1
10:45 - 11:45	Round 2
11:45 - 13:00	Lunch
13:00 - 14:00	Round 3
14:15 - 15:15	Round 4
15:15 - 16:15	Best Warband Judging
16:15 - 16:30	Awards

4.3.1 A Note on Lateness

Should you arrive late to Round 1 of the event, you may lose your spot to a person on the waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the remaining round time. A subsequently incomplete game may result in point penalties.

4.4 Event Awards

- 1st, 2nd, 3rd - For the players who rank highest overall
- Best Painted Warband - Judges Choice



5.0 BEST WARBAND PAINTING COMPETITION

During the first round, judges will conduct a first round of paint judging for all Warbands present. During the second round, we will inform players that have been selected for our Showcase. Showcase is for truly exceptional Warbands and will take place after round four (before Awards). During Showcase, the judge team will conduct a second round of paint judging for the Warbands selected for Showcase. They will determine Best Painted at this point.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event.

6.0 HEALTH AND SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

7.0 DISQUALIFICATION

Games Workshop does not tolerate any form of physical or verbal violence or harassment, both at the event or online. Players who demonstrate aggressive or demeaning behaviour to staff or other attendees, who repeatedly break the rules or who repeatedly fail to follow Games Workshop's instructions at the event, may be disqualified and removed from the event without refund. Games Workshop reserves the right to remove players from the event at our discretion.

8.0 PHOTOGRAPHY AND FILMING

Photography and filming may take place throughout the weekend by Games Workshop staff, press and partners. If you do not wish to be photographed or filmed, please notify staff at the tournament registration desk and we will issue you with a sticker to indicate to our media teams not to include you in any footage at the event. Any photos or video footage taken may be used by Games Workshop and their partners for promotional purposes. No financial compensation will be given for use of the photos or footage.



9.0 DATA PROTECTION AND PRIVACY

9.1 Data Protection

All data submitted as part of tournament registration is protected, in accordance with the Data Protection Act 2018. This includes, but is not limited to, your name, address, email address, phone number and which tournament(s) you have taken part in. This data may not be shared with third parties without your permission.

9.2 Winner's Details

By entering the tournament, you agree that in the case of winning a prize, your name may be shared publicly by Games Workshop and their partners.

9.3 Data Retrieval

At any time, you may request your personal data by emailing privacy@gwplc.com

DISCLAIMER

Games Workshop PLC reserves the right to make changes to the event rules or schedule, for any reason at any time.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

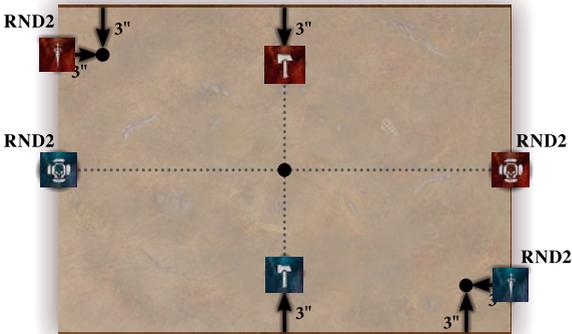
- **Email:** warhammerevents@gwplc.com

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)



LOOT AND PILLAGE

DEPLOYMENT MAP



VICTORY CONDITION

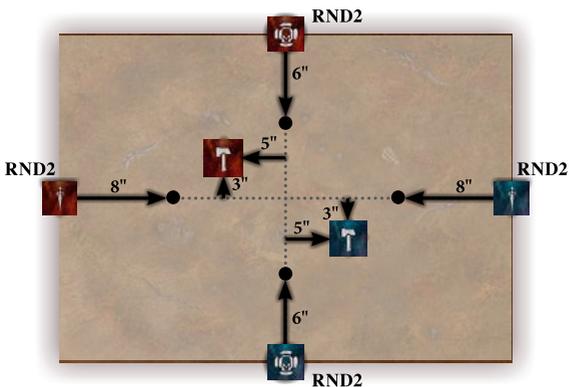
A cache of useful supplies sits abandoned by its absent owners, piled high and yours for the taking. Any moral reservations in so doing must be put aside, for in the Gnarlwood, every resource must be exploited.

Before the battle, 3 objectives are placed on the battlefield floor as shown on the deployment map. A fighter within 1" of an objective can loot that objective as an action. If they do, that fighter is now carrying treasure and cannot use an action to drop that treasure. If a fighter that cannot carry treasure loots an objective, that fighter immediately drops that treasure as a bonus action. After a second loot action is made within 1" of an objective, remove that objective from the battlefield.

The battle ends after 4 battle rounds. When the battle ends, each player scores 2 victory points for each friendly fighter that is carrying treasure. The player with the most victory points wins the battle. Any other result is a draw.

SPOILS OF WAR

DEPLOYMENT MAP



VICTORY CONDITION

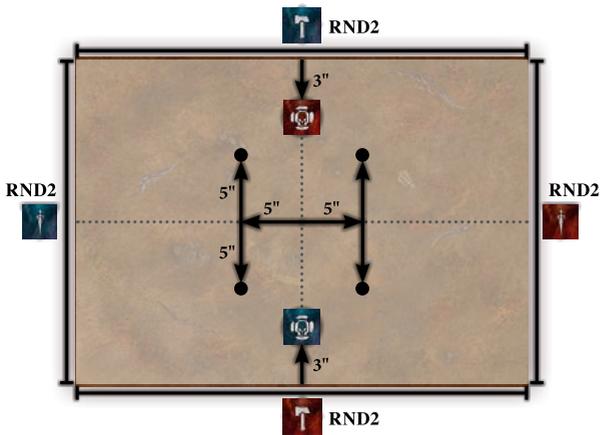
Mysterious nodes rife with minerals to be mined or magical resources to be harvested are a worthy boon. Take carefully what you can, but if you must tear apart a node to claim what you need, then so be it!

Before the battle, 4 objectives are placed on the battlefield floor as shown on the deployment map. At the end of each battle round, the players score 1 victory point for each objective they control. If a player controls an objective, a friendly fighter within 3" of that objective can raze that objective as an action. If they do so, that player scores 2 victory points and removes that objective from the battlefield.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. Any other result is a draw.

SEIZE AND CONTROL

DEPLOYMENT MAP



VICTORY CONDITION

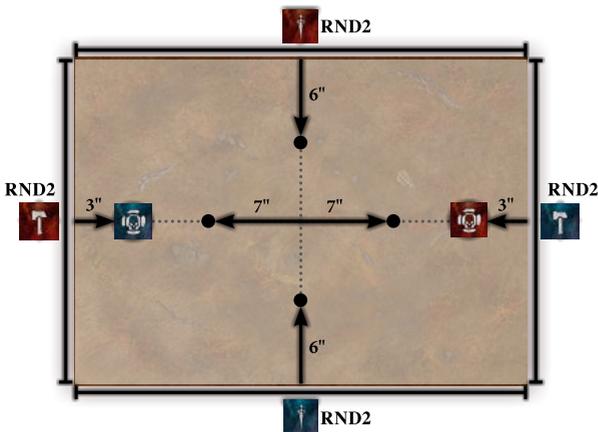
This land is ripe for conquest. Take it all, and leave nothing for petulant weaklings who have not the strength to protect what they lay claim to.

At the end of each battle round, the players score 1 victory point for each objective they control. If a player holds all four objectives shown on the deployment map, they instead score 10 victory points.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. Any other result is a draw.

POWER STRUGGLE

DEPLOYMENT MAP



VICTORY CONDITION

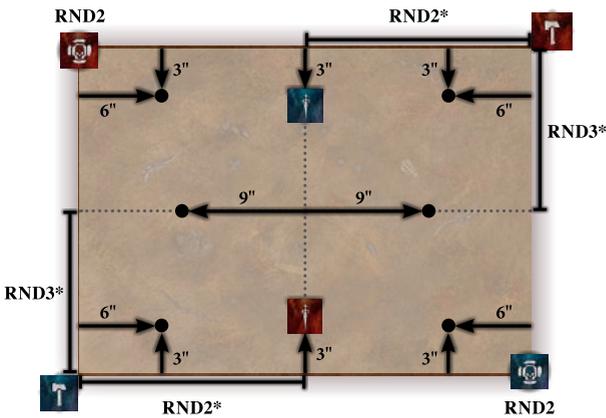
Places of power have existed since the dawn of the Mortal Realms. Several have manifested here, and you must seek them out to claim their power as your own.

Before the battle, 4 objectives are placed on the battlefield floor as shown on the deployment map. At the end of each battle round, players score a number of victory points equal to the number of the current battle round for each objective shown on the deployment map that they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. Any other result is a draw.

SUPREMACY

DEPLOYMENT MAP



VICTORY CONDITION

Enemy warlords seek to control the battlefield.

Before the battle, 6 objectives are placed on the battlefield floor as shown on the deployment map. At the end of each battle round, players score 2 victory points for each of the following that is true:

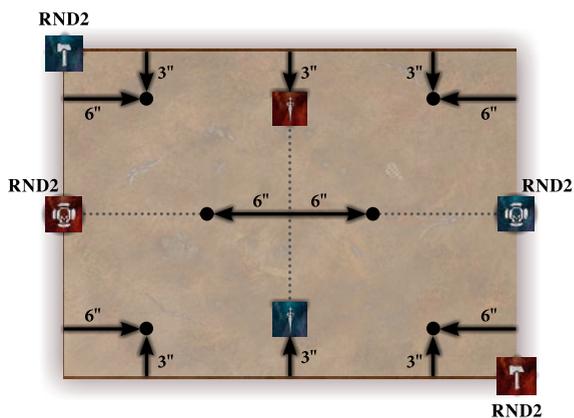
- You hold 2 or more objectives.
- You hold 3 or more objectives.
- You hold more objectives than your opponent.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. Any other result is a draw.

* Before the initiative phase of battle round 2 or 3, you can choose for your Hammer battle group to arrive in that battle round's reserve phase.

TIDES OF BATTLE

DEPLOYMENT MAP



VICTORY CONDITION

As the realm of Ghur shifts and groans in a tectonic upheaval, the flow of battle can change rapidly.

Before the battle, 6 objectives are placed on the battlefield floor as shown on the deployment map. After each initiative phase, the player who does not have the initiative picks 1 objective to be the primary objective in that battle round. Each other objective is a secondary objective.

At the end of each battle round, players score 1 victory point for each secondary objective they control and 2 victory points if they control the primary objective.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. Any other result is a draw.

SIDEQUESTS

After determining which matched battleplan will be used, the organiser will roll a dice to generate a sidequest from those listed below for that battle. Sidequests are ways of scoring victory points in addition to the victory condition of that matched battleplan and will greatly help determine who wins the battle.

1 - STRONG-ARM THE COMPETITION

Only the strongest will prosper in the Gnarlwood.

At the end of each battle round, each player totals the Wounds characteristics of the fighters in their warband that are within 3" of the centre of the battlefield. The player with the highest total scores 3 victory points.

2 - RUN INTERFERENCE

Under the right lens, failure of the enemy can be counted as a success for your forces.

At the end of each battle round, score 3 victory points if your warband controls an objective your opponent controlled at the start of that battle round or one or more enemy fighters dropped one or more treasure tokens during that battle round.

3 - STOLEN WARES

Few things in life are better than a pile of treasure just waiting to be appropriated.

After the first initiative phase, starting with the player that does not have the initiative, players alternate placing treasure tokens until 3 treasure tokens have been placed. Each treasure token must be placed on the battlefield floor, within 3" of the centre of the battlefield, and more than 2" from each other treasure token.

When the battle ends, each player scores 2 victory points for each friendly fighter that is carrying treasure (in addition to any victory points awarded by the battleplan).

4 - PREDATOR AND PREY

A curse hangs heavy over this battlefield, causing some warriors to become feral and skittish, whilst simultaneously making their enemies fixate on the afflicted fighters to the near exclusion of all else.

After each initiative phase, starting with the player who has the initiative, each player picks 1 enemy fighter. At the end of that battle round, if that enemy fighter is taken down, is within 3" of an objective, or is carrying treasure, the player that picked that fighter scores 2 victory points.

5 - CONQUERING THE LAND

Taming Ghur is all but impossible but in the name of the gods it is your duty to try!

At the end of each battle round, score 1 victory point for each quarter of the battlefield that has 1 or more friendly fighters wholly within it.

6 - AN EARLY GRAVE

The enemy are led by a fell champion. Act quickly and deliver their demise!

At the end of each battle round, score x victory points if an enemy leader was taken down in that battle round. Subtract the battle round number from 6 to determine x.



Witherlord



*Mirefolk Outcast
with Bilewood
Weapon and Shield*



*Ruinator Alpha with
War Bident*



*Demolisher with
Flamehurler*

WARCRY RUMBLE: GNARLWOOD CHAMPION RESULTS CARD

Player Number: Player Number:

Your result (tick the appropriate box)

Your result (tick the appropriate box)

Win Draw Loss

Win Draw Loss

Victory Point total: Victory Point total:

Kill Point tally: Kill Point tally:

Signature: Signature:

WARCRY RUMBLE: GNARLWOOD CHAMPION RESULTS CARD

Player Number: Player Number:

Your result (tick the appropriate box)

Your result (tick the appropriate box)

Win Draw Loss

Win Draw Loss

Victory Point total: Victory Point total:

Kill Point tally: Kill Point tally:

Signature: Signature:

WARCRY RUMBLE: GNARLWOOD CHAMPION RESULTS CARD

Player Number: Player Number:

Your result (tick the appropriate box)

Your result (tick the appropriate box)

Win Draw Loss

Win Draw Loss

Victory Point total: Victory Point total:

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