



Warcry Grand Tournament

NOVA Open 2023

(Updated 19 June 2023)

Overview

The sassy she-elves of Khaine have invited you to compete in a Warcry smackdown in their newly established gladiator fighting pits in the Gnarlwood. Come one and come all with your best fighting warband to claim the title of Best in Ghur!

Join us for a 32-player Warcry competitive tournament. Players will test their mettle in this four-round event to determine the overall Best in Ghur. We will be using rules and points from Warcry 2.0. All of the relevant changes from the new edition, as well as mission scenarios, will be listed in the Tournament Pack.

Tournament Organizer

Justin Smith

tabletopandbeyondpodcast@gmail.com

Schedule

Thursday, August 31	Time
Registration and Check-in	0815-0845
Round 1	0900-1015
Round 2	1030-1145
Round 3	1145-1300
Lunch	1300-1345
Round 4	1345-1500
Round 5	1500-1615
Awards	1630-1700

Note for Attendees:

Players are expected to show proper respect to attendees of NOVA Open, its staff, and guests. If a dispute happens at the table, we encourage you to resolve it at the table. If players cannot agree to the decision, call the T.O. who will make the final decision. Players are expected to abide by that decision. Any player exhibiting inappropriate conduct to any of the listed above may be asked to leave the event

by the T.O. with no refund issued. This is a game we play for fun. We expect our players to play with good Sportsmanship, in the spirit of a great time, and give their opponent an equally great time.

Event Details and House Rules:

Warband Criteria:

- The warband must include 3 and no more than 15 fighters with the same faction runemark (except for allies, thralls, and monsters).
- The combined value of all the fighters in the player's warband cannot exceed 1000 points.
- **Bladeborn Fighters ARE PERMITTED** with profiles from the 2021 Tome of Champions or relevant White Dwarf Issue. Underworlds models MAY NOT be used as proxies as they have stat blocks of their own.
- Players will select their Hammer, Dagger, and Shield battle groups **BEFORE** the tournament (see list submission below) begins and keep these groups throughout the duration of the event.
- Warcry 2.0 list composition is in effect: You can include any combination of the following (up to 1000 points):
 - 3 Heroes (two of which can be allies)
 - 3 Thralls
 - 1 Monster
 - Faction Fighters
 - Bladeborn fighters (following Bladeborn rules)

List submission:

- Players will submit their lists to tabletopandbeyondpodcast@gmail.com no later than 11:59 p.m. on Sunday, August 27, 2022. (We will not be using BCP)
- Rosters will need to identify leaders and fighters with their associated points.
- Rosters will also need to have the leaders and fighters separated and clearly marked into the Hammer, Dagger, and Shield battle groups. Fighters must be spread across the three battle groups as evenly as possible, per Warcry 2.0 rules.
- Players do not need to bring printed rosters to the event but should be prepared to show their lists and show the corresponding models in their warband. If players are concerned about digital access to their list, they are encouraged to bring a print copy.

Tournament Rules:

- All rules printed in the 2.0 core rulebook and FAQ/Errata are in effect
- This tournament will **NOT** use the Divine Blessings mechanics from White Dwarf
- This tournament will **NOT** use the aftermath sequence, including rolling for destiny points, artifacts, or death.
- Mission setup rules will be defined below.

- Players will still roll off in the beginning to determine deployment colors and setup order

Terrain Rules

- Terrain will be setup prior to the tournament. Please do not move the terrain without the TOs permission.
- **Awakened Wildwoods:** If there is an awakened wildwoods tree on the battlefield the base of the tree counts as an obstacle when determining ranged attacks. If the attacking right can draw a 1mm line across the base of the tree, the defending fighter will benefit from cover.
- **Hoisting:** Fighters can hoist themselves onto platforms no taller than 3.1" from the ground provided they have the movement to do so.
- Other than what is outlined above, the tournament will not use Catacombs, Red Harvest, or Heart of Ghur specific terrain rules (i.e., Varanite Delve special rules).

Mission Setup:

- **Terrain:** All terrain will be predetermined and set up on the table prior to the tournament. Players are not permitted to modify the terrain layout. If there is a concern, call the TO before the match has begun.
- **Mission Selection:** The missions will be preselected from 2.0 Core Rule book and the Gnarlwood Rumblepack, and they will be a part of the final event packet as outlined below
- **Deployment:** Deployments will be outlined in the mission packs below
- **Twist:** There are no twists in the tournament missions; however, there are opportunities for bonus victory points.
- **Tournament Quests:** Players will select a Tournament Quest at the beginning of each round. Each Tournament Quest may only be used once per game. Tournament Quests will be scored according to the scoring rubric below.

Models:

- Proxies, conversions, and third-party miniatures will be allowed, but must clearly represent the fighter type and equipment.
- Appropriately sized round/oval bases are required for the event. No square bases allowed.
- All models are required to be painted to at least tabletop quality with a coherent painting scheme. Models should generally follow the three-color principle. This implies basic Color Blocking, Washing, and Basic Detail work. Models not meeting this standard (T.O. decision) will be asked to be removed from use in the event.
- If you are unsure if your model(s) meet these requirements, please email the event staff

Sportsmanship:

- Sportsmanship will not be scored in this tournament, as it is assumed that everyone is going to be cool. If someone is not cool, come talk to the TO.

Scoring and Awards

Awards:

- **Best in Ghur:** Combined total of battle points, hobby, and sportsmanship
- **Champion of the Gnarlwood:** Winner of the Championship
- **Warband Leader:** 3rd place in the championship
- **Assistant to the Warband Leader:** 4th place in the championship
- **Hobby Hero:** Judged based on Hobby Score and overall appearance of army

Tournament Structure

This tournament will look VERY different than tournaments in the past. The first three rounds will separate players into four battlegroups. Each player will compete for rankings within their own battlegroup, which will then determine their seeding for the semi-final and final round. The rounds will look like this:

Battlegroup Rounds (rounds 1-3)

There will be four battle groups with eight players in each. The players will have three rounds to prove their final rankings within the battlegroup. We will use Swiss-style pairings to determine matchups. Final rankings will be determined by the following (in order): 1) Overall W-L record, 2) battle points, 3) head-to-head matchup, 4) Strength of Schedule (determined by opponent W/L and battle points), 5) fewest points in list, and (if still a tie) 6) a dice roll off.

Elimination rounds (rounds 4-5)

Each player with the same rankings across the battle groups will play each other. For example, the four 1st place players will compete in one elimination pod, all the 2nd place players will compete in a pod, all 3rd place players will play in a pod, etc. The plan is to have 8 pods that will have their own semi-finals, finals, and consolation matches.

Mission Scoring

Mission Scoring will be different than what is listed in the book. Each mission will have a table for battle points that is based on the victory point differential in the game. The more victory points you score in the game results in the more battle points you earn. It is in your interest to score as many VPs as possible. **The number of models is only a factor in scoring for some bonus victory point conditions.**

Hobby Scoring

After the battlegroup rounds (during lunch), players will be asked to mark their top five best painted warbands. The total votes will be tallied and then ranked, with each place getting the following points that count towards Hobby Hero and Best in Ghur score:

1 st - 25 Points	6 th - 18 Points	11 th - 13 Points	16 th - 08 Points
2 nd - 22 Points	7 th - 17 Points	12 th - 12 Points	17 th - 07 Points

3 rd - 21 Points	8 th - 16 Points	13 th - 11 Points	18 th - 06 Points
4 th – 20 Points	9 th – 15 Points	14 th – 10 Points	19 th – 05 Points
5 th – 19 points	10 th – 14 points	15 th – 09 points	20 th – 04 points

Mission Pack

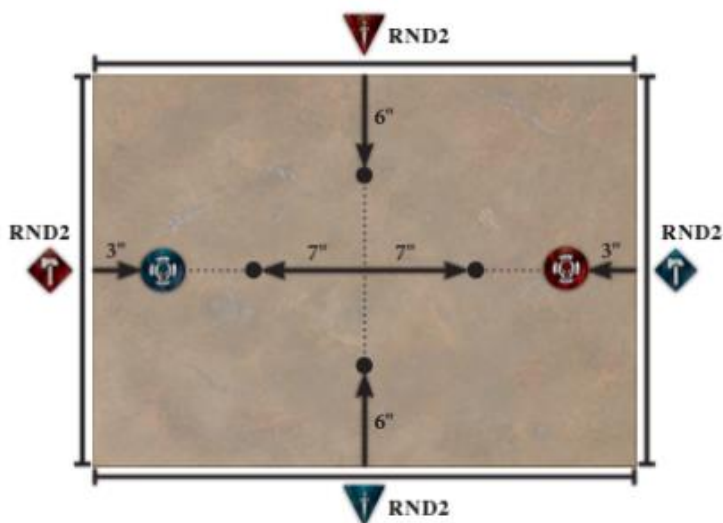
You can easily access the NOVA Open Mission Packet at: <https://tabletopandbeyond.com/wp-content/uploads/2023/07/2023-NOVA-Open-Warcry-GT-Mission-pack.pdf>

The NOVA Open Warcry GT will be using a combination of missions from the Gnarlwood Champions pack and the 2.0 Core Rule Book. Each mission will have 1) Deployment Maps, 2) Victory conditions, 3) Bonus VP conditions, and 4) scoring table. Tournament Quests are listed at the end of the pack. Players can only choose each quest once per tournament.

Mission 1: Power Struggle

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.

Scoring Table

VP Difference	Battle Points	VP Difference	Battle Points
30+	20-0	10-12	14-6
25-29	19-1	7-9	13-7
22-24	18-2	4-6	12-8
19-21	17-3	1-3	11-9
16-18	16-4	0	10-10
13-17	15-5		

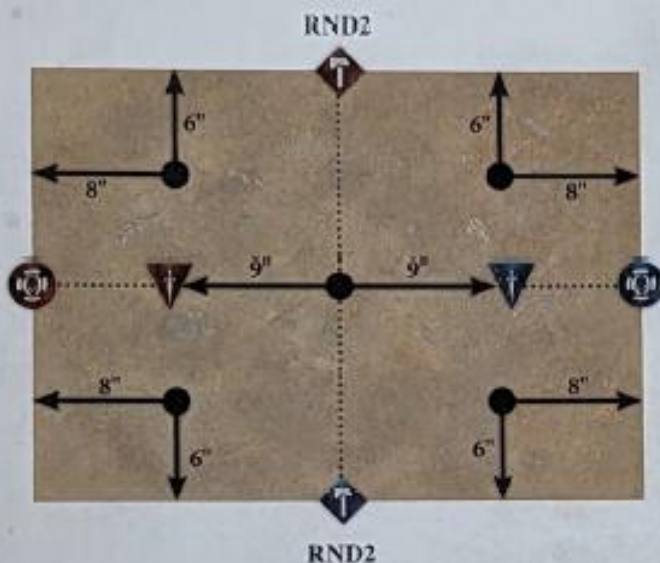
Bonus Victory points:

- +1 VP** if the opponent's leader is killed
- +1 VP** if all objectives are held at the end of the round
- +1 VP** if Tournament quest achieved

Mission 2: Treasure Hunters

TREASURE HUNTERS

DEPLOYMENT MAP



VICTORY CONDITION

This place is replete with treasures from ancient times. Claim them before your rivals do the same.

Before the battle, 5 treasure tokens are placed on the battlefield floor as shown on the deployment map.

The battle ends after 4 battle rounds. Each fighter who is carrying a treasure at the end of the battle gains 3 victory points. The player with the most victory points wins.

****Don't forget the Treasure Carrying rules on page 75 of the Core Rule Book****

Scoring Table

VP Difference	Battle Points	VP Difference	Battle Points
15+	20-0	4	14-6
13-14	19-1	3	13-7
11-12	18-2	2	12-8
9-10	17-3	1	11-9
7-8	16-4	0	10-10
5-6	15-5		

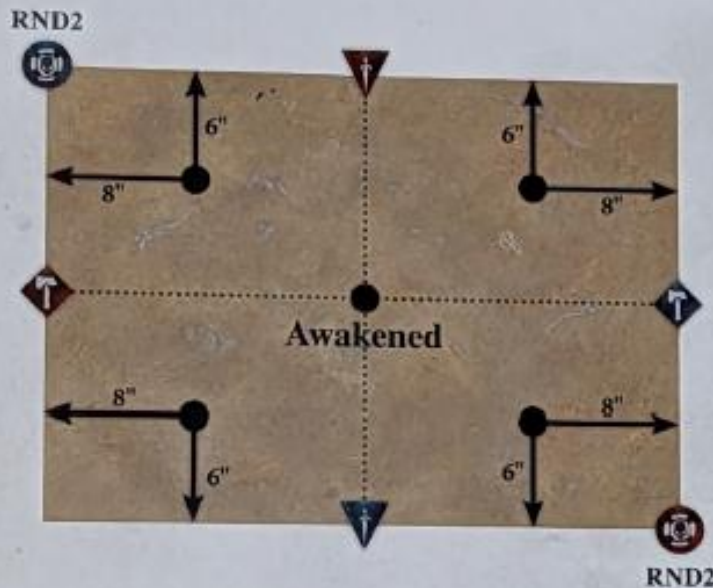
Bonus Victory points:

- +1 VP if the opponent's leader is killed
- +1 VP if you kill 3+ treasure carriers
- +1 VP if Tournament quest achieved

Mission 3: Ley Lines

LEY LINES

DEPLOYMENT MAP



VICTORY CONDITION

Ley lines of power criss-cross this region. Siphon their energies before your rivals can.

Before the battle, 5 objectives are placed on the battlefield floor as shown on the deployment map.

During the battle, objectives are either **dormant** or **awakened**. At the start of the battle, only the central objective is awakened; the rest are dormant. At the start of each combat phase, the player who does not have the initiative can pick 1 dormant objective to become awakened. At the end of each battle round, each player scores 1 victory point for each awakened objective they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.

Scoring Table

VP Difference	Battle Points	VP Difference	Battle Points
12	20-0	4	14-6
10-11	19-1	3	13-7
8-9	18-2	2	12-8
7	17-3	1	11-9
6	16-4	0	10-10
5	15-5		

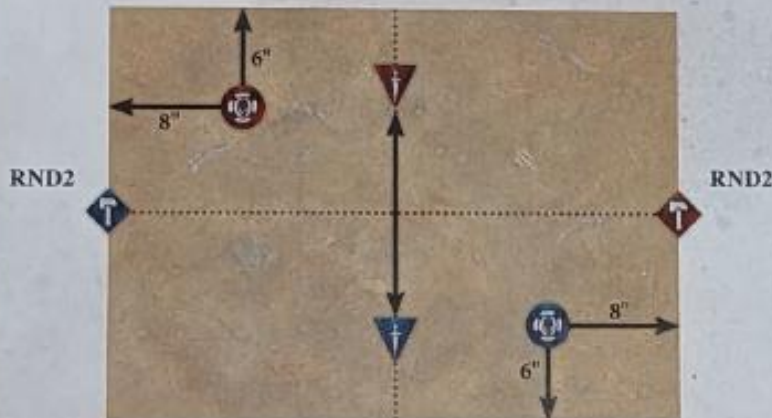
Bonus Victory points:

- +1 VP if the opponent's leader is killed
- +1 VP if you awaken the 5th objective
- +1 VP if Tournament quest achieved

Mission 4: Reaper

REAPER

DEPLOYMENT MAP



VICTORY CONDITION

Long have you waited to deliver vengeance upon this foe. Strike fast, and leave none standing.

At the end of each battle round, each player totals the points values of enemy fighters taken down in that battle round. The result is their **blood tally**. If one player has a higher blood tally, that player scores 1 victory point.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.

Scoring Table

No Scoring table this round.

There is a possibility that players tie in a round due to the bonus victory points. Count the round as a draw and proceed to the next. Use 5 rounds, if needed.

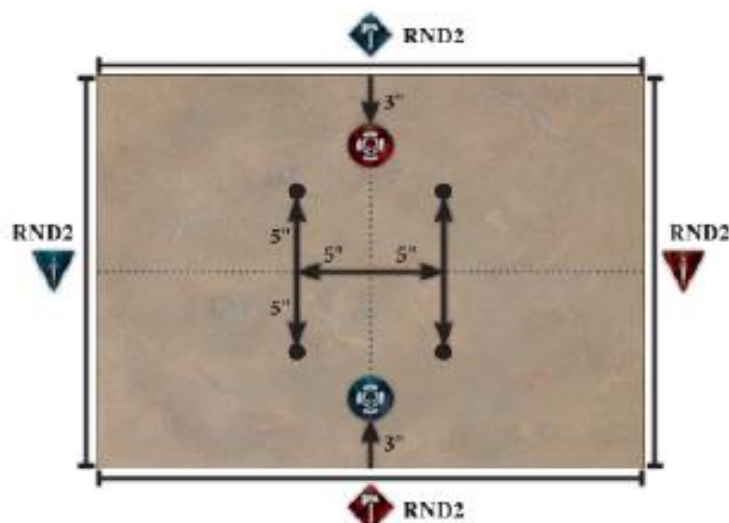
Bonus Victory points:

- +1 VP if the opponent's leader is killed (scored once in the round it occurred and counts towards round VP total)
- +1 VP if you kill more than half of your opponents' models (scored once in the round it occurred and counts towards round VP total)
- +1 VP if Tournament quest achieved (scored once in the round it occurred and counts towards round VP total)

Mission 5: Seize and Control

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.

****PLEASE NOTE:** A model can only contest one objective at a time. If a model is in a position to contest two objectives, the player of the model must decide which objective it is contesting at the end of that model's activation.**

Scoring Table

No Scoring table this round.

There is a possibility that players tie due to the bonus victory points.
Use 5 rounds, if needed.

Bonus Victory points:

- +1 VP if the opponent's leader is killed
- +1 VP if you kill more than half of your opponents' models
- +1 VP if Tournament quest achieved

TOURNAMENT QUESTS

TOURNAMENT QUEST THE CHAMPION	TOURNAMENT QUEST FAR AND WIDE	TOURNAMENT QUEST HOLD THE CENTRE
At the end of the battle, you complete this tournament quest if the enemy leader has been taken down but your leader has not.	At the end of the battle, you complete this tournament quest if you have 1 or more fighters within 3" of each battlefield edge.	At the end of the battle, you complete this tournament quest if 1 or more friendly fighters are within 6" horizontally of the centre of the battlefield and no enemy fighters are within 6" horizontally of the centre of the battlefield.
TOURNAMENT QUEST OVERRUN	TOURNAMENT QUEST THE HIGH GROUND	TOURNAMENT QUEST BLUNT
At the end of the battle, you complete this tournament quest if you have 1 or more fighters wholly within each quarter of the battlefield.	At the end of the battle, you complete this tournament quest if 1 or more friendly fighters are vertically 3" above the battlefield floor and no enemy fighters are vertically 3" above the battlefield floor.	At the end of the battle, you complete this tournament quest if your opponent's warband has had half or more of its fighters taken down; but your warband has had less than half of its fighters taken down.