



WARCRY NARRATIVE

Fri-Sat Casual Campaign

Hosted by Alex Polimeni | Presented by [Animosity Campaigns](#)

BATTLE CALLS. WILL YOU ANSWER?

*These are the **Scarlands**, a wretched and volatile backwater of Ghur. Seeking riches and renown, your warbands instead find themselves on opposing sides of a shadow war. Unleashed Emperor Dragon **Nashwa Rua** seeks knowledge beyond mortal comprehension, while a mighty Soulbinding named **the Six** fights to stop her plans... and **you** will decide their fate.*

Join your fellow players before NOVA begins! [Discord.gg/AnimosityCampaigns](https://discord.gg/AnimosityCampaigns)

Introduce yourself and we'll assign you the **NOVA attendee** role for access to this event's private discussion channel.

SCHEDULE

Friday, Saturday	Time
Check-in	9:00am
Round 1 start	9:30am
Round 2 start	11:00am
Lunch break	12:30pm
Round 3 start	1:30pm
Awards	3:00pm
Round 4 start	3:15pm
Day ends	5:00pm

Contact Info

- You can reach the event host at any time: AnimosityCampaigns@Gmail.com
- Alternately, @ or direct message **[GM] Alex** on the [Animosity Discord server](#)

Warband Approval

- **Abridged Warband Rosters will be provided at check-in.**
- Players **are not** required to submit their Warband Roster beforehand.
- The host reserves the right to review any roster at any point during the event.
- Rosters which do not comply with current Warcry rules may be subject to amendment.

Warband Roster Creation

- **Abridged Warband Rosters** will be provided at check-in.
- Players **are not** required to submit their Warband Roster beforehand.
- Warbands will be created using the rules on **Pg. 60** and **Pg. 76** of the Warcry Core Book.
- Although this is a narrative campaign, **do not** use the roster creation rules presented on Pg. 99, *“Step 1 – Choosing your faction and fighters”*.
- Monsters **are not** permitted (*the boards are too dense to make them practical*)
- **Please bring a Matched Play Legal 1500 Point Warband** (1 Leader, 0-3 Heroes, 0-3 Thralls, 0-2 Allies, 0-14 Fighters)
- Warbands are restricted to 1000 points **per battle**
- You may “swap out” fighters between your warband and sideboard between battles.
- **Blessings are permitted**, but must be allocated during roster creation.
- Bladeborn Fighters are permitted with profiles from the 2021 Tome of Champions or relevant White Dwarf issue.
- *Order of Azyr* fighters, *Grombrindal*, and *Gotrek* are not permitted.
- The **most recently published** version of any profile or rule takes precedence.

Miniatures

- We request all models be **entirely painted and based**.
- Proxies, conversions, and third-party miniatures are permitted, but must clearly represent the fighter type and equipment.
- **Correctly sized round/oval bases are required for the event.**
- Square bases **are not** permitted.

Battleplans

- Players will be split into two teams upon check-in: **Agents of the Cabal v. Agents of the Six**
- **Players may Pre-Register for their team via our Discord community before the event.**
- Players will have the opportunity to be paired with a new opponent each round.
- Paired players will be given a pre-determined combination of **Deployment, Victory, and Twist** conditions.
- Terrain will be pre-determined and set up prior to the event.
- **Please do not move the terrain.** If there is a concern, consult the host before the round.

What You Should Have

- A Matched Play legal 1500 Point Warband
- A copy of the 2nd edition **Core Book**

- The **Compendium** and/or all applicable Fighter and Abilities cards
- Dice, tokens, measuring implement

Player Conduct

- Players are expected to show respect for fellow attendees and convention staff. Should a dispute occur, players are encouraged to resolve it at the table, settling the dispute by way of coin toss if no other agreement can be made. Otherwise, the host will issue a ruling; **this ruling will be final.**
- The host understands players may disagree with this ruling. **Polite** conversation is welcomed at the end of the day.
- We expect to see good sportsmanship in the spirit of having fun. Remember, you're also responsible for providing your opponent with an equally enjoyable and memorable experience.

Prize Support

- The Awards will be **Best Warband, Best Leader and Best Opponent**
- Awards will be handed out at the host's discretion.
- NOVA Open will provide a TBD number of prizes.
- Awards will be presented on Friday **and** Saturday before the final round.
- Prizes will be raffled on Saturday after lunch. **Players must be present on Saturday to receive Prizes.**

Campaign Progression

- In lieu of the campaign system found in the Core Book, Team Animosity has homebrewed an in-house Warband progression system.
- This year, Team Animosity also presents a **new**, in-house Narrative Path system, **giving weight to game results and player choice.**
- Team Animosity presents "*Prophecy and Fate*", a casual campaign for Warcry set in the aftermath of the AOS Global Narrative Event "*Animosity IV – Bleeding Wilds*". **This event will consist of 4 rounds per day for 2 days**, with an hour and a half allocated for each round.
- In lieu of the Core Book campaign system, this event will introduce several new mechanics: **Perk Cards, Casualties, Coin, and Mercenaries**, detailed below.

Perk Cards

- After each game, roll 1d6 for each fighter that was not taken down. For each result of a 6, the warband earns a random **Perk card**.
- Perk cards may have the following keywords: **DECLARE, REVEAL, DISCARD, RETURN** and **RESOLVE**.
- **DECLARE** cards are played before initiative dice are rolled and may need to be allocated to individual fighters.
- **REVEAL** cards can be played at any time. Reveal cards may need to be allocated to individual fighters.
- **DISCARD** cards can only be played once per game.
- **RETURN** cards can be Declare, Reveal, Discard or Resolve, but are returned to the host once they are played.
- **RESOLVE** cards are played between battles.
- **Perk Cards may be purchased**; each Card will have a Coin value. When purchasing Perk cards between rounds, players will be allowed to purchase from three randomly drawn Perks cards.
- Perk cards that were awarded to fighters may be sold to the host for their Coin value.
- Perks cards may be **gifted, traded or sold** between players.
- Perk card Coin values will **double** for Friday players going into Saturday.

Casualties

- After each game, **roll 2D6 for each fighter taken down**:
- **2 - Mortal Wound**, fighter may not be played for the remainder of the day.
- **3, 4 - Devastating Wound**, fighter may not be played in the next round. Roll again for this fighter after the next round.
- **5, 6, 7 - Deep Wound**, fighter may not be played in the next round.
- **8+ - Flesh Wound**, fighter may be played as normal.
- *Warband Leaders never take Casualty tests.*
- *Friday casualties do not carry over into Saturday.*

Coin

- **Coins are awarded after each battle**; tally up all conditions that apply and talk to the host (*this is also when you would receive any Perk cards you rolled for*).
- 3 Coins for **win**
- 2 Coins for **loss**
- 1 Coin for **draw**
- 3 Coins for taking down enemy **Leader**
- 2 Coins for **each Hero** runemark taken down
- 1 Coin for each **fighter** taken down
- 1 Coin for reducing a fighter with greater than 20 wounds **below more than half**. (*This stacks with taking that fighter down, as well.*)
- 2 Coins if **more than half** of the enemy warband taken down (*rounding up*)

Mercenaries

- **Mercenaries** are individual fighters provided by the Host which may be added to your Warband in exchange for Coin.
- Players may hire Mercenaries between battle rounds. Mercenaries cannot be hired after dice have been rolled for a battle.
- Players may hire Mercenaries for use by other players on their team.
- Mercenary fighters **are only ever hired for a single game** before they must be re-hired again.
- Hiring a Mercenary does not nullify your Battle Trait.
- Mercenaries **may only ever use Universal Abilities and Reactions**.
- You may never have more than **4** Mercenaries in your Warband at a time.

Divine Blessings & Battle Traits

- Both are in effect; however, **you must declare them to your opponent before dice are rolled**.
- Divine Blessings are purchased during roster creation and may **not** be allocated to any other fighter.
- If your opponent is not able to choose a Battle Trait because they do not have access to the rules, it would be considered good sportsmanship to forgo your battle trait.

Additional Wild Dice

- Players will receive a novelty, commemorative Wild Dice upon check-in.
- Players may use this dice as **an additional Wild Dice** at the start of each battle.

Bounty Board

- Players may place bounties on enemy fighters. To do so, **pre-pay the bounty amount to the host**. Then, write the name of that player's **warband** and the name of the **fighter(s)** in question on the Bounty Board scroll.
- Players who claim the bounty will be paid by the host, and the bounty will be struck!
- Players are encouraged to list the dastardly deeds that led to the bounty!
- Bounties roll over from year to year; returning warbands may have a price on their heads!

Multiplayer Battles

- If there is an uneven number of players, two players on the same team may choose to form a single 1k point warband.
- **This warband may include both player's Leaders and has no limit on Heroes.**
- Each player will receive the full Coin payout of the battle as though they controlled all friendly fighters.

Friday NIGHT Narrative

- Old foes must fight side by side as the Scarland's market city of Choggrish is besieged by a rampaging Gorger Mawhorde! Players are asked to bring up to 300 points of fighters (*no restrictions*), a sense of humor and, for those playing in the Saturday Narrative, earn bonus progression for aiding in the city's (*successful!*) defense.
- Friday players may use their Perk cards, but must also carry over their Casualties.
- The Gorger Mawhorde will be using Perk cards of their own!
- If there are fewer than 10 players present, points per player will be increased accordingly. Player Fighters may not exceed a combined 3,000 points.
- Mercenaries cannot be hired for this battle (*you are the mercenaries*).

Sunday Learn-to-Play

- Attendees may borrow a 1k point warband or bring their own Matched Play legal warband
- Attendees are welcome to simply spectate as well
- Narrative rules will not be in effect
- Friday and Saturday Narrative players are invited to stop by and help coach if available
- Anyone still around at the end of the session is welcome to help the host with tear-down