



Warcry



Grand Tournament NOVA Open 2022

Overview

Varanite is out, and the Gnarlwood is in! Warbands from every Grand Alliance heed the call into the Heart of Ghur s they each have something to prove. Do you and your warband have what it takes to become the Champion of the Gnarlwood?

Join us for a 32-player Warcry competitive tournament. Players will test their mettle in this four-round event to determine the overall Champion of the Gnarlwood. We will be using updated rules and points from the new Warcry 2.0 edition, but fear not! 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

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Schedule

Thursday, September 1st	Time
Registration and Check-in	0815-0845
Round 1	0900-1015
Round 2	1030-1145
Lunch	1145-1230
Round 3	1230-1345
Round 4	1400-1515
Awards	1530 - 1600

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 on a decision, call over a 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 and in the spirit of having a great time and giving their opponent an equally great time.

Our final mission and rules packets for all events will be published in hard copy for you within full color Guidebook at the NOVA Open 2022. Please email customerservice@novaopen.com with any questions you may have regarding the event pack.

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. Players should refer to recently released warband PDFs from Games workshop for the latest points updates. Players can access these PDFs on the Warhammer Community website for free:
 - Chaos: <https://www.warhammer-community.com/2022/08/04/free-warcry-rules-for-your-grand-alliance-chaos-warbands/>
 - Death: <https://www.warhammer-community.com/2022/08/03/free-warcry-rules-for-your-grand-alliance-death-warbands/>
 - Destruction: <https://www.warhammer-community.com/2022/08/02/free-warcry-rules-for-your-grand-alliance-destruction-warbands/>
 - Order: <https://www.warhammer-community.com/2022/08/01/free-warcry-rules-for-your-grand-alliance-order-warbands/>
- **Bladeborn Fighters are NOT PERMITTED** with profiles from the 2021 Tome of Champions. Underworlds models may be used as proxies if they clearly represent the model they are replacing
- 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 Leaders (two of which can be allies)
 - 3 Thralls
 - 1 Monster
 - Faction Fighters

List submission:

- Players will submit their lists to the Best Coast Pairings (BCP) event no later than 11:59 p.m. on Sunday, August 28, 2022.
- 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 list on BCP 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 core rulebook, core rules in Red Harvest, and errata are in effect, with the updated 2.0 rules **in this pack** superseding anything from the previous books. If there are any contradicting rules, the latest publication will be used to determine the correct ruling.
- 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 the Tome of Champions 2021 and Core Rule book, 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

- **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 cores will be a part of the overall event score. More details will be available in the final event packet.

2.0 Rules Updates

We are fortunate that the new edition included more tweaks to the rules than a complete overhaul. As such, all the Warcry 1.0 rules (including errata) will be in play, except for the following, which supersedes any related rule:

- **Roll off:** Players will roll off and the winner will choose the Attacker (red), or Defender (blue) and the Defender will set up all their battle groups first, and the Attacker will set up second.
- **Battlegroups:** Fighters need to be evenly distributed across the Dagger, Hammer, and Shield
- **Falling:** Fighters targeted for attacks that are within ½" of a platform edge, stairs, ladder, or are climbing must make a dice roll. On a 1 the fighter falls.
- **Impact Damage:** Impact damage occurs when a fighter falls from a height of 2" or more. When a fighter does fall from a height of 2" or more, they need to make a roll for damage: 1 = 3 Damage, 2-3 = 1 damage, 4+ = no damage.
- **Shooting into Combat:** Ranged attacks cannot target an enemy fighter within 1" of a friendly model
- **Ranged Weapons:** Any weapon that has a range of 3" or more is considered a ranged weapon. This includes weapons that do not have a minimum range (i.e., 1-8" range is still considered a ranged weapon). If another friendly model is not engaged in combat, ranged weapons with no minimum ranges CAN be used in engagement range against enemy models.
- **Disengage:** Fighters now MUST use the disengage action to move their models if they are within 1" of an enemy fighter. Fighters can no longer use a move action to reposition themselves closer to the enemy fighters if they are already engaged.

- **Warband composition:** Warbands cannot exceed 1000 points but can include up to 3 Leaders (including 2 allies), up to 3 thralls, and 1 monster.
- **Cover on Platforms:** Fighters that are targeted by ranged attacks 2" or lower vertically automatically gain cover.
- **Mounts on Stairs:** Fighters with the mount runemark can now use stairs.
- **Treasure Carriers:** Fighters with the beast runemark CANNOT carry treasure. Additionally, fighters carrying treasure have their movement reduced by 2" (to a minimum of 3") and CANNOT use the disengage action.

Reactions

Universal (below) and Faction Reactions will be a part of the tournament. Reactions each cost one action. Reactions can be used when one of the following criteria is met: 1) The fighter using the reaction has not yet activated in the battle round, or 2) the fighter has activated but is waiting.

UNIVERSAL REACTIONS
Counter: A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack action that misses, allocate 1 damage point to the attacking fighter. For each hit roll of 1, allocate 2 damage points to the attacking fighter instead.
Take Cover: A fighter that is in cover (pg 73) can make this reaction after they are targeted by a missile attack action but before the hit rolls are made. After the hit rolls have been made, roll a dice for each critical hit. On a 4+, that critical hit becomes a hit instead. Fighters with the Mount runemark (2B) cannot make this reaction.
Strike Them Down: A fighter can make this reaction when a visible enemy fighter within 1" of them makes a disengage action but before that fighter moves away. Roll a dice. On a 4+, allocate D6 damage points to that enemy fighter.

Scoring and Awards

Awards:

- **Archaeon's Exalted Champion:** Combined total of mission, hobby, and sportsmanship
- **Champion of the Gnarlwood:** Best Mission Points score
- **Warband Leader:** 2nd in Mission points
- **Assistant to the Warband Leader:** 3rd in Mission Points
- **Hobby Hero:** Judged based on Hobby Score and overall appearance of army

Scoring Breakdown

Category	% Of Total	Maximum Possible
Mission Points, including hidden objectives	60%	88
Hobby Score	20%	25
Sportsmanship Score	10%	12
TOTAL	100%	125

Mission Scoring

Won the battle and less than half of the fighters in your warband were taken down	20 points
Won the battle and half or more of the fighters in your warband were taken down	15 points
Drew the battle	10 points
Lost the battle and half or more of the fighters in your warband were taken down	5 points
Lost the battle and less than half of the fighters in your warband were taken down	0 points
Achieved a Tournament Quest	1 point

Players also need to record in BCP the **total number of points** of all the destroyed fighters at the end of the Battle in the event of a tie.

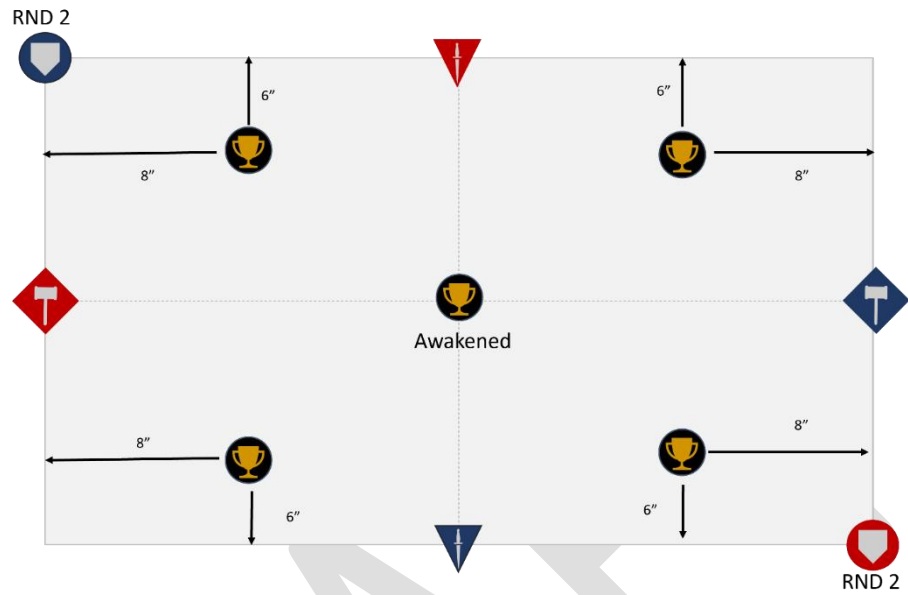
Hobby Scoring

During the lunch break, players will be asked to mark their top three best painted warbands. For each ballot, first place will receive 3 points, second place will receive 2 points, and third place will receive 1 point. The scores will be tallied, and players will receive hobby scores according to their ranking based on the following chart:

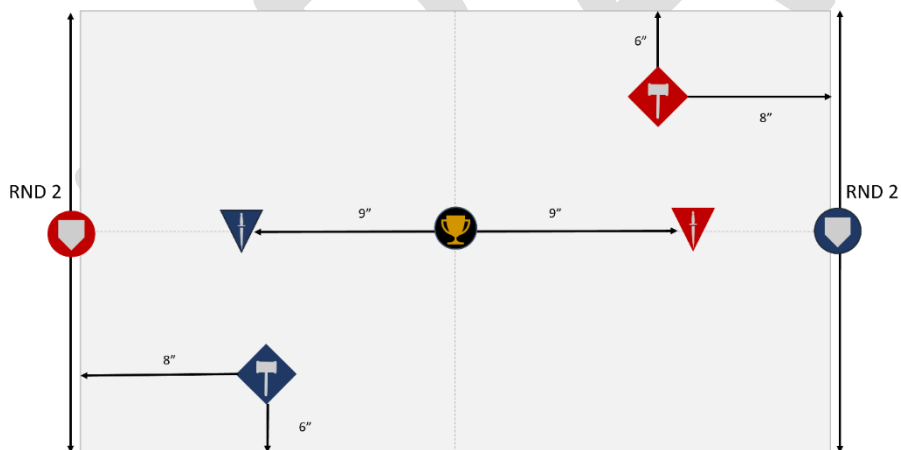
1 st - 25 Points	6 th - 18 Points	11 th - 13 Points	16 th - 08 Points
2 nd - 22 Points	7 th - 17 Points	12 th - 12 Points	17 th - 07 Points
3 rd - 21 Points	8 th - 16 Points	13 th - 11 Points	18 th - 06 Points
4 th - 20 Points	9 th - 15 Points	14 th - 10 Points	19 th - 05 Points
5 th - 19 points	10 th - 14 points	15 th - 09 points	20 th - 04 points

Mission Packs

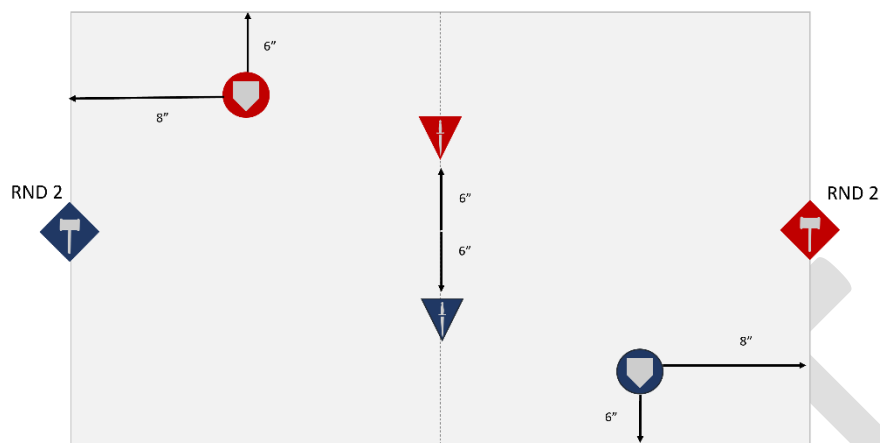
Mission 1: Ley Lines



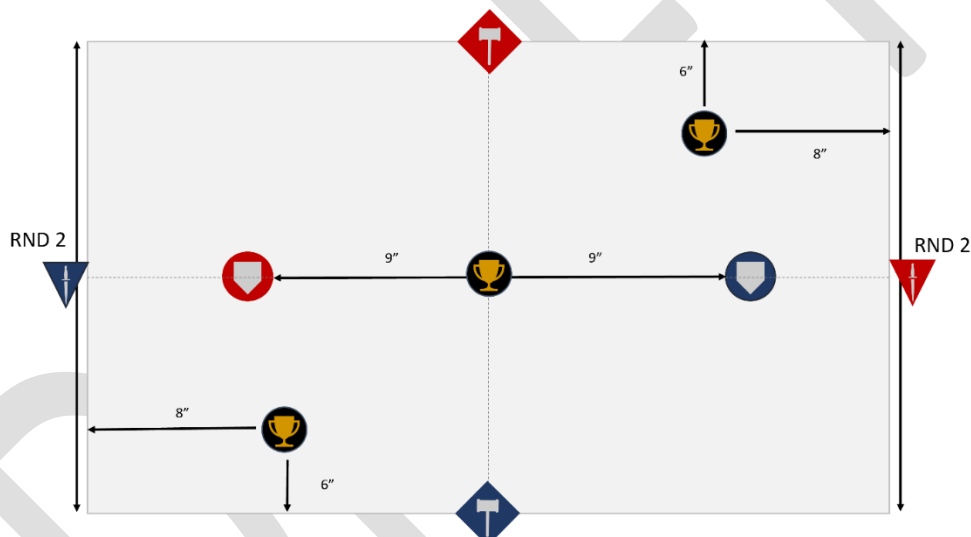
Mission 2: The Cursed Relic



Mission 3: Reaper



Mission 4: The Hidden Vault



Tournament Quests

<p>The Champion</p> <p>At the end of the battle, you complete this Tournament Quest if the Enemy leader has been taken down, but your leader has not.</p>	<p>Far and Wide</p> <p>At the end of the battle, you complete this Tournament Quest if you have 1 or more fighters within 3" of each battlefield edge.</p>	<p>Hold the Center</p> <p>At the end of the battle, you complete this Tournament Quest if 1 or more friendly fighters are within 6" horizontally of the center of the battlefield and no enemy fighters are within 6" horizontally of the center of the battlefield.</p>
Overrun	The High Ground	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.
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