

WARHAMMER
AGE OF SIGMAR

WARCRY



**CALL OF THE
EVERCHOSEN**

15TH DECEMBER 2019



WARCRY

The call of the Everchosen echoes out across the Mortal realm, and the greatest champions of the Dark Gods stand ready to answer. Warbands from far and wide make the deadly pilgrimage to the Eightpoints, the domain of Archaon, Exalted Grand Marshall of the Apocalypse. There they must brave a gauntlet of rival gangs, ravenous beasts, and a bleak and unforgiving wilderness if they are to reach the gates of the Varanspire and claim their rightful place at the Everchosen's side.

Join us at Warhammer World for our first ever Warcry event. Engage with fellow players in a game of bloody skirmish combat as you reave your way across the Bloodwind Spoil with the final goal of standing at Archaon's side and seeing your bloodied and vanquished foes strewn behind you.

EVENT ESSENTIALS

Date: 15th December 2019.

System: Warhammer Age of Sigmar Warcry.

Format: Singles.

Warband Size: 1,000 points.

Battleplans: We will be using the twelve battle plans from the Pitched Battle section of the Warcry core rule book. These will be randomly drawn and announced on the day of the event.

Number of games: Four.

Warband Selection: Prepare a 1,000 point warband following the core rules for mustering a warband. You can use the Varanspire app on Warhammer Community to help you.

Warbands in use: All current Warcry warbands can be used, unless their release falls on the weekend of the event.

Meals: Lunch is provided.

Other activities: Painting competition and free entry to the Warhammer World exhibition.

MODEL REQUIREMENTS

Playing exciting, atmospheric games with fully painted miniatures is a big part of our events at Warhammer World.

Therefore all miniatures in your collection must be 100% Games Workshop miniatures and be fully assembled, painted and based. Each model must fully represent what you have presented on your army roster (including all weapons and equipment).

Furthermore, you need to contact us to let us know about any conversions you are planning on using, and provide us with photos of the models in question where possible. Don't worry, we fully appreciate awesome hobby skills and cool models, but we just want to make sure everything is

super clear for your opponent and no confusion can arise during games.

We will politely ask you to remove any models that don't meet these above standards to protect everyone's experience.



TOURNAMENT PLAY

WARBANDS

Before attending the tournament, each player prepares a 1000-point warband following the core rules for mustering a warband. They also separate their warband into a Dagger, Shield and Hammer following the core rules, and note down on their **tournament roster** (pg161 in the core rule book) which fighters are in each of these battle groups. This is set for the duration of the tournament, so players cannot alter their warband or groupings from battle to battle.

TOURNAMENT ROUNDS

A tournament is played in a series of tournament rounds. Each round, the tournament organiser will randomly determine the battleplan that all players will play and the twist card that will be in play. The two battleplan tables for Pitched Battles (pg73 in the core rule book) are each designed to be self-enclosed sets of battleplans that encourage players to bring warbands with a good mix of fighters, and to spread their fighters across their Dagger, Shield and Hammer in an even manner.

In the first tournament round, the players are randomly drawn an opponent. In each subsequent tournament round, the players with the two highest tournament points scores play each other, as do the players with the next two highest tournament points scores, and so on.

Players are awarded tournament points after each battle as indicated in right hand scoring box.

TERRAIN

When you get to your table roll off with your opponent. The player that scores the highest shuffles the terrain cards with Symmetrical Symbol and then the opposing player must choose a card at random. Set up the terrain following the layout on the selected card.

HIDDEN AGENDAS

Hidden Agendas are secondary objectives players attempt to achieve during the tournament. There are 6 Hidden Agendas to choose from. Players each choose a Hidden Agenda at the start of the hero phase in the first battle round and reveal them simultaneously (for example, by placing a dice under their hand and revealing them at the same time).

A player cannot choose the same Hidden Agenda twice during a tournament, and any Hidden Agenda they have previously chosen must be clearly marked on their tournament roster.

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
If the time expires and the neither player has won or lost the game ends immediately.	10 points
Lost the battle and half or more of the fighters in your opponent's warband were taken down	5 points
Lost the battle and less than half of the fighters in your opponent's warband were taken down	0 points
Completed your Hidden Agenda (see opposite)	1 point

<p>1. THE CHAMPION At the end of the battle, you complete this quest if the enemy leader has been taken down but your leader has not.</p>	<p>2. HIDDEN ARTEFACT Secretly note down one of your fighters to be the bearer of the hidden artefact. The fighter must be on the battlefield. At the start of the combat phase of the third battle round, reveal which of your fighters bears the hidden artefact. At the end of the battle, you complete this quest if the bearer has not been taken down.</p>	<p>3. HOLD THE CENTRE At the end of the battle, you complete this 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.</p>
<p>4. PURGE Secretly note down one of the quarters of the battlefield: north-east, north-west, south-east or south-west. At the end of the battle, you complete this quest if 1 or more friendly fighters are wholly within that quarter of the battlefield and no enemy fighters are wholly within that quarter of the battlefield.</p>	<p>5. HIGHER GROUND At the end of the battle, you complete this 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.</p>	<p>6. THE ARCHITECT At the end of the battle, you complete this 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.</p>





CODE OF CONDUCT AND TIMELY PLAY


At Warhammer World events we place great emphasis on playing excellent games with like-minded people at the home of Games Workshop. 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 opponent, introduce yourself, offer them a copy of your Warband roster and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship.



With regards to conceding, we expect all players to see the game through to the very end and not concede, as doing so can impact tie breakers 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 earns a loss and records zero for tournament points scored (including Hidden Agenda), in addition to zero for points value of enemy fighters destroyed. The winning player records 21 tournament points (victory and Hidden Agenda completed) and 1000 points for 'enemy fighters destroyed'.



In regards to timely play, if the allotted round time of 75 minutes passes and neither player has yet won or lost, the game ends immediately. Both players score 10 for their tournament points, record an additional point if they have completed their Hidden Agenda, and note down the points value of enemy fighters destroyed.



PAINTING COMPETITION

During the event we will hold a painting competition for the best painted Warband at the event. There will be prizes for the top three and these will be voted for by the players. At lunchtime set up your army on the table you played at and leave out a slip with your player number on it. You will then have the opportunity to pick the Warband you like the most. You will be given a card for judging at the start of the event.

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. Please note that to enter the Painting Competition, each player must have built and painted the models themselves.



THE SCORE CARD

At the end of each game please record your results on your event card, and then hand in your results to the event staff at the same time. We need you to do this as promptly as possible so that the next game can be organised straight away. Each game lasts 75 minutes, and once the game ends, you will have five minutes to record your result with the events team.

For each game you will also need to record the points value of enemy fighters destroyed which will be used as a tiebreaker should the need arise (see the Tiebreakers box below).

FAVOURITE GAME SCORES

Favourite game scores are calculated when you hand in your final results at the end of the event. Please choose the two games that you enjoyed the most during the event. This is also a secret ballot, so don't let anyone see who

you've voted for. Each vote you receives counts as one point towards your tournament score – this means you can receive a maximum of four points for Favourite Game votes.

Warcry Score Example:

Sam has won two games with less than half his fighters being destroyed, and one game where more than half were destroyed so has earned a tournament score so far of 55. He has completed three Hidden Agendas and has received three Favourite Game votes, which are added to the 55 points he scored from his games for a total tournament score of 61.

Tiebreakers

If players earn the same tournament score by the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Gaming Score
- Hidden Agendas completed
- Favourite Game votes
- Points value of enemy fighters destroyed



AWARDS

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement in the Varanspire. The awards available are:

- 1st, 2nd and 3rd place medals for the players that rank 1st 2nd and 3rd.
- 1st, 2nd and 3rd place trophies for the best painted Warbands.
- Acrylic tokens for the players that finish in the top 8.
- Best sports trophy for the player with the most favourite game votes, with highest overall ranking in the case of a tie.

SCHEDULE

9am	Registration in Bugman's
9.30am	Briefing
9.45 - 11am	Game 1
11.30 - 12.45pm	Game 2
12.45 - 1.45pm	Lunch and Best Army voting
1.45 - 3pm	Game 3
3.30 - 4.45pm	Game 4
5.15pm	Awards
6pm	Warhammer World closes



CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, you can contact us through these channels:

- Phone: 0115 9004994
- Email: whworldevents@gwplc.com
- Write: Warhammer World Events Team , Games Workshop, Willow Road, Nottingham, NG7 2WS
- Catch up on all the latest Warhammer World news at <https://warhammerworld.warhammer-community.com/>

For more information regarding our event privacy note please follow the link provided:
<https://warhammerworld.warhammer-community.com/warhammer-world-privacy-notice/>