

WARCRY

THE FEROCIOUS GNARLWOOD II



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The Ferocious Gnarlwood II is a Matched Play event for Warcry held at Warhammer World. This event pack provides information to prepare for a single day Matched Play Warcry event at Warhammer World. Each player will need to demonstrate astute knowledge of the game, make sound tactical decisions and select an appropriate Roster to win their games. In addition, our events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice in the Gnarlwood

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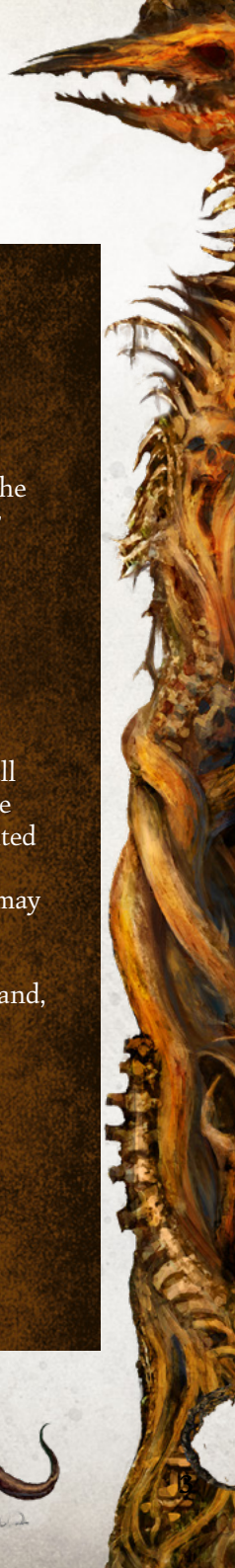
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1.0 EVENT ESSENTIALS

- Date:** 30th June 2024
- 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.
- Number of games:** Four
- Battleplans:** Selected from the six new Matched Play Battleplans found in this event pack.
- Publications in use:** Warcry Core Book, Warcry Compendium, all current Warcry Supplements and up-to-date FAQs and Errata. Bladeborn fighters presented in issues of White Dwarf and Publications released up to one week 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.
- Meals:** Lunch is provided.
- Other activities:** Painting competition and free entry to the Warhammer World exhibition.



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. Divine Blessings, found on page 27 of The Bunker - White Dwarf issue 490 may be used at this event.

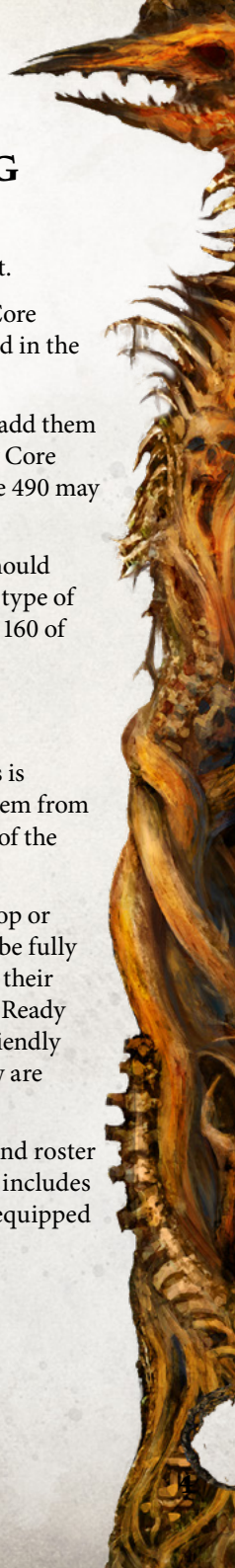
Warband rosters should be presented in an easy to read format. The roster should include your Dagger, Shield and Hammer choices, plus the points value and type of each fighter. An example of a blank tournament roster can be found on page 160 of the Warcry Core Book.

2.2 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.

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 a Battle Ready standard. Battle Ready models have their main areas coloured and a simple finish on their bases. Check out our Battle Ready tutorials for inspiration or [head to your local Warhammer store](#) where the friendly staff can help you find the paints you need and answer your questions. Below are some examples of models painted to a Battle Ready standard.

Don't forget, each model must accurately represent its entry on your warband roster (What You See Is What You Get - WYSIWYG). For example, if your roster includes a Rotmire Creed Carrion Catcher with Snatcher-Hook the model must be equipped with a Snatcher-Hook.



3.0 TOURNAMENT POLICIES

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 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

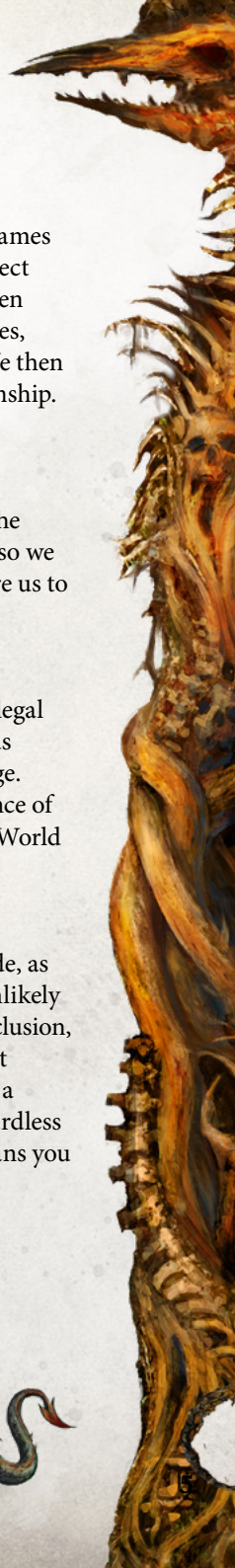
If you disagree on the interpretation of a rule in the game, we will have staff members on hand to help as referees. Feel free to ask one of us to help solve the problem. The first place we will look is the rulebook or relevant publication, so we recommend having a read yourself before calling us over.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

A Note on Active Judging.

At Warhammer World, 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 World 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 and Pairings

The player with the most Tournament Victory Points will be the winner. In the case of a tie the players will be split using Kill Points.

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system, following the above ranking. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

An explanation of Tournament Victory Points and Kill points can be found on pages 96 - 97 of the Warcry Core Book. Tournament Quests will also be used during this event - the rules for these are presented on page 97 of the Warcry Core Book.

4.1.1 Favourite Game – After your final game, you'll be asked to vote for the two players you enjoyed playing against the most. Maybe they displayed an excellent sporting attitude, perhaps they were positive and friendly, or it was generally a fun and engaging game. The player who receives the most votes will win the Most Sporting Player award.

4.2 Event Schedule

Sunday 30th June

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Gaming hall and store opens, Event Briefing.
10:15 - 11:30	Game 1
11:30 - 11:45	Break
11:45 - 13:00	Game 2
13:00 - 14:00	Lunch in the staff restaurant, Favourite Warband competition.
14:00 - 15:15	Game 3
15:15 - 15:45	Break
15:45 - 17:00	Game 4
17:00 - 17:30	Break
17:30	Awards Presentation
18:00	Warhammer World Closes



4.0 TOURNAMENT FORMAT (cont.)

4.2.1 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.

4.3 Event Awards

- 1st, 2nd, 3rd - For the players who rank highest overall
- Favourite Warband 1st, 2nd, 3rd - As voted by you, for the most impressive looking Warband.
- Best Painted Warband - Judges Choice
- Favourite Player - For the player with the most Favourite Opponents votes, with highest overall ranking as the tiebreaker.



5.0 FAVOURITE WARBAND PAINTING COMPETITION

During the lunch break we will hold the Favourite Warband painting competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. The competition is open entry, though to enter you must have built and painted any submitted miniatures yourself and the models must be from the Warband you are using at the event. Peer judging will take place with the winner earning the Favourite Warband award. Note that appropriately sized diorama bases for Warbands are permitted within this competition.

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.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Any specific details will be communicated with all players closer to the event.

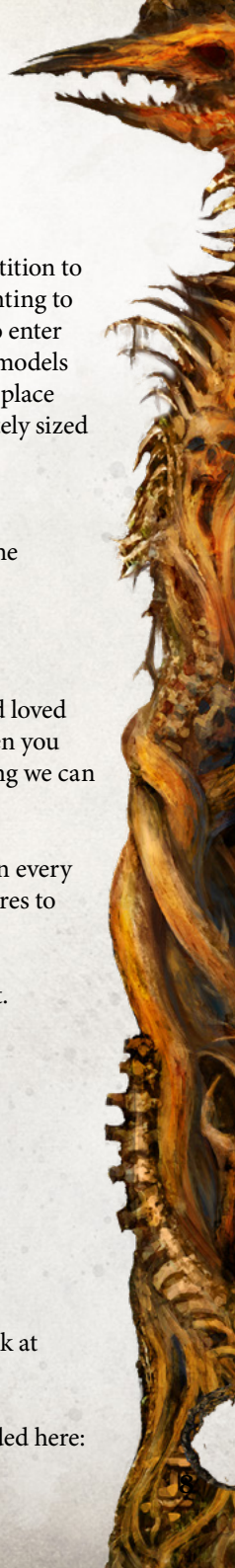
CONTACT US

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 via email at whworldevents@gwplc.com

Write: Warhammer World Events Team, Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

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



BATTLEPLAN

LIGHTNING RAID

Battle erupts over scant resources, some more valuable than others.

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:

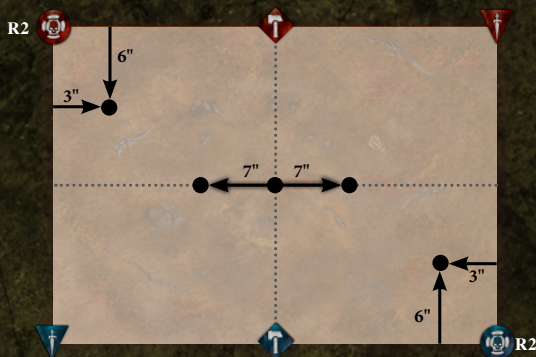
- They control any objective.
- They control two or more objectives.
- They control more objectives than their opponent.

Fighters cannot control more than one objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player that took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

Secondary: Devastate their Ranks: At the end of each battle round, each player determines the total Wounds characteristic of enemy fighters that are taken down this battle. This is their devastation total. The player whose devastation total is higher scores 2 victory points.

Twist; Glittering Hoard: After the initiative phase each battle round, if one player has fewer victory points, that player picks an objective. The player that controls that objective at the end of that battle round scores 1 additional victory point.

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



BATTLEPLAN

RAZE TO THE GROUND

There are valuable artefacts to gather, but if you can't have them, no-one will.

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:

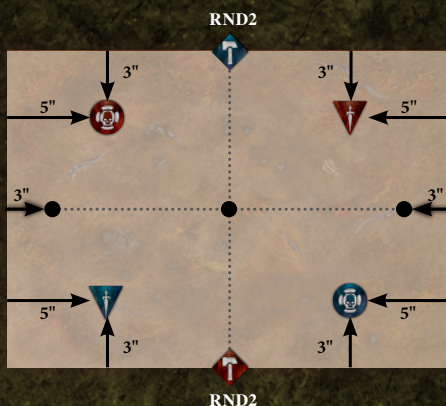
- They control any objective.
- They control two or more objectives.
- They control more objectives than their opponent.

Fighters cannot control more than one objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player that took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

Secondary: Held in a Bloody Fist: The first time in a battle round that a fighter within 3" of an objective is taken down, the opponent of that fighter's controlling player scores 2 victory points.

Twist; Raze to the Ground: After the initiative phase each battle round, if one player has fewer victory points, that player can pick an objective. Remove that objective from the battlefield.

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



BATTLEPLAN

MYSTIC GLADE

A glade brimming with arcane potential. Who better than you to drain it of its mystical powers to further your ambitions?

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:

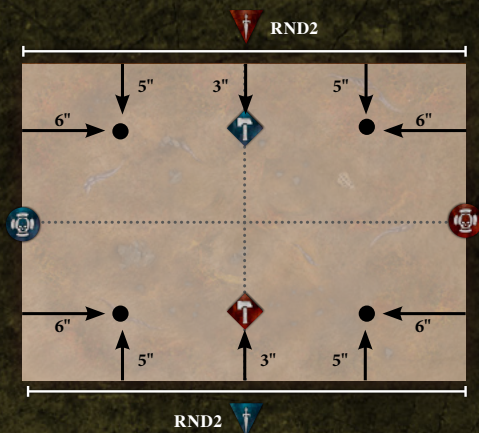
- They control any objective.
- They control two or more objectives.
- They control more objectives than their opponent.

Fighters cannot control more than one objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player that took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

Secondary: Might Makes Right: The first time an attack action made by a fighter within 3" of the target takes an enemy fighter down in a battle round, that fighter is bloodgifted for the rest of the battle round. After determining control of objectives in the same battle round, if a bloodgifted fighter is within 1" of an objective their controlling player controls, that player scores 2 victory points.

Twist; Pulsing Power: Before the initiative phase each battle round, if one player has fewer victory points, that player gains a number of wild dice equal to the difference in victory points between those players. Those additional wild dice are discarded after that initiative phase.

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



BATTLEPLAN

A TITHE OF BLADES

The time has come to put the un-worthies of the realm to the blade. Allow none to shirk their duties, and let fewer still escape your wrath.

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:

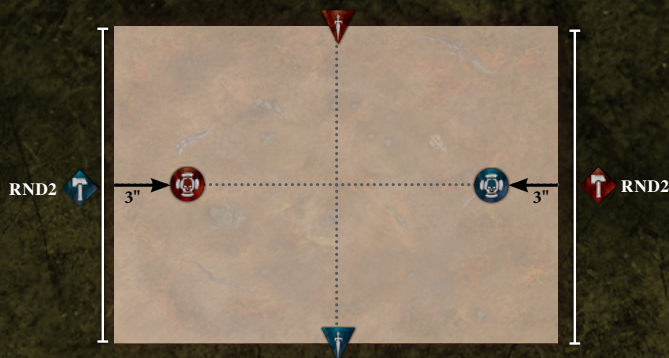
- One or more enemy fighters were taken down in that battle round.
- More enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the Hero runemark () that are taken down.*
- For each enemy fighter with the Ally () and/or Monster () runemarks that are taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if a fighter with both the Ally () and Hero () runemarks was taken down in the first battle round, the opponent of that fighter would score 8 victory points by the end of the battle, unless that fighter was somehow returned to the battlefield and not taken down.

Secondary: Take Their Measure: After the initiative phase each battle round, whichever player will take the second activation that battle round places 1 objective on a platform or the battlefield floor, more than 6" from any battlefield edge. At the end of the battle round, a player scores 2 victory points if they control that objective. Objectives are then removed from the battlefield.

Twist; Grim Resolve: After the initiative phase each battle round, if one player has fewer victory points, that player can pick a friendly fighter and/or an enemy fighter. For the rest of the battle round, that friendly fighter is ignored for the purposes of the primary objective, and that enemy fighter cannot control objectives.

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



BATTLEPLAN

ENDLESS STRUGGLE

Towards the end of a long and bitter campaign, two weary warbands tear into each other with all the bitterness a long rivalry can muster. The fighters are worn and weary, and must be careful they do not let their exhaustion overcome them.

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:

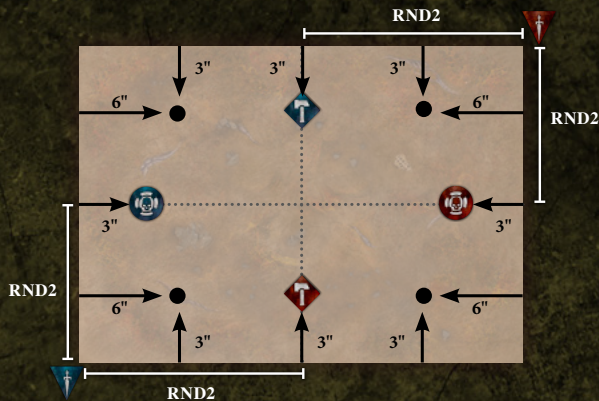
- One or more enemy fighters were taken down in that battle round.
- More enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the Hero runemark (H) that are taken down.*
- For each enemy fighter with the Ally (A) and/or Monster (M) runemarks that are taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if a fighter with both the Ally (A) and Hero (H) runemarks was taken down in the first battle round, the opponent of that fighter would score 8 victory points by the end of the battle, unless that fighter was somehow returned to the battlefield and not taken down.

Secondary: Flickering Shrines: When the battle begins, each objective is inactive. After the initiative phase each battle round, if one player has fewer victory points, that player picks an inactive objective. That objective is active until the end of the battle. At the end of each battle round, a player scores 2 victory points if they control more active objectives than the other player.

Twist; Suffer No Weakness: After the initiative phase each battle round, if one player has fewer victory points, that player picks an enemy fighter. That fighter is exhausted until the end of that battle round. Friendly abilities have no effect on exhausted fighters. Subtract 2 from the Toughness characteristic of exhausted fighters. If an exhausted fighter is not taken down at the end of a battle round, their player scores 1 victory point.

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



BATTLEPLAN

BRUTAL ENCOUNTER

You have happened upon an enemy warband deep within no-man's land. In order to claim this area of relative safety, you must drive them back.

Primary: At the end of each battle round, each player scores 1 victory point for each of the following that is true:

- One or more enemy fighters were taken down in that battle round.
- More enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the Hero runemark (H) that are taken down.*
- For each enemy fighter with the Ally (A) and/or Monster (M) runemarks that are taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if a fighter with both the Ally (A) and Hero (H) runemarks was taken down in the first battle round, the opponent of that fighter would score 8 victory points by the end of the battle, unless that fighter was somehow returned to the battlefield and not taken down.

Secondary: Control Ground: At the end of each battle round, a player scores 2 victory points if they control more table quarters as shown on the battleplan map than their opponent. To control a table quarter a player must have more fighters wholly within that table quarter than the other player.

Twist; Tangled Roots: After the initiative phase each battle round, if one player has fewer victory points, that player picks an enemy fighter. That fighter makes 1 fewer actions in this battle round.

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

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