## EVENT PACK





WARHAMMER ALLIANCE UK CHAMPIONSHIPS

# WARCRY



## WARCRY CHAMPIONSHIP

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Challenge your students to try something new and take part in the firstever Warcry tournament for schools. This tactical and fast-paced skirmish game is set in the world of Age of Sigmar and open to all students as a single-player tournament. Your young people will need to choose a warband and develop their skills as they compete to be the ever first victor during this lively day of jam-packed thrills. **CHALLENGE LEVEL 3 - ADVANCED** 

Complexity: Knowledge of the hobby and game

**Equipment required:** Tournament ready

EVENT ESSENTIALS	A Commence of the commence of		
System: Warcry	Event Type: Single-player		
Date: Tuesday 24th March 2020	Warband Size: 1000pts		
Game Length: 40 minutes	Number of Games: 3		
Publications in use:	Model Requirements:		
Warcry Core Book	All models must be 100% Citadel Miniatures.		
	<ul> <li>No proxying - what is on your model is what must be used.</li> </ul>		
	<ul> <li>No Forge World miniatures or rules can be used at this event.</li> </ul>		
House Rules:	Warband Selection:		
Battleplan Generator Cards - the Core Book will be used to determine Battleplans and Twists using the Tournaments rules on pg 78.	1000pts following the tournament rules on pg 78 of the Warcry Core Book.		
<ul> <li>The pairing system in the second paragraph of the Tournament Rounds rules on pg 78 - player's opponents will be randomly determined before the event.</li> <li>The Tournament points table on pg 78 - the event will use its own table found in this pack.</li> </ul>	Battleplans will be randomly rolled by the event staff from the Pitched Battle tables on pg 73 of the Core Book.		

#### **Tied Games**

For this event, replace the Tied Games paragraph on pg 37 with the following:

When the battle ends, if neither player has achieved the victory conditions (or has the same number of victory points) check the event timer:

- If there are 10 or more minutes remaining the game continues for another battle round.
- If neither player has achieved the victory conditions after the additional battle round the game is a draw.
- If there are less than 10 minutes remaining on the event timer the game is a draw.

#### **Hidden Agendas**

The event will be using the Hidden Agenda rules on pg 79 of the Core Book. These do not award additional gaming points but will be used as a decider when the final results are calculated.

## REQUIRED EQUIPMENT LIST

For this event, you will need the following to earn Tools of War points:

	WHAT YOU WILL NEED	PTS	$\checkmark$
WARCRY  * East Book	Warcry Core Book Contains the rules for playing the game, creating your Warband and the battleplans.	1pt	
	Dice, Tape Measure and a Pen Dice and a tape measure are essential to play the game. Don't forget your pen or you can't fill in your results!	1pt	
AL ST	<b>5 Objective Markers</b> These can be officially produced Warhammer tokens or custom-made tokens mounted on a citadel base.	1pt	
0	Completed Warcry Championship Roster The roster can be found at the end of this pack. You must use the provided roster and it must be fully completed before arrival.	1pt	
	Battle Ready Warband  If a model is Battle Ready, it means it's ready to play a game with. Battle Ready models have their main areas coloured and a simple finish on their bases. A Battle Ready model should have no bare plastic showing.	2pts	

## OPTIONAL EQUIPMENT

## CHAMPIONSHIP CARDS



#### **WHAT ARE THEY**

Championship cards are given out as rewards for attending a Warhammer Alliance Store Activities event at a Warhammer Store. There are different cards to collect each term and they can be used to give you a tactical advantage at Championship events.

#### **HOW TO GET THEM**

To get a Championship card your club leader needs to book an activity at your local store through our website. All attendees will receive a card at the Store Activities event.

#### WHAT THEY DO

In a Warhammer Alliance Championship event, a Championship card allows you to change the result of any single dice to a result of your choosing with the following restrictions;

- You cannot use more than one card in a turn/battle round
- Each card can only be used once per game
- You cannot use more than one of each card design in each game

## **GAMING AWARDS**

#### AND HOW TO SCORE POINTS

This event has a competitive focus. This means the majority of the points available are through winning games with additional points for playing sportingly. To participate you will need to understand how to play the game confidently without support from a friend or adult.

## **AWARDS**

For this event the following gaming awards are available:

- 1st Place for the player who has the most event points.
- 2nd Place for the player who has the second-highest event points.
- 3rd Place for the player who has the third-highest event points.
- Most Sporting Player for the player who receives the highest number of Favourite Game votes.
- **Best School** for the School who scored the highest average of event points.



## **SCORING POINTS**

The total points available in the event are 30. They are broken down as followed:



- Tools of War: Bringing the required equipment is worth up to 6 points.
   See the Required Equipment list for what items you will need to gain points.
- **Gaming points:** Each game is worth up to 6 points:

GAMING POINTS		
MAJOR VICTORY: You won the battle and less than half of the fighters in your Warband were taken down.	6pts	
MINOR VICTORY: You won the battle but half or more of the fighters in your Warband were taken down.		
DRAW:  If neither player has achieved the victory conditions.	3pts	
MINOR LOSS:  Lost the battle but half or more of the fighters in your opponent's Warband were taken down.	2pts	
LOSS: Lost the battle and less than half of the fighters in your opponent's Warband were taken down.	Opts 🛦	

Favourite Game Votes: After the final round, you will be asked to pick one of
your opponents to nominate as your favourite game. You might decide to
nominate them because their army looked amazing, you had a really close
game or that the player was a really nice person.
 You will earn 2 points for each Favourite Game Vote you receive.

## **PAINTING AWARDS**



During the event we will hold two painting competitions; the **Legends** painting competition and the **Best Warband** competition.

These competitions are just for fun and are not part of the event scores.

- Best Warband Winner for the player whose Warband was chosen for Best Warband.
- Best Warband Nominee for each player who was nominated for Best Warband.
- **Student of Legend** for the student who received the most Legend votes.
- **Teacher of Legend** for the teacher who received the most Legend votes.

### **LEGENDS**

To enter you need to have built and painted the model yourself and it must have a base size of 50mm or less (or 75x42mm or less for an oval base).

Entry is open to anyone attending the event, and the winners are determined by player vote.

## BEST WARBAND

During the event, the event staff will nominate their favourite armies for the Best Warband award. They will be chosen based on painting, conversions, theme and/or cohesion.

To be nominated you must have built and painted the models in your Warband yourself.

## HELP PREPARING FOR THE EVENT

If you have any queries about getting your models ready for this event or practising games, please ask the adult responsible for your club or visit your local Warhammer store.

## QUESTIONS?

If you need any more information regarding this activity or have any questions, please get in touch either by email or phone:





## WARCRY CHAMPIONSHIP ROSTER

PLAYER NAME:			CHAMPIONSHIPS
WARBAND NAME:			WARHAMMER ON THE PROPERTY OF T
	DAG	GGER	
FIGHTER NAME		Fighter Type	POINTS
	SHI	ELD	
FIGHTER NAME		FIGHTER TYPE	POINTS
	HAN	AMED	
FIGHTER NAME		IMER FIGHTER TYPE	POINTS
1. THE CHAMPION 2. HIDDEN	HIDDEN A  3. HOLD THE  CENTRE	AGENDAS 4. Purge 5. Highe	er Ground 6. The Artefact
ARTEFACT	GENTICE		<b>\$</b>

**Q**UADS

WARCRY PLAY SHEET PLACE YOUR MODELS IN THE RELEVANT BOX TO HELP YOU SET UP YOUR BATTLEGROUPS AND KEEP TRACK OF RESERVES. **DAGGER SHIELD HAMMER** PLACE YOUR DICE IN THE RELEVANT BOXES TO HELP YOU KEEP TRACK OF UNSPENT ABILITY DICE. WILD DICE **SINGLES DOUBLES TRIPLES**