

Age of Sigmar: Warcry!

Saturday 14th September, 9am to 5pm @ Archon Gamez.

Contact Archon Gamez to secure your place, either via the Facebook page

Entry is FREE!

What You Need

- Your Warband (max. 1000 points, chosen from the relevant cards and following the rules on page 36 of the Warcry core book).
- All the relevant Ability and Fighter cards you need for your warband.
- Tape measure and dice.
- A set of tokens for Warcry (something to mark activations, waiting, objectives, damage taken, treasure, special/warriors that share the same fighter cards, initiative).
- A copy of the Warcry core rulebook. Note that we understand that some people went halves in a starter set, some bought digital copies of the rules and don't like bringing their iPad to the store, and some just bought a set of Warcry cards for their Age of Sigmar army. If you don't have a copy of the rules but still want to play in the event, that's fine! Though we recommend you've at least read the rules/have played a few games before the day. It would also be helpful if you were with someone who has a copy. So ask a friend!
- A Warcry Tournament Roster Sheet filled out with your warband information.

Itinerary.

9am - 9:30pm: Arrival and registration. Please aim to arrive by 9:15 at the latest!

9:30 am - 11:00 am - Round 1

11:00 am - 12:30 pm – Round 2

12:30 pm -1:00 pm Lunch

1:00 pm – 2:30 pm Round 3

2:30pm – 4:00 pm Round 4

4:30 Results

5:00 pm Finish

Battle Groups.

Your warband must be split into the three battle groups (Hammer, Dagger and Shield) before the day, following the composition rules on page 36 of the core book.

You will need to fill out the Warcry Tournament Roster sheet (inside back cover of core book) and bring it in on the day. Your battle groups will not change from round to round, so choose your composition wisely! Come and see us at Warhammer Sydney to pick up a free copy of the roster sheet before the day!

The Battleplan:

We will not be using all the rules under "The Battleplan" from the core book. Instead, use the rules for setting up a pitched battle on page 73, with the following exceptions:

No terrain card is drawn. All terrain will be set up on the tables on the day.

No twist card is drawn. Twists will be pre-determined and announced at the beginning of each round.

The TO will Roll for the battle plan each round

Scoring:

Over three rounds you will score Tournament Points (T.P.) in several different ways:

Generalship (Max. 21 T.P. per round, 84 total).

Every round you will score 20 Points for a Major Win, 15 Points for a Minor Win, 10 Points for a Draw, 5 Points for a Minor Loss and 0 points for a Major Loss.

- Major Win = Won the battle and less than half of the fighters in your warband were taken down.

- Minor Win = Won the battle and half or more of the fighters in your warband were taken down.

Draw = Neither player achieved victory before the end of the turn limit/time allotted.

- Minor Loss = Lost the battle and half or more of the fighters in your opponents warband were taken down.

- Major Loss = Lost the battle and less than half of the fighters in your opponent's warband were taken down.

- Bonus Point: Hidden Agendas. We will be using the rules for Hidden Agendas as details on page 79 of the core book. If you complete your Hidden Agenda for the round, you will score one bonus Generalship point.

Sportsmanship

If you play these sort of games you should know how to play nice. There should be no need for a sports score as everyone should score full points. However, If you act like a goose, lose points you will.

Painting (30 points, Judged by A Miller).

Nothing is more glorious than two great looking warbands facing off against one another across the battlefield. If you haven't gotten around to painting your miniatures yet, that's totally fine – It won't affect your overall score. There will however be a separate prize for best painted. The below shows the total you will score for the day, depending on the state of your army.

- Recruit (0pts): warband is not fully painted to a three colour minimum.

- Trooper (up to 10pts): entire warband is painted to a three colour minimum and based.

- Veteran (up to 20pts): as above, warband also displays shading, layering, dry-brushing and/or edge highlights.

- Commander (up to 30pts): as above, army also displays advanced techniques (freehand, blending, lighting/technical effects).

Awards:

Top Ten overall players will be awarded with a set of perspex tokens. There's also a snazzy certificate for Best in Faction for each Chaos warband and each of the 3 factions for Order, Death and Destruction, as well as for best painted

There are also shiny Gold, Silver and Bronze medallions for First, Second and Third overall.