

# Madcry 2: Excavating Emberguard

June 7th, 2025

225 Lakota Way, Middleton, WI

(Mobile Users - Toggle Print Layout ON to see correct formatting view)

Bring your expert mining talents and top-notch gear to Emberguard where riches and glory await! The recent rat-related incursions have caused new veins of Emberstone to be uncovered all around the area, including above ground and now business is booming for those brave enough to put in the hard work! Bring your finest **1000 point warband**, replete with **pre-chosen blessings** and your **battle trait** of choice for a **4 round, Swiss pairing, matched play event** using **20/15/10/5/0 Major/Minor scoring**. **Point differentials, then Strength of Schedule will break ties.**

Monsters will not fit in the mines and so cannot be included in lists.

All FAQ's and errata published by 6/1/25 on Warhammer Community will be allowed. Reach out in advance for any rulings questions you may have! For those not strictly looking for glory, there are also some side jobs to do in the area as well! Lists are due by 6/2/25 at 8pm CST for review.



## EVENT SCHEDULE

9:45-10:15: Registration  
10:15-11:30: Game 1  
11:30-11:40: Round Wrap-up  
11:40-12:55: Game 2  
12:55-1:00 Round Wrap-up  
1:00-1:45 Lunch and Voting  
1:45-3:00: Game 3  
3:00-3:10: Round Wrap-up  
3:10-4:25: Game 4  
4:25-4:30 Round Wrap-Up  
4:30-5:00 Prizes

Prizes will be given for the following categories:

- ★ Master Mined (Event Winner)
- ★ Perfectly Polished (Favorite Warband)
- ★ Emberstone Fossicker (Sidequest Winner)
- ★ Emberstone Weapon Master (Sidequest Winner)

Entry to the mines will be \$15. Lunch will be available for an additional \$10 with Vegetarian options. Please let Mike know if you plan on eating and if you want a vegetarian or meat option when signing up so we can make enough food! Big thanks to Eric who is planning to make Cornish Pasties - a classic miner's lunch!

# HELP WANTED!

Looking for Individuals to mine pure Emberstone! Many new veins have been popping up, including some with hyperconcentrated quantities of the purest emberstone and we want it! We will pay handsomely for any who can bring us large quantities and will reward the one who brings the most!

Before each game, place an Emberstone cluster in the center of the board. Fighters within 1" of the edge of the cluster may mine the Emberstone cluster. When they do so, give them an Emberstone. Fighters cannot carry more than 1 Emberstone at a time, cannot drop Emberstone, and cannot mine more Emberstone while they are carrying Emberstone.

Fighters carrying Emberstone have +1 Strength to all melee attack profiles and -1 Toughness. Emberstone clusters can be mined a total of 5 times per game. When a fighter carrying Emberstone is hit or crit as a result of a melee attack action, the attacking fighter may steal the emberstone. When a fighter carrying Emberstone is taken down, if the Emberstone was not stolen, the player whose fighter was taken down places a token within 1" of where they were taken down. That Emberstone may be picked up by any fighter within 1" of the center of the token.

At the end of the battle, Each player adds 1 to their Emberstone Haul for each fighter they control that is carrying an Emberstone. Additionally, the player with the most fighters within 3" of the Emberstone cluster (measured from the edge of the cluster) adds 2 to their Emberstone Haul.

*Disclaimer: Emberstone is highly dangerous and Yngvaldr's Rockhounds assume no liability in the event individuals are maimed, slain, dismembered, disfigured, disembowelled, injured, damaged, deformed, scarred, spoiled, deconstructed, skinned, flayed, hurt, wounded, harmed, crushed, mangled, mutilated, ensconced, entombed, encumbered, soul-stolen, saddened, or otherwise negatively impacted.*



# Experimental Weapons

Calling all masters-at-arms! The recent glut of Emberstone reserves has allowed us to explore some experimental weapon designs and we are in the market for some field testers to determine the efficacy of many new Emberstone offerings before they are made available to the public. Those interested may come by Ember Smith's Lodge to select their preferred tool, with which they shall explore the capabilities of this new material.



Any providing exemplary research will be compensated for their time. We ask that those individuals or significant skill and those who are blessed by any of the many gods refrain from participation as such instances are prone to skewing the data in unhelpful ways.

Choose a fighter in your warband that costs 145 points or fewer, to be your **EXPERIMENTALIST**. *This fighter cannot have a Divine Blessing*. That fighter removes all weapon profiles that it currently has and selects one of the experimental weapons to use for the duration of the event.

Ember Sword:



Ember Hammer:



Ember Flail:



During the event, players will track the number of wounds dealt to enemy fighters by their **EXPERIMENTALIST** to enemy fighters including attacks, reactions, and abilities (Reminder, once a fighter's wounds are at 0, no additional wounds may be dealt). This is your **EMBERSTONE RESEARCH** score. The player with the highest score at the end of the event wins the side quest!

# Mission 1: Uncover the Veins

*Well they said there was supposed to be Emberstone around here somewhere... search around til you find some so we can start digging!*

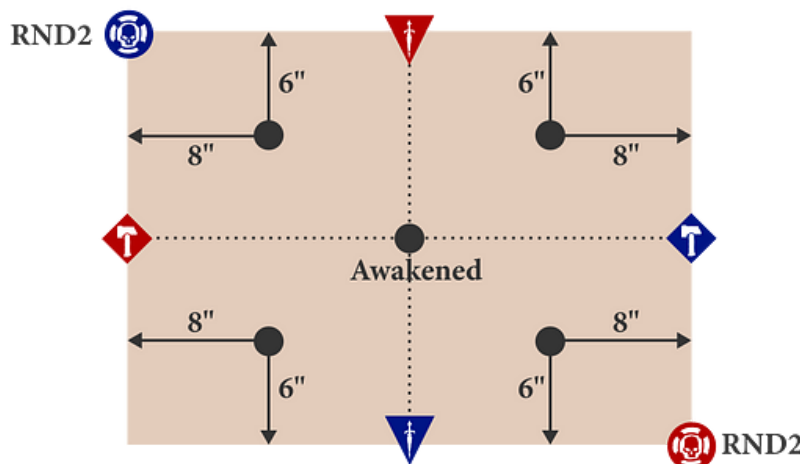
Before the battle, 5 objectives are placed on the battlefield floor as shown on the deployment map.

During the battle, objectives are either dormant or awakened. At the start of the battle, only the central objective is awakened; the rest are dormant. **Dormant objectives cannot be captured.**

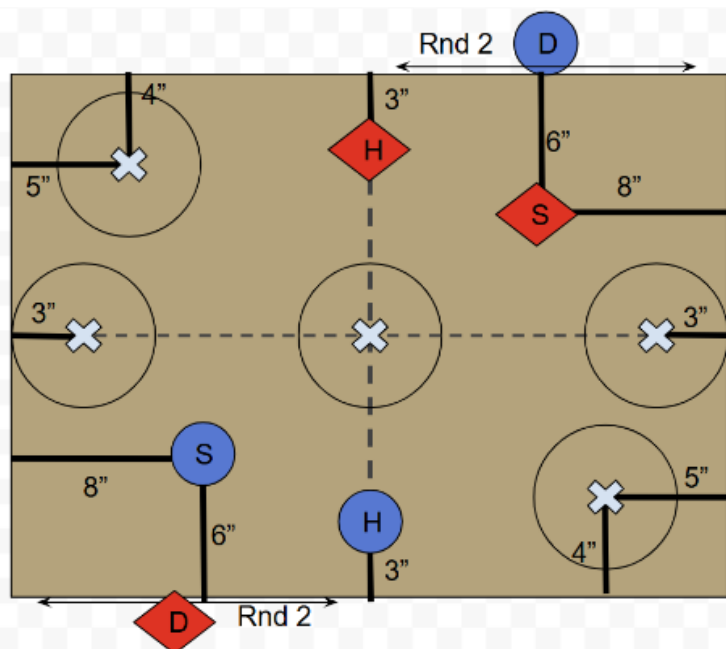
At the beginning of the combat phase in round 1, the players roll off. The winner MAY choose an objective to become awakened. At the beginning of the combat phase in rounds 2, 3, and 4, if one player has fewer points than their opponent, they MAY select an objective to become awakened.

**CONTROL OBJECTIVES:** At the end of each round each player scores **1 VP** for each objective they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. If the margin of victory is 3 or more VP, the result is a Major Win/ Loss. If it is fewer than 3, the result is a Minor Win/Loss. A tied score results in a draw.



# Mission 2: Protect the Haul



*You've got your hands on some Emberstone! But you can feel it start to affect your mood and behavior. You start to feel irritable, aggressive... This Emberstone is yours... you must hold onto it!*

Place 5 treasures on the battlefield floor as shown by each X. The treasures are bounded by their DIG SITES, which are a 3" horizontally from each X.

All treasure carriers must remain at least partially within the Dig Site from which their treasure originated. If an ability would teleport or pull them out of the circle, it pulls them to the edge of the circle instead. If a fighter would drop a treasure, they drop it within the bounds of the Dig Site.

**HOLD TREASURES:** At the end of each round, each player scores **2 VP** for each treasure held by fighters they control.

**CONTROL DIG SITES:** At the end of each round, each player scores **1 VP** for each Dig Site contested by fighters they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. If the margin of victory is 6 or more VP, the result is a Major Win/ Loss. If it is fewer than 6, the result is a Minor Win/Loss. A tied score is a draw.

# Mission 3: Fill Your Boots

*You have been digging for so long but now those bountiful glory holes are starting to run dry! Gather as much remaining Emberstone as you can before they are depleted!*

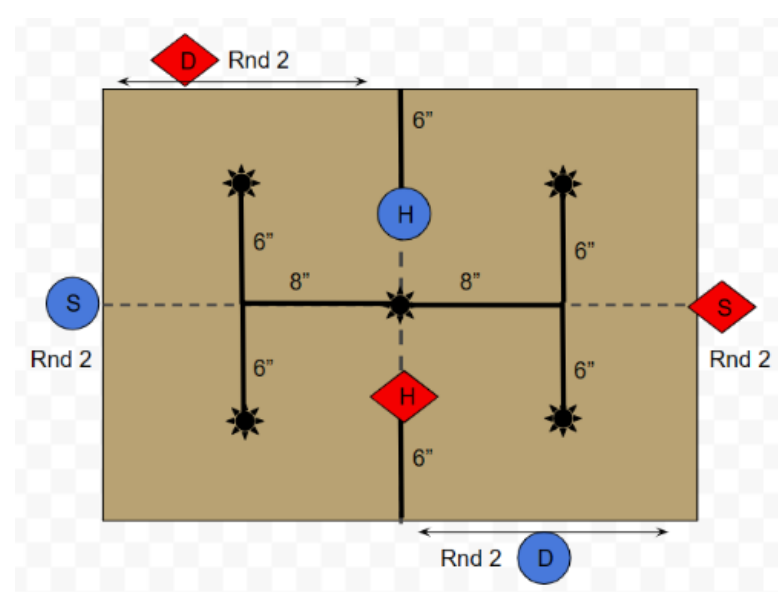
Before the battle, 5 objectives are placed on the battlefield floor as shown on the deployment map.

At the end of the 2nd battle round, the players roll off. The winner picks 1 objective and removes it from play. Then the other player does the same.

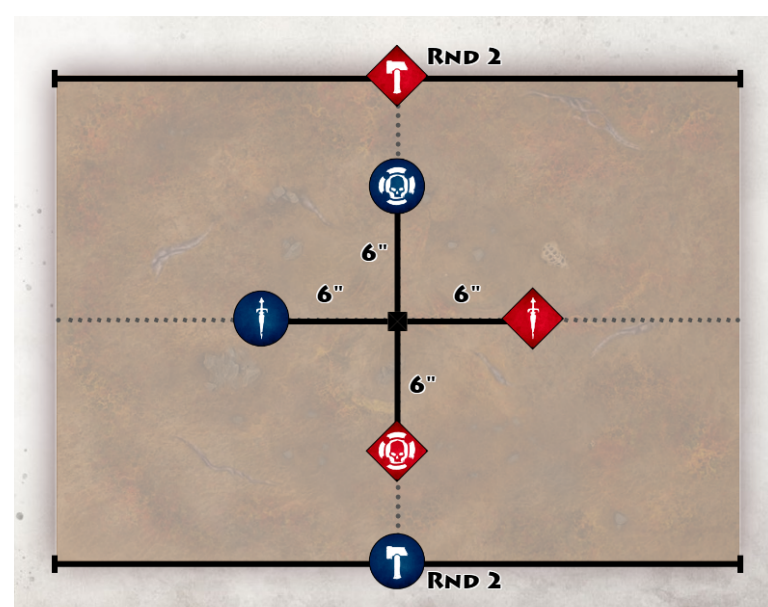
**CONTROL OBJECTIVES:** At the end of the 3rd and 4th battle rounds, each player scores **1 VP** for each objective they control.

**TAKE DOWN THE LEADER:** At the end of the 3rd and 4th battle rounds, each player scores **1 VP** if the opponent's leader is no longer on the battlefield.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle. If the margin of victory is 4 or more VP, the result is a Major Win/ Loss. If it is fewer than 4, the result is a Minor Win/Loss. A tied score is a draw.



# Mission 4: Paranoid Vendetta



*It's all becoming a blur... the Emberstone is so powerful, but... it has changed you. You feel the paranoia start to set in the longer you hold the precious stone. They are coming for you... NO ONE IS GOING TO TAKE IT FROM YOU!*

At the beginning of the Combat phase in the first battle round, starting with the player who has initiative, each player chooses 2 enemy fighters to be a CONSPIRATOR.

Each time a fighter is taken down by an enemy attack action, reaction, or ability, that enemy fighter becomes a CONSPIRATOR.

The battle ends after 4 battle rounds.

**TAKE DOWN ENEMY CONSPIRATORS:** At the end of the battle, each player **scores 1 VP** for each enemy CONSPIRATOR that has been taken down. Each player then **loses 1 VP** for each enemy CONSPIRATOR that has not been taken down.

When the battle ends, the player with the most victory points wins the battle. If the margin of victory is 3 or more VP, the result is a Major Win/ Loss. If it is fewer than 3, the result is a Minor Win/Loss. A tied score is a draw.