

January 5th, 2025

**Any questions please e-mail : KnappK62@gmail.com**

**[Sign ups on Wartally](#)**

Tournament Rules:

**SIDE QUEST: HIGHLANDER!**

THERE CAN BE ONLY ONE!

During list building, you will select one model to be your highlander for the tournament. The model must meet the following conditions:

- 125 points or less (includes blessings)
- No hero runemark

This model remains the HIGHLANDER for the duration of the entire tournament. The HIGHLANDER earns 1 HIGHLANDER point for:

- Staying alive the entire match
- Completing a mission objective (capturing a point, picking up a treasure, etc...) occurs once a match.
- Killing another HIGHLANDER

At the end of the tournament, the two players with the highest HIGHLANDER POINTS will compete in a final battle as THERE CAN BE ONLY ONE! In this battle the players will compete in a quarter of a map and will roll only 4 initiative dice. Players will alternate activations one action at a time but may use an ability each activation. I.e., Player one will move and use an ability then Player two will move. Each player may only attack once.

- If multiple players tie for HIGHLANDER then they all compete in the arena.

**Warband Criteria:**

- The warband must include 3 and no more than 15 fighters with the same faction runemark (except for allies, thralls, and monsters).
- The combined value of all the fighters in the player's warband cannot exceed 1000 points.
- Bladeborn Fighters ARE PERMITTED with profiles from the 2021 Tome of Champions or relevant White Dwarf Issue.
- Players will select their Hammer, Dagger, and Shield battle groups BEFORE the tournament (see list submission below) begins and keep these groups throughout the duration of the event.
- Warcry 2.0 list composition is in effect: You can include any combination of the following (up to 1000 points):
  - 3 Heroes (two of which can be allies)
  - 3 Thralls
  - **No Monsters**
  - Faction Fighters
  - Bladeborn fighters (following Bladeborn rules)

- As many Divine Blessings as you can afford - [Divine Blessings](#).
- BATTLE TRAITS ARE LIVE - [Battle Traits](#)

#### **List submission:**

- Players will submit their lists to KnappK62@gmail.com and in wartally.com no later than 11:59 p.m. on Thursday January 2nd 2025.
- Rosters will need to identify leaders and fighters with their associated points.
- Rosters will also need to have the leaders and fighters separated and clearly marked into the Hammer, Dagger, and Shield battle groups. Fighters must be spread across the three battle groups as evenly as possible, per Warcry 2.0 rules.
- Players do not need to bring printed rosters to the event but should be prepared to show their lists and show the corresponding models in their warband. If players are concerned about digital access to their list, *they are heavily encouraged to bring a print copy.*

#### **Terrain Rules**

- Terrain will be set up prior to the tournament. Please do not move the terrain without the TOs permission.
- Other than what is outlined above, the tournament will not use Catacombs, Red Harvest, or Heart of Ghur specific terrain rules (i.e., Varanite Delve special rules).

#### **Tournament Rules:**

- All rules printed in the 2.0 core rulebook and FAQ/Errata are in effect
- This tournament will NOT use the aftermath sequence, including rolling for destiny points, artifacts, or death.
- Mission setup rules will be defined below.
- Players will still roll off in the beginning to determine deployment colors and setup order
- Deployments should be set and lists handed in before arriving
- Pay Kyle upon arrival (\$20), (Warhammer) prize support to 1st, 2nd, 3rd and HIGHLANDER
- Mission setup rules will be defined below.

#### **Mission Setup:**

- Terrain: All terrain will be predetermined and set up on the table prior to the tournament.  
Players are not permitted to modify the terrain layout. If there is a concern, call the TO before the match has begun.
- Mission Selection: The missions will be preselected from a Core Book, community, Scales of War, Rumblepack, and Ferocious Gnarlwood 2
- Deployment: Deployments will be outlined in the mission packs below

#### **Models:**

- Appropriately sized round/oval bases are required for the event. No square bases allowed.
- All models are required to be painted to at least tabletop quality with a coherent painting scheme. Models should generally follow the three-color principle This implies basic Color

Blocking, Washing, and Basic Detail work. Models not meeting this standard (T.O. decision) will be asked to be removed from use in the event.

- If you are unsure if your model(s) meet these requirements, please email the event staff
- Sportsmanship will not be scored in this tournament, as it is assumed that everyone is going to be cool. If someone is not cool/kind or is intimidating or misleading information, come talk to the TO immediately.

**Scoring and Awards:**

- 1st place in swiss prize:
- 2nd place in swiss prize
- 3rd place in swiss prize
- HIGHLANDER aware
- Swiss format / 80 minute rounds

**Mission Pack Philosophy:** Using a mixture of missions that have been baked in secondaries. Twists for all Ferocious Gnarlwood 2 Missions will be utilized

**\*note - If a fighter is resurrected in the same round it is killed, it does not count towards the points for fighters killed in that round. If a fighter is resurrected in a later round - the points will still apply from the previous round.**

1:00-2:20 R1: **Mystic Glade**

## 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:

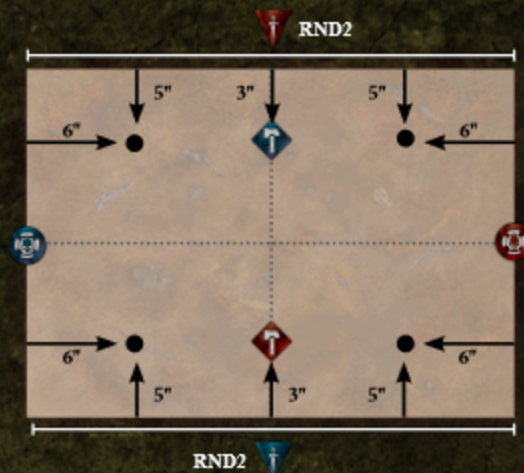
- They control any objective.
- They control two or more objectives.
- They control more objectives than their opponent.

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.

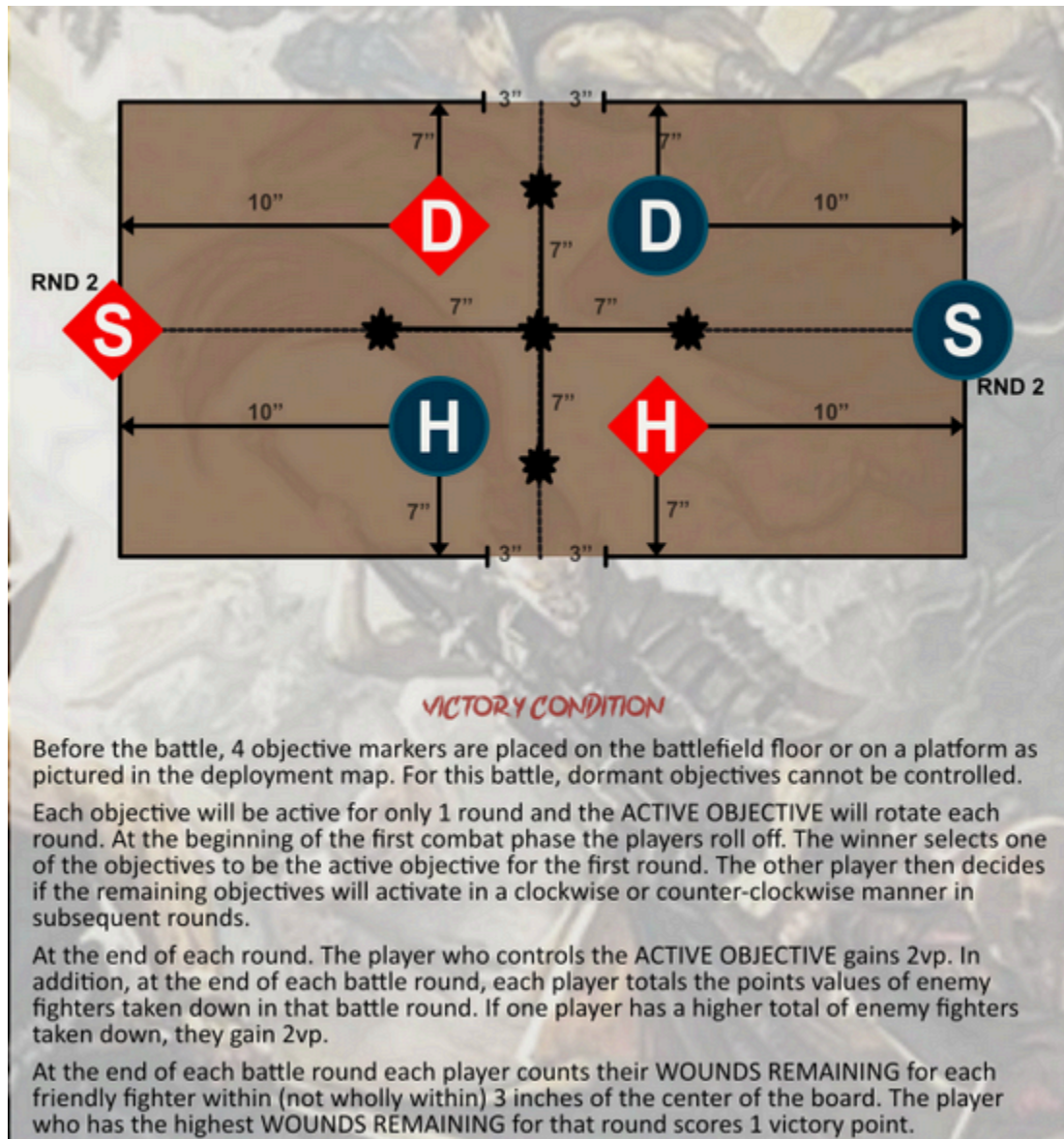
The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.





- LUNCH - 2:30-3:00 30 minutes - LUNCH - 30 minutes

3:00 - 4:20 R2: Hit and Run

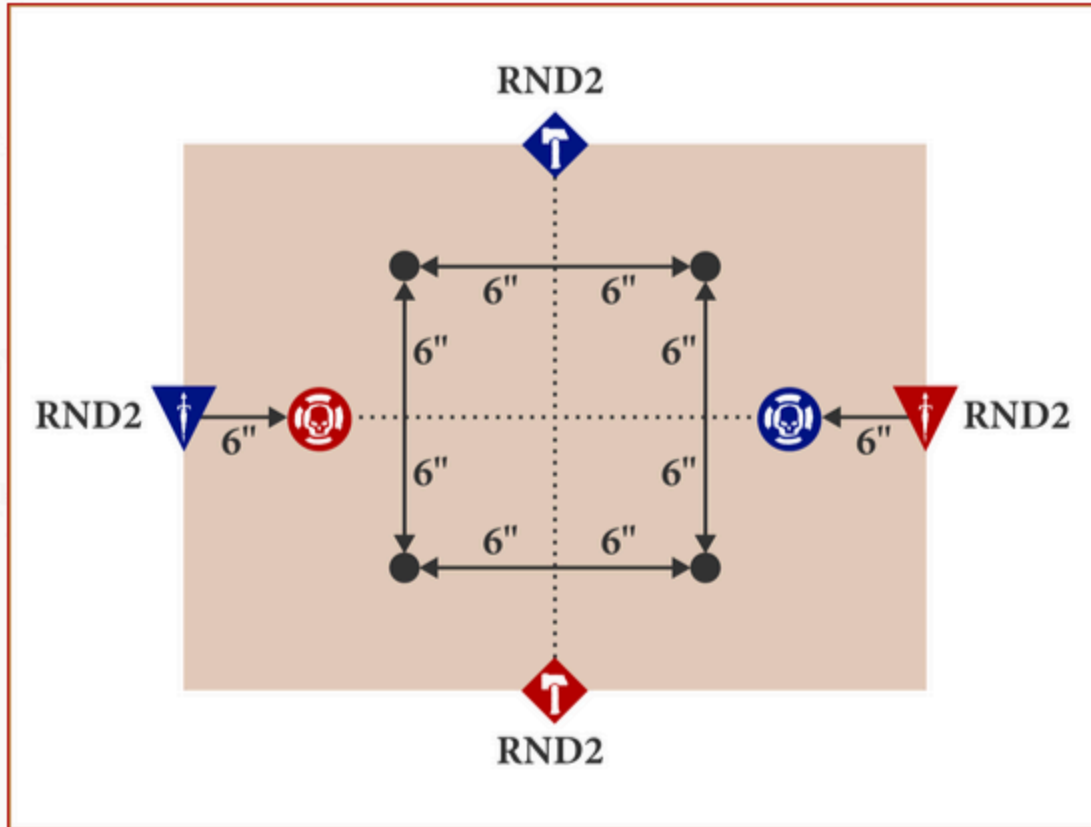


4:20-5:40 R3: **Deadly Encounter**

# DEADLY ENCOUNTER

A vicious battle for resources erupts in the swamplands surrounding Talaxis as two hungry warbands descend on some essential supplies.

## DEPLOYMENT MAP



## VICTORY CONDITION

Before the battle, 4 objectives are placed on a platform or the battlefield floor as shown on the deployment map. At the end of each battle round, the players score 1 victory point for holding 1 or more objectives, 1 victory point for holding more objectives than the other player and 1 victory point for holding 2 or more objectives. The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

**Sidequest: *Might Makes Right*:** When determining control of an objective, each player must pick one friendly fighter within 3" of that objective (if any). Of those fighters, if one fighter has a higher Wounds characteristic, that fighter counts as 1 additional fighter for the purposes of determining control of that objective.

**Twist:** This battleplan has no twist. You could add a twist from the *Hunter and Hunted* book to represent battling around the Scales of Talaxis.

5:40 - 7:00 R4: Killing Fields

Killing Fields	
	<p><b>Victory Condition</b></p> <p><i>Khome has captured both your leaders. He says: "You see those circles on your battlefield? Those are murder circles. Fight over the skulls I put in them."</i></p> <p>Place 5 treasures on the battlefield floor as shown by each X. The treasures are bounded by the KILLING FIELDS, which are a 3" horizontally from each X.</p> <p>All treasure carriers must remain at least partially within the killing field 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 killing field.</p> <p><b>The Skulls:</b> At the end of each round, each player scores 2 points for each treasure held by fighters they control.</p> <p><b>The Fields:</b> At the end of each round, each player scores 1 point for each killing field contested by fighters they control.</p>

*\*Modified - TREASURE CARRIERS CANNOT CONTEST KILLING FIELDS.  
TREASURE CARRIERS GET 1VP FOR KILLING ON POINT.  
THE KILLING FIELD IS NOT AN OBJECTIVE TO BE CONTROLLED.*