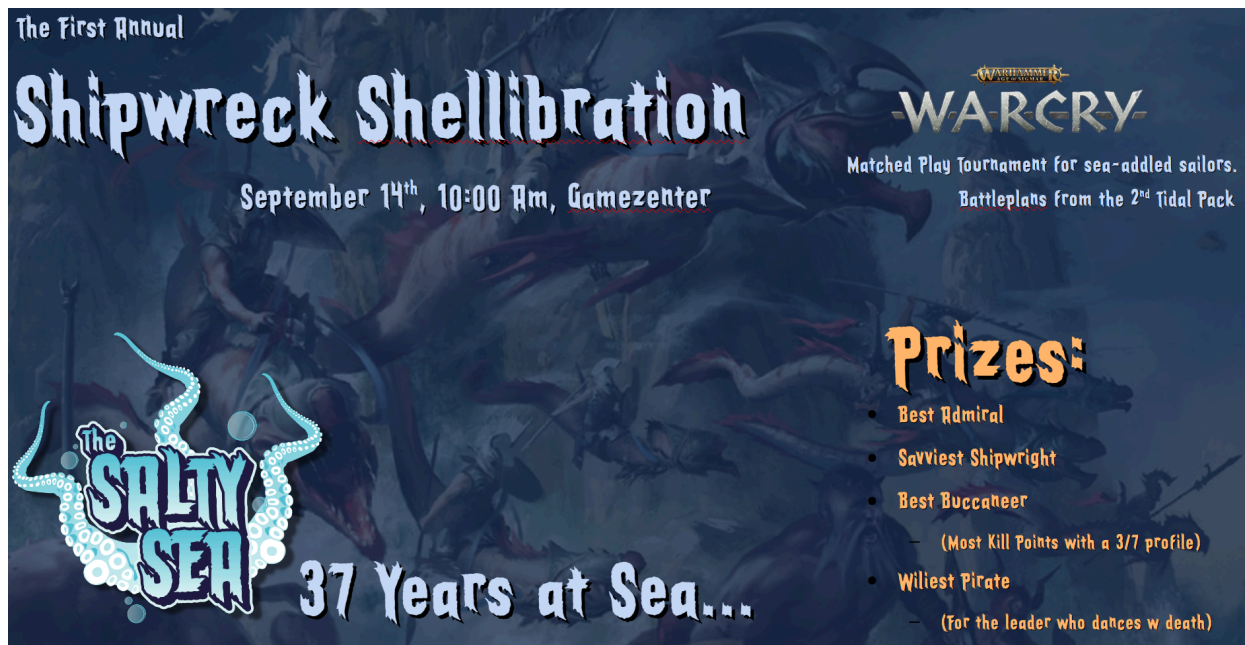




Shipwreck Shellibration

The **Shipwreck Shellibration** is a casual matched play Warcry tournament on September 14th at Gamezenter. Swashbuckling sailors and pugnacious pirates will compete to earn prizes and just generally have some fun. Entry is \$10

Warband Rules:

Please bring a warband of 1,000 points that is split into Hammer, Dagger, and Shield. We will be using the most recent points update from the Warcry FAQ included in the Metawatch article. In the interest of expediting registration, please pre-register for the tournament on Wartally. We can manually enter you day-of, but the fewer folks we have to enter, the faster it will go. We will be allowing all Underworlds/Bladeborn fighters. Please use whatever the most recent ruleset is for your underworlds team.

Link to Warcry FAQ:

<https://www.warhammer-community.com/wp-content/uploads/2022/11/oxL52dPoxUxORJkS.pdf>

Note on Divine Blessings:

We will be allowing all divine blessings, and players will be allowed to choose them in advance of their matches. Players will have a 3 minute time limit from the start of their match to announce their blessings, or they will forfeit them. Angle shooting, such as distracting your opponent in hopes that they forget to announce their blessings, will not be tolerated. If both players have divine blessings to announce, they must record them separately and then simultaneously reveal.

Note on Battle Traits:

If your warband is eligible for a battle trait as outlined below, then you may play with it. Please announce it to your opponent, and write it on your warband roster.

New Player Note:

The tournament organizers will bring 2-3 warbands for folks who want to play but do not own their own force. We would like to be as accommodating to new players as possible. While the event is likely not a great fit for folks who have not played a single game of Warcry before, we will be available the Thursday before the tournament for tutorial games, and we would love to teach. Because the first round is an adaptation of a shortened “rumble pack” round, we believe players who have only played once or twice will make it through perfectly fine.

The **Battleplans** will be:

R1: Enfeebling Wave

R2: Slay & Scatter

R3: Killing Fields

R4: Burning Past

See Appendix 1

Schedule:

10:00-10:30: Registration

10:30-11:40: Game 1

11:40-11:50: Round Wrap-up and Re-Pairing

11:50-1:00: Game 2

1:00-1:45: Lunch & Fave Warband Voting

1:45-2:55: Game 3

2:55-3:05: Round Wrap-up and Re-Pairing

3:05-4:15: Game 4

4:15-4:45: Prizes

Prizes:

- Best Admiral
 - For the player with the most tournament points at the end of the tournament.
 - Strength of schedule is 1st tiebreaker, followed by Buccaneer Points, followed by Pirate Points.
- Savviest Shipwright
 - Votes for favorite warband will be passed out when we break for lunch.
 - If turnout is unusually large, we will have two shipwright awards. The second will be for favorite single model.
- Best Buccaneer
 - Your warband may have any number of fighters with a 3/7 profile. At the end of the game, choose one of them to be your buccaneer for that game. This prize will

go to the person with the most kill points by buccaneers over the course of the tournament.

- A 3/7 profile is any profile where the #7 follows the #3 in the order that we normally write statlines. R/A/S/D/C for attack profiles, and M/T/H for defensive profiles. The following statlines count as a 3/7 profile:
 - 3"range, 7 attacks
 - 3 attacks, 7 strength
 - 3 strength, 7 damage
 - 3 damage, 7 crit damage
 - 3 move, 7 toughness
 - 3 toughness, 7 health
 - 3-7" Range
- A Buccaneer can be created from a fighter who does not normally have these stats, by using the divine blessings mechanic.
- Williest Pirate
 - Your warband leader will count as your pirate.
 - Buccaneers are optional. All warbands will have a pirate.
 - The prize will go out to the person who has the most points. Points are assigned thusly:
 - Red Shirt: 1 Pirate point for each point of damage your leader is currently suffering at the end of round 4.
 - Brown Pants: 20 Pirate points for surviving the battle.

Proxies:

If you would like to use a proxy model as part of your warband, we're excited to see it! We will allow all reasonable proxies. If you feel unsure about the definition of "reasonable," please use the following guidelines:

- Wysiwyg models will always be accepted – no need to check with TOs
- Non-Wysiwyg models of similar size on same-sized bases that are themed with your warband will always be accepted – no need to check with TOs..
 - (Ex. Bloodthirster/Lord of Change standing in for Chimera in a Khorne/Tzeentch force. Underworlds hero standing in for a foot hero in same faction. 3rd Party Quetzalcoatl on correct base standing in for Akhelian king in a Seraphon force.)
 - If you have an underworlds model proxying for a standard AOS model, you cannot have any underworlds profiles in your warband.
- If your proxy idea is more of a stretch than the above examples, please feel free to ask TOs. We strive to enable "Rule of Cool" whenever possible.
 - (A 40k Tyranid army proxying for FEC, LotR/SolaF force proxying for COS, or Necrons proxying for OBR seems fairly reasonable, for example, if your base sizes line up and the models are matching in terms of melee/ranged, flying/walking, etc. Same is true for 3rd party 3d printed lines like Artisan Guild, Raging Heroes, etc.)

- If your proxy is a stretch, please prioritize clarity when showing your warband to your opponent.

Note on Chess Clock:

If an undefeated player has a match that goes to time, their future opponents will have the option of requesting a chess clock. Please do not request a clock frivolously, as we only have 1. The rules for a chess clock game are as follows:

1. Both Players will contribute to setting up the board before starting the clock.
2. Players will deploy according to the core book, using the chess clock during setup.
3. Players will pause the clock to roll initiative.
4. Players will use the chess clock during the combat phase.
 - a. While a player is activating their fighter, they are on the clock. If they make an action that could provoke a reaction, they can press the button to send it to their opponent for a response. If a player would like to react and the opponent did not press the clock button, they are expected to press the button themselves before explaining their reaction.
5. Players will have 31 minutes on their clocks.
6. If a player passes the 31 minute mark, they will be considered "activated out". They do not lose on the spot, and will still collect all points that are due to them. However, they may not make activations or reactions for the rest of the game.

Code of Conduct:

It is our hope that this section is completely unnecessary. In the event that it is not, please refer to this code of conduct.

Cardinal Rules

- Always be polite and respectful.
- Always tell the truth and never cheat.
- Follow all rules laid out by Gamezenter.

But Also Keep in Mind...

- Arrive on time with all of the things you need to play the game.
- Offer your opponent a polite, sportsman-like gesture before and after the game (i.e., hand shake, wave, saying you are excited, or otherwise generally being nice).
- Respect your opponent's personal space.
- Avoid using language your opponent might find offensive.
- No slurs!
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Ask permission before touching any of your opponent's miniatures.

- Remind your opponent about rules they may have forgotten to use or which they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Call a judge/TO for all rules disputes that cannot be resolved between you and your opponent, or if either of you are unsure of how a rule works.
- Never deliberately waste time during a game.
 - We will have a chess clock in attendance.
- Everyone has bad rolls and misplays. Remember not to complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of the game (the Inquisition will know).
 - Note: Exceptions can be made in round 4 for either competitive reasons (in the finals only) or for narrative reasons. Please ask the TOs and have an extremely excellent narrative justification.
- Enjoy your games the best you can!

Appendix 1

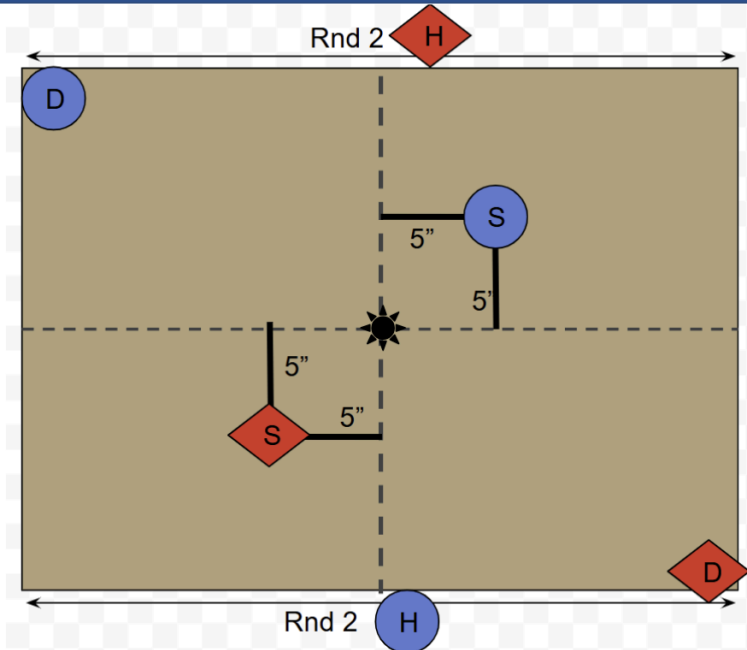
Round 1

Enfeebling Wave	
	Victory Condition <i>Nurgle's Rot has swept across the battlefield. Your warbands struggle to survive, but must never succumb to his disease.</i> Before the battle, divide the battlefield into quarters, then, players roll off and the winner determines which quarter of the battlefield is AFFLICTED with illness. The other player then decides if the AFFLICTION will rotate counterclockwise or clockwise. Fighters in the Afflicted quarter of the battlefield are ENFEEBLED, and have -1 toughness. At the end of each battle round, score 1 victory point for each quarter of the battlefield in which you: * Have 1 or more fighters wholly within that quarter. * Have taken down a fighter with a melee attack action while standing wholly within that quarter. * Have the most fighters wholly within that quarter of any player (AFFLICTED quarter only)

If the margin of victory is 1-3, the game is a minor victory/loss. If the margin is 4+, the result is a major win/loss.

Round 2

Slay & Scatter



Victory Condition

Your warband encounters sworn foes, and must slay them before you can focus on the important leylines emerging across the battlefield.

At the beginning of the battle, place 1 objective at the center of the battlefield. At the beginning of each battle round, the player with the fewest victory points **MAY** place an objective token anywhere on the battlefield that is at least 3" from the battlefield edge, and at least 6" from each other objective.

Primary: Whenever you take down an enemy fighter, score:

- * 1 Victory point.
- * 1 Additional victory point if you took that fighter down with a melee attack action
- * 1 Additional victory point if that fighter was a Hero, Ally, or Monster.

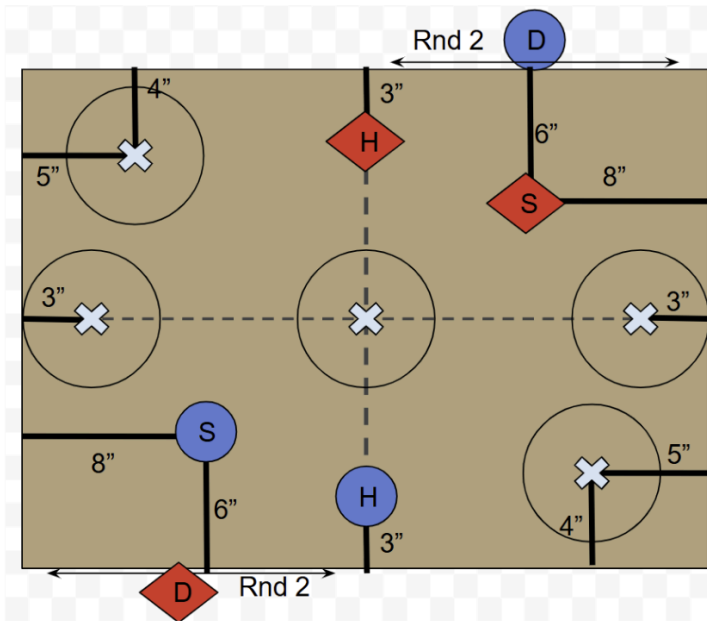
Secondary: At the end of battle rounds 1 & 2, score 1 point for each objective you control. At the end of battle rounds 3 & 4, score 2 points for each objective you control.

If the margin of victory is 1-4, the game is a minor victory/loss. If the margin is 5+, the result is a major win/loss.

Round 3:

If the margin of victor is

Killing Fields



Victory Condition

Khorne 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."

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.

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.

The Skulls: At the end of each round, each player scores 2 points for each treasure held by fighters they control.

The Fields: At the end of each round, each player scores 1 point for each killing field contested by fighters they control.

Round 4

