



SHADOWHAMMER



BLOODSOAK
WAR
2019

WARCRY EVENT

WELCOME

Welcome to the player pack of Bloodsoak War 2019 : Warcry Event! Where this document will help you get organized for the event. Everything you want to know from rules, pairing system and what is the minimum standard for painting is here!

GOAL

The objective of this event is to create a fun atmosphere where people can roll dice, and banter all the while testing their skills in the brutal world of the Eightpoints! We hope to appeal to hobbyists, competitive gamers, narrative gamers and everything inbetween! Hopefully there's an aspect that suits everybody.

THE EVENT

When: 5th of October, 2019

Where: MOAB 2019

Address: Sylvania Heights Community
and Youth Club

Cap: 24 Players (eyes for more)

Cost: \$35

Registration Open: 1st July 2019

Lists Due: 28th September 2019

Lists Released: 2nd October 2019

Number of Rounds: 5

Contact:
warhammeraos.sydney@gmail.com

SCHEDULE

Day One

8:30 am – 9:00 am **Registration**

9:00 am – 10:00 am **Game 1**

10:15 am - 11:15 pm **Game 2**

11:14 am - 12:00 pm **Lunch**

12:15 pm – 1:15 pm **Game 3**

1:30 pm – 2:30 pm **Game 4**

2:45 pm – 3:45 pm **Game 5**

4:00 pm – 4:15 pm **Pack Up**

4:30 pm – 4:45 pm **Presentation**

WARBAND DETAILS

See the restrictions in the Warcry Core Book. In every Warband there will be one model with the Leader runemark. Your roster **MUST** include who your Warband Leader is, Faction, and which models are in each battle group, i.e Dagger, Shield, Hammer. Warbands will not have access to artifacts.

Army Composition

Each player in a Warcry battle controls a warband of fighters. When first setting up the battle, the players each muster a warband by adhering to the following rules:

- The warband must include at least 3 and no more than 15 fighters.
- The combined points value of all the fighters in a player's warband cannot exceed 1000.
- All fighters in a player's warband must share the same faction runemark.
- There can be only 1 fighter in the warband with the Leader runemark.

Army List Submission

Lists are to be submitted to: warhammeraos.sydney@gmail.com by 28th of September 2019 .

Lists are to be submitted in format as a PDF as an attachment of an email from Varanscribe, <https://www.warhammer-community.com/varanscribe/>.

This will allow us to publish lists easily.
**LISTS SUBMITTED INCORRECTLY
WILL BE ASKED TO RESUBMIT.**

**IF YOUR RESUBMISSION IS AFTER
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MODELS, PAINTING & BASING

Models: Models are expected to be fairly WYSIWYG.

Conversions and suitable substitutions are allowed, please contact the TO's for approval. Models are to be painted to 3 colours with at least one colour on the base.

Please contact the TO's if you are planning on using a conversion.

Painting: Paint scores will be a score out of 25 with most people able to achieve 15-20 points easily. Aside from the three-colour minimum, models do not have to be painted in a particular fashion to use rules.

UNPAINTED MODELS WILL BE REMOVED FROM THE TABLE WITH NO DISCUSSION OR QUESTIONING

Basing: Models are to be on round bases.

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SCORING

In the first tournament round, the players are randomly drawn an opponent. In each subsequent tournament round, the players with the two highest tournament points scores play each other, as do the players with the next two highest tournament points scores, and so on.

Players are awarded tournament points after each battle as follows:

Painting and Army List Points	Total 40
Warband list submitted on time	5TP
Warband list submitted in correct format	5TP
Warband is painted to minimum standard	5TP
Warband is painted to a higher standard	25
Gaming/Battle Points Per Game/Round	Total 105TP
Available points per game	20TP
Won the battle with less then half your warband lost	20TP
Won the battle with half or more of your warband lost	15TP
Lost the battle with half or more of your warband lost	5TP
Lost the battle with less then half your warband lost	0TP
Completed your hidden agenda	1TP
Sports points	Total 30
Sport points per Game	5TP
Best Opponent Vote	5TP
TOTAL	175TP

GAMING

Warbands

Before attending the tournament, each player prepares a 1000-point warband following the core rules for mustering a warband. They also separate their warband into a Dagger, Shield and Hammer following the core rules, and note down on their tournament roster (pg 161) which fighters are in each of these battle groups. This is set for the duration of the tournament, so players cannot alter their warband or groupings from battle to battle.

Set Up

After opponents have been paired the Deployment, Victory Conditions, and Twist will be distributed to players. Terrain will be preset on each board and is NOT to be moved. Each board will have different layouts of terrain and will be placed in the closet way to a randomly drawn terrain card per board. Because of the nature of this event we may not have access to official Warcry or GW terrain for every board, In this case a suitable replacement will be used.

Measuring Distances

After opponents have been paired the Deployment, Victory Conditions, and Twist will be distributed to players. Terrain will be preset on each board and is NOT to be moved. Each board will have different layouts of terrain and will be placed in the closet way to a randomly drawn terrain card per board. Because of the nature of this event we may not have access to official Warcry or GW terrain for every board, In this case a suitable replacement will be used.

Visibility

Many rules in Warcry require one fighter (usually the target of an attack action or ability) to be visible to another fighter (usually the fighter making the attack action or using the ability).

One fighter is said to be visible to another fighter if a direct line could be drawn between the two fighters without passing through a terrain feature or another fighter. If you are unsure whether a fighter is visible, stoop down behind the fighter making the attack action or using the ability to see if any part of the target fighter is visible from any part of the fighter making the attack action.

When checking to see if two fighters are visible to each other, do not include either of the bases each fighter is mounted upon.

Hidden Agendas

Hidden Agendas are secondary objectives players attempt to achieve during the tournament. There are 6 Hidden Agendas to choose from. Players each choose a Hidden Agenda at the start of the hero phase in the first battle round and reveal them simultaneously (for example, by placing a dice under their hand and revealing them at the same time). A player cannot choose the same Hidden Agenda twice during a tournament, and any Hidden Agenda they have previously chosen must be clearly marked on their tournament roster.

<p>1. THE CHAMPION At the end of the battle, you complete this quest if the enemy leader has been taken down but your leader has not.</p>	<p>2. HIDDEN ARTEFACT Secretly note down one of your fighters to be the bearer of the hidden artefact. The fighter must be on the battlefield. At the start of the combat phase of the third battle round, reveal which of your fighters bears the hidden artefact. At the end of the battle, you complete this quest if the bearer has not been taken down.</p>	<p>3. HOLD THE CENTRE At the end of the battle, you complete this quest if 1 or more friendly fighters are within 6" horizontally of the centre of the battlefield and no enemy fighters are within 6" horizontally of the centre of the battlefield.</p>
<p>4. PURGE Secretly note down one of the quarters of the battlefield: north-east, north-west, south-east or south-west. At the end of the battle, you complete this quest if 1 or more friendly fighters are wholly within that quarter of the battlefield and no enemy fighters are wholly within that quarter of the battlefield.</p>	<p>5. HIGHER GROUND At the end of the battle, you complete this quest if 1 or more friendly fighters are vertically 3" above the battlefield floor and no enemy fighters are vertically 3" above the battlefield floor.</p>	<p>6. THE ARCHITECT At the end of the battle, you complete this quest if your opponent's warband has had half or more of its fighters taken down, but your warband has had less than half of its fighters taken down.</p>

WHAT TO BRING SPORTSMANSHIP

- Your Fully Painted Warband
- Cards and Abilities for your Warband
- Warcry Core rule book
- At least 2 copies of your Warband Roster
- Dice and Tape measure
- 3 Objective Markers (of a sensible size)
- Markers or counters for marking buffs
- Calculator or a phone with full charge
- Pens
- Glue (for incidental breakages)
- Cold drinks (Water recommended)
- Deodorant
- Good Attitude and Sportsmanship
- Unquenching thirst for glory and riches

Cheating or other socially inappropriate behaviour may result in being asked to leave the tournament.

Rule Disputes

All rules disputes should be resolved in one of three ways. Look in the appropriate rulebook & FAQ (including GW FAQ, roll a D6 for it, or ask a TO (Tournament Organiser). The TO will then refer you to the relevant passage in the appropriate rulebook/FAQ; or make a ruling – once a ruling has been made it is final.

Just because you disagree on a rule does not mean your opponent is a bad sport. It is in the way they handle the dispute, and accepts if they are wrong, that you can see their sportsmanship. Many people have different interpretations or house rules that are not used at tournaments and these will be resolved as stated above.

The TO's word is final, and arguing after a decision has been made may incur penalties.

AWARDS

First, Second, Third Place

These places will be awarded to the three players with the highest totals of Tournament Points.

Tie breakers will be as follows:

- Player who has completed the most secondary objectives
- Player with the highest number of victory points across the weekend

Best Opponent

Players will be asked to nominate the opponent they had the most fun playing against during the weekend and the player with the most votes will win the Best Opponent award. In the event of a tie it will go to the player who has got the most bonus sports points throughout the game. If that again is a tie we shall go to total Battle Points.

Coollest Army (Players Choice)

Players would would like to take part in Coollest warband should display their army on a display board over lunch on the Saturday. Players can then submit their votes for their choice of Coollest Army.

Best Painted (Judges Choice)

TOs will also judge the painting copetition at the same time as the players to decide who's the best painted warband for them.

The Boris Todbringer award for Last Place

This will be award to the player with the lowest Tournament Points score of the Event, don't worry this isn't a bad thing, you will be crowned as Lord of the Middenland and hopefully filled with passionate rage so that you may exact vengeance on your foes next time, even though you may have lost an eye you're still a foe to be reckoned with.

HOUSE RULES

- Current FAQs Will be used
- Scenarios will be generated prior to the day with the victory conditions and deployment announced before each game
- Objective measuring is done from the centre of the objective marker.
- Only one model with the Leader Runemark may be taken
- Terrain is pre-set on the tables and should not be adjusted.
- wists will be revealed alongside the victory conditions and deployment on the day
- The Monster and Merc expansion won't be used.

DROPPING OUT

Conceding a Game

Players are expected to see the game through to it's natural conclusion to ensure the correct amount of Victory Points, Objectives and other tie breakers are achieved correctly.

In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a major loss and zero points for enemy units destroyed. The winning player records a Major Victory and getting there hidden agenda even if they didn't complete it.

PAINING RUBRIC

Criteria	Points
The warband is entirely painted to a three colour minimum standard.	5
Basic details of models are painted (i.e. gems, arrow tips, etc)	4
All models have consistent basing material/paint applied to all bases	2
When looking at the army it is visually cohesive	2
Warband is on round bases	2
Painting Technique Basic shading, highlighting, drybrushing Army displays advanced painting techniques (blending, Non Metallic Metal, Object Source Lighting, etc.)	2 3
Freehand Banners display use of basic freehand or decals or Banners, flags and appropriate models are freehand painted to a high level	2 3
Modelling Some models have been converted (kit bashing, green stuff sculpting etc.)	2
Basing Models have detailed basing Models are presented on a display board which matches the appearance of the army	3 2
Total Available (Capped at 25)	30