

WARCRY RUMBLE: GNARLWOOD CHAMPION

Great and terrible are those that ascend to claim the mantle of the Gnarlwood Champion: mighty warlords, ruthless leaders and luminous heroes all. Although their ranks are small, their strength is undeniable. Will you defeat all comers and rise to become the new Gnarlwood Champion, the self-styled ruler of that bestial forest?

The Warcry Rumble is a Warcry Matched Play event you can run at your store or gaming venue. This event uses unique battleplans designed by the Warhammer Studio that can be completed in under an hour. The suggested schedule below would be ideal to run a tournament in an evening, but could easily be adapted to any time that suits your venue.

EVENT ESSENTIALS

The rules in this section work just as well as part of a campaign (pg 98), and players are encouraged to use them if they both prefer this style of play to standard battles.

Tickets: Choose a method for distributing tickets that suits your store or venue and encourage players to have their ticket ready to show to event staff on arrival.

System: Warcry Matched Play

Warband: One 1,000 point Warcry warband painted and based (Battle Ready, or better) and an accompanying tournament roster. All Warcry warbands are in use, using their most recently published rules.

Battleplans: Battleplans will be selected from the six Gnarlwood Champion Matched Play Battleplans (to be shared at the event). The battleplans in play for that evening will be randomly determined on the night, in addition to the sidequest for that battle. No battleplan or sidequest will be used twice on the same night.

Number of Games: Three

Publications in Use: Warcry Core Book, Warcry Compendium, all current and up-to-date FAQs and Rules Updates. Warcry publications released up to one week prior to the event may also be used.

SUGGESTED SCHEDULE

5.30pm - 5.55pm - Registration

5.55pm - 6.00pm - Welcome

6.00pm - 7.00pm - Game 1

7.00pm - 7.20pm - Break

7.20pm - 8.20pm - Game 2

8.20pm - 8.45pm - Break and Best Warband Judging

8.45pm - 9.45pm - Game 3

9.45pm - 10.00pm - Awards



TOOLS OF WAR

Every player will need:

- 1 x Warcry warband of no more than 1,000 points (painted and based to Battle Ready or better standard) with accompanying tournament roster.
- Up-to-date fighter cards or fighter profiles.
- Up-to-date ability and reaction cards or Compendium rules for their warband.
- 1 x tape measure or range ruler.
- Enough Warcry tokens, counters, objective markers and dice to get through their games.
- Access to the Warcry Core Rules.

Note: Terrain and game boards will be provided!

YOUR GAMES

Each player plays three games, each lasting up to one hour. Everyone's first opponent will be randomly allocated, and after that, each player is matched against an opponent on a similar tournament score. Once a game is done, ask your players to fill in a results card and hand it in to event staff.

RESULTS

After each game, players need to report the result of the game, as either a win, a draw or a loss for each player. These results will determine how many Tournament points each player gains over the course of the tournament, which will determine final ranking at the end of the event. In addition, players also need to report their total victory points and kill point total after each game, which are used as secondary scores to differentiate between players with an identical Tournament point total.

Win = 5 Tournament points

Draw = 3 Tournament points

Loss = 1 Tournament point

The first tie-breaker after Tournament points will be victory points, which are scored during games. Ask players to report their total victory points along with their game result.

The final tie-breaker will be a kill point total. At the end of each game, ask players to record the total points value of enemy fighters that are taken down. This total is their kill point total.

BEST WARBAND

During the break between Game 2 and 3, all players will have a chance to display their warband. All players will then have a chance to vote for the warband they feel is the best, be that for painting, conversion or anything else worthy of recognition. The player whose warband receives the most votes will win the Best Warband award. Any ties will be broken by event organisers' vote.

FAVOURITE GAME

On their final results card encourage players to record the player number of their favourite opponent from their favourite game of that evening. The player with the most favourite game votes will receive the Favoured of the Realms award, seen by many to be the highest accolade of all. Any ties will be broken via Tournament score, victory points then kill points total.

AWARDS

At the end of the evening, award the following prizes:

The Gnarlwood Champion: Awarded to the player that ranked first according to the scoring system laid out above.

Best Warband: Awarded to the player voted to have the Best Warband.

Sentinel of Order: Awarded to the highest placing player using an Order warband.

Agent of Chaos: Awarded to the highest placing player using a Chaos warband.

Bringer of Death: Awarded to the highest placing player using a Death warband.

Harbinger of Destruction: Awarded to the highest placing player using a Destruction warband.

Favoured of the Realms: Awarded to the player with the most favourite game votes.

Seeker of Talaxis: Awarded to the highest placing player with a Warcry core warband and no allies, monsters or thralls. Warcry core warbands as of 8/30/22: Rotmire Creed, Horns of Hashut, Chaos Legionnaires, Khainite Shadowstalkers, Corvus Cabal, the Splintered Fang, the Unmade, Iron Golem, Untamed Beasts, Cypher Lords, Scions of the Flame, Spire Tyrants, Darkoath Savagers, Tarantulos Brood.

BATTLEPLANS

Each battle will be randomly determined from one of the following battleplans! Make your plans accordingly warrior...

LOOT AND PILLAGE

DEPLOYMENT MAP



VICTORY CONDITION

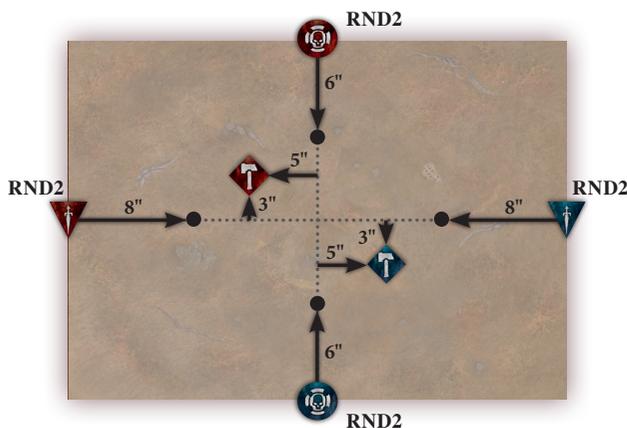
A cache of useful supplies sits abandoned by its absent owners, piled high and yours for the taking. Any moral reservations in so doing must be put aside, for in the Gnarlwood, every resource must be exploited.

Before the battle, 3 objectives are placed on the battlefield floor as shown on the deployment map. A fighter within 1" of an objective can loot that objective as an action. If they do, that fighter is now carrying treasure and cannot use an action to drop that treasure. If a fighter that cannot carry treasure loots an objective, that fighter immediately drops that treasure as a bonus action. After a second loot action is made within 1" of an objective, remove that objective from the battlefield.

The battle ends after 4 battle rounds. When the battle ends, each player scores 2 victory points for each friendly fighter that is carrying treasure. The player with the most victory points wins the battle. Any other result is a draw.

SPOILS OF WAR

DEPLOYMENT MAP



VICTORY CONDITION

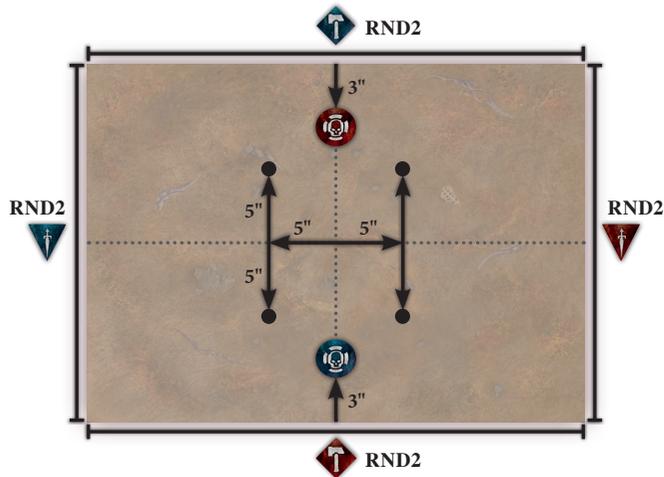
Mysterious nodes rife with minerals to be mined or magical resources to be harvested are a worthy boon. Take carefully what you can, but if you must tear apart a node to claim what you need, then so be it!

Before the battle, 4 objectives are placed on the battlefield floor as shown on the deployment map. At the end of each battle round, the players score 1 victory point for each objective they control. If a player controls an objective, a friendly fighter within 3" of that objective can raze that objective as an action. If they do so, that player scores 2 victory points and removes that objective from the battlefield.

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

SEIZE AND CONTROL

DEPLOYMENT MAP



VICTORY CONDITION

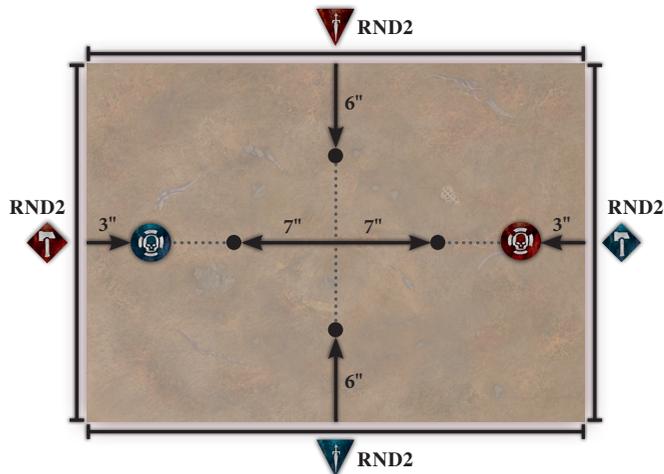
This land is ripe for conquest. Take it all, and leave nothing for petulant weaklings who have not the strength to protect what they lay claim to.

At the end of each battle round, the players score 1 victory point for each objective they control. If a player holds all four objectives shown on the deployment map, they instead score 10 victory points.

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

POWER STRUGGLE

DEPLOYMENT MAP



VICTORY CONDITION

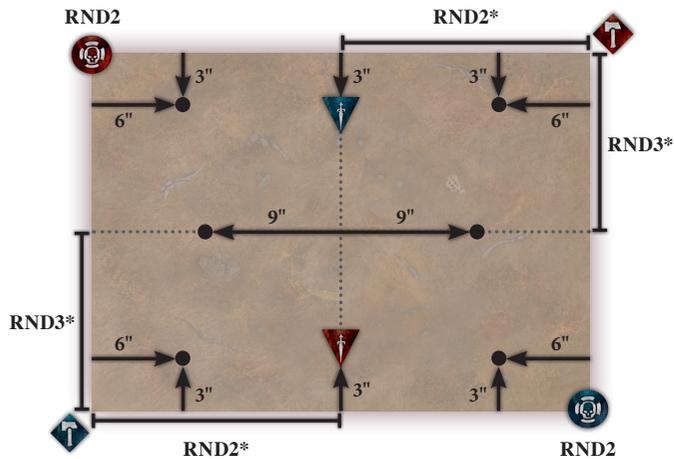
Places of power have existed since the dawn of the Mortal Realms. Several have manifested here, and you must seek them out to claim their power as your own.

Before the battle, 4 objectives are placed on the battlefield floor as shown on the deployment map. At the end of each battle round, players score a number of victory points equal to the number of the current battle round for each objective shown on the deployment map that they control.

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

SUPREMACY

DEPLOYMENT MAP



VICTORY CONDITION

Enemy warlords seek to control the battlefield.

Before the battle, 6 objectives are placed on the battlefield floor as shown on the deployment map. At the end of each battle round, players score 2 victory points for each of the following that is true:

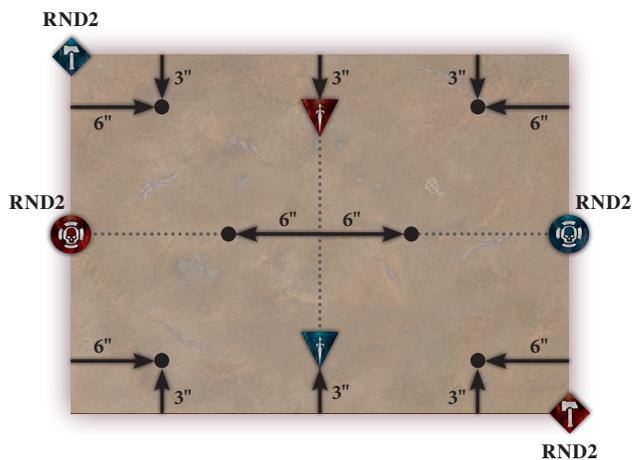
- You hold 2 or more objectives.
- You hold 3 or more objectives.
- You hold more objectives than your opponent.

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

* Before the initiative phase of battle round 2 or 3, you can choose for your Hammer battle group to arrive in that battle round's reserve phase.

TIDES OF BATTLE

DEPLOYMENT MAP



VICTORY CONDITION

As the realm of Ghur shifts and groans in a tectonic upheaval, the flow of battle can change rapidly.

Before the battle, 6 objectives are placed on the battlefield floor as shown on the deployment map. After each initiative phase, the player who does not have the initiative picks 1 objective to be the primary objective in that battle round. Each other objective is a secondary objective.

At the end of each battle round, players score 1 victory point for each secondary objective they control and 2 victory points if they control the primary objective.

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

SIDEQUESTS

After determining which matched battleplan will be used, the organiser will roll a dice to generate a sidequest from those listed below for that battle. Sidequests are ways of scoring victory points in addition to the victory condition of that matched battleplan and will greatly help determine who wins the battle.

1 - STRONG-ARM THE COMPETITION

Only the strongest will prosper in the Gnarlwood.

At the end of each battle round, each player totals the Wounds characteristics of the fighters in their warband that are within 3" of the centre of the battlefield. The player with the highest total scores 3 victory points.

2 - RUN INTERFERENCE

Under the right lens, failure of the enemy can be counted as a success for your forces.

At the end of each battle round, score 3 victory points if your warband controls an objective your opponent controlled at the start of that battle round or one or more enemy fighters dropped one or more treasure tokens during that battle round.

3 - STOLEN WARES

Few things in life are better than a pile of treasure just waiting to be appropriated.

After the first initiative phase, starting with the player that does not have the initiative, players alternate placing treasure tokens until 3 treasure tokens have been placed. Each treasure token must be placed on the battlefield floor, within 3" of the centre of the battlefield, and more than 2" from each other treasure token.

When the battle ends, each player scores 2 victory points for each friendly fighter that is carrying treasure (in addition to any victory points awarded by the battleplan).

4 - PREDATOR AND PREY

A curse hangs heavy over this battlefield, causing some warriors to become feral and skittish, whilst simultaneously making their enemies fixate on the afflicted fighters to the near exclusion of all else.

After each initiative phase, starting with the player who has the initiative, each player picks 1 enemy fighter. At the end of that battle round, if that enemy fighter is taken down, is within 3" of an objective, or is carrying treasure, the player that picked that fighter scores 2 victory points.

5 - CONQUERING THE LAND

Taming Ghur is all but impossible but in the name of the gods it is your duty to try!

At the end of each battle round, score 1 victory point for each quarter of the battlefield that has 1 or more friendly fighters wholly within it.

6 - AN EARLY GRAVE

The enemy are led by a fell champion. Act quickly and deliver their demise!

At the end of each battle round, score x victory points if an enemy leader was taken down in that battle round. Subtract the battle round number from 6 to determine x .



Witherlord



*Mirefolk Outcast
with Bilewood
Weapon and Shield*



*Ruinator Alpha with
War Bident*



*Demolisher with
Flamehurler*

WARCRY RUMBLE: GNARLWOOD CHAMPION RESULTS CARD

Player Number: Player Number:

Your result (tick the appropriate box)

Your result (tick the appropriate box)

Win Draw Loss

Win Draw Loss

Victory Point total:

Victory Point total:

Kill Point tally:

Kill Point tally:

Signature:

Signature:

WARCRY RUMBLE: GNARLWOOD CHAMPION RESULTS CARD

Player Number: Player Number:

Your result (tick the appropriate box)

Your result (tick the appropriate box)

Win Draw Loss

Win Draw Loss

Victory Point total:

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Signature:

Signature:

WARCRY RUMBLE: GNARLWOOD CHAMPION RESULTS CARD

Player Number: Player Number:

Your result (tick the appropriate box)

Your result (tick the appropriate box)

Win Draw Loss

Win Draw Loss

Victory Point total:

Victory Point total:

Kill Point tally:

Kill Point tally:

Signature:

Signature: