2018 Players Pack

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MINISTOMP

Holy Havoc Rules

- Each player on the team must have a Warlord of Havoc themed to their Warhost on a base no smaller than 40mm and no larger than 80mm. The model will have the chance to win Best Warlord Model trophy so be CREATIVE! A Warscroll will be created by the Holy Havoc Council with all profile information.

- Teams will follow the Coalition of Death Fighting the Battle rules found on page 272 of the Core Book. Each player on a team will have a Vanguard warhost of 1000 points in addition they may bring 500 point sideboard using the points from General's Handbook 2018, Forge World Warscrolls. Summoned models must be displayed for Players Choice and Paint Judging.

- Each team is considered to be comprised of 2 separate warhosts and may be from different Grand Alliances.

- Warlord of Havoc must have a narrative describing his/hers background including name and realm of origin.

- A variety of Warscroll types will be important to success.

- Table terrain will impact the game.

- Completion of objectives will have a direct impact on your Warlord Havoc's ability to earn upgrades for himself and his Warhost.

- Warlords will once again be able to earn Skills and Treasure Cards.

- All Realms of Battle rules will be used.

- Spells of the Realms will be used.

- Malign Sorcery and Faction Specific Endless Spells may be used.

- Artefacts of Realms may be used.

- Each team is considered to be 2 separate warhosts and may be from different Grand Alliances.

- Each player must have a Warlord of Havoc.

- Warlord of Havoc must have a narrative describing his/hers background including name and realm of origin.

- Each player's deployed warhost must meet all of the Vanguard 1000 point requirements in the General's Handbook 2018.

- Special/Unique Characters are not allowed in this event.

- Warlord of Havoc will be your General/Leader, Warlords will have a custom command abilities that will be posted later

- Command Traits, Artefacts and Battletome Spells are chosen in advance and must be indicated in warhost list.

- Command Abilities, Battle Traits, & Command Traits only apply to a player's warhost and cannot affect their teammate's warhost.

- Round bases are required.

- All models must be fully painted a tabletop standard, 3 color minimum is not acceptable. Models primed with only 3 items painted are not considered fully painted are not allowed for this event. Any models not painted to this standard will not be allowed and judges will have them removed from the table if spotted. Offending players will lose a sports point. Holy Havoc Painting Checklist

- Display boards are limited to 24"x24" and will only be allowed in the hall for paint judging. All models must fit on this display board. Players are encouraged to bring other means of Warhost transport from table to table.

- All Summoned models and Endless Spells must be displayed for Players Choice and Paint Judging. Malign Sorcery Endless Spells bases are allowed to have a unique basing schemes. Faction specific Endless Spells must match the basing of army.

- Players may NOT borrow models from other players for summoning or any special rules.

- The game stops if a team no longer has any models left to battle, victory conditions are calculated immediately.

Tables and Match Ups

Match ups and tables will be randomly determined. 15 minutes before the start of each game teams will be randomly selected by the Tournament Organizer. As each team is selected the team will choose a table or a match up for that game. This process continues until all teams are matched up. Teams may choose to select a table or a match of their choosing. Teams may also choose to select a table to play on as many times as they wish if that table is available at the time of their selection. Once 10 tables have been selected teams must choose a match up.

REALMS FOR HAVOC

As teams have the opportunity to select tables it is possible that one realm will have both tables selected . Once 10 tables have been selected teams must choose a match up.

REALMSCAPES

There are two tables for each realm the realmscapes have been preselected for each realm.

AQSHY, REALM OF FIRE

Flaming Missiles: Improve the Rend characteristic of missile weapons by 1 while the range from the attacking unit to the target unit is more than 12".

Table 1. Tribal Heartlands

Table 2. Reaver Wastes

CHAMON, REALM OF METAL

Irresistible Force: If a casting roll is double, after re-rolls but before modifiers are applied, it is successful (even if the roll is less than the casting value of the spell being attempted) and the spell cannot be unbound. After the effects of the spell have been carried out, each unit within 3" of the caster suffers 1 mortal wound.

Table 3. Grymmpeaks

Table 4. Clan Skryre Power of the Warptone

GHUR, REALM OF BEASTS

Primal Violence: At the end of each combat phase, roll a dice. On a 6+, carry out the combat phase again before moving on to the battleshock phase (do not roll again at the end of the second combat phase to see if a third combat phase takes place.)

Table 5. Legend of the Sotek
(Monsters will be provided for this table)

Table 6. Mourns Drift
(Monsters will be provided for this table)

GHYRAN, REALM OF LIFE

Seeds of Hope: If battleshock roll is an unmodified 1, then no models from the unit will flee. In addition, heal all wounds that are currently allocated to that unit.

Table 7. The Oak of Ages Past

Table 8. Glott Marsh

HYSH, REALM OF LIGHT

Dazzling Glow: Subtract 1 from hit rolls made for attacks that target units that are in cover.

Table 9. Ten Paradises

Table 10. Fight for Hysh

SHYISH, REALM OF DEATH

Life Leeching: At the start of your hero phase, roll a dice. On 6+, pick an enemy unit. That unit suffers D3 mortal wounds.

Table 11. The Shifting Sands in the Desert of Bones

Table 12. Land of the Forgotten Gods

ULGU, REALM OF SHADOW

Perpetual Dusk: The maximum range of attacks or spells is 12".

Table 13. Khelt Nar

Table 14. The Thirteen Dominions

SPELLS OF THE REALM

The Mortal Realms has a massive selection of spells associated with it, representing the unique powers that Wizards are able to harness. Each realm has seven spells, ALL of which will be available to ANY Wizard fighting in that realm.

Each endless spell is more powerful when cast in its associated realm.

COMMAND ABILITIES OF THE REALMS

Realm Command Abilities are available to every Hero fighting in that realm, these abilities.

Model Rules

- All models must be WYSIWYG (what you see is what you get).

- Do not measure the vertical distance for models that fly.

- None GW models are acceptable as long as they adhere to WYSIWYG.

- No proxy armies allowed. If you have any questions contact the Council.

- For models to be eligible to be placed on the gaming table by any means, they MUST be displayed for Fan Favorite, Paint Judging and also presented to your opponents before the game starts.

- You may not share models between players who are not your teammate.

- 3 color minimum will be required for all models. NO BARE PLASTIC. Any player lacking 3 color minimum or that has models with bare plastic will not be allowed to play. If any army has a unit that doesn't meet the 3 color minimum those units cannot be used during the game and must be removed.

Scoring

There are 125 points available over 3 categories.

100 pts Battle
Available over the 5 games. A team can get a maximum of 20 points by winning all the objectives listed below.

    Warlord Mission Objective: 8 pt
    Main Mission Objective: 7
    Terrain Table Objective: 3 pt
    Warp Crystal Token Objective: 2 pt

15 pts Appearance
Available to all players. Painting Checklist to make sure you get your points!

10 pts Sportsmanship (Participation & Etiquette)
Available to all players.

    Participation points available: 7 pts
        6 points for donating one or more items worth at
          least $20 retail total to the Raffle.
        1 points for voting for your favorite army.

Etiquette points available: 3 pts
    Each team starts with 3 points and lose one or
    more points for the following reasons:

        • Slow play based on judges discretion.
        • Complaints from the Hampton Inn staff.
        • Arguing rules disputes.
        • Judge's discretion.

Tie Breakers
In the event of tie scores judges will use the following as tie breakers.

    Appearance Points
    Sportsmanship Points
    Was the Game Fun Results

Awards

Awards

Best Team (Overall)

Best Sportsmen (Highest Sports Score)

Best Warhost (The Highest Paint Score based on judges votes)

The Warlord Model (The best individual model based on judges votes)

Fan Favorite (Peer vote)

Holy Havoc 2018 Painting Checklist

15 points are available

Category 1: Hobby Apprentice (1 points for each, 5 points possible)

___The Warhost is painted higher than a three color minimum.
___Bases of models are textured to a basic level.
___When looking at the Warhost it is visually cohesive.
___All base edges of models are painted.
___Warhost has been presented on a display board

___/5

Category 2: Hobby Journeymen (1 points for each 10 points possible)

___Painted display board is used to present the Warhost.
___Display board has been textured.
___Warhost is displayed with a basic name-plate/card including army title and player name.
___All models have consistent basing material (sand, flock, etc.) applied to all bases.
___10 or more models have intricate basing.
___10 or more models have a single wash.
___10 or more models have basic highlighting.
___10 or more models have basic blending.
___10 or more models have basic shading.
___10 or more models have basic details of models are painted.

___/10

TEAM NAME:_____TEAM #:_____TOTAL:_____

Warhost must score a perfect 15/15 in order to qualify for Hobby Master voting.

Only Warhosts that qualify for Hobby Master have a chance to win Best Warhost, and The Warlord Model.

See the following page for the Hobby Master requirements.

Holy Havoc 2018 Painting Checklist

Hobby Master
(2 points for each 10 points possible these points are not included towards your overall paint score. These points are used to determine the Best Warhost and The Warlord Model Award Winners)

1. __ Warhost displays at least 2 advanced painting techniques throughout the entire army.
   Examples:
   Wet blending
   Non metallic metal
   Object source lighting
   Extreme Detailing: Gems
   Extreme Detailing: Eyes
   Extreme Detailing: Claws
   Extreme Detailing: Teeth
   Extreme Detailing: Leather Straps
   Extreme Detailing: Ropes
   Extreme Detailing: Hair
   Extreme Detailing: Lips

2. __ Warhost displays at least 2 advanced technical techniques throughout the entire army.
   Examples:
   Banners/flags uniquely painted/designed using more than 3 colors
   Fabric designs
   Metal etching
   Metal weathering
   Weathering
   Mud on clothing
   Dust on clothing
   Wet effects
   Rust
   Reflections

3. __ Warhost has at least 5 models are converted or dynamically posed.
   Examples:
   Kit bashing beyond weapon swaps
   Sculpting

4. __ All Warhost bases have detailed basing techniques. (examples below)
   Examples:
   Additional rocks beyond basic sand
   Bases are built up using cork or other materials
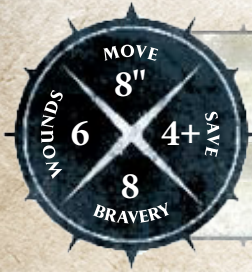   Additional foliage or scatter materials
   Custom cast bases

5. __ Warhost display board thematically tells a story using terrain or buildings
   and has a themed name-plate/card that matches the display board.

   ___/10

TEAM NAME:_____TEAM #:_____TOTAL:_____

WARLORD OF HAVOC

MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Holy Bow of Havoc		18"	4	3+	3+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Holy Sword of Havoc		2"	3	3+	3+	-1	1

MOVE 8"
WOUNDS 6
SAVE 4+
BRAVERY 8

DESCRIPTION
The Warlord of Havoc is a single model. A Warlord is armed with a Holy Sword of Havoc and has the Holy Bow of Havoc missile attack.

ABILITIES
Heroic Presence: Units within 8" of the Warlord of Havoc may use the Warlord of Havoc's Bravery characteristic instead of their own.

Holy Armor of Havoc: Whenever the Warlord of Havoc takes a mortal wound, roll a dice. On a 5+, ignore that mortal wound.

Distinguished Warlord: The Warlord of Havoc may initially select two upgrades from the Warlord Traits list. The Warlord may select one additional trait after each round of the event.

COMMAND ABILITY
Warlords may choose a command ability of any warscroll that shares their declared allegiance. Command Abilities for unique characters may not be selected.

WARLORD OF HAVOC TRAITS & UNLOCKABLE WARLORD TRAITS
After the first battle round your Warlord will be able to gain Havoc Traits and unlock traits for in game events (details can be found on the back of this war scroll). When you complete your round see the Score Keeper stickers of these Havoc Traits and place them on the space below.

PLACE TRAIT STICKERS HERE

KEYWORDS Your warlord of havoc gains the appropriate KEYWORD for your grand alliance (Chaos, Death, Destruction or Order). In addition, if you have declared an allegiance (such as Sylvaneth or the Host of Slaanesh), then the Warlord is considered to gain the appropriate keyword(s) for that allegiance and counts as a model of that Allegiance as well.

Warlord of Havoc Traits & Unlockable Warlord Traits

After the first battle round your Warlord will be able to gain **Warlord of Havoc Traits** and **Unlockable Warlord Traits** for in game events. When you complete your round see the Score Keeper stickers of these Havoc Traits or an Unlockable Warlord Traits and place them on the space on the front of this warscroll. Players choose one from Warlord of Havoc Traits or Unlockable Warlord Traits.

WARLORD OF HAVOC TRAITS

Warlord of the Hunt I: Gain +1 Attack and +6" to the Range of your Missile Weapons.
Warlord of the Hunt II (Requirement: Warlord of the Hunt I): Gain +1 Attack and -1 Rend with your Missile Weapons.

Warlord of Slaughter I: Gain +1 Attack and +1 Damage with your Melee Weapons.
Warlord of Slaughter II (Requirement: Warlord of Slaughter I): Gain +1 Attack and -1 Rend with your Melee Weapons

Warlord of Presence I: Gain +2 Bravery and allies within range of your Heroic Presence may reroll battleshock tests.
Warlord of Presence II (Requirement: Warlord of Presence I): Increase the range of your Heroic Presence to 16".

Warlord of Celerity I: Gain +4" to Move and you may either run and charge or run and shoot.
Warlord of Celerity II (Requirement: Warlord of Celerity I): Gain Fly and you may roll three dice when charging and select the highest two for your charge roll.

Warlord High Priest (Restriction: May not have the Warlord Archmage trait): Gain the **Priest** keyword. The Warlord of Havoc may pray a prayer he knows once in your hero phase. If you do so, roll a dice, on a 3+ the prayer is successful and takes effect. The Warlord of Havoc knows the Pray to the Gods of Holy Havoc prayer
    Pray to the Gods of Holy Havoc: A unit within 8" heals 1d3 wounds. This healing does not restore models.0
Warlord High Priest II: (Requirement: Warlord High Priest): The Warlord High Priest II may attempt to pray twice but may not pray the same prayer. In addition the Warlord High Priest II knows The Hand of the Gods prayer.
    The Hand of the Gods: A unit within 12" can move as if it were the movement phase.

Warlord Archmage I (Restriction: May not have the Warlord High Priest trait): Gain the Wizard keyword. The Warlord of Havoc may attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. The Warlord knows the Arcane Bolt and Mystic Shield spells.
Warlord Archmage II (Requirement: Warlord of Archmage 1): The Warlord of Havoc may attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. In addition the Warlord Archmage II knows the Warpstone Influence spell.
    Warpstone Influence: Warpstone Influence has a casting value of 7. If successfully cast, pick an friendly battleline unit within 18" of the caster. That unit may immediately fight (pile in up to 3" and make full complement of melee attacks). Once these attacks have been completed the unit suffers D6 Holy Wounds.

UNLOCKABLE WARLORD TRAITS

Warlord Ascendent (Requirement: Your Warlord must win a Warlord objective): Gain Ethereal (ignores both positive and negative modifiers to Saves) and +1 on your Holy Armor of Havoc rolls to resist mortal wounds.

Hardened Warlord (Requirement: Your Warlord must have died in a game): Gain +2 to your Wounds characteristic and +1 to Save rolls.

Warlord of Renown (Requirement: Your Warlord must have survived 2 games): In your hero phase roll a dice. On a 5+ you gain one Command Point.

Warlord Supreme (Requirement: Warlord of Renown & your Warlord must have done the final wound to another Warlord): Enemies fear your Warlord's combat prowess and have -1 to hit when attacking him.

Weekend Schedule of Events

Friday

Event	Time
Registration:	6:00 PM – 7:00 PM
Open gaming in game hall	5:00 PM – 1:00 AM

Saturday

Event	Time
Registration & Announcements:	8:00 AM – 8:30 AM
Game 1:	8:30 AM – 11:30 PM
Lunch Break:	11:30 PM - 12:30 PM
Game 2:	12:30 PM – 3:30 PM
Break	3:30 PM - 4:00 PM
Game 3:	4:00 PM – 7:00 PM
Dinner Break:	7:00 PM – 8:00 PM (PIZZA PARTY ON US!)
Recon Mission (OPTIONAL)	8:00 PM – 9:00 PM
Open Gaming Paint Scoring & Warlord Judging (Players need to setup armies for paint scoring & Warlords for judging)	9:00 PM – 1:00 PM
Fan Favorite Voting	9:00 PM - 9:30 PM (Failure to turn will result in -1 to sports score)

Sunday

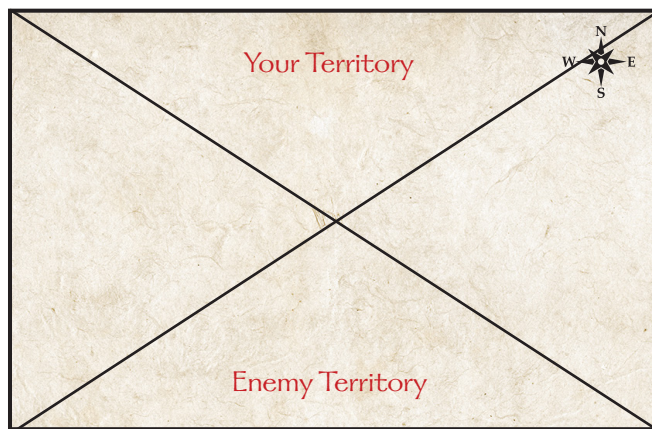| Event	Time
Game 4:	9:00 AM – 12:00 PM
Lunch:	12:00 PM – 1:00 PM
Game 5:	1:00 PM – 4:00 PM
Raffle:	4:00 PM – 4:30 PM
Awards:	4:30 PM – 5:00 PM

Game 1: Mining for Blood

Warpstone still permeates throughout the Mortal Realms. Harnessing the power of these precious stones has become a priority for all races. The rise of Skaven technology has forced all the races to seek out warpstone to protect themselves from total destruction.

Before deployment players should verify terrain position using the map on the table card and review specific terrain rules. All terrain is marked and Holy Havoc custom terrain rules are explained.

Deployment

Your Territory

N
W—E
S

Enemy Territory

Victory Conditions 5 pts available

Objectives	Points
1. Warlord Mission Objective	8 points
2. Main Mission Objective	7 points
3. Terrain Table Objective	3 points
4. Warp Crystal Objective	2 points

Set-up: Units must be set up wholly within their own territory, more than 12" from enemy territory.

Claiming Objectives: To claim objectives armies must have more models within 6" of the objective to claim the objective points. Unless otherwise indicated.

1. **Main Objective:** The team with the most models in the opponent's territory at the end of Battle Round 5 has claimed the objective.

2. **Terrain Table Objective:** Capture the Holy Havoc terrain objective marked on the table map. Starting from the second battle round a team scores 1 victory point if they have more models within 6" of the terrain objective than the other team. The team that has tallied the most victory points by the end of the fifth battle round has won the objective.

   Treasure Card: If your team has won the terrain objective see the Score Keeper to draw a single Treasure card. These cards are one use only, once used please return the card to the Score Keeper.

3. **Warpstone Crystal Objective:** Mine the most warpstone shards by the end of the game. If a team is control of a Warpstone Crystal Token objective in the Hero phase, they may nominate a unit within 3" of the objective to mine Warpstone Shards. Roll a D6 for each

model from the unit within 3" on a 4+ they have successfully mined a Warpstone Shard. The unit can't move in the movement or charge phases. Tally up the number of Shards mined throughout the game. The team with the most Warpstone Shards has won the objective.

4. **Warlord Mission Objective:** Mining the Warpstone Crystals has fueled your Warlord's desire for blood and has clouded his command judgement. At the beginning of the battle each player on the team nominates a battleline unit from their army that is within 12" of the Warlord tally up the Damage caused by this unit and the Warlord for the battle. The team that has the highest total score has won the objective.

Warlord Mission Trait Bonuses When you turn in your score sheet present your Warlord's Scroll to the Score Keeper to receive your Warlord's Trait upgrade for the next game.

Skills Card If your team has won the Warlord objective see the Score Keeper to draw your Skill Card. These cards are one use only, once used please return the card to the Score Keeper.
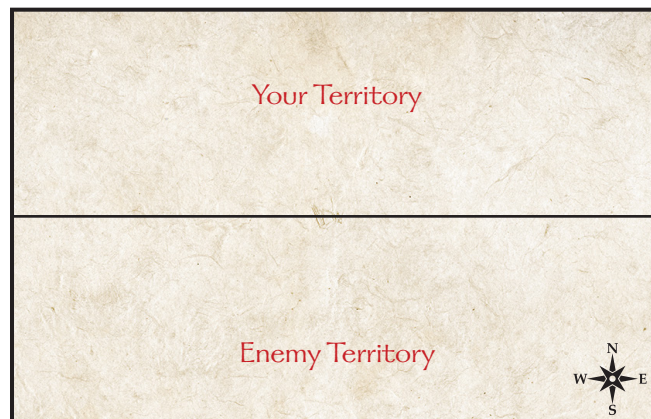
Game 2: Harnessing the Power of the Warpstone

Forces in the Mortal Realms have learned how to tap into the great power of the Warpstone. With great power there is always great risk, can your army harness this power to lead them to victory or will it cause great destruction?

Before deployment players should verify terrain position using the map on the table card and review specific terrain rules. All terrain is marked and Holy Havoc custom terrain rules are explained.

Deployment

Your Territory
Enemy Territory

N / E / W / S (compass)

Victory Conditions 5 pts available

Objectives	Points
1. Warlord Mission Objective	8 points
2. Main Mission Objective	7 points
3. Terrain Table Objective	3 points
4. Warp Crystal Objective	2 points

Set-up: Units must be set up wholly within their own territory, more than 12" from enemy territory.

Claiming Objectives: To claim objectives armies must have more models within 6" of the objective to claim the objective points. Unless otherwise indicated.

1. Main Objective: Teams have 10 Warpstone Shards to deliver to their realm. After all units are deployed teams must allocate a maximum of 2 Warpstone Shards to a unit physically on the table any unit allocated warpstone shards loses flying and may not be removed from the board and set up again/teleported. All Warpstone Shards must be allocated. Units assigned Warpstone Shards must battle through the enemy lines and exit the battlefield through the opposite table edge. If a unit dies the Warpstone Shards are lost and are removed from the board. The team that has the most Warpstone Shards returned to their realm has won the objective.

2. Terrain Table Objective: Capture the Holy Havoc terrain objective marked on the table map. Starting from the second battle round a team scores 1 victory point if they have more models within 6" of the terrain objective than the other team. The team that has tallied the most victory points by the end of the fifth battle round has won the objective.

Treasure Card: If your team has won the terrain objective see the Score Keeper to draw a single Treasure card. These cards are one use only, once used please return the card to the Score Keeper.

3. Warpstone Crystal Objective: Harness the power of the Giant Warpstone Crystal. The team that has more models within 6" of the Giant Warpstone Crystal in the Hero phase, may choose to roll a D6. On a 4-6 they have successfully harnessed the power of the crystal. Choose an enemy unit within 18" of the crystal that unit suffers D3 Holy Wounds. On a roll of 1-3 the crystal back lashes onto the closest friendly unit, the unit suffers D3 Holy Wounds. In the event of a tie then no team controls the Giant Warpstone Crystal. Tally up all wounds caused to the enemy. The team with the most Holy Wounds tallied by the end of round 5 has won the objective.

4. Warlord Mission Objective: Lusting for more power, your Warlord has decided to push the limit. After deployment, each Warlord must choose a deployed enemy hero to be their target. They cannot choose the same target as their teammate. The Warlord must kill their target and cause all the damage to the target in order to claim this objective (table may damage the Warlord).

Warlord Mission Trait Bonuses When you turn in your score sheet present your Warlord's Scroll to the Score Keeper to receive your Warlord's Trait upgrade for the next game.

Skills Card If your Warlord won the Warlord objective see the Score Keeper to draw your Skill Card. These cards are one use only, once used please return the card to the Score Keeper.

Game 3: The Hunger

Warpstone corrupts all. As the forces continue the quest for more Warpstone, the hunger for more power fuels the battle cry for more power.

Before deployment players should verify terrain position using the map on the table card and review specific terrain rules. All terrain is marked and Holy Havoc custom terrain rules are explained.

Deployment
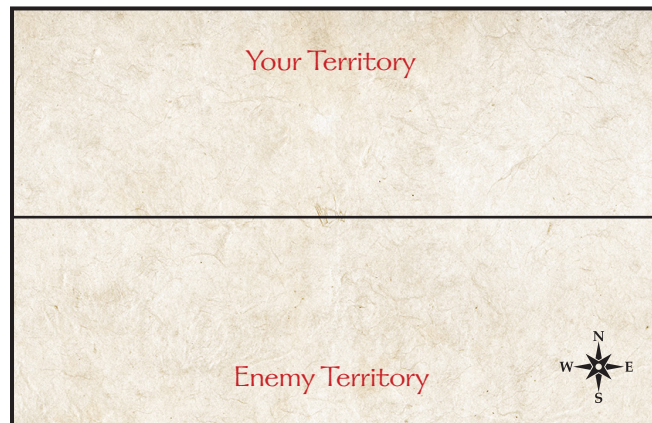
Set-up: Units must be set up wholly within their own territory, more than 12" from enemy territory.

Claiming Objectives: To claim objectives armies must have more models within 6" of the objective to claim the objective points. Unless otherwise indicated.

1. **Main Objective:** Before deployment the teams must nominate a unit from their warhost of the Grand Alliance to complete this mission. This unit may not contain the following keywords: Hero or Monster. This unit is given a Warpstone Crystal Token. In addition, this unit now can add 1 to all hit rolls. The Warpstone Crystal Token moves with the unit and must maintain coherency at all times. During the battle, tally up the amount of Damage caused by this unit. At the end of the battle add the total amount of Damage caused and the battle round the unit survived till for your total. The team that has the highest total score has won the objective. If the unit is destroyed by any means, the token is left on the table and can't be claimed by another unit.

2. **Terrain Table Objective:** Capture the Holy Havoc terrain objective marked on the table map. Starting from the second battle round a team scores 1 victory point if they have more models within 6" of the terrain objective than the other team. The team that has tallied the most victory points by the end of the fifth battle round has won the objective.

   Treasure Card: If your team has won the terrain objective see the Score Keeper to draw a single Treasure card. These cards are one use only, once used please return the card to the Score Keeper.

Victory Conditions 20 pts available

Objectives	Points
1. Warlord Mission Objective	8 points
2. Main Mission Objective	7 points
3. Terrain Table Objective	3 points
4. Warp Crystal Objective	2 points

3. **Warpstone Crystal Objective:** Nominate one battleline unit from the warhost to complete this objective. It must be a different unit than the unit chose for the Main Objective. Tally the Damage caused by this unit when it's within 16" of the Giant Warpstone Crystal. The team that has tallied the most Damage has won the objective.

4. **Warlord Mission Objective:** The Warlord's hunger for Warpstone has overcome his logic. The Warlord must gain possession of the Warpstone Crystal Token that has been assigned to the enemy unit. If the enemy unit is destroyed and the Warlord moves within 3" of the Warpstone Crystal Token the Warlord immediately gains possession of the token. The token then moves with the Warlord for the remainder of the game. The Warlord must be in possession of the Warpstone Crystal Token by the end of the fifth battle round has won the objective.

   Warlord Mission Trait Bonuses When you turn in your score sheet present your Warlord's Scroll to the Score Keeper to receive your Warlord's Trait upgrade for the next game.

   Skills Card If your Warlord won the Warlord objective see the Score Keeper to draw your Skill Card. These cards are one use only, once used please return the card to the Score Keeper.

Recon Mission: The Search

Desperate to learn more the Warlord's send pathfinders to aid in the next battle.

Before deployment players should verify terrain position using the map on the table card and review specific terrain rules. All terrain is marked and Holy Havoc custom terrain rules are explained.

NOTE: This game does not count towards scoring for the tournament. The winning teams will receive an envelope containing an intelligence regarding the battle field 15 minutes before Game 4.

Deployment
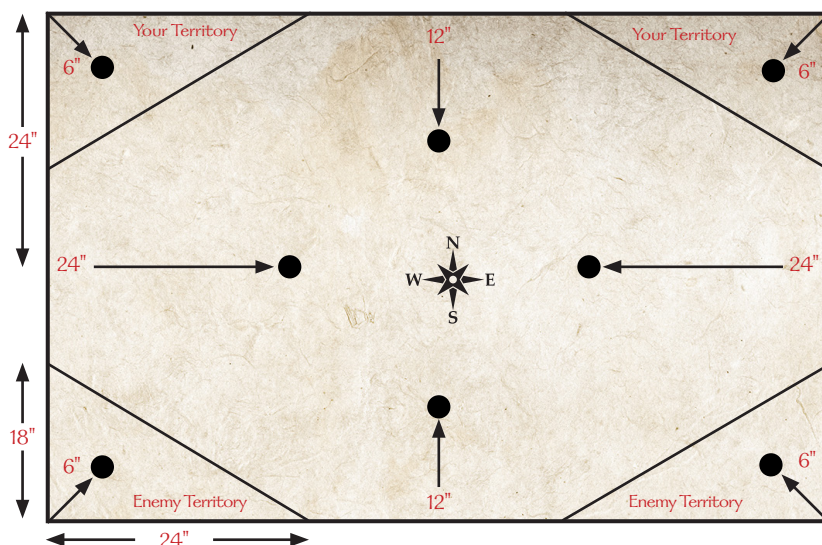
Game Length: The game will last 5 battle rounds or until time is called. Do not start a new battle round if both team turns cannot be completed before time expires. **This game will only last for 60 minutes**.

Claiming Objectives: To claim objectives armies must have more models within 6" of the objective to claim the objective points. Unless otherwise indicated.

Force Deployment: Players will only deploy 500 points no Heroes or Warlords are allowed in this battle. Players may choose a specific model from a unit to be their leader. An entire units is not allowed to be a leader.

Additional Units: Any units that are unable to deploy at the start of the game will arrive in the Hero phase of the second turn. This does not include units that deploy off the table (ala those deploying in reserve.) You may set up these units anywhere in your territory, as long as all models from the unit are within 3" of the edge of the battlefield and more than 12" from any enemy models. If this makes it impossible to set a unit up, it is delayed until your next Hero phase. The units can move normally in the turn they arrive.

1. **Main Objective:** Capture the battle plans. Your Warlord has sent your scouting party on a mission to discover what the enemy intends for the next battle. Starting from the second battle round each team scores 1 victory point for each objective outside the deployment zones they control; teams score 4 victory points if the capture an objective in enemy territory at the end of each of their turns. The team that has tallied the most victory points by the end of the fifth battle round has won the objective.

2. **Terrain Table Objective:** Capture the Holy Havoc terrain objective marked on the table map. Starting from the second battle round a team scores 1 victory point at the end of their turn if they have more models within 6" of the terrain objective than the other team. The team that has tallied the most victory points by the end of the fifth battle round has won the objective.

Game 4: The Warp Fog

The fog of war sways many battles and the Warp Fog brings death, destruction and chaos in it's green foggy mist.

Before deployment players should verify terrain position using the map on the table card and review specific terrain rules. All terrain is marked and Holy Havoc custom terrain rules are explained.

Deployment

Enemy Rally Point 1   Enemy Rally Point 2   Enemy Rally Point 3

1 Giant Warpstone Crystal   2 Giant Warpstone Crystal   3 Giant Warpstone Crystal

Your Territory

Enemy Territory

4 Giant Warpstone Crystal   5 Giant Warpstone Crystal   6 Giant Warpstone Crystal

Your Rally Point 1   Your Rally Point 2   Your Rally Point 3

Victory Conditions 5 pts available

Objectives	Points
1. Warlord Mission Objective	8 points
2. Main Mission Objective	7 points
3. Terrain Table Objective	3 points
4. Warp Crystal Objective	2 points

Set-up: Units must be set up wholly within their own territory, more than 12" from enemy territory. After all units are deployed roll a D3 to determine the rally point area in enemy territory.

Claiming Objectives: To claim objectives armies must have more models within 6" of the objective to claim the objective points. Unless otherwise indicated.

1. **Main Objective:** The warp fog has slowed your armies ability to move across the battlefield. In the beginning of your Hero phase roll a D6. On a 1-2 your army is slowed by the warp fog and movement is reduced to half. The team that has the most models within 3" of their rally point by the end of battle round 5 has won the objective.

2. **Terrain Table Objective:** Capture the Holy Havoc terrain objective marked on the table map. Starting from the second battle round a team scores 1 victory point if they have more models within 6" of the terrain objective than the other team. The team that has tallied the most victory points by the end of the fifth battle round has won the objective.

   Treasure Card: If your team has won the terrain objective see the Score Keeper to draw a single Treasure card. These cards are one use only, once used please return the card to the Score Keeper.

3. **Warpstone Crystal Objective:** The Giant Warpstone Crystal token does not appear until turn 3. At the start of turn 3 in the Hero phase roll a D6. Place the token as close indicated on the map. If no one claims the Giant Warpstone Crystal token, by the end of that round, roll a D6 the position indicated on the map. The Giant Warpstone Crystal token keeps moving until someone claims the token. Once claimed the Giant Warpstone Crystal token is locked and can't be moved. The team in possession of the Giant Warpstone Crystal Token at the end of the game has won the objective.

4. **Warlord Mission Objective:** Kill as many opposing models in the enemy army. During the battle tally up the number of kills (models lost to Battleshock don't count) and add the battle round number the Warlord survived till. The team with the highest combined Warlord total has won the objective.

   Warlord Mission Trait Bonuses When you turn in your score sheet present your Warlord's Scroll to the Score Keeper to receive your Warlord's Trait upgrade for the next game.

   Skills Card If your Warlord won the Warlord objective see the Score Keeper to draw your Skill Card. These cards are one use only, once used please return the card to the Score Keeper.

Game 5: Total Fury

The power of the Warpstone Crystal have pushed the armies to the brink. Alliances teeter on the brink of destruction as the lust for power warps the senses and massive earthquakes push Warpstone Crystals to the surface.

Before deployment players should verify terrain position using the map on the table card and review specific terrain rules. All terrain is marked and Holy Havoc custom terrain rules are explained.

Deployment

Your Prison Zone

8"

N
W — E
S

8"

Enemy Prison Zone
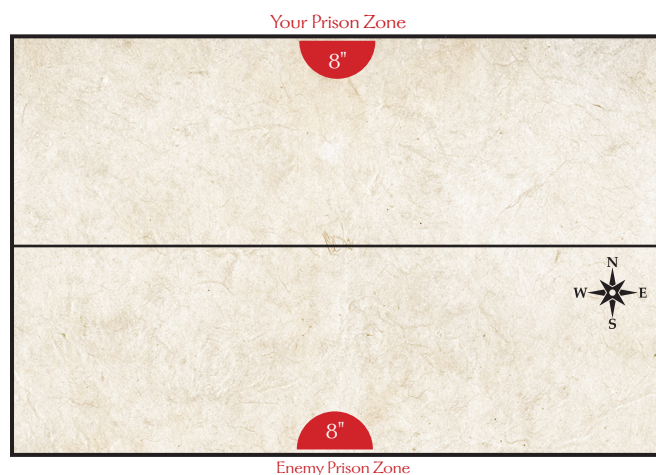
Set-up: Both teams secretly bid (and write down) the amount of time they want to take setting up. Bids must be in whole minutes. The bids are revealed, and the amount bid is the time that coalition will have to set up their armies. The side that bids lowest picks a territory and sets up first, within the time period they bid. They decide who has the first turn in the first battle round. Once the first coalition has been set up, the opposing side does likewise, within the time period they bid. In the case of a tied bid, the bids must be made again.

Units must be set up wholly within their territory more than 9" from enemy territory. Any units that are not set up within the time limit are placed in reserve instead of being set up on the battlefield. If the coalition's bid was twice as much or more than their opponent's bid, then the players from that team must roll a dice before they setup a unit on the battlefield; on a roll of 1 or 2 that unit must start in reserve (Heroes only have to be placed in reserve on a roll of 1).

Reserve units can enter play in any of their teams movement phases starting from the second battle round. All the models in the unit must be setup in their coalition's starting territory, within 3" of the table edge and more than 9" from any enemy units. This counts as their move for that movement phase.

Claiming Objectives: To claim objectives armies must have more models within 6" of the objective to claim the objective points. Unless otherwise indicated.

1. Main Objective: Rescue mission. Each player on the team chooses a Hero and it is placed in the 8" enemy prison zone indicated on the map. If a player doesn't have an available Hero then they must place another unit. These units are not allowed to function until

Victory Conditions 5 pts available

Objectives	Points
1. Warlord Mission Objective	8 points
2. Main Mission Objective	7 points
3. Terrain Table Objective	3 points
4. Warp Crystal Objective	2 points

rescued and can't be attacked by the enemy until rescued. Rescue the units by having any unit wholly within 6" of the captured units to win the objective.

2. Terrain Table Objective: Capture the Holy Havoc terrain objective marked on the table map. Starting from the second battle round a team scores 1 victory point if they have more models within 6" of the terrain objective than the other team. The team that has tallied the most victory points by the end of the fifth battle round has won the objective.

3. Warpstone Crystal Objective: Warpstone Crystals have weakened the ground causing great earthquakes. At the beginning of each Hero phase, roll D6 for each 24"x 24" zone. On a roll of 1-3 assign a Warpstone Crystal to an enemy unit of your choice in that zone. On a roll of 4-6 assign a Warpstone Crystal to one of your units in that zone. The Warlord may never be assigned Warpstone Crystals. If a unit is killed during battle, the Warpstone Crystals are lost to the earthquake and removed from the board. At the end of each Hero phase tally up the number of Warpstone Crystals your army controls. The team that has controled the most Warpstone Crystals during the battle by the end of the fifth battle round has won the objective.

4. Warlord Mission Objective: The Warlord is consumed by Warpstone and is addicted to the green power. He can only attack units that have Warpstone Crystals. If the unit is killed, the Warpstone Crystal is devoured by the Warlord and is removed from the board. The Warlord that inflicts the most Damage by the end of the fifth battle round has won the objective.

Holy Havoc Best Sportsmen Awards Sheet

Team Name	Team #	Allegiance

Best Sportsmen Award

Which of your opponents you faced during the tournament did you have the most fun playing against?

Team Name	Team #	Allegiance

Game 5

Team Name	Team #	Allegiance	Table #

Victory Condition Table

(Don't fill out **Was the Game Fun?** until after opponent's initial the score sheet)

Main Mission Objective	Terrain Table Objective	Warp Crystal Objective	Warlord Mission Objective	Was the Game Fun? ☐ Yes ☐ No

Have your opponent look over the score sheet to make sure that everything is correct. If everything is in agreement then have your opponent initial the score card.

Opponent's Team Name	Opponent's Team #	Opponent's Allegiance	Opponent's Initials

Game Notes:

Game 4

Team Name	Team #	Allegiance	Table #

Victory Condition Table

(Don't fill out **Was the Game Fun?** until after opponent's initial the score sheet)

Main Mission Objective	Terrain Table Objective	Warp Crystal Objective	Warlord Mission Objective	Was the Game Fun? ☐ Yes ☐ No

Have your opponent look over the score sheet to make sure that everything is correct. If everything is in agreement then have your opponent initial the score card.

Opponent's Team Name	Opponent's Team #	Opponent's Allegiance	Opponent's Initials

Game Notes:

Holy Havoc Fan Favorite
Awards Sheet

Team Name	Team #	Allegiance

Fan Favorite Award

Vote for the best Team combined Warhosts

Team Name	Team #	Allegiance

Recon Mission

NOTE: This game does not count towards scoring for the tournament. The winning teams will report to the scorers table 15 minutes before the start of Game 4. Each team will receive an envelope containing intelligence regarding the battle field for Game 4.

Team Name	Team #	Allegiance	Table #

Have your opponent look over the score sheet to make sure that everything is correct. If everything is in agreement then have your opponent initial the score card.

Opponent's Team Name	Opponent's Team #	Opponent's Allegiance	Opponent's Initials

Have your opponent look over the score sheet to make sure that everything is correct. If everything is in agreement then have your opponent initial the score card.

Game Notes:

Game 3

Team Name	Team #	Allegiance	Table #

Victory Condition Table

(Don't fill out **Was the Game Fun?** until after opponent's initial the score sheet)

Main Mission Objective	Terrain Table Objective	Warp Crystal Objective	Warlord Mission Objective	Was the Game Fun? ☐ Yes ☐ No

Have your opponent look over the score sheet to make sure that everything is correct. If everything is in agreement then have your opponent initial the score card.

Opponent's Team Name	Opponent's Team #	Opponent's Allegiance	Opponent's Initials

Game Notes:

Game 2

Team Name	Team #	Allegiance	Table #

Victory Condition Table

(Don't fill out **Was the Game Fun?** until after opponent's initial the score sheet)

Main Mission Objective	Terrain Table Objective	Warp Crystal Objective	Warlord Mission Objective	Was the Game Fun?
				☐ Yes ☐ No

Have your opponent look over the score sheet to make sure that everything is correct. If everything is in agreement then have your opponent initial the score card.

Opponent's Team Name	Opponent's Team #	Opponent's Allegiance	Opponent's Initials

Game Notes:

Game 1

Team Name	Team #	Allegiance	Table #

Victory Condition Table

(Don't fill out **Was the Game Fun?** until after opponent's initial the score sheet)

Main Mission Objective	Terrain Table Objective	Warp Crystal Objective	Warlord Mission Objective	Was the Game Fun?
				☐ Yes ☐ No

Have your opponent look over the score sheet to make sure that everything is correct. If everything is in agreement then have your opponent initial the score card.

Opponent's Team Name	Opponent's Team #	Opponent's Allegiance	Opponent's Initials

Game Notes: