

HOLY
HAVOC

THE WARLORD'S REVENGE

_____ Sponsored By _____





RULES FOR WAR

- Each team is considered to be 2 separate warhosts and may be from different Grand Alliances.
- Each player must have a Warlord of Havoc on 40mm – 80mm base. This model does NOT cost any points.
- Warlord of Havoc must have a narrative describing his/her background including name and realm of origin.
- Each player's deployed warhost must meet all of the 1000 point requirements in the General's Handbook 2022-2023, Season 1.
- Special/Unique Characters with a point value less than 400 are allowed.
- Warlord of Havoc will NOT be your General/Leader. Warlords are on a quest to overthrow their General. Warlords may choose a command ability of any warscroll that shares their declared allegiance. Command Abilities for unique characters may not be selected. After the first battle round your Warlord will be able to gain Warlord of Havoc Traits and Unlockable Warlord Traits for in game events.
- Warlord of Havoc doesn't cost any points. The Warlord of Havoc war scroll will be provided in the players pack a few weeks before the event.
- The Spy: Nominate any **HERO** that is not your General or Warlord to be the spy. If a player does not have an eligible **HERO** a **SPY** model will be chosen by the TO, beware of the consequences. Before the start of game 1 all players must send an email to holywarsgt@gmail.com indicating which **HERO** in their army is the **SPY**.

During each game the **SPY** may choose to use one ability from the scroll. These abilities are one use only for the event. You are not obligated to tell your opponents which abilities you have used until the end of the game or which **HERO** is the **SPY**.
- Artifacts and Battletome Spells are chosen in advance and must be indicated in warhost list.
- Teams may not have duplicate faction specific prayers, Endless Spells, spells items or artifacts.
- Teams may not have duplicate generic spells, prayers or artifacts.
- Command Abilities, Battle Traits, Command Traits and Faction Terrain only apply to a player's warhost and cannot affect their teammate's warhost.
- Grand Strategy must be chosen as a team and will be including in the scoring matrix.
- BattleTactics will NOT be used in the scoring matrix. We have our own unique Battleplans that will use the Holy Havoc scoring.
- Only Battalions from the GHB 2023 will used.
- 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.
- Display boards are limited to 24" x 24" 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, Terrain and Endless Spells do NOT have to be displayed. These models must be painted to the same level as the rest of the Warhost. If these models are not painted to the same standard they will not be allowed to be used. Players are only required to display their deployed Warhost. Malign Sorcery Endless Spells bases are allowed to have a unique basing schemes. Faction specific Endless Spells must match the basing of army, even bases that are molded bases must have the same texture as the army bases.
- Players may NOT borrow models from other players for summoning or any special rules.
- There is no list deadline for our event players are on the honor system for lists.
- Any players caught deliberately cheating will be disqualified and banned from future Holy Havoc events.



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 that 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 up. 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.

Rule Judges

Players are required to have their Warscrolls handy ready to resolve rule disputes between themselves in a fair and friendly manner. However, in the case of ambiguous rules or firm disagreements, players are encouraged to dice off to resolve the dispute. If after the dice off the issue is still not resolved there will be Rule Judges circulating on the floor. While we strive for accuracy, it is our main goal to keep games moving along. Decisions from a Rule Judge will be quick and considered final.

Charity Raffle

A \$20 contribution of Games Workshop or fantasy equivalent (These must be New In Box models). Raffle tickets can be purchased for \$5.00 each or 6 for \$20. Proceeds will go to the Hessed House homeless shelter.

Scoring

There are 94 points available over 3 categories.

55 points Battle

There are 55 points available for the 5 games.

Warlord Mission Objective: 2 pts

Main Mission Objective: 2 pts

Terrain Table Objective: 1 pt

Warp Crystal Objective: 1 pt

Grand Strategy: 1 pt

Poisoned: 10-1 pts (Only available in game 5)

Tortured: 10-1 pts (Only available in game 5)

22 points Narrative & Event Participation

There are 22 points available for Narrative and Event Participation.

4 points for providing a written narrative about your Warhost.

Points will be earned base on creative effort and presentation of the narrative.

4 points for narrative cohesiveness. How much does your narrative reflect your army composition, paint scheme, basing and display board.

8 points for not playing on the same table more than 3 times during the weekend.

5 points for donating one or more items worth at least \$20 retail total to the Charity Raffle.

1 point for voting for your favorite army.

17 points Appearance

17 points available to all players.

Awards

There can be only one. One winner will be awarded in each of the following categories. No duplicate winners are allowed.

The Conquerors of Havoc

(the most points in battle). First tiebreaker is Narrative & Event Participation points. Second tiebreaker total Appearance points. Third tiebreaker Favorite Opponent points. Fourth tiebreaker a coin flip.

Favorite Conquerors

(Who gave the best game of the weekend determine by player votes.) First tiebreaker is Narrative & Event Participation points. Second tiebreaker total Appearance points. Third tiebreaker Favorite Opponent points. Fourth tiebreaker a coin flip.

Players Choice (the most votes from the players). First tiebreaker is Narrative & Event Participation points. Second tiebreaker total Appearance points. Third tiebreaker Favorite Opponent points. Fourth tiebreaker a coin flip.

Hobby Master Awards

Best Army

(The Highest Paint Score based on Hobby Master level paint scores and judge votes.)

The Warlord of Havoc (Only Hobby Master level painted Warlords will qualify.)

The Holy Paragons (The team who has embraced the narrative spirit of the Holy Events will take home the award. The Holy Paragons will be teams that bring unconventional army lists and have pushed their hobby limits with their Warlords of Havoc in addition to displaying a high level of sportsmanship throughout the weekend will qualify.)



WEEKEND SCHEDULE OF EVENTS

FRIDAY

EVENT	TIME
Open gaming in game hall	7:30 PM – 12:00 AM
Paint Judging (Players may setup their display boards in the hall for paint judging.)	8:00 PM – 12:00 AM

SATURDAY

EVENT	TIME
Registration	8:00 AM – 8:45 AM
Game 1	9:00 AM – 12:00 PM
Lunch	12:00 PM – 1:00 PM
Game 2	1:00 PM – 4:00 PM
Break	4:00 PM – 4:30 PM
Game 3	4:30 PM – 7:30 PM
Open gaming in game hall and Paint Judging	8:30 PM – 11:45 PM
Fan Favorite voting due	9:30 PM

SUNDAY

EVENT	TIME
Game 4	9:00am – 12:00pm
Lunch:	12:00pm – 1:00pm
Game 5	1:00pm – 4:00pm
Raffle:	4:00pm – 4:45pm
Awards	5:00pm – 5:15pm



HOLY HAVOC VI PAINTING CHECK LIST

17 points are available

Only deployed models need to be displayed for Player's Choice and Paint Judging.

Category 1: Hobby Apprentice (1 points for each, 10 points possible)

- ☐ The Army is entirely painted to a tabletop standard.
- ☐ The Army is painted higher than a three color minimum.
- ☐ Bases of models are textured to a basic level.
- ☐ When looking at the Army it is visually cohesive.
- ☐ All base edges of models are painted.
- ☐ 1 or more models have a single wash/spot wash.
- ☐ 1 or more models have a single glaze/spot glaze.
- ☐ 1 or more models have basic highlighting.
- ☐ 1 or more models have basic blending.
- ☐ 1 or more models have basic shading.

___ /10

Category 2: Hobby Journeymen (1 points for each 7 points possible)

- ☐ Army is displayed with a basic name-plate/card including army title and player name.
(Hand written name plate on card or paper are not acceptable.)
- ☐ All models have consistent basing material.
- ☐ Models have intricate basing.
- ☐ Models have basic highlighting.
- ☐ Models have basic blending.
- ☐ Models have basic shading.
- ☐ Models have their basic details painted.

___ /7

___ /17 (Categories 1 and 2 total score)

Display Board Bonuses (1 bonus point for each 3 points possible)

- ☐ Army has been presented on a display board.
- ☐ Painted display board is used to present the army.
- ☐ Display board has been textured to match the army.

___ /20 (Categories 1, 2 and Display Board Bonuses total score)

Army must score a perfect 20/20 in order to qualify for Hobby Master voting.

Only Armies that qualify for Hobby Master have a chance to win Warhost of Havoc or The Warlord of Havoc.
See the following page for the Hobby Master requirements.



HOLY HAVOC VI PAINTING CHECK LIST

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 Holy Havoc Hobby Masters Award Winners)

1. ____ Army displays at least 4 advanced painting techniques throughout the entire Army.
 - 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. ____ Army displays at least 4 advanced technical techniques throughout the entire Army.
 - 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. ____ Army has at least 2 models are converted or dynamically posed.
 - Kit bashing beyond weapon swaps
 - Sculpting
4. ____ All Army bases have detailed basing techniques. (examples below)
 - Additional rocks beyond basic sand
 - Bases are built up using cork or other materials
 - Additional foliage or scatter materials
 - Custom cast/sculpted bases
 - Freehand painted designs
5. ____ Army display board thematically tells a story using terrain or buildings and has a themed name-plate/card that matches the display board.

____/10



TABLES AND GRAND STRATEGIES

Teams have the opportunity to select tables or a match up based on a random draw of the match up tokens.
Once 18 tables have been selected Teams must choose a match up.

TABLES	GRAND STRATEGIES
Table 1. The Challenge Stone	Before setup each player on the team must pick 1 grand strategy from the list below and record it on your battleplan and your score sheet. You cannot pick the same grand strategy more than once.
Table 2. The Shifting Monolith	
Table 3. The Temple of Khaine	
Table 4. The Eye of Tzeentch	No place for the Weak: When the battle ends, you complete this grand strategy if there are no Battleline units from your opponent's starting army on the battlefield.
Table 5. Sorcerer's Haven	Tame the Land: When the battle ends, you complete this grand strategy if you control all the objectives on the battlefield that are wholly outside your territory.
Table 6. Shrine of Sotek	
Table 7. Nest of the Arachnarok	
Table 8. The Oak of Ages	Defend What's Ours: When the battle ends, you complete this grand strategy if there are no enemy units wholly within your territory.
Table 9. Wyrms of Glott Marsh	Take What's Theirs: When the battle ends, you complete this grand strategy if there are friendly units than enemy units wholly within your opponent's territory.
Table 10. The Shifting Sands	
Table 11. Vlad's Tomb	
Table 12. Tower of Terror	Demonstration of Strength: When the battle ends, you complete this grand strategy if there are 3 or more GALLETIAN VETERANS units from your starting army on the battlefield.
Table 13. Warpstone Processor	Show of Dominance: When the battle ends, you complete this grand strategy if there are any friendly GALLETIAN VETERANS units in each quarter of the battlefield.
Table 14. Floating Islands	
Table 15. The Brass Fortress	
Table 16. Ruined Temple City of Sigmar	
Table 17. Bugman's Brewery	
Table 18. The Island of Sorrows	

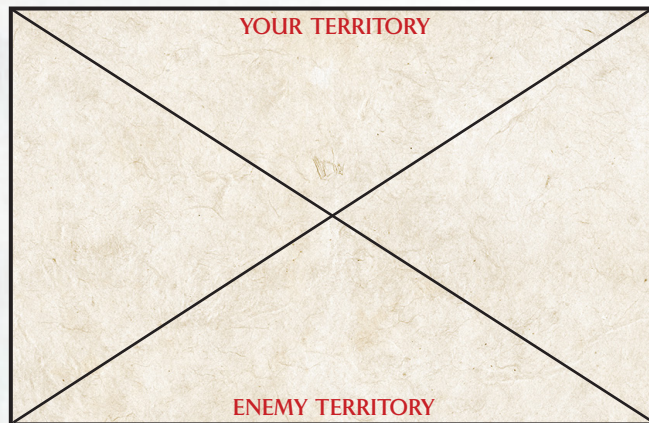


Game 1: Mining for Blood

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



VICTORY CONDITIONS

Battle Results	Battle Points
1. Warlord Mission Objectives	2 points
2. Main Mission Objective	2 points
3. Terrain Table Objective	1 point
4. Warpstone Crystal Objective	1 point
5. Grand Strategy (you cannot pick the same grand strategy more than once.) _____	1 point

Grand Strategy: Before set-up players from each team must pick a new grand strategy from the list on Page 7 of the pack or page 14 in the GHB 2022-2023 Season 1.

Set-up: Units must be set up wholly within their own territory, more than 9" 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 units 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.

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 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 judgment. 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.



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



VICTORY CONDITIONS

Battle Results	Battle Points
1. Warlord Mission Objectives	2 points
2. Main Mission Objective	2 points
3. Terrain Table Objective	1 point
4. Warpstone Crystal Objective	1 point
5. Grand Strategy (you cannot pick the same grand strategy more than once.)	1 point

Grand Strategy: Before set-up players from each team must pick a new grand strategy from the list on Page 7 of the pack or page 14 in the GHB 2022-2023 Season 1.

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 or teleported. All Warpstone Shards must be allocated. Units assigned Warpstone Shards must battle through the enemy lines and exit the battle-field 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.

- 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, must roll a D6. On a 4+ they have successfully harnessed the power of the crystal. Choose an enemy unit within 24" of the crystal that unit suffers D3 **HOLY WOUNDS**. If the roll is unsuccessful the crystal back lashes onto the closest friendly unit, the unit suffers D3 **HOLY WOUNDS**. 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.

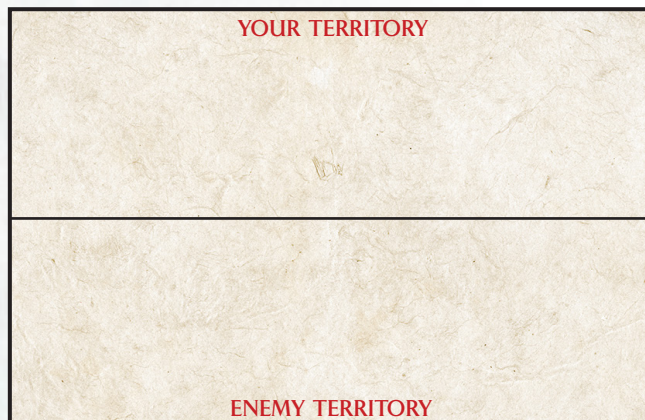


Game 3: The Hunger

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

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



Grand Strategy: Before set-up players from each team must pick a new grand strategy from the list on Page 7 of the pack or page 14 in the GHB 2022-2023 Season 1.

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 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

VICTORY CONDITIONS

Battle Results	Battle Points
1. Warlord Mission Objectives	2 points
2. Main Mission Objective	2 points
3. Terrain Table Objective	1 point
4. Warpstone Crystal Objective	1 point
5. Grand Strategy (you cannot pick the same grand strategy more than once.)	1 point

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:** Nominate one battleline unit from the warhost to complete this objective. It must be a different unit than the unit chosen for the Main Objective. Tally the Damage caused by this unit when it's within 18" 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 to win 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.



Game 4: Betrayed

The fog of war sways many battles and the Warp Fog brings death, destruction and chaos in its 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 ZONE 6" x 72"		
1 Giant Warpstone Crystal	2 Giant Warpstone Crystal	3 Giant Warpstone Crystal
YOUR TERRITORY		
4 Giant Warpstone Crystal	5 Giant Warpstone Crystal	6 Giant Warpstone Crystal
ENEMY TERRITORY		
YOUR RALLY ZONE 6" x 72"		

VICTORY CONDITIONS

Battle Results	Battle Points
1. Warlord Mission Objectives	2 points
2. Main Mission Objective	2 points
3. Terrain Table Objective	1 point
4. Warpstone Crystal Objective	1 point
5. Grand Strategy (you cannot pick the same grand strategy more than once.)	1 point

Grand Strategy: Before set-up players from each team must pick a new grand strategy from the list on Page 7 of the pack or page 14 in the GHB 2022-2023 Season 1.

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

Betrayed: The TO will announce how you have been betrayed.

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 limited your armies ability to see across the battlefield. All ranged attack and spell ranges are reduced by half. At the beginning of each battle round the team with priority rolls a D6 on a 4+ the warp fog has cleared for that round. The team that has the most models in the rally point zone 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.

3. Warpstone Crystal Objective: The Giant Warpstone Crystal does not appear until the end of turn 1. Roll a dice at the end of each battle round to determine where the Giant Warpstone Crystal appears; place the crystal as close to the center as possible. Score 1 victory point at the end of your turn if you control the Giant Warpstone Crystal. The team that has tallied the most victory points 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.



Game 5: The Warlord's Revenge

Betrayal has consumed your heroes and Warlord. The thirst for power and revenge consumes all.

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

Grand Strategy: Before set-up players from each team must pick a new grand strategy from the list on Page 7 of the pack or page 14 in the GHB 2022-2023 Season 1.

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:** Rescue mission. Each player on the team must place their **SPY** in the 12" enemy prison zone indicated on the map. The **SPY** is not allowed to function until rescued and can't be attacked by the enemy until rescued. Rescue the **SPY** by having a unit friendly unit within 3" of the prison zone. The **SPY** can't use abilities till rescued. Units can be deployed in the Prison Zone.
- 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 Shards corrupt-ed your **HEROES**. After all units are deployed teams must allocate all Warpstone Crystals Shards to **HEROES** in the combined army. Each **HERO** must be allocated at least one shard. **HEROES** may only attack and be attacked by **HEROES**. Total up the combined number of Warspstone Crystals you have recovered from destroying the enemy

VICTORY CONDITIONS

Battle Results	Battle Points
1. Warlord Mission Objectives	2 points
2. Main Mission Objective	2 points
3. Terrain Table Objective	1 point
4. Warpstone Crystal Objective	1 point
5. Grand Strategy (you cannot pick the same grand strategy more than once.)	1 point
6. Tortured	10-1 point
7. Poisoned	10-1 point

HEROES. The team with the combined highest total has won the objective. When there are no more **HEROES** to attack **HEROES** may attack **WARLORD OF HAVOC**. If there are no **HEROES** remaining on the battlefield the **HEROES** can attack other units.

- 4. Warlord Mission Objective:** The Warlords of Havoc know this is their chance to seize power. Each player choses an enemy Warlord as their target. Only Warlords can attack Warlords. Once the chosen enemy **WARLORD OF HAVOC** is killed the warlord can only attack **HEROES**. If there are no **HEROES** remaining on the battlefield the Warlord can attack other units. The Warlord that killed the enemy Warlord of Havoc has won the objective.
- 5. Tortured & Poisoned:** Your **SPY** is being tortured by the **WARLORD OF HAVOC** you must rescue your **SPY** before valuable intel is revealed. Your General has also been poisoned by the **WARLORD OF HAVOC**. At the start of each hero phase all players roll D6 **HOLY WOUNDS** to see how much torture/poisoning you have inflicted on the captured **SPY** and the poisoned **GENERAL** (roll for each). The team can score up to 20 victory points depending on which turn your Spy and General . Combine the scores from the list below to determine your total victory points.

Tortured Score:	Poisoned Score:
Turn 1: 5 pts	Turn 1: 5 pts
Turn 2: 4 pts	Turn 2: 4 pts
Turn 3: 3 pts	Turn 3: 3 pts
Turn 4: 2 pts	Turn 4: 2 pts
Turn 5: 1 pts	Turn 5: 1 pts

The Warlord of Havoc has revenge on his enemies if the captured Spy has died from torture and General has died from poisoning!



Favorite Conquerors

Team Name	Player Names

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

Opponent's Team Name	Opponent Player Names

KEEP TRACK OF THE TEAMS YOU PLAYED

Game 1	Game 2	Game 3	Game 4	Game 5





Game 5

Team Name	Player Names
------------------	---------------------

Main Mission Objective	Terrain Table Objective	Warp Crystal Objective	Warlord Mission Objective	Grand Strategy Objective	Poisoned Objective
Was the Game Fun? (Don't fill out Was the Fun until after opponent's initial the score sheet) <input type="checkbox"/> YES <input type="checkbox"/> 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 below.

Opponent Team Name	Opponent Team Player Names	Your Opponent's Initials
---------------------------	-----------------------------------	---------------------------------

NARRATIVE PARTICIPATION

(8 POINTS FOR NOT PLAYING ON THE SAME TABLE MORE THAN 3
 TIMES DURING THE WEEKEND. LIST THE TABLE NUMBERS BELOW TO SCORE YOUR POINTS.)

Game 1 Table	Game 2 Table	Game 3 Table	Game 4 Table	Game 5 Table
---------------------	---------------------	---------------------	---------------------	---------------------



Game 4

Team Name	Player Names

Main Mission Objective	Terrain Table Objective	Warp Crystal Objective	Warlord Mission Objective	Grand Strategy Objective
Was the Game Fun? (Don't fill out Was the Fun until after opponent's initial the score sheet) <input type="checkbox"/> YES <input type="checkbox"/> 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 below.

Opponent Team Name	Opponent Team Player Names	Your Opponent's Initials

NARRATIVE PARTICIPATION

(8 POINTS FOR NOT PLAYING ON THE SAME TABLE MORE THAN 3 TIMES DURING THE WEEKEND. LIST THE TABLE NUMBERS BELOW TO SCORE YOUR POINTS.)

Game 1 Table	Game 2 Table	Game 3 Table	Game 4 Table	Game 5 Table



Holy Havoc Players Choice Award Sheet

Your Team Name	Team Player Names
-----------------------	--------------------------

Which Warhost is your favorite?

Warhost and Player Names

Holy Havoc Players Choice Award Sheet due by 9:30 PM on Saturday Night

Players that fail to turn in the sheet by the deadline will be docked
a point from Narrative Participation score.





Game 3

Team Name	Player Names

Main Mission Objective	Terrain Table Objective	Warp Crystal Objective	Warlord Mission Objective	Grand Strategy Objective
Was the Game Fun? (Don't fill out Was the Fun until after opponent's initial the score sheet) <input type="checkbox"/> YES <input type="checkbox"/> 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 below.

Opponent Team Name	Opponent Team Player Names	Your Opponent's Initials

NARRATIVE PARTICIPATION

(8 POINTS FOR NOT PLAYING ON THE SAME TABLE MORE THAN 3
TIMES DURING THE WEEKEND. LIST THE TABLE NUMBERS BELOW TO SCORE YOUR POINTS.)

Game 1 Table	Game 2 Table	Game 3 Table	Game 4 Table	Game 5 Table



Game 2

Team Name	Player Names

Main Mission Objective	Terrain Table Objective	Warp Crystal Objective	Warlord Mission Objective	Grand Strategy Objective
Was the Game Fun? (Don't fill out Was the Fun until after opponent's initial the score sheet) <input type="checkbox"/> YES <input type="checkbox"/> 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 below.

Opponent Team Name	Opponent Team Player Names	Your Opponent's Initials

NARRATIVE PARTICIPATION

(8 POINTS FOR NOT PLAYING ON THE SAME TABLE MORE THAN 3
TIMES DURING THE WEEKEND. LIST THE TABLE NUMBERS BELOW TO SCORE YOUR POINTS.)

Game 1 Table	Game 2 Table	Game 3 Table	Game 4 Table	Game 5 Table



Game 1

Team Name	Player Names
------------------	---------------------

Main Mission Objective	Terrain Table Objective	Warp Crystal Objective	Warlord Mission Objective	Grand Strategy Objective
Was the Game Fun? (Don't fill out Was the Fun until after opponent's initial the score sheet) <input type="checkbox"/> YES <input type="checkbox"/> 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 below.

Opponent Team Name	Opponent Team Player Names	Your Opponent's Initials
---------------------------	-----------------------------------	---------------------------------

NARRATIVE PARTICIPATION

(8 POINTS FOR NOT PLAYING ON THE SAME TABLE MORE THAN 3 TIMES DURING THE WEEKEND. LIST THE TABLE NUMBERS BELOW TO SCORE YOUR POINTS.)

Game 1 Table	Game 2 Table	Game 3 Table	Game 4 Table	Game 5 Table
---------------------	---------------------	---------------------	---------------------	---------------------