WARCROW
TOURNAMENT RULES

CORVUS BELLI

Tournament Rules

What is a tournament?

A Warcrow tournament is an organized battle where each participant brings their army to compete in different rounds.

Basically, it's an opportunity to meet other players, test your strategies, meet like-minded people, and, above all, **have fun.**

Not an expert? Don't worry, you don't have to be one to enjoy it.

What do you need to participate?

Just bring your **company (miniatures and army list), dice, templates, tokens,** and a willingness to play, and you're all set. Some tournaments may have specific rules, but in these cases, they're usually explained in advance.

What miniatures can you use?

- **Official Corvus Belli miniatures only.** All miniatures you use must be from the official **Warcrow range**. No other brands are permitted.
- **They must be assembled.** They don't have to be perfect, but at least the main parts must be glued together and the miniatures stuck onto their bases (you can use the one that comes with the miniature or one of the same size).
- **Miniatures must clearly represent what they are.** That is, the model must resemble the unit it represents, including its main equipment or armament. If you don't have the exact model, **you can use another Corvus Belli model**, as long as the organizer allows it and you make it clear to your opponent what it represents.

Do they need to be painted?

Having painted models isn't required **(unless the tournament rules state otherwise)**, but it's **highly recommended.** A painted army looks much better on the table and makes the gaming experience much more immersive. Go ahead and add some color to your miniatures!

Can I use proxies?

If you don't have a specific miniature, you can use another one **as long as it's a Corvus Belli miniature** and you clearly state what it represents. **No other brands of miniatures are permitted.** Also, the base must be the appropriate size for the unit it's representing.

What if I want to make conversions or transformations?

If you like to customize your miniatures, go for it! Conversions are allowed **as long as the majority of the miniature is from Corvus Belli** and it's clear which unit it represents. However, **the base must still be the correct size**.

Army list

Your company's army list must comply with the rules in the Warcrow rulebook, and if the event has special rules, you must also follow them.

Company

In the following text and those you will find in scenarios and feats we will use the term "company" to refer to both the player and their army.

Tournament format

The format is simple: **minimum 4 people, minimum 3 rounds, and always 1 vs. 1.** If there are more of you, the tournament can be up to 5 rounds, but that depends on the organizers.

Participants	Rounds
4-8	3
9-16	4
17+	5

Normally, the organizers maintain this structure, but it can be changed. The only thing that can't be done is to allow **fewer than three rounds**.

Rounds and games

- Every game will be played within an **adventure**.
- An adventure is the combination of a **scenario** and a **feat**.
- Scenarios will provide **military points (MP)**.
- Feats will provide **arcane points (AP)**.
- The sum of MPs and APs are the **victory points (VP)** earned by each company.
- Victory in the game is determined by victory points (VP), giving rise to 5 possible outcomes. Each one awards a different amount of **tournament points (TP)**:

Result	Tournament Points (PT)	Description
Supremacy	4	Obtain more MP and AP than the rival company.
Partial triumph	3	Obtain more VP than the rival company, but without surpassing it in MP and AP.
Evenly matched duel	2	Obtain the same amount of VP as the rival company.
Tactical retreat	1	Obtain fewer VP than the rival company, but without being surpassed in MP and AP.
Bitter defeat	0	Obtain fewer MP and AP than the rival company.

Example:

Company A obtained 4 MP and 2 AP, while company B obtained 5 MP and 1 AP. Their total VPs are: 6 VP for company A and 6 VP for company B. ¡It's an evenly matched duel!

Company A obtained 6 MP and 1 AP, while company B obtained 3 MP and 2 AP. Their total VP are 7 VP for company

A and 5 VP for company B. Company A wins the adventure but with a partial triumph, since company B obtained more AP than company A (Company B got a result of a Tactical retreat).

Company A obtained 8 MP and 3 AP, while company B obtained 2 MP and 1 AP. Their totals are: 12 VP for company A and 3 VP for company B. Company A wins with a Supremacy result, while B suffers a Bitter defeat.

How are the pairings made?

- **First round:** Random, anyone can play against anyone.
- **From the second round onwards:** Those with similar scores (TP) compete against each other.

If there is a tie in TP, the company with the highest total VP will be on top. If the tie persists, the company whose rivals obtained the lowest VP in their matched adventures will be on top.

Final ranking

When the tournament ends, the players are ranked **from highest to lowest in Tournament Points** to obtain the final ranking (in case of a tie, the rules outlined in the previous point apply).

Rules precedence

All rules mentioned in this document, scenarios and feats take precedence over those explained in the Warcrow rulebook.

Hidden information

All units are considered hidden information until they are deployed on the battlefield.

This means that a company shouldn't announce nor show the rival company which units are part of their company until they are deployed on the battlefield.

Game preparation

Before starting to play, you need to make the following preparations in the order shown:

1. Form your command tokens reserve
2. Decide who has the initiative
3. Choose the deployment zone
4. Deploy your units

Form the command reserve

Both companies add up the COM value of their units and receive as many command tokens as the total.

Determine the initiative

Both companies make a face to face roll with ⬦⬧, with the company that has the highest COM adding ⬧.

The company with the highest number of ✦ decides whether to keep the initiative or pass it to its rival. In the event of a tie, the roll is repeated.

Select deployment zone

The company that does not have the initiative selects a deployment zone for its units, therefore assigning the other to the rival company.

Deploy units

The company with the initiative decides which company will deploy a unit first. Companies will take turns deploying one unit at a time until all of them have been deployed.

Command tokens

To allow for easy to track fair play, it is recommended to place all command tokens that will be used together, in case this has to be checked later on.

End of the game

Games end when the end of game condition specified on the scenarios are met. If a company can't activate a unit on their turn (due to all of them being destroyed or demoralized) then it must Pass until it can do so, or until the game ends.

Objectives

Scenarios use objectives to represent strategic points or features of major interest.

Unless otherwise specified in the scenario, objectives are represented by 2-stride diameter (infantry base) markers, called **objective markers.** These markers are terrain features with the keywords *Impassable* and *Block LoS*.

Controlling an objective

Conquest markers will be used to determine which company controls an objective. These markers are two-color, identifying each company.

- An objective without a conquest marker is not considered controlled by any company.
- An objective can only be controlled by one company at a time.

If a company gains control of an objective, it places a conquest marker on it, removing any conquest markers it may have previously held.

Contest control of an objective

When a unit ends its activation, it contests control of objectives within 3 strides. Other units within 3 strides of these objectives also contest their control. For each objective:

- Both companies add the conquest value of their units that contest the objective (have it within 3 strides).
- The company with the highest total wins control of the objective.

Additional rules

Units lost in the fog

The following units **cannot** be a part of any company.

- Amelia Hellbroth
- Nayra Caladren
- Naergon Caladren
- Trabor slepmund (+ Mk-os automata)
- Ormuk
- Iriavík restless pup (+ Coal)
- Darach wildling
- Oona

Hegemony of Embersig

Engineer

Explosives

Place an event token on the turn tracker, two positions ahead of the current one. When the turn tracker activates that event token, the target explodes. All units within 5 strides are the target of a ranged attack equivalent to a ◆ for each two troops in the unit (the Supports count, rounding up). If the terrain element didn't have the *Impassable* keyword, the terrain element is considered *Ruins* with the keywords *Rugged* and *Cover*(◆).

Sÿenann

Druid

Defenders of the Great Forest.

Before the step "Deploy your units"

You may place a forest on the battlefield with the keywords *Block LoS* and *Cover* (◆). The forest's base must fit within a square with a 7 strides side.

Bigger than they look

Warcrow Adventures units with a 55mm base (Kipleacht, Mórnmab, and Crucible) must be used with a 60mm base.

- No conversion work is required; you can use adhesive putty to attach the Warcrow Adventures miniature to a 60mm base.
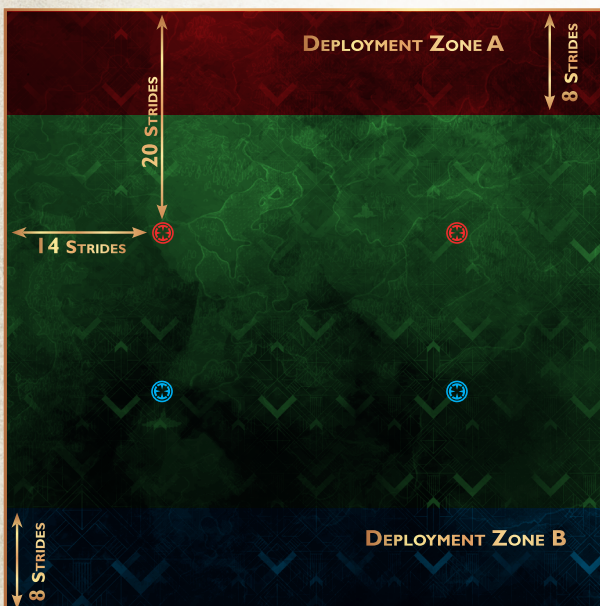
WARCROW

SCENARIOS

CORVUS BELLI

Take positions

Required material

- 2 red objective markers.
- 2 blue objective markers.

Preparation

Rounds

Each round has a duration of **5 turns**.

Scoring

At the end of each round, each company obtains:

- **1 MP** for each objective of their rival's color they control.
- **1 MP** if none of their objectives is controlled by their rival.

End of the game

The game ends at the end of **round 3**.

Influence zones

Required material

- 2 red objective markers.
- 2 blue objective markers.
- 1 brown objective marker.

Preparation

Rounds

Each round has a duration of **5 turns**.

Scoring

At the end of each round, each company obtains:

- **1 MP** if they control more objectives than their rival.
- **1 MP** if they control at least one objective of their rival's color.
- **1 MP** if they control at least 2 objectives.

End of the game

The game ends at the end of **round 3**.

Strategic domain

- All units that are not demoralized have their conquest value increased by 1.
- Conquest modifiers are not increased.

Influence zones

Units may contest control of objectives at 7 strides instead of 3.

Expanse

Required material

- 4 brown objective markers.
- 1 blue objective marker.

Preparation

Brown objective markers start the game controlled by the company that has their deployment zone adjacent to them.

Rounds

Each round has a duration of **5 turns**.

Scoring

At the end of each round, each company obtains:

- **2 MP** if they control more brown objectives than their rival.
- **1 MP** if they control the same amount of brown objectives as their rival.
- **1 MP** if they control the central objective (blue).

End of the game
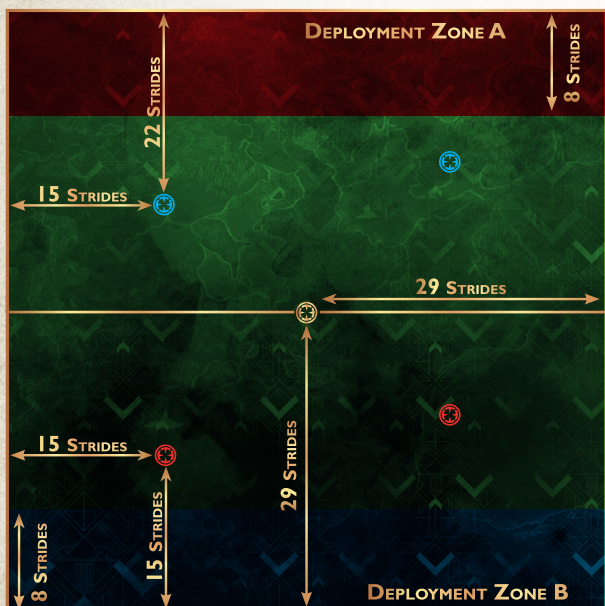
The game ends at the end of **round 3**.

Loot

Required material

- 2 red objective markers.
- 2 blue objective markers.
- 1 brown objective marker.

Preparation

Rounds

Each round has a duration of **5 turns**.

Scoring

At the end of each round, each company obtains:

- **1 MP** if they have at least 1 *loot*.
- **1 MP** if they have more *loot* than their rival.
- **1 MP** if their rival has no *loot*.

End of the game

The game ends at the end of **round 3**.

Loot

Objective markers are used to represent *loot*.

They use the following rules instead of those from the rulebook:

- A unit adjacent to an objective marker may stress itself to pick it up (placing it on their profile card).
- Units may move through an objective marker but **cannot** end their movement on one.
- Units **cannot** pick up objective markers of their rival's color.
- Units **cannot** carry more than 1 objective marker at the same time.
- When a unit carrying loot is destroyed, the company controlling it places the loot adjacent to their leader before removing it from the battlefield. If the unit has an *Officer Character* joined, it may instead give the loot to the *Character*.
- When a unit carrying loot becomes demoralized, place the objective marker adjacent to their leader before fleeing.
- If a *Character* leaves a unit carrying loot, it can choose to take the loot or leave it in the unit.

Consolidated Progress

Required material

- 2 red objective markers.
- 2 blue objective markers.
- 1 brown objective marker.

Preparation

DEPLOYMENT ZONE A
8 STRIDES
OBJECTIVE 2
OBJECTIVE 1
29 STRIDES
OBJECTIVE 1
12 STRIDES
15 STRIDES
29 STRIDES
OBJECTIVE 2
8 STRIDES
8 STRIDES
DEPLOYMENT ZONE B

Rounds

Each round has a duration of **5 turns**.

Scoring

At the end of each round, each company gets:

- **1 MP** if they control the central objective.
- **1 MP** if they control their rival's objective 2.
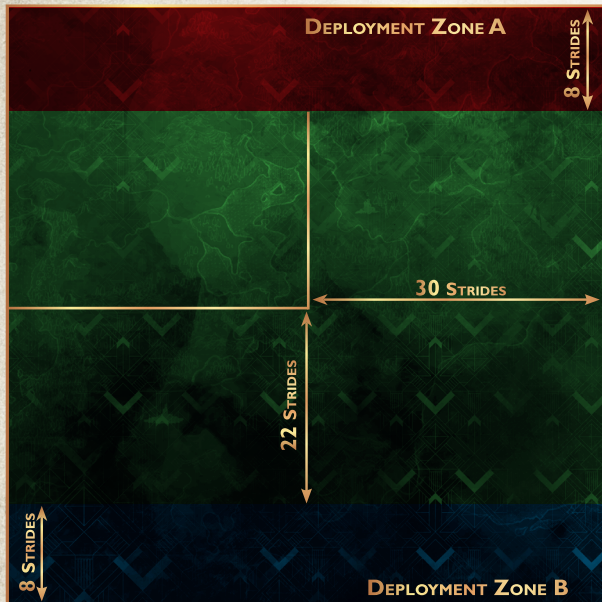- **1 MP** if none of their objectives (1 and 2) are controlled by their rival.

End of the game

The game ends at the end of **round 3**.

Quadrants

Preparation

Rounds

Each round has a duration of **5 turns**.

Scoring

At the end of each round, each company gets:

- **2 MP** if they control more quadrants than their rival.
- **1 MP** if they control the same amount of quadrants as their rival.
- **1 MP** if they control at least 1 quadrant adjacent to their rival's deployment zone.

End of the game

The game ends at the end of **round 3**.

Strategic domain

- All units that are not demoralized have their conquest value increased by 1.
- Conquest value modifiers (from skills and effects) are not increased.

Quadrants

The battlefield (not including deployment zones) is divided into four quadrants, which can be controlled as if they were objectives although no objective markers are used.

Units can contest control of a quadrant if their leader is within the quadrant (a leader whose base is in contact with more than one quadrant is not within any quadrant, so their unit cannot control or contest any quadrant).

Although no objective markers are used, a conquest marker is placed in each quadrant to indicate which company controls it.

Feats

Track

Required material

• 4 event tokens, numbered from 1 to 4.

Preparation

The company that wins the initiative receives event tokens 1 and 3, the rival company receives event tokens 2 and 4.

Each company places one of their event tokens on the "1" position of the turn counter (**track meter**).

After deploying all units in the game preparation phase (including *Scouts*), each company, in deployment order, places their remaining event token on any point of the battlefield farther than 10 strides away from their deployment zone (**vestige**).

Tracking and Vestiges

• Event tokens on the turn counter represent each company's **track meter**.
• Event tokens on the battlefield represent **vestiges**.
• Units may move through **vestiges**, but **cannot** finish their movement on them.
• Each company has their own **track meter** and own **vestiges**.
• Companies cannot interact with the rival's **vestiges**.

Tracking a vestige

Character units and units with a joined *Character* that finish their activation adjacent to their company's vestige can track it:

• The unit makes a WP test.
• *Scout* and *Ambusher* units add ◆ to their roll.
• During the switches step of the roll, units may stress themselves to add 1★ to their roll.
• When a unit passes the test with 2★, the company advances the **track meter** by 1 position on the turn counter. Then, the rival company must place the **vestige** at 15 strides of its current position (it **cannot** be placed on *Impassable* terrain).

Scoring

When a company advances their **track meter** to position "4" of the turn counter it obtains 4 AP and the rival company obtains as many AP as its current position on the **track meter** minus 1.

At the end of the game, if neither company got their **track meter** to position "4":

• Each company obtains as many AP as the current position of their **track meter.**
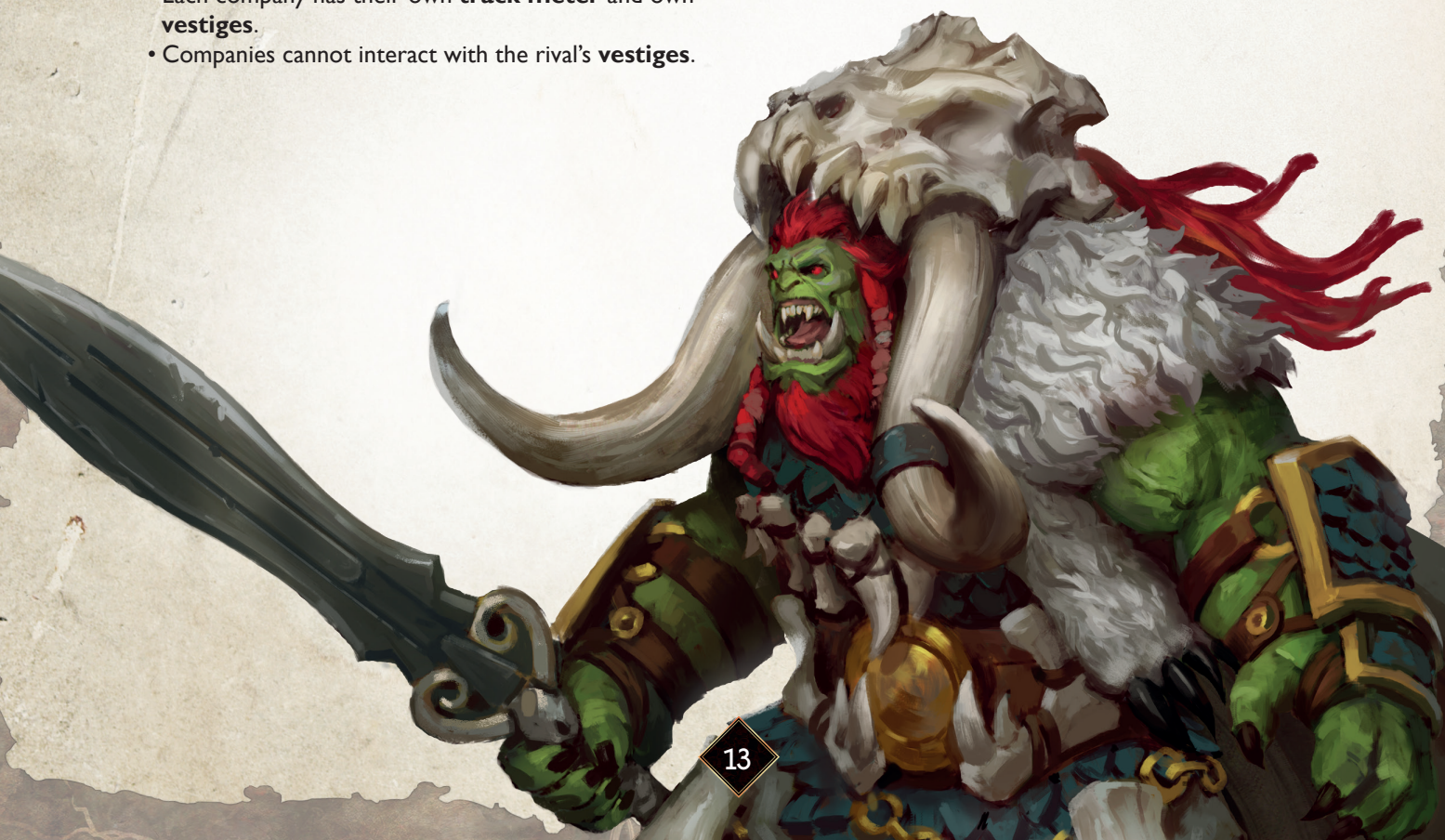
Decapitation

Required material

- 2 event tokens.

Commander

- Companies must deploy their commander during the deployment phase (they **cannot** use *Scout* or *Ambusher*).
- If the commander is removed from the battlefield by any effect it will be considered eliminated (for scoring purposes)
- The commander **cannot** join any unit.

Contract

After deploying all units in the game preparation phase (including *Scouts*), each company, in deployment order, chooses a unit from the rival company as their **contract** (place an event token on their profile card).

- The contract **cannot** be the commander
- If the **contract** is removed from the battlefield by any effect it will be considered eliminated (for scoring purposes).
- If the unit with the **contract** has a joined *Character,* the **contract** will be considered eliminated once the unit is destroyed, even if the *Character* survives.
- A company that couldn't choose its **contract** (because there were no deployed enemy units) will do so at the end of the round. A demoralized unit **cannot** be chosen as a **contract**. If a company still can't choose its contract at the end of a round, it will do so at the end of the next one.

Scoring

At the end of the game, each company obtains:

- **2 AP** if they eliminated the rival's commander.
- **1 AP** if their commander hasn't been eliminated.
- **1 AP** if they eliminated their **contract**.

The rift

Required material

- 2 fog markers.
- 2 event tokens.

Fog

After deploying all units in the preparation phase (including *Scouts*), each company, in deployment order, must place a fog marker further than 20 strides from their deployment zone.

These fog markers **cannot** be moved.

Character units and units with a joined *Character* that finish their activation adjacent to one of the fog markers may begin sealing the rift.

Sealing the Rift

The unit performs a WP test, using the *Character*'s WP. The company places an event token on the turn counter, 6 positions ahead of the current turn, and then moves it back 1 position for each ✶ they got in the test.

- *Spellcaster Characters* add 🔶 to their roll.

If the unit sealing the rift is no longer adjacent to the fog marker or if it activates, the event token is removed.

A unit **cannot** begin sealing a rift that is already being sealed by another unit.

When the event token is activated, the company sealing the rift obtains the fog marker (and removes it from the battlefield).

Scoring

At the end of the game, each company gets **2 AP** for each fog marker it obtained.

Banner

Required material

• 4 event tokens, numbered from 1 to 4.

Preparation

The company that wins the initiative receives event tokens 1 and 3, the rival company receives event tokens 2 and 4.

Each company places one of their event tokens on the "1" position of the turn counter (**glory meter**).

After deploying all units in the game preparation phase (including *Scouts* and *Ambushers*), each company, in deployment order, chooses one of their deployed units to carry the **banner**, placing an event token on their profile card.

• *Characters* carrying the **banner cannot** join a unit
• A unit carrying the **banner cannot** have a joined *Character*.

Banner

For each 🔻 inflicted by the unit carrying the **banner**, its company advances their **glory meter** 1 position on the turn counter. If the **glory meter** is on position "10", move the rival company's **glory meter** back (to a minimum of 1).

Lost banner

If the unit carrying the banner flees, is destroyed or leaves the battlefield, the company controlling it places the banner on the battlefield, adjacent to its leader, before removing the unit from the battlefield or fleeing.

Pick up the banner

If a company's banner is on the battlefield, any adjacent allied unit may pick it up performing the Pick up banner simple action.

Scoring

At the end of the game, each company gets:

• **1 AP** if their rival lost its banner at any point.
• **1 AP** if they didn't lose their own banner
• **1 AP** if their glory meter is on the same position as their rivals.
• **2 AP** if their glory meter is higher on the turn counter than their rivals.

Resources

Required material

• 2 event tokens.

Preparation

The company that wins the initiative receives event token 1, the rival company receives event token 2.

Each company places their event token on position "1" of the turn counter (**resource meter**).

Resources

Units further than 12 strides from their deployment zone that are not engaged in combat may stress themselves at the end of their activation to **obtain resources**.

Obtain resources

The unit performs a simple roll, the dice of which will depend on the amount of troops in the unit (*Support* counts when calculating the number of troops for this action). The unit's company advances their resource meter 1 position for each ✦ they got. If the **resource meter** is on position "10", instead of advancing the **resource meter**, move the rival company's **resource meter** back (to a minimum of 1).

A company **cannot** obtain resources more than once per turn.

Dice rolled:

• 1 Troop: ◆
• 2-3 Troops: ◆ ◆
• 4+ Troops: ◆ ◆ ◆

Scoring

At the end of the game, each company obtains:

• **1 AP** if their resource meter is on position 4 or higher.
• **1 AP** if their resource meter is on position 7 or higher.
• **1 AP** if their resource meter is on position 10.
• **1 AP** if their resource meter is higher on the turn counter than their rival's