



Who's The Boss Tournament

The Rules

Each player must create a 50 point list with no Warcaster or Warlock to lead it (this means no Warjack or Warbeast points may be spent). When creating a list you must stick to one Faction and are allowed to use Contracts (Mercenaries) or Pacts (Minions). The bonus rules for those Contracts/Pacts will be used. Theme forces are NOT allowed when creating a Who's The Boss list.

Every game, your Boss will be chosen by a random caster generator (There are 90+ Casters in the game), That is the caster you will play with for that game. For all purposes that caster becomes a member of your faction and counts as a friendly faction model.

If you are playing a Warmachine army, and you get a warlock caster, that warlock becomes a Warcaster in all meanings. Fury Stat will become Focus, and overboosting armour is now possible. The reverse holds true as well, If you are playing a Hordes Army, and you get a Warcaster, that Warcaster becomes a Warlock in all meanings. Focus becomes Fury, and will be able to transfer damage. Depending on the faction of your army, your casters spells will be adjusted to reflect the new faction, mentions of Warjacks become Warbeasts and vice versa. Other specific named abilities will be lost in the translation, unless those models exist in your army. (Such As eSorscha's Elite Cadre and Desperate Pace.) If your Boss comes with a unique attachment (for example eKaya & Laris or Old Witch & Scrapjack) these models will also join your faction and their attached models will count as either a Warbeast (if playing a Hordes faction) or a Warjack (if playing a Warmachine faction) but their damage grids/spirals and special rules remain.

All Warcasters and Warlocks current to the game will be represented by their model with their current mk2 card and be provided by the Grots.

Before each game every player will use the generator to draft a Boss. The drafting special rules are below.

Free Spin – Each player starts with a free spin token. The free spin can be used to randomly generate another caster if the player chooses, or saved until the end of the day for bonus points.

Prizes – Some spots will contain prize tokens to get glamorous loot. After this is rolled, spin again.

Bankrupt – You may not use a free spin if you land on this area. You will regenerate in a special section with the selections being a collection of lesser warlocks and journeyman warcasters. Good luck.

Double Cross – This gives you a traitor token. A traitor token can be used before any games to switch Bosses with your opponent. After this is rolled, spin again.

Landing on a Boss already used – If you generate a choice you have already used you will need to spin again (this includes the Bankrupt area)

Landing on a Warnoun of your faction – Warnouns of your factions are not eligible to be your Boss. You will need to spin again.

At the end of the event prizes will be awarded for the top two finishers as well as for those who earned Prize tokens from their spins.

Who's The Boss FAQs

Most of the abilities/spells can be defined with using the caster rules above. Some of the more complicated interactions are listed below.

Casters that come with their own caster attachment: You must choose which one to take. A Cygnar force with a squire, must choose between Deryliss and the Squire if they spin Mortenebra.

CYGNAR (Hordes Warlocks)

Commander Adept Nemo

OVERPOWER: During your Control Phase, after this model reaves fury, this model can spend fury to increase its control area for one round at 1 fury point for each 1" increase.

SUPERCARGE: During your Control Phase, Choose one Warbeast in this model's battlegroup that is in its control area. That Warbeast can be forced up to 5 fury during its activation that turn.

General Adept Nemo

FOCUS MATRIX: This ability does not work as a warlock.

Lord Commander Stryker

OVERLOAD: Damage from this ability is non-transferable.

CRYX (Hordes Warlocks)

Master Necrotech Mortenebra

INTERFACE: This ability does not work as a warlock.

Skarre, Queen of the Broken Coast

FEAT: FATE WEAVER: Damage from this ability is non-transferable.

KHADOR (Hordes Warlocks)

The Old Witch of Khador

Scrapjack: This models works like a warbeast in Old Witch's battlegroup. It must have a functional cortex system to be forced. This model has a max fury of 3 with a threshold of 8.

Vladimir Tzepesci, The Dark Champion

Might of Kings: Damage from leaching fury from the warlock's own life source does not trigger this ability.

CIRCLE OF ORBOROS (Warcasters)

Baldur the Stonecleaver

ELEMENTAL MASTERY: remove (This Model can heal friendly warbeasts in its battlegroup that have construct)

Baldur the Stonesoul

ELEMENTAL MASTERY: remove (This Model can heal friendly warbeasts in its battlegroup that have construct)

Kaya the Wildborne

PACK HUNTERS: Remove living from the text.

FEAT: WILD MASTERY: (Replace Feat) Place 6 additional focus points onto models in Kaya's battlegroup. This placement cannot exceed normal allocation limits. This model cannot have more focus points than its FOCUS as a result of Wild Mastery.

Kaya the Moonhunter

ALPHA: Remove living from the text.

FEAT: CALL OF THE HUNT: (Replace first sentence) Kaya can allocate to warjacks in her battlegroup even if they are outside her control area.

SPELL: FORCED EVOLUTION: Remove living from the text.

Laris: This model works like a warjack in Kaya's battlegroup. It must have a functional Spirit to be allocated to and use focus.

Mohsar the Desertwalker

MALTREATMENT: Once per turn during its activation this model can add 1 focus point to a warjack in its battlegroup that is in its control area and remove 1 focus point from its own current total. The warjack suffers d3 damage points.

Kromac the Ravenous

SPELL: WILD AGGRESSION: Remove living from the text.

Morvahna the Autumnblade

HARROW: add to the end of 2nd sentence: ... by spending 1 Focus point.

LEGION OF EVERBLIGHT (Warcasters)**Saeryn, Omen of Everblight**

SPELL: RESPAWN: (replace text aspect with system)

MINIONS (Warcasters)**Sturm & Drang**

PACK HUNTERS: Remove living from the text.

Lord Carver, BMMD Esq III

FEAT: HOG HEAVEN: (replace first sentence) While in Carver's control area, friendly Faction models gain Overtake and an additional die on melee damage rolls.

Dr. Arkadius

MALTREATMENT: Once per turn during its activation this model can add 1 focus point to a warjack in its battlegroup that is in its control area and remove 1 focus point from its own current total. The warjack suffers d3 damage points.

FEAT: MONSTER MAYHEM: Follow the normal Hordes rules for frenzy replacing warbeast with warjack.

SPELL: FORCED EVOLUTION: Remove Living from the spell.

SKORNE (Warcasters)**Master Ascetic Naresh**

FEAT: IMPERISHABLE FLESH: Replace wording of aspect with system.

Supreme Aptimus Zaal

Kovaas: This model starts the game in play, unless it is a part of a Skorne army.

Dominar Rasheth

SPELL: BLOOD MARK: (replace beginning of second sentence) This model can spend one focus to transfer damage from an enemy ...