

PLAYER PACK

10 JUNE 2017



A GLOBAL AGE OF SIGMAR NARRATIVE EVENT

WELCOME NARRATIVE PLAYER!

You are a participant in something grand, with over 60 events taking place over the world, we look forward to hearing your stories.

In this pack we detail the **3 Battleplans** of the event and the scoring mechanics. The Narrative Event Organiser (NEO) running the event has the freedom to embellish it even further, or even make it simpler. Contact your NEO for further details.

WHAT KIND OF NARRATIVE EVENT IS THIS?

This is an introductory narrative event that should be simple enough for new event organizers to feel comfortable running, while providing some fun new narrative ideas for the veteran storytellers. Think of it as a mini campaign that gets completed in a day, and provides enough substance for you to walk away with great stories of triumph and ruin.

FEATURES OF THE EVENT

- **Story Driven** - Your actions change how the story develops.
- **Linked Games** - Results of one game affect another.
- **Asymmetrical Battleplans** - armies may have different or opposing objectives rather than mirrored ones.
- **Team scoring** - Scoring encourages team cooperation rather than just individual success.
- **Game Variety** - Varied game sizes and a mix of 1v1 and multiplayer games.
- **Narrative Awards** - Awards that recognize achievements that relate to the story.

WHAT, WHERE, WHEN?

What:	1 day 3 Games, Global Narrative Event Warhammer Age of Sigmar
Where:	NEO's choice
When:	Saturday, June 10th, 2017

3 LINKED GAMES OF VARIED SIZES

Players should bring **1500 points** that can also be **broken down into 1000 and 500 point lists**. Your NEO will let you know if you should include pitched battle Vanguard limitations for construction, Rules of 1, and Reinforcement Rules per the GHB. **The one 'MUST HAVE' is a model with the Hero keyword** that will be their general through every game.

GRAND ALLIANCE TEAMS

Players will be playing in teams representing the Grand Alliances. The NEO organising your event may have all of them represented or only 2 represented. The players join whichever Grand Alliance Team that they prefer, whether it matches their army they brought or not. If a Grand Alliance is only represented by one player, they can be their own team and play as the UNDERDOG, or join another team. Teams don't need to be even either, the scoring system looks favorably on the UNDERDOGS.

TEAM OBJECTIVES

In the story, each general is attempting to win favor with the Keystone Shard by performing awesome feats on the battlefield. While the battleplans have objectives that advance the story, winning a Battleplan Victory in the scenario is just one of 7 feats that players can accomplish to attune the Keystone Shard to their alignment. But only one team member needs to accomplish any given objective to score it for the team. The Grand Alliance that performs the most feats in a Game Round is favored by the Keystone Shard and becomes Ascendant for the next round.



NARRATIVE

The great and terrible Godbeast, Eristrat, a beast without its own will, an empty vessel filled by the will of its master. Too horrible for any single allegiance to wield, and so it was imprisoned long ago beneath the formidable Citadel of Carcerún.

But all prisons need a lock. Upon the highest crest of the tallest tower, was set the Diaphanous Fastness, a radiant crystal, its colors shifting dissonantly. Mighty deeds, performed by the Realms' greatest heroes hold the power to resonate with the crystal. If truly worthy they might even bind the Godbeast to the champion's allegiance and Eristrat would be freed to serve them, whatever their goals.

The Citadel of Carcerún itself was clouded in half truths, long forgotten fables and cast between realms. Existing in all of the Mortal Realms at once and yet in none simultaneously, Carcerún has remained elusive to those few who sought out its power and wonders. If none can find Carcerún, or the Diaphanous Fastness, it can never be unlocked.

As with any jewel, including the Fastness, chips are created when the gem was cut. Even as chips, their diminished beauty was something to behold. When found, mortals embedded them in sculptures, architecture, and works of art which became landmarks and places of importance. Scattered across the eight Realms these chips were hidden in plain sight, but the knowledge of their connection remained unperceived.

There are whispers and rumors of these shards being found and attuned, causing a great awakening across the lands. Scouts have been dispatched across the realms to discover the hiding places that are now being called Keystone Shards. If any one Grand Alliance can attune enough of the Keystone Shards then the resonance would unlock the Diaphanous Fastness, unleashing Eristrat from Carcerún to the whim of the favored alliance.

Those secured by the dread followers of Chaos glow with an unhealthy deep red aura, whilst those attuned by the forces of Azyr shine with a pure light that soothes all nearby; the Deathlords of Nagash bask in a cold amethyst malignance, and the hordes of Destruction bash in their foes' skulls beneath an unruly green light.

GRAND ALLIANCE MOTIVATIONS

Order: The lessons of the Realmgate Wars were well learned. The forces of Order seek to return the beast to its slumber, where its life force may nourish the realms, and deny its power to the forces of fouler powers

Destruction: Awake the beast and unleash a rampage across the eight Realms greater than any can recall. The spirit of Gorkamorka would revel in the destruction wrought on the lands of the so called more civilized people, his laughter shaking the heavens.

Chaos: A beast of this magnitude sleeps wrapped around the very roots of the realms. To corrupt its soul is to corrupt the Mortal Realms themselves, and lend Archaon a much needed tool against the God-King

Death: All lives are owed to Nagash, for Nagash is all and all is Nagash. The death of such a powerful beast would flood Shyish with power unmatched, bolstering the Undying King and lending further strength to his restless armies. Unleash the beast's soul from the chains of life for the Lord of Undeath and claim your rightful place amongst the vaunted Deathlords.

REPORTING YOUR NARRATIVE

Whichever Grand Alliance has the highest score at the end of the your event will **"attune the local Keystone Shard"**. At the end of the event, your NEO will take a photo of all the players and post the results on Twitter **using the hashtag #CGNE17**.



SHARDSEEKER'S FOLLY

The rumours of Eristrat's power have been brought to many a warlord's ears. Each is driven by their own cause, whether it be to take the Godbeast's power for themselves, use it to protect all that is good, or simply to slay it for their gods and glory. Yet the result is all the same. Across the Mortal Realms, armies gather to rumoured sites of the Keystone shards. Some armies have been swifter than others, and in their speed abandoned caution. Now they pursued, though they do not yet know it. Will the clueless be caught and destroyed, or will they rally themselves, drive off their hunters and go on to claim the Shard?

THE ARMIES

The player with the **lowest average move value in the army must be the Shardseeker**. If this is equal, roll a dice to determine who takes which role.

Armies should be 1500 points in size.

SHARDSEEKERS OBJECTIVE

You are almost within sight of the Keystone Shard! But as you approach this site of power, your scouts inform you that you have been pursued. Surely they seek the Shard also. You must now decide between two difficult choices, do you charge ahead towards the Shard, or do you face your pursuers and drive them off? Time is of the essence, and none shall take your prize from you.

HUNTER'S OBJECTIVE

Long have you sought the site of the Keystone Shard. How disappointed you were when your scouts reported of an enemy force already ahead of you! Yet they have been reckless, and now is your time to strike. You can overtake this heedless foe and destroy them before they reach the Shard. Or you may simply avoid them, run past them and ensure you reach the sacred site first.

THE BATTLEFIELD

The battle takes place just beyond the site of the Keystone Shard. Create a scene appropriate to the realm you are fighting in. Perhaps it is the outskirts of a ruined city in Chamon, or upon the floating isles of Ghyan?

You can either set up the scenery in a mutually agreeable manner, or generate the scenery for this battle as described on the Warhammer: Age of Sigmar rules sheet.

SET-UP

Do not use the set-up instructions on the Warhammer: Age of Sigmar rules sheet. Instead, only the Shardseeker sets up before the first turn. **The Shardseeker must deploy its entire army within more than 6" from a long board edge and 12" from the center line.** The opposite edge is where the Keystone Shard lies. The Hunter does not set up yet. The Shardseeker has the first turn.

At the start of the Hunters first Hero phase, deploy the entire army anywhere within 8" of the same board edge as the Shardseeker initially deployed on. Units must be deployed more than 3" from enemy units. Units may then act normally, including using abilities, moving and shooting.

TOWARDS THE KEYSTONE SHARD

Any models within 6" of the Keystone Shard's table edge at the end of the controlling player's Battleshock phase may leave the table and go on towards the Shard. A model which leaves the battlefield is removed from play, and has no further part in the battle.

Only models deployed in the army's initial deployment zone (12" or 8" from the table edge) may leave the table during the game. Models which are deployed outside this cannot leave, for they do not know what's so important over there when there are foes to kill here!

DESIGNER'S NOTES: This means you can't just win the battle by using your Fyreslayer's Magmic Tunneling or a Necromancer's summoning to get to the other edge. You can still use these abilities to block your opponent though, so these sort of units may still play a crucial part in the battle!

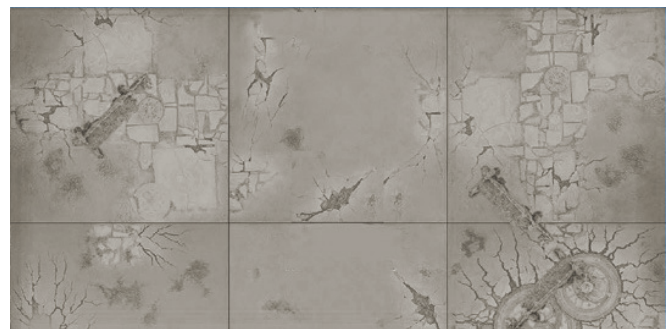
AMBUSHED, BUT NOT QUITE YET

In the Shardseeker's first turn, **all moves must end closer to the Keystone Shard than they started.** There's no reason to go backwards when the objective is ahead of them!

Designer's Note: This means the Shardseeker must move forwards, or remain in place. The Shardseeker can't block of the Hunter's deployment for an easy win, this is an ambush after all!

VICTORY

Do not use any of the victory conditions from the Warhammer: Age of Sigmar rules sheet. Instead, each Players must count up the number of models in his or her army after deployment. **The Shardseeker must get at least one third of their models off the table in order to claim victory. The Hunter must attempt to get one quarter of the army off the table in order to win.** Always round up. If only 1 of the armies meets their objective, they win the Scenario Victory on the Keystone Shard Scorecard. If both or neither player meets their objective, neither champion can claim the Scenario Victory on the Keystone Shard Scorecard.



Shardseeker between 12" - 6"

Hunter between board edge - 8"

CLAIMING A STRONGER POSITION

As your battle grinds on your forces burst into the clearing before you. At the sound of clashing swords and clarion notes sounding you notice other battles taking place, all fighting for the favor of the Shard. The landmark housing the Keystone Shard becomes visible, looming over the battlefield, and you can see it glowing, telling you which allegiance has its favor. If the glow of the Shard is not your own, you must find a stronger position on the battlefield to demonstrate your worth as general and champion. If the glow of the Shard is your own, give glory to the one you worship.

STAKE YOUR CLAIM

With the early victories claimed by others, you must plant symbols of your god in key locations across the battlefield to claim them and harness the god power as your own. Tell your opponent what your army uses as these symbols. They could be stormcall weapons, bone relics, chaos blood writings, rough scratchings across boulders and trees, or anything that suits your army.

In your Hero Phase, any of your units touching a terrain piece can claim it by rolling a d6. **On a 4+ you plant your symbol and claim a piece of terrain, turning it into a focus of your god's power.** Any number of terrain pieces can be claimed in your hero phase, but a unit can only claim one per turn.

THE BATTLEFIELD

The Keystone Shard is in sight and you can sense it draws power from the battlefield itself.

You can set up the scenery in a mutually agreeable manner, calling out key pieces where a planted symbol would be most prominent to show dominance. Alternatively, generate the scenery for this battle as described on the Warhammer: Age of Sigmar rules sheet.

ASCENDANT FACTION

A player who is a member of the Ascendant Alliance may reroll the dice for claiming a terrain piece if the unit claiming it is a Hero.

COMMAND ABILITY: If you have more terrain pieces claimed than your opponent in your hero phase, your general gains the following command ability. **Pick one unit within 12" and give them +1 to hit, to wound, or to save.** This effect lasts until your next hero phase, unless your opponent has more claimed terrain in their hero phase.

THE ARMIES

Each army should consist of 1000 points, consisting of units and models from the original 1500 point list.

SETUP

Set up the two armies and determine first turn as described on the Warhammer Age of Sigmar rules sheet, but using the deployment areas shown on the map below.

VICTORY

Do not use any of the victory conditions from the Warhammer: Age of Sigmar rules sheet. At the end of the 4th battleround, **whichever army has more claimed terrain wins the Scenario Victory on the Keystone Shard Scorecard.** If a draw, neither champion can claim a win the Scenario Victory on the Keystone Shard Scorecard.



THE KEYSTONE SHARD

The Keystone Shard is within your grasp. Your army is battered and near broken, a shadow of its former glory. Yet your foes have fared no better. They too reel from the previous battles, weakened and afraid. Now is the hour for valour! The Keystone Shard respects only heroic acts. To attune it to your will, you must show it that you are the champion of this field of blood. Only the final act remains; go forth and bind Eri Strat for death and glory!

THE ARMIES

This is a battleplan for 2 to 4 players.

Use the Triumph and Treachery rules found in the General's Handbook to play this battleplan.

Each player should take an army worth 500 points, consisting of units and models from the original 1500 point list.

It is recommended that the number of players be as even as possible on each table. It is better with two tables of three players than one table with four and one with two, for example. Effort should be made to distribute alliances as evenly as possible.

THE BATTLEFIELD

This arena of death is set up around the resting place of the Keystone Shard. **Place a marker in the very center of the table** (or better yet, a custom-made model!). This represents the Keystone Shard. Do not set up any terrain within 9" of the Keystone Shard. Set up the rest of the table as appropriate for the realm you are fighting in.

Perhaps the Keystone Shard is set into a statue in the center of a great metropolis, or a ruined pillar in an endless desert. You may also generate the scenery for this battle as described in the Warhammer: Age of Sigmar rules sheet if you should wish to do so.

SETUP

Each player must deploy their army within 12" of the center of one of the edges of the battlefield. Roll a dice to determine who sets up their army first.

TO THE STRONGEST!

The Keystone Shard watches. It pulses with unnatural light, colours blending and shattering from within as the battle ebbs and flows. Only with the greatest acts of might and valour can the Shard be bent to your faction's will.

You may earn Attunement points by achieving any of the following acts. We recommend having some counters to keep track of the points.

- Score 1 point to the player who has the most models within 8" of the Shard at the end of the battle round.
- The player who has inflicted the most Wounds during a battle round scores 1 point.
- For each foe you slay in a Challenge, you score 1 point!

BLESSINGS OF THE SHARD

At the start of each battle round, determine which player has the most Attunement points. The player and any others from the same Grand Alliance are now Blessed by the Shard. The shard begins to glow in the colours of the allegiance, and the might of their troops are enhanced.

All units Blessed by the Shard may reroll failed Hit rolls. However, they must also reroll succeeded Save rolls..

ASCENDANT FACTION

The Grand Alliance which is currently ascendant commands the Keystone Shard's attention. This doesn't change for the entire game.

If any heroes from an Ascendant faction are within 8" of the Keystone Shard at the end of a battleround, they gain 1 additional Attunement point.

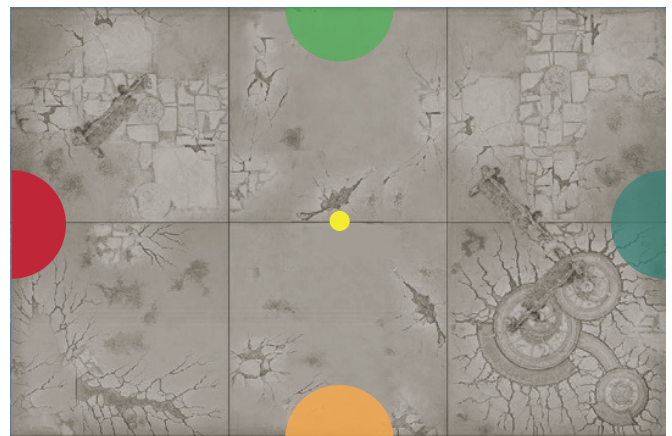
CHALLENGE!

At the start of any combat phase, before any unit may be selected to strike, each player may declare a challenge. **If he does so, he may select a Hero that is within 6" of an enemy hero. Move that hero within ½" of the enemy hero, moving away other models (friend or foe) as necessary.** The model counts as having completed a charge, even if it was already within 3" of an enemy. Those two models now count as being in a challenge.

Models in a challenge cannot be targeted by enemy spells, abilities or attacks. The heroes caught in a challenge cannot retreat. They have sought death or glory on this battlefield, and they shall have it!

VICTORY

The allegiance with the most Attunement points at the end of the game is the winner! If the points are tied, then the allegiance with the most remaining generals wins.



AMAZING FEATS SCORECARD

The goal of this scorecard is to de-emphasize ‘winning’ first by creating objectives that aren’t solely kill objectives and secondly by having a bunch of objectives to try and accomplish in the span of a game that would be HERO Worthy for the Shard to take note of. This is all about seeking favor after all.

There are 7 feats for each team, as well as 1 exclusive feat for each Grand Alliance. You may want a copy of this for yourself to take notes during the event. At the end of your game, go to the NEO and tell him which feats you managed to score. The entire team scores as a group, so even if only one person on the team managed to perform a feat, the team still gets the point!

SCORING STEPS

- Step 1 Each game you get a Personal Feat Scorecard with the Feats below. Mark off Feats as you achieve them.
- Step 2 Between games, teams compare their Grand Alliance Feat Scorecard based on their Personal Feat Scorecard. A Feat is only scored once, regardless of how many team members achieved it.
- Step 3 If there is an Underdog Team*, they select one Feat (except the Strategist Feat) that they have achieved and all other Grand Alliance Teams score 0 points for that Feat on their Grand Alliance Team Scorecard.
- Step 4 The team with the most feats scored on their Grand Alliance Team Scorecard becomes Favored by the Keystone Shard for the next round. **ALL** members of the favored alliance must score the strategist feat in the next round, otherwise they get a 0 score for strategist on their Grand Alliance Team Scorecard.
- Step 5 After the final game, teams add up all their Grand Alliance Team Scorecards. The team with the highest score claims Victory for the event. Ties go to the Underdog Team. This is the result that will be shared on social media for global reporting.

*Underdog team: This term refers to the least represented Grand Alliance at the event.

Feat	Value	You or a member of your Grand Alliance	Game 1	Game 2	Game 3
Strategist	3	...achieved the Scenario Victory.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Butcher	1	...had a HERO that inflicted the most wounds.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Slayer	1	...had a HERO without the MONSTER keyword that slayed a MONSTER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Survivor	1	...had a unit that survived a combat phase with only one wound remaining.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Royal Terror	1	...battleshocked an opponents unit off the board.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stronger Together	1	...had a BATTLELINE unit that killed a HERO.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Grand Melee	1	...had all remaining units engaged in combat at the same time during the battle.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WAAAAGH!	1	DESTRUCTION ONLY: Complete a charge in the first battleround	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Long Reach of Death	1	DEATH ONLY: Summon a unit in your opponents deployment zone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
All for One	1	ORDER ONLY: Do not lose any units to battleshock	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Favor of the gods	1	CHAOS ONLY: Slay an enemy HERO with a HERO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Total score per game			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Total score for Alliance			<input type="checkbox"/>		

