Grand Narrative: Prologue

Thursday 1-9 pm

WELCOME

This event is divided into two parts. The first part on Thursday afternoon is composed of small battles between players with a focus on developing some background for the armies and generals fighting in Dawnland through the coming days. After a break for dinner, players will each be given command of a Ship of Renown and participate in a multiplayer battle during the epic Battle of the Four Fleets in the Imrian Sea.

FLASHBACK GAMES

Each player brings 500 matched play points worth of models, along with a champion and skyvessel if they have them, to play a game against an opponent which will help establish the background of the respective armies and generals. Use the Battle Log to answer questions about the battle and establish your army in the grand narrative. These games do not need to be set in Ulgu. This is an opportunity to explore a battle in the past that made your general famous or brought your army to the shores of Dawnland. Feel free to use your imagination!

BATTLE OF THE FOUR FLEETS

Each player brings 500 matched play points and are given command of a ship of renown to participate in the Battle of the Four Fleets.

The guilds of Dawnland had settled into a tentative peace of cooperation and prosperity until recent times. The Cult of Morana has revived some practices banished with Queen Neferata after the great rebellion a century ago, and the Harbingers of Erebus have prophesied the imminent arrival of a powerful new entity which will change the face of the region forever. Meanwhile, the Free Tribes have combined the interests of several smaller guilds into a united collective, and the Scions of Lucidus continue to maintain the status quo by maintaining order and prosecuting heretical cults. These are the

four leading powers in the region, and each has been building a fleet of ships to exert control over the canals and coastal waterways of Dawnland. On the eve of the high holiday established by The Order of the Hands of Dawnland to celebrate the overthrow of the Shadow Queen, these four fleets are gathered in the Bay of Bones for a grand fireworks display. But tensions are high, and the celebration turns hostile as the fleets clash in the open waters of the Imrian Sea.

TIME OF WAR: IMRIAN SEA

This Time of War is used during Ships of Renown games. Imrian Sea battlefields contain Open Water, Ships of Renown, Epic Ships of Renown, and possibly other terrain.

Ships of Renown and the different types of Epic Ships of Renown use their own Scenery Warscrolls.

Open Water

All water on the tabletop is Open Water. Any model that runs or charges across Open Water must roll a die. On results of a 1, the model is slain. Models with the Fly keyword do not need to make this test. Models are considered in cover in Open Water.

Other Terrain

Islands, coastline, and other parts of the battlefield that are not water or ships are considered to be terrain elements. They do not grant cover and do not use scenery rules unless otherwise stated in the battleplan. These areas may contain terrain elements.

SHIP OF RENOWN

DESCRIPTION

Ships of Renown are terrain features considered terrain elements with the following rules.

GARRISON

The models making up the garrison of a Ship of Renown must have a combined Wounds characteristic of 40 or less. Unlike other garrisoned terrain elements, both enemy and friendly models may occupy space on top of the Ship of Renown (on the decks) in which case they are considered to be in base-to-base contact with the garrisoning models.

A garrisoned Ship of Renown may be moved. During your hero phase, place a movement template with one end touching the front of the ship. Place a second movement template so that the back of the template touches the tip of the first template. If both templates define a straight line forward for the ship, place a third movement template. Finally, move the ship from the end of the first template to the forward tip of the final template, orienting the ship to match the direction of the final template.

A ship may not move within 3" of any other ship.

Ship Movement Examples
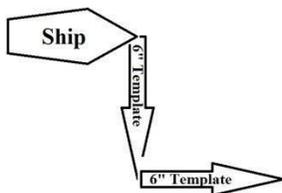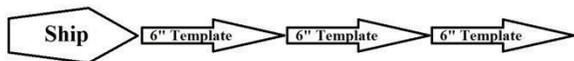
COLLISION & GRAPPLING

If a ship ends movement within 6" but at least 3" away of another ship then the player may attempt to collide & grapple. Roll a dice and note the result below.

Result	Effect
1	Ships collide. Move each ship 3" directly away from each other, measuring from the masts, and each player allocates d3 mortal wounds to one unit on deck or garrisoning.
2-3	Near collision & unsuccessful grappling.
4-6	Grappling successful! Move your ship up to 3" closer to the grappled ship and place gangplanks between ships for boarding.

If ships are grappled then a player may attempt to cut loose. Each player controlling a grappled ship rolls a dice during the hero phase. The player that rolled the higher result determines if the ships remain grappled or are cut loose; if cut loose then all gangplanks between the ships are removed.

CHAMPIONS

If a Champion garrisons a Ship of Renown or occupies the deck of a Ship of Renown when a friendly unit garrisons it, and the Ship of Renown was previously garrisoned by an enemy force, the Champion earns one Acclaim.

COIN

If the Ship of Renown contains Treasure Chests, then the coin in the Treasure Chests is not added to the player's possession immediately but is instead kept with the Ship of Renown. The coin is awarded to the player garrisoning the Ship of Renown at the end of the game.