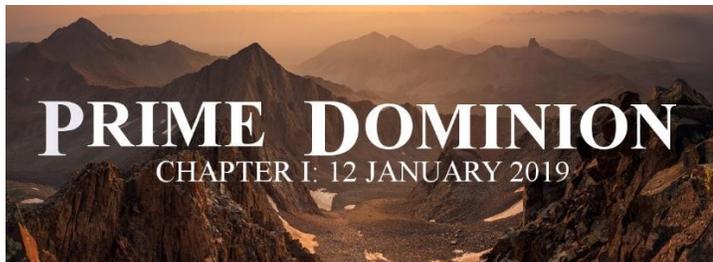




Prime Dominion I

Designers' Commentary, November 2018

The following commentary is intended to serve as an event pack for the Prime Dominion I Narrative Event. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so.



EVENT DETAILS

Q: When is Prime Dominion I and where?

A: Saturday the 26th of January, 2019, at the Games Tavern in Chantilly, VA.

Q: What hours does the event run?

A: 11:00 am to 10 pm with a dinner break at 5 pm.

Q: How do I register?

A: Email your name and intended Alliance to BorbanAoS@gmail.com

Q: What's for dinner?

A: Bring \$10 cash and we'll place an order for **Willard's Real Pit BBQ** and pick up and deliver so the group can eat together at the store.

Q: Where can I find out more about this game?

A: Prime Dominion is hosted through Obsidian Portal, and all Player information, including a comprehensive wiki, is available on this site. Go to:

<https://ageofsigmarprimedominion.obsidianportal.com/>

Q: Do I need to bring anything for Realmscape rules (monsters, etc)?

A: No, all such game elements will be provided. If you want to bring a monster to share with the group, you're certainly welcome, but please provide the warscroll as well.

Q: Is this a matched play event?

A: No. We use the unit costs and the unit size restrictions from matched play to determine armies involved for games, but units will accrue changes to their warscrolls during play, and will interact with special scenario rules.

THE MOST IMPORTANT RULE

Q: What should I expect from this Narrative event?

A: Expect to have fun and socialize with other players in a casual day of linked games focused on developing narrative arc without emphasis on balanced matched play. Consider each opponent's fun as important as your own.

BATTLEPLANS

Q: What battleplans are involved?

A: The event will use three battleplans drawn from outside of Matched Play. Players can earn Coin of the Realm or CR both by participating in battles and by exploring areas outside of battles.

ARMIES

Q: How many battleline units do I need in my 1K army?

A: Battleline units aren't required. This is your chance to field armies without any other restrictions besides those outlined in the Basic Rules. We recommend bringing some heroes and a wizard or two.

Q: Can I use allegiance abilities, artefacts, and spells in my army?

A: Yes, all of these elements are available outside of Matched Play in AoS: 2nd Edition.

Q: How do I fit into the narrative?

A: You are the general of a vast Company, assigned to explore and conquer a frontier in one of three Mortal Realms. You divide your forces, explore unknown portions of the map, and contend with other competing forces. Somewhere in the wilds are the Dominion Fortresses, which will cement control of the local area to anyone that is able to master them.

AWARDS

Q: What awards are offered?

A: We offer six awards. Best Painted Model and Best Narrative is determined by judges' vote. Three Lords of the Dominion Stronghold awards will be given out. Finally, NEO's Choice is given to the player who most embodies the spirit of the event. The organizers intend to award hobby and narrative as well as gameplay and strategic play.

Q: What is the award for best narrative?

A: Post a narrative up to 10,000 words in the Obsidian Portal wiki for your Company by Monday the 7th of January. A panel of narrative event organizers will read and award their favorite narrative. If you include the word *hewn* somewhere in your story to demonstrate you read this portion of the pack, your story will earn bonus

consideration and you will start the event with coins.

REALMSCAPE RULES

Q: Will realmscape rules be used?

A: Yes, Realmsphere magic and realmscape effects will be used. All games take place either in Aqshy, Hysh, or Ghur. For Ghur games, players are allowed but not required to bring their own Monstrous Beasts.

ITEMS TO BRING

Q: What should I bring?

A: Bring a list of 3000 points of Age of Sigmar units, no restrictions, along with the appropriate warscrolls. This will serve as your Company List. Bring sufficient models to represent 1000 points of your Company List in any one game. Also, bring your dice and range finder.

CONTACT

Q: What if I have a question before the event?

A: Email any question to Brian Orban, BorbanAoS@gmail.com

COMPANIES, FORCES, AND ARMIES

In Prime Dominion, players will control Companies. The members of these Companies will be divided into Forces and Armies.

COMPANIES

Each player will bring one Company List of units equal to 3000 points. This list need not conform to Matched Play construction rules or Allegiance restrictions. Units must conform to the Matched Play unit size restrictions.

During games, players make Army Lists by drawing on units from the Company list.

Each unit in the Company List must have some representation in the models available for play. However, the same set of models may be used to represent several units in the Company List as long as the units are never fielded at the same time.

EXAMPLE: Joan's collection includes a unit of 10 Liberators. Her Company List includes three units of 10 Liberators, totaling 600 points in all.

Each unit in the Company list may be included in several Army lists until it is wiped out, either during

a game or as part of an Exploration Phase. After this it is removed (crossed off from) the Company List and may no longer be included in Army lists.

EXAMPLE: After Game 1, Joan's first unit of 10 Liberators is wiped out, but her Company List includes two more such units. She can continue to field armies with Liberators until such time that all three units are wiped out.

The player may choose up to six models to form the Company Oathbound. These roles may not be reassigned to other models.

Endless spells or other models without allegiances need not be noted on the Campaign List. Summoned models do not need to be listed on the Campaign List but are not added to the Campaign List after summoning.

Forces

Players may create up to six Forces. These forces are all placed on the map in the player's starting hex. The player may then populate the Force with any of their existing Oathbound models.

Forces may be assumed to include any or all of the units in the Company List, with the exception of Oathbound models. Oathbound models are tied to the Force in which they currently reside.

EXAMPLE: Joan creates two Forces. She places her Warlord, Arcanist, and Treasure Hunter in one Force, which explores the Western side of the Aqshy map. She places her Mauler, Master Scout, and Hunter in the second Force, which travels through a realmgate to the Ghur map.

Players will represent the location of a Force on the Realm Map. If an Army List is created for a game it must represent the Force in the hex in which the battle takes place.

At any time, players may move Oathbound models from one Force to another Force as long as the two Forces are in adjacent hexes on the Realm Map. Hexes connected by realmgates count as being adjacent.

EXAMPLE: Joan's Warlord is in her first Force, but Hal attacks her third Force two hex away. In between the first and third force is one hex occupied by Joan's second Force. When creating her Army list for the game, she moves her Warlord to the second force, and then to the third force. The Warlord immediately moves from the first Force, to

the second Force, then to the Third force, and is considered to occupy the final map hex in the sequence. Joan is now free to include her Warlord model in the army list for the game.

During an Exploration Phase, the player selects one Force in the relevant map hex to participate. Roll on the Exploration table and apply the result to the Force.

Armies

Before each game, the player will assemble a force of 1000 points or less to be played in the game. These lists need not conform to matched play restrictions. This army will pick an allegiance if it qualifies for.

EXAMPLE: For Game 1, Joan creates an Army List in which three out of every four units has the Stormcast Eternals keyword. She is free to assign the Stormcast Allegiance to this army. For Game 2, Joan creates an Army List with three Order Draconis Dragon Lords and one unit of Judicators. She is unable to qualify this list for the Stormcast allegiance and instead selects Grand Alliance: Order.

Each army represents a Force on the map. If a list is created for an army it must represent the Force in the hex in which the battle takes place.

OATHBOUND MODELS

At the start of the Prime Dominion event, each Company chooses six models to each take one of six oaths to fulfill a role in the Company. These Oathbound models immediately take on the following additional characteristics:

- They gain a Rank score, starting at zero (0).
- They gain a Bonus, listed below, as dependent on their oath.
- They gain access to an Advancement Option, listed below, as dependent on their oath.
- They gain access to Advancements if they become eligible for them during play.
- If Oathbound models are ever defeated, in game or as the result of an Exploration phase, they are removed from the Company list in the same way as other models. The oath may not be reassigned.

OATHS

Warlord

Restriction: HERO models only

Bonus: The model with the Warlord role grants an extra Command Point when they are used in a game.

Advancement Option: The Warlord model may always gain Advancements as if they were five Ranks less than their actual Rank score (to a minimum of 0).

Treasure Hunter

Restriction: None

Bonus: If the model with the Treasure Hunter oath participates in an Exploration phase, add or subtract up to 2 from the Exploration Result table. In addition, when any Artifact is found, a Company with a Treasure Hunter may choose to re-draw the artifact.

Arcanist

Restriction: WIZARD models only

Bonus: The Arcanist can make one extra unbind attempt.

Advancement Option: At Rank 5, the Arcanist model gains the ability to cast one additional spell per turn, and attempt to unbind one additional spell per turn.

Mauler

Restriction: Behemoth only

Bonus: Once during each of your combat phases, if the Mauler causes a wound on a model but does not kill that model, it may make one additional attack with one of its melee weapons against that target.

Advancement Option: At Rank 4, the Mauler model may choose one melee profile. It gains a +1 to wound on that profile.

Master Scout

Restriction: Hero only

Bonus: Before the beginning of the first turn, this model may move as if it was the movement phase.

Advancement Option: At Rank 5, before the beginning of the first turn, the Master Scout model may be placed anywhere on the board more than 12" away from an enemy model.

The Hunter

Restriction: None

Bonus: The model with the Hunter role may choose one ranged profile. This profile gains an additional -1 rend characteristic.

Advancement Option: At Rank 4, this model may

choose one ranged profile. It gains a +1 to hit on that profile.

ADVANCEMENT

After surviving any game or exploration phase, an Oathbound model adds 1 to its Rank and may choose one of the following Advancements.

If the Oathbound model has a rank of between 5 and 11, then it receives one Advancement after every two games or exploration phases,

If the Oathbound model has a rank of between 12 and 20, then it receives one Advancement after every three games or exploration phases,

- **Ranged Boost:** Choose one Ranged profile. All attacks with this ranged profile are +1 to hit.
- **Melee Boost:** Choose one Melee profile. All attacks with this melee profile are +1 to wound.
- **Piercing:** Choose one attack profile. All attacks with this profile are -1 to rend.
- **Speed Boost:** Add 2 to the Movement value, including the Starting value and any additional movement values granted to the model after suffering damage
- **Wound Boost:** Add 2 to the Wounds value.
- **Sixth Sense:** Before suffering damage, for each wound suffered, roll a dice. On an unmodified roll of a 6, the wound is ignored.
- **Nerve Boost:** Add 2 to the Bravery Value
- **Regeneration:** In your Hero phase, regain 1 wound
- **Armor Boost:** Add +1 to all Save rolls.

EXPLORATION PHASE

In Prime Dominion, play involves exploring unknown hexes on a map of the Realms. Exploring takes the form of rolls on an Exploration table. If at the end of an Exploration round, a hex that had not previously been explored contains only Forces from the same Company, then the player gets to roll on the Exploration Table.

Exploration happens in the following sequence:

1. The NEO will call the start of the Exploration round. All players will roll initiative on 20-sided dice.
2. Beginning with the highest initiative value, players may move one or more forces into one

adjacent hex. Forces may only move within the same exploration round if they are both moving from the same starting hex to the same destination hex.

3. At the end of the Exploration round, any hexes occupied only by Forces from the same Company that have not been previously explored generate an Exploration table roll.
4. Any hexes occupied by forces from different Forces generates a challenge. Both Companies can no longer explore until the rounds reset, and no other Force may move onto hexes occupied by these two Companies.
5. The NEO will roll and describe the Exploration Table results to players in the order in which the hexes were moved into. Companies can apply the results of exploration immediately.
6. Once every player has had an Exploration Table roll, a challenge, or agrees that they can receive neither, the NEO begins a new Exploration Round. Any non-challenged players roll initiative.
7. Exploration Rounds continue until all players are challenged or all hexes have been explored. After this, battles are fought based on challenges.
8. The winner of the challenge receives a roll of the Exploration Table, even if the hex was previously explored.
9. Finally, the Exploration Rounds reset and the exploration sequence begins with no challenges issued.

COIN OF THE REALM AND PRIME ARTIFACTS

As the result of Exploration Table results or Battleplans, Companies may possess Coin of the Realm or CR. These are used to buy special artifacts called Prime Artifacts.

Prime Artifacts may be placed on any heroes in the army, irrespective of any normal limits (e.g. the same hero may carry one artifact and one prime artifact, and allied heroes may carry prime artifacts). Heroes may only carry one Prime artifact.

CR FROM BATTLES

In most battles, Victory Points may be exchanged for CR at the end of the battle on a 1:1 basis. See the battleplan for more details.

BUYING PRIME ARTIFACTS

At the end of any Exploration Round, players may exchange CR for Prime Artifacts.

- Players may exchange 6 CR for artifacts from a battletome or allegiance ability that can be claimed by armies made from their Company, or from the Realms in which they currently have Forces.
- Players may exchange 12 CR for artifacts from a battletome or allegiance ability that cannot be claimed by armies made from their Company, or from the Realms in which they currently do not have Forces.