

Greed Is Good Narrative Event

Battle Pack: Plunders and Profits

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Special Rules:

Retinues of Renown: Friendly Battleline units that have a Wounds characteristic of 4 or less and do not have mounts gain the **Retinues of Renown** keyword. When a model with the **Retinues of Renown** keyword makes an attack with a melee weapon, you can target an enemy unit within $\frac{1}{2}$ an inch of another model from the **Retinues of Renown** unit instead of using the weapons's Range characteristic for that attack. If you do so, the attacking model must be within $\frac{1}{2}$ an inch of another model from its own unit that is within $\frac{1}{2}$ an inch of the target.

History Has Its Eyes on You: Once your general is selected, that model must be selected as your general for all games of a Plunders and Profits event. No unique characters are allowed in a **Plunders and Profits** event. Anvil of Apotheosis characters are allowed to be added to armies. If so, those models must be selected as the General of that force. To determine the point cost of an Anvil of Apotheosis hero, multiply the Destiny Point cost by 10. Also, all Anvil of Apotheosis characters must have a point value of at least 100 points.

Leader Among Troops: If a hero is benefitting from the **Look Out, Sir!** Rule, then that hero cannot be targeted by spells or ranged attacks unless they are within 12 inches of the attacker/caster. NOTE: if a hero cannot benefit from **Look Out, Sir!** (for having too many wounds or being a **MONSTER**) then they do not gain this benefit.

All That Matters: Each player will start the event with five gold pieces. The winner of the event will be whichever player has the most gold at the end of three rounds. Gold will be issued out at the end of rounds, based on the outcomes. Players are encouraged to make deals with other players during the event. If players agree to a deal, that deal **MUST** be honored by all involved parties. Gold is not the only form of currency allowed to make deals. Any item or service can be offered up, though if an agreement is met then payment **MUST** be made as determined by the deal.

Bounty Board: During any point of the event, a player can issue a **Bounty** on another player's General. Players do NOT have to be in the same game as the target of that player's **Bounty**. To issue a **Bounty**, simply announce to all players you are doing so, and call out the target. Then, offer up a reward. If that General is slain during the game that is being played, you **MUST** pay the agreed upon reward to whichever player removed the last wound of the target. If a hero is slain while being the target of a **Bounty**, then they permanently have a random stat reduced, as shown on the table below. To determine which characteristic, roll a D6. The player who issued the **Bounty** rolls the dice.

- 1: **Cracked Ribs:** Permanently reduce the heroes armor save by 1.
- 2: **Collapsed Lung:** Permanently reduce the Wounds characteristic of the hero by 1, unless the hero has a wound characteristic of 10 or more, then reduce it by 2.
- 3: **Broken Leg:** Permanently reduce the Move characteristic of the hero by 1, unless the hero has a move characteristic of 8" or more, then reduce it by 2.
- 4: **Head Injury:** Pick one weapon of the hero (not the mount, if they have one) and permanently reduce the To Hit value by 1.
- 5: **Torn Muscle:** Pick one weapon of the hero (not the mount, if they have one) and permanently reduce the To Wound value by 1.
- 6: **Dislocated Limb:** Pick one weapon of the hero (not the mount, if they have one) and permanently reduce the Damage of that weapon by 1, to a minimum of 1.

Mustering your Forces

For this event, players must bring three different lists. One at 500 points, one at 750 points, and one at 1000 points. The 500 point list must have at least one **Leader** and one **Battleline**. The 750 and 1000 point lists must have at least one **Leader** and two **Battleline**. Each list must be the same faction, and each list must have the same model for a general. Enchantments cannot change between the list. This means that the same artifact picked must be the same through all games, and so on. Also, if a player is playing an army with subfaction options, the chosen subfaction cannot change.

Grand Strategies

Players must pick a Grand Strategy from this list for this battlepack.

Starting a Rivalry: You complete this Grand Strategy if all of the starting battleline units of all opponents are slain or removed by the end of the game.

Earning your Arrogance: You complete this Grand Strategy if at the end of the game your general is within 3 inches of the center of the battlefield and there are no other units (friend of foe) within 6 inches of your general.

Dead or.....Dead! At the beginning of the game, before armies are deployed, select one enemy hero on the battlefield. You complete this Grand Strategy if that hero is slain by the end of battle round three.

Establishing Dominance: You complete this Grand Strategy if you control more terrain pieces outside of your deployment zone than your opponents at the end of the game. NOTE: Terrain features partially within your deployment zone cannot be controlled in reference to this Grand Strategy.

Retinue of LEGEND: You complete this Grand Strategy if all of your **Retinues of Renown** are above half strength at the end of the game. You can only select this Grand Strategy if your army has at least two **Retinues of Renown** units. NOTE: The "strength" of a unit is its starting total model count. So, if a unit that started the game with 20 models and ends the game with 11 models, they are above the threshold and would count for scoring this Grand Strategy.

An Eye for Loot: At the beginning of the game, after armies are deployed but before determining who goes first, give an opponent of your choice an objective marker. This marker can only be contested by you and the opponent you chose. That player places that objective marker anywhere on the battlefield at least 6" away from other objectives and 3" away from a battlefield edge. You complete this Grand Strategy if you control that objective at the end of the game.

Reputations Matter: You complete this Grand Strategy if at least one enemy general is destroyed by an attack or ability of your General. Also, your General must be over half strength of wounds by the end of the game. To check this, determine the starting wound characteristic of your general, if the remaining wounds is half or more, you succeed.