

Battle Across the Realms:
Reign of New Azyrheim



Reid 4
war gaming



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The Fall of the Varanspire

The Varanspire has fallen. The latest stormcast offensive to take the Eightpoints was failing again. Archaon, roused from the Varanspire, took to the field to crush their offensive. But the Realms had awoken, and not even the Three-eyed King can foresee all. War was erupting across the realms and in Ghur the release of Kragnos had roused the Greenskinz to take their waaaagh to all realms. While Archaon was focused on the destruction of the stormcast eternal and the ever present threat of Katakros and his Bone Reapers, the Orruks arrived unexpectedly through a realm gate close the Varanspire. The Waaagh swept over the battlefield as the combatants, wearied from their fight, were unable to respond to the new threat.

Following their victory The Idols of the Chaos Gods were thrown down by the orruks and crude totems to GorkaMorka were erected in their place. This was the opening that was needed. Almost immediately the forces of Lord Celestant Analleese Lionsoul regrouped and planned for their return to the Eightpoints. She knew the Orruucks would lose interest quickly in the holding of the battlements. They were easy to goad into battle. But first her forces would have to be replenished.



When Analleese Lionsoul returned the Eightpoints her forces were arrayed against two massive hosts of Greenskins and the forces of Nurgle come to reclaim the fortress for their dark God. The battle proceeded as Analleese hoped. The Greenskins left the battlements to fight the new armies as expected. The Stormcast met their foes hopelessly outnumbered, but this battle was not to be won by strength of arms but by careful planning (the Greenskinz would call this Tricky Cunnin). So enraptured with the battle the Greenskins continued their Waaagh into the Eightpoints as the forces of the Stormcast flanked and took possession of the Varanspire while allowing the green tide continue onward. The Varanspire would be destroyed and New Azyrheim was to be constructed in its place. This would be the Sigmar's launching point of a new campaign to destroy the Eightpoints and return of the All-points to control of the forces of Order.

A note from the Event Organizer on how to play the event

The Design of the Event

The Battle Across the Realms (BARs) event is a Triumph and Treachery style game with elements of Path to Glory. It is designed for players to create characters that will grow in power. Your hero's progression and success and failures will largely shape your event. Keep notes on what happens with your hero and your army game to game, as you may wish to carry this narrative (successes and failures!) into future events.

Use the time between games to develop new lists, advance/edit Narrative Heroes, and determine what realm you will attempt to travel to for your next game.

Triumph points have been designed as a currency of the realms. Use them to improve your narrative character and/or to purchase additional Treachery cards.

The Future of the Realms

Your narratives will transfer to future events, and your story can continue. Your Narrative Heroes will transfer to the next event with some of their increased powers intact.

In this way the BARs events become a living campaign where your narratives continue to develop from event to event. Will your Stormcast drive back the forces of chaos and turn the Eightpoints back to the All-points? Or will your villain grow powerful enough to challenge Archaon himself?



Event Rules

Building your Narrative and Playing the Event

Achievements/ Realm Control Points

In all games, players will seek to accomplish Achievements. The list of Achievements is long, and each has a designated point assignment based on how difficult it is to accomplish the achievement (see page 11).

How you choose your achievements, and how you succeed and/or fail throughout the event, will build your army's narrative, and can become part of your lore for future BARs events and within League play!

Realm Control Points gained will demonstrate your mastery of vast swaths of the Realms.

Narrative

Each player is expected to write a narrative and a narrative goal for their army. Players will need to also provide a picture of their narrative hero and any other army Photos. The narratives and pictures are published within this supplement. As you re-enter into future events with the same hero and army, you may continue your narrative by adding in anything that happened in the last event (positive or negative!). This will insure your army's lore becomes legend throughout the realms.



The Rend 4 Awards

The players who earn the BARs Hero, Best Painted, and coolest army achievements will be given an award, and be forever enshrined as a club legend. If this is your goal, you may well consider this as a way to "win" the event. However, the stories you build from your victories and defeats will be the most lasting of all. If your goals are accomplished within the event, your personal win condition may have been met regardless of other accolades!

Prize Support

In true Rend 4 tradition, any prize support that may be available will always be random. Anyone who plays will get a chance at any spoils of war.

Travelling the Mortal Realms and the Eightpoints



The Seven Mortal Realms and the Eightpoints

The seven Mortal Realms and the Eightpoints will be represented by different tables during the event. Each Realm may have more or less of the different objective types scattered across the table. The layout and variety of these objectives may influence your travels throughout the realms. Within the Event you will be moved from Realm to Realm excepting the player that controls the Eight Points Citadel. If you wish to contest the Eight Points Citadel. See the Event Organizer and make the request.

Objective Placement

- 10-12 objectives are recommended per table.
- You may use any type of terrain to represent an objective. We find it most fun to place terrain pieces on the table that would best narratively match the type of objective it is representing (Objectives may be any size but try not to over saturate a table, so armies have room to maneuver).
- Labeling the objectives with a small piece of paper will help to ensure all players are aware of what the terrain Piece represents.

League Play

- During League play, the Realm you are playing in may be chosen by a consensus of the players on the table or the League Organizer.

Triumph and Treachery Game Play

Setup and Deployment (Example of a possible table setup)



Prior to Deployment

- Each player at the table will roll a die. Re-roll in case of any ties, until each player has rolled a unique number. The number on each dice will correspond to the starting location indicated on the map above.
- You may never have more than two players on each side of the table.
 - Ex.) You may never have a player in spots 4,5, and 6. If this would happen have that player roll again until an acceptable square is rolled.

Deployment

- Once players have their assigned starting locations, they may deploy their entire armies in their locations -- no need to take turns.
 - Armies may not deploy within 6" of the center line or an enemy's Territory.

- In the event that you cannot deploy your full army in your zone, your remaining units may enter as reinforcements in any of your turns in the first four battle rounds. Any units that are not deployed by the end of the 4th battle round are considered slain.
 - Reinforcements must arrive at the end of your movement phase, 6" from the table edge in your original starting territory, more than 9" from any enemy models. This counts as that unit's move for that phase.

Realm Control Points

- Each 2'x2' square represents a Realm Control Point.
 - At the end of each game the player with the most wounds located in the square gains the Realm control point.
 - Realm Control Points represent a faction's amount of control over that realm.

Triumph and Treachery Game Play

The following are modified Triumph and Treachery Rules for BARs events.

BARs Rules

- **No rules will be utilized from the Triumph and Treachery rules in the Core Book.**
- Spells and abilities that trigger "each turn/phase" will only be in effect during that player's turn and the enemy who is affected with the spell or ability.
- Summoning mechanics such as Blood Tithe and Tzeentch's summoning only affect a singular opponent in a game. At the beginning of the game, the player must choose one opponent to activate such effects.
- **Trading:**
 - You may trade Triumph and artifacts but only with those players that share an Grand Alliance Keyword.
 - You may never trade Treachery Cards
 - You may only trade at the end of the game with those who were on your table.
- **Treachery Cards** (see page 8) are cards that may be played at times listed in the card to cause a negative effect to an enemy. **Narrative Heroes are not affected by Treachery cards unless stated on the card.**
- Grand Strategies, Battle Tactics and all other Match Play scoring are not used.
- All other armies and their respective units are considered "Enemy Models/Units" for the purposes of all game rules.

Player Turn Order

- All Players will have a card with their Narrative Hero's picture on it as their Turn Card. Each battle round, players shuffle the cards face down, and draw the top card. The player whose card is chosen will go first and that card is returned to that player. Continue drawing cards until all players have had a turn, then gather all Turn Cards together and repeat for the next battle round.
- Play will consist of 5 Battle rounds
 - All unused Command points are lost at the end of the Battle Rounds as per normal rules.



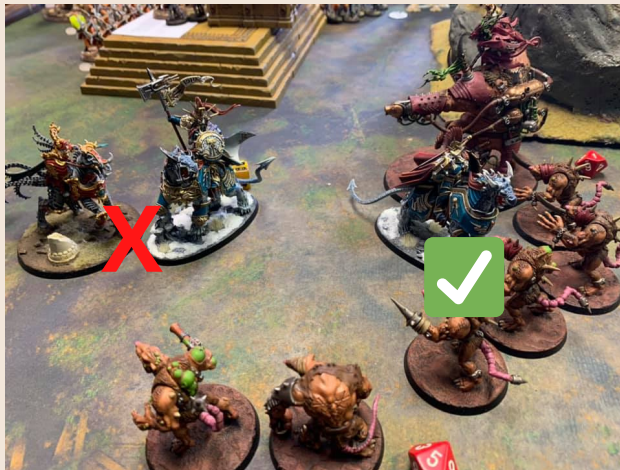
Game Phases

- **Start of the Battle Round:**
 - The player whose card is turned up first begins their turn.
 - All Players gain 1 command point.
 - The player who goes first gains 1 extra command point.
- **Hero Phase**
 - Heroic Actions:
 - **Heroic Recovery may only be used twice per Battle Round**
 - Each Army Gains a command point if your general is on the battlefield (Your general does not have to be your Narrative Hero).
 - Endless spells: If an endless becomes wild, the player who cast the Endless spell rolls a dice. On the roll of a 4+ the caster gets to move the Endless spell. Otherwise each opponent rolls off (re-rolling in case of ties), with the opponent who rolled the highest moving the spell.
 - Predatory Endless Spells move at End of the Hero Phase in each turn.
 - In your hero phase any player may choose to unbind spells if they wish. Endless spells are dispelled in your Hero phase in the normal fashion. Note that each Wizard on the table has a number of unbinds listed on their warscroll; if you use your only unbind during the turn after your own, you will not be able to unbind again with that Wizard until after your turn in the next battle round!
 - Treat all opponents' models as Enemy models.

Triumph and Treachery Game Play

Game Phases Continued:

- **Movement Phase:**
 - Treat all opponents' models as Enemy models.
- **Shooting Phase:**
 - Treat all opponents' models as Enemy models.
- **Charge Phase:**
 - Treat all opponents' models as Enemy models.
- **Combat Phase**
 - If your models are within 3" of models from any enemy armies, then at the start of the combat phase you may attack. Attacks are only made by the player whose turn it is (active player), and the enemy models they are engaged with. **The only units eligible for combat are those within 3" of a unit controlled by the active player.**
 - If multiple players have combat-eligible units that attack first (e.g., Lumineth Realm Lords or turn 3 Idoneth Deepkin), all of the active player's first-strike units attack. Then, any opponents with combat-eligible first strike units roll off (if necessary); the order in which they strike with all of their eligible units is determined by the roll-off.
 - In the combat phase, the active player will select a unit to fight first. Opponents then roll off to see who selects the next unit to attack.
 - Attacks alternate through the combat phase between the active player and one opponent (selected via roll-off) until all combat-eligible units have fought in combat.



In the example to the left, it is the Skaven player's Combat Phase. In this phase both the Skaven player and the Stormcast player may attack each other. However the Stormcast player and the Ossiarh Bonereaper player may not engage in combat this turn as they are not within 3" of the Skaven player's units.

- **Battleshock Phase**
 - All units that suffered casualties during the turn must take battleshock tests, regardless of how those casualties occurred..
- **End of Game**
 - Score **Triumph** for your objectives that you control (see page 22 on objective control)
 - Record your **Achievements** and add up your points
 - Add up your **Realm Control Points**
 - **Realm Control Points**
 - Each 2'x2' square of the table counts as a Realm Control point.
 - The player with the greatest amount of wounds (current wounds left on each unit) in each 2'x2' square will score 1 Realm Control point per square.
 - Realm Control points will determine which armies control what percentage of the realms.

Treachery!

Treachery Cards

- Treachery Cards represent Allies, Mercenaries, Traps, Assassins and various forms of subterfuge that you can apply to your opponent!
- Playing these cards will always result in a debuff to one or all of your opponents' armies
- Some Treachery cards will be hugely impactful on the entirety of the battlefield, while others are more subtle and will require more strategic play.
- You will be given 15 randomly selected Treachery cards (of your army's Grand Alliance) for play at any time the card states you are able to do so.
- During your first game you will shuffle your deck and randomly draw 5 cards. These will be the cards available to you in the game (unless an in game rule allows you to draw another).
- Each card may only be used once, and you may use as many or as few in your hand in each game.
- After each game, if you have fewer than 3 remaining, draw cards until you have 3 Treachery Cards.
 - You may also purchase additional cards with certain types of Triumph won from controlling objectives, as long as you are below the maximum hand size.
 - The maximum hand size of Treachery Cards is 7.
- **Treachery Cards do not affect Narrative Heroes unless specifically stated on the card.**
- Treachery cards are broken up into Grand Alliances (Order is blue, Chaos is red, Death is black, and Destruction is green).
- If a Treachery card would break a core rule. **Treachery cards will always trump Core Rules.**
- **Your army may only have 1 active Treachery card in play at a time (A card must resolve before you may play another).**
- If a treachery card does not specifically state an end condition it is assumed to be removed from play after the effects from the card are played out.

Veteran Units

- Veteran units are units that are **NOT hero/leader**, or **Monster/Behemoth** units that survived with at least one model remaining in your previous game.
 - You will denote on your roster sheet which units have gained veteran status for your next game.
 - If a Veteran Unit is destroyed in a game it will lose its veteran status.
- When a Veteran unit is the target of a treachery card, it may roll a dice. **On the roll of a 5+ a Veteran Unit may ignore the effects of a treachery card.**



How to Win...

Battle Across the Realms offers numerous ways to "Win" the event dependent on your preferred narrative goals and play style.

Realm Control Points (page 8):

- At the end of each game, players will tally up all their Realm Control Points they have won from controlling table squares, Realm Gates, completing certain quests, or from abilities.
- The player with the most Realm control points at the end of the event or league play will receive special recognition.
- Factions that control the most Realm Points in a given Realm at the end of the Event, or League Play, will be given special recognition as well.



Achievements (page 11-12):

- Your Hero can gain fame throughout the Realms by completing as many event achievements.
- Each achievement counts for a certain number of points. The more points you earn the more famous your armies will become throughout the Realms.
- Special recognition will be given to the player who accumulates the most achievement points throughout the event or league play.

Narrative Goals:

- Wait? isn't this a Narrative Event? Yes! Each player when turning in their Narrative sheet should make a goal for the event. This goal could be anything that would be achievable through the course of the event or league play.
- Examples:
 - Achieve a max level for your character
 - Destroy 3 chaos armies
 - Complete more than 3 quests
 - Gain a Forbidden Power Relic and keep it through the end of the event.
- Your goals can be anything you like, and will hopefully enrich your enjoyment of the event / League. The possibilities are endless.

Achievements

Event Achievements (may only be achieved once)

- **BARs Hero** - Earn the most achievement points (the tie breaker is placement in the Tournament of Champions).
- **The Seat of Power (75 pts)** - Control the Eight Points Citadel at the end of the event.
- **Tournament Champion (50 Points)** - Win the tournament of champions.
- **The World Titan (50 pts)** - Become the World Titan by winning the Gargant Tournament of Champions.
- **Best Painted (50 pts)** - Narrative hero, converted or not.
- **Wowwy Wow Wow (50 points)** - Player voted coolest army.
- **Filthy Rich (40 pts)** - Hold the most accrued Aether/Ur Gold by the end of the event.
- **Power Hungry (40 pts)** - Have a Forbidden Power Eldritch Item in your possession at the end of the event.
- **Archaeologist (40 pts)** - Have the most accrued Artifacts Triumph at the end of the event.
- **Keeper of Secrets (40 pts)** - Have the most accrued Arcane secrets at the end of the event.
- **Control the Supply Lines (40 pts)** - Have the most accrued Realm Gate Triumph at the end of the event.
- **Big Game Hunter (40 pts)** - Have the most accrued Beasts of Ghur Triumph at the end of the event.
- **Conversion (30 pts)** - Convert a model to be your narrative hero in some way (as complex as you like).
- **Treacherous (30 pts)** - Use more than 5 treachery Cards in a single game.

Triggered Achievements (may only be achieved once, Event/League Play)

- **Power Overwhelming! (75 points)** - Equip your character with 3 Forbidden Power Artifacts.
- **Impregnable (50 pts)** - keep control of the Eight points Citadel for 3 games
- **General Incompetence (50 pts)** - Your entire army was destroyed in each game during the event.
- **Da Biggest (40 pts)** - Have a Gargant reach 45 wounds during the event.
- **Curator of Precious Artifacts (30 pts)** - Trade for another player's artifact (see trading on page (7)).
- **Legend (30 pts)** - Your Narrative Hero reached level 15
- **Demon Prince (30 pts)** - achieved immortality by the gifts of your chosen God of Chaos.
- **Tis But a Scratch (30 pts)** - achieved when your Narrative Hero receives 3 total injuries.
- **Dragon Slayer (30 pts)** - Destroy Brazoghan the Ur-Dragon of Chamon
- **There can be only one! (20 pts)** - Your Narrative Hero killed another Narrative Hero with a Melee attack.
- **Peace and Quiet (20 pts)** - Destroy the Weeping Sisters
- **Too Hot to Handle (20 pts)** - Destroy a unit with the Lava works
- **Pride of the fleet (10 pts)** - have a Kharadron ship with 3 or more Endrinworks.
- **Rend 4 (10 pts)** - Have a weapon on your narrative Hero that is Rend -4.
- **Purified (10 pts)** - Remove an injury from your narrative Hero.
- **Fantastic Beasts (10 pts)** - have a mount with 3 or more mount traits.
- **HeroQuest (10 pts)** - Complete a single quest from a neutral interactive objective.
- **You Have Died of Dysentery (10 pts)** - Destroy the Settler's Gain Pilgrims in Hysh
- **Successful Pilgrimage (10 pts)** - Help the Settler's gain Pilgrims reach the other side of the table
- **Filthy Little Thieves (10 pts)** - Steal from Grumdrenson Forgeheart
- **Shrewd Negotiator (10 pts)** - Trade wit Grumdrenson Forgeheart
- **Hide and Seek (5 pts)** - find the Mistweaver

Achievements Continued:

In-Game Achievements (may be achieved multiple times, Event/League Play)

- **Alliance Achievements** - Army must be fully destroyed.
 - **Order Alliance** - Destroy a Chaos Army (10 pts), Death Army (5 pts), Destruction Army (5 pts)
 - **Death Alliance** - Destroy a Chaos Army (10 pts), Order Army (10 pts), Destruction Army (5 pts)
 - **Destruction Alliance** - Destroy an enemy Army (10 pts)
 - **Chaos Alliance** - Destroy an Order Army (10 pts), Death Army (5 pts), Destruction Army (5 pts)
- **Waaaaagh (5 pts)** Roll two sixes (unmodified) during a charge.
- **Storm of Magic (5 pts)** Cast a spell with an unmodified double 6 with your Narrative Hero.
- **Flee for your lives (5 pts)** Destroy an enemy unit through battleshock.
- **You get NOTHING! (5 pts)** Roll two sixes (unmodified) to unbind a spell.
- **Sole Survivor (5 pts)** Have only one unit left alive at the end of the game.
- **There can be only one! (5 pts)** Destroy a Narrative hero unit with your narrative hero.
- **Severed Sentinels (5 pts)** - Defeat the Guardians on a Forbidden Power Objective.
- **Martial Prowess (5 pts)** - Destroy a unit with 20 or more wounds in your first round of combat on your turn.
- **I HAVE THE POWER! (5pts)** - Activate a Rune during the game
- **That's the Oldest Trick in the Book! (5 pts)** - Block a Treachery Card with a Veteran Unit.



Event Details

3 Games of Triumph and Treachery

Date to be announced.

- 2 Games Saturday
 - Registration 8:00 AM - 9:00 AM
 - First Game: 9:00 AM - 1:30 PM
 - Lunch Break 1:30 - 3:30
 - Second Game 3:30 - finish or store close.
- 1 Game Sunday
 - Third Game 9:00 AM - 2:00 PM
 - Lunch 2:00 PM - 3:30 PM
 - 1 Final PVP Tournament of Champions following the 3rd game on Sunday.
 - 3:30 PM to 5:00 PM
 - Awards 5:00 PM or whenever the Tournament of Champions finishes.

Prior to the Event

Players must submit the Following by the registration deadline to be considered as fully registered for the event:

- Registration Fee of \$60
- A picture of your Narrative Hero Model and any other pictures of your army. Any other pictures of your army to Rend4wargaming@gmail.com
- A narrative of your army (300 words or fewer)
- An Event Goal for your army



Players will Receive:

- *Battle Across the Realms: Triumph and Treachery and New Azyrheim* printed book containing these rules as well as the Lore for each player's army and Narrative Hero;
- Narrative Hero card (the picture you submitted of your Narrative Hero) for determining turn order.
- Treachery cards specific to your Grand Alliance.
- Opportunities to win randomly-distributed prize support, which will be purchased with any leftover entry fee money.

List Building Continued

How To Build your Army

Armies will be built following the Matched Play rules from the General's Handbook 2020. Armies will start each game with **1500 points** with all Battlehost-level Matched Play restrictions and requirements in place.

Allies will be allowed, as will all supplements with Matched Play rules that were current prior to the event (e.g., the Broken Realms books).

No Heroes will start the event with an artifact or a Command Trait. *This rule will supersede any Battletome rules stating your Hero must take a certain artifact to meet an army build condition. You may still take all the benefits of a Subfaction.*

Armies and Heroes may benefit from all other Allegiance abilities available to them not stated as an exception in these rules.

Unique Named Characters, (e.g., Teclis, Archaon) will be allowed but will be limited to one per army.

The Narrative Hero

Choose one Hero with a Wounds characteristic between 4 and 8 to be your **Narrative Hero**. This hero is in addition to your army *and does not cost points*.

- Unique Named Characters may never be used as Narrative Heroes. Their stories are already written!
- Mega-Gargants are exceptions, and rules for this army are found on page 19-20.

Lists from Game to Game

You may change your list before each game as you see fit.



Hero Advancement/Creation

- Your Narrative hero may be chosen from the heroes available to you in your Battletome (no less than 4 or more than 8 wounds).
- Narrative Heroes will have their wounds characteristic set to 8 for the first game, no matter what the original warscroll states.
- Narrative Hero's are added to your list and **do NOT** have a cost in points, but do count against your maximum Leader slots..
- Narrative Heroes will level up throughout this event and into future events, with a maximum level of 15.
 - Narrative Heroes Level-up in four ways; see page (16-17 for level-up tables).
 - Automatically level up at the end of a game.
 - Killing another Narrative Hero during a game.
 - Killing a monster or a Behemoth during a game.
 - Controlling a Forbidden Power
 - Paying the associated cost in Aether/Ur Gold, or Arcane Secrets.
- When Narrative Heroes are killed in games, consult the Injury table on page 18. These injuries persist and take precedence over any abilities gained that would contradict them.

Chaos Mortal Narrative Hero

Immortality Granted:

- If your Narrative Hero in your **Chaos** army has the **Mortal** keyword and you slay another narrative hero, you may immediately roll a dice. On a 5+ you may choose to replace your Narrative Hero with a Daemon Prince model. Your warscroll will be swapped with the Demon Prince warscroll following the God of your Allegiance (you may choose a Chaos God for a **Slaves to Darkness** hero), and you will add any additional wounds previously granted to your Narrative Hero to the Demon Prince warscroll. Command traits may be changed as needed due to any keyword changes. All Artifacts, Arcane Secrets, and Forbidden Power Relics will transfer to the Daemon Prince.

Narrative Hero Equipment

Each **Narrative Hero** has 3 equipment slots. These slots can be filled throughout the campaign by finding Artifacts and Forbidden Power Relics and assigning them to their associated slots.

- **Weapon**
- **Armor**
- **Talisman**

If you are equipping a hero with an artifact from your Battletome, attempt to match it to one of the categories as narratively and reasonably as possible.

Artifacts and Forbidden Power Relics may be purchased with Triumph points as long as certain conditions explained within the rules are met.

Wizards/Priest

- Narrative Heroes with the **Wizard** and/or **Priest** keyword may also seek out Arcane Secrets. Arcane Secrets include spells/prayers and abilities that will increase the caster's power.

Other Basic Heroes

- Other heroes in your army can equip **one artifact per hero** from your Armory (Your collection of Artifacts gained with spending Artifact Triumph points).
 - **If your Hero is Killed roll a Dice on a 4+ the equipped artifact is lost.**
- Wizards/Priests may be given multiple Arcane secrets per wizard/priest.
 - **If your Hero is killed Roll a Dice on a 5+ the hero was killed and all knowledge of any arcane secrets are lost.** Otherwise, the hero has survived his wounds and lives to fight another day.

The Narrative Hero Level-up Tables

See the table below for various methods of leveling up.

- New Narrative Heroes start at level 1.
- **Returning Narrative Heroes** that have already played in a BARs event may start at **level 3**.

Leveling Up!

Your Narrative Hero will level up when:

1. At the end of each game.
2. Your Narrative Hero Kills another Narrative Hero.
3. Your Narrative Hero Kills a Monster/Behemoth
4. Control a Forbidden Power Objective at the end of a game
5. Trade 3 Arcane Secrets Triumph for a Level up
6. Trade 4 Aether Gold Triumph for a level up.

Level

1	Base Warscroll
2	Gain a Command Trait and add +1 wound to your wound characteristic
3	Roll on the table
4	Add +1 wound to your wound characteristic
5	Roll on the table
6	Add +1 wound to your wound characteristic
7	Roll on the table
8	Add +1 wound to your wound characteristic
9	Roll on the table
10	Add +1 wound to your wound characteristic
11	Roll on the table
12	Add +1 wound to your wound characteristic
13	Roll on the table
14	Add +1 wound to your wound characteristic
15 (max Level)	Roll on the Table and Add +1 wound to your Wound characteristic and +1" to movement to your Movement Characteristic

Roll a D20 on the table located on the following page if the Level up table states "Roll on the Table"



Bazrog Beatchukka, Covidius Plaguebringer, Duke Tancred (after becoming a Demon Prince), and Petrataeus, the Grinning Omen Face off in the tournament of champions!

The Narrative Hero Level-up Tables

<u>Level up Table</u>	<u>Ability Granted</u>
Roll a (D20)	
1	Nimble: Add +1" movement to your Movement Characteristic (movement characteristic may never be more than 16") **
2	Filthy Rich: At the end of each game you accumulate 1 free Aether Gold Triumph Point (If rolled again this will accumulate each time)
3	Reach: Increase the range of a melee weapon by 1" to a maximum of 3" **
4	Terrifying: If an enemy unit fails battleshock within 12" of this hero D3 extra models are removed. *
5	Weapon Proficiency: Add +2 attacks to a single weapon on your profile (once per weapon on the Hero's profile, Does not affect mounts)**
6	Frenzy: This Hero can run and charge later in that turn. *
7	Panic: Enemy Units within 3" of this unit cannot have battleshock immunity or benefit from rules like inspiring presence *
8	High Constitution: At the start of the Hero phase your Hero may heal 1 wound *
9	Ward Save: 6+ wound/mortal wound negation (if you have already gained this ability increase the ability by +1 to a max of 5+)**
10	Keen edge: Increase Damage on a single Weapon by +1 (may only be taken once per melee weapon on your profile, and may not be added to mounts) **
11	It's a Trap! Once per game you may choose a unit wholly within 18" of your Hero, that unit may ignore the effects of a treachery card that targeted that unit. *
12	Tempered Steel: Increase the Rend on a single weapon by -1 (may only be taken once per melee weapon on your profile and may not increase the rend greater than -3. May not be added to a mount) **
13	Determined Foe: Your hero is eligible to make a Pile-in move within 6" of an enemy unit and may pile in an additional 3" (Your Pile in move may never be more than 6") *
14	Absolute Legend: This Hero may use "Their Finest Hour" Heroic action twice per battle, instead of just once. *
15	Devastating Charge: When This Hero makes a charge move roll a dice, on a 2+ choose one enemy unit within 1". That unit takes D3 mortal wounds *
16	Dexterous Defense: Enemy Units are -1 to Wound this Hero *
17	Parry: Enemy Units are -1 to Hit this Hero *
18	Protection at all Costs: Before you allocate a wound or or mortal wound to this Hero, If this hero is within 3" of a friendly Battleline unit. Roll a dice. On a 6+ you may allocate that wound or mortal wound to the battleline unit instead. You may add +1 each time this is rolled to a maximum of 4+. **
19	Mastery of War: Once per turn at the start of the hero phase, and as long as this hero in on the battlefield, you can gain 1 extra command point that can only be used by your hero. *
20	Stolen Initiative: This model fights at the start of the combat phase. This model cannot fight again in that phase. *

* re-roll if you have already gained this ability.
 ** re-roll only if your hero already has the maximum allowable buff from this ability



Tayrathi faces down Grogar Throggson in the Tournament of Champions!

The Narrative Hero Injury Table

- Consult this table by rolling 2D6 and adding the result to your character's sheet. **Re-roll for if you roll an injury you already have.** If your Narrative Hero has the **Wizard/Priest** Keyword utilize the corresponding table for all injuries.
- If your Narrative Hero is killed in a game, roll **once** the appropriate chart.
- If your Narrative hero was **killed by another Narrative Hero, roll twice.**

Narrative Hero Injuries	
Roll 2D6	Injury
Re-roll if you have already received that injury	
	Cowardice : - If your army took any casualties in the previous battleround, roll a dice at the start of your movement phase. On the roll of a 5+ your Narrative Hero must make a Run move towards the nearest table edge and directly away from the nearest enemy unit. If in combat it must retreat and run.
2	
3	Blunted Weapon : - 1 to the rend of your highest rend melee weapon to a maximum of (-)
4	Injured Sword Arm : -1 to Wound Rolls on all weapons
5	Concussed -1 to Hit Rolls on all weapons
6	Festering Wound : -1 to your wound characteristic
	Slowed Reflexes : remove all wound negation save abilities (excepting armors saves, or if you do not posses wound negation abilities , -1 to Armor save to a maximum of 6+
7	
	Lost Faith : Gain Passive ability: -1 bravery to all units within 24" of your hero. They may never be made immune to Battleshock for any reason and may not benefit from Inspiring Presence.
8	
	Uninspiring Presence : The range of all Command Abilities, Allegiance Abilities and Command Traits are reduced to 3".
9	
10	Shaken Confidence : Re-roll all successful hit rolls
11	Atrophy : Re-roll all successful wound rolls
	Shattered Artifact : choose 1 artifact possessed by your hero and destroy it, or if you do not posses an artifact,- 1 attack to a melee weapon of your choice (minmum of 1). Eldritch power items return to their Realm if destroyed.
12	
Wizard/Priest Keyword	
2	Cowardice : Roll a dice when attempting to cast a spell or a prayer. On a 4+ that cast is lost.
	Slowed Reflexes : remove all wound negation save abilities (excepting armors saves, or if you do not posses wound negation abilities , -1 to Armor save to a maximum of 6+
3	
4	Arcane Amnesia : Wizard/Priest forgets 1 Spell/Prayer to a minimum of 1 known spell/prayer
5	Poor Focus : -1 to unbind
6	Festering Wound : -2 to your Wounds characteristic
	Arcane Fatigue : Wizards : decrease the number of spells your Narrative Hero may cast per turn by 1 to a minimum of 1, Priests : take D3 mortal wounds on the roll of a 1 when attempting to chant (this is in addition to any other penalties for rolling a 1)
7	
	Lost Faith : Gain Passive ability: -1 bravery to all units within 24" of your hero. They may never be made immune to Battleshock for any reason and may not benefit from Inspiring Presence.
8	
	Uninspiring Presence : The range of all Command Abilities, Allegiance Abilities and Command Traits are reduced to 3".
9	
10	Broken Concentration : -1 to cast prayers or spells
	Shattered Artifact : choose 1 artifact possessed by your hero and destroy it, or if you do not posses an artifact,- 1 attack to a melee weapon of your choice (minimum of 1). Eldritch power items return to their Realm if destroyed.
11	
	Miscast : Take D3 mortal wounds on any roll of a double when casting spells, or when rolling a 1 or 2 when chanting a prayer (this is in addition to any other penalties)
12	

Mega-Gargants!!!

Who will be the newest World Titan?

Advancement/Creation of a Mega-Gargant Hero

Mega-Gargants are an exception to all hero creation and advancement rules

- Choose one Mega-Gargant to be your Narrative Hero. .
- **Your Narrative Hero Mega-Gargant will NOT cost points towards your army total.**
- Your Narrative Hero will advance based on the Gargant Advancement Table on the following page.
- Gargants gain Realm Control Points at the end of a game as normal.
- Your Army size, excluding your Narrative Hero, will be **1250** points for each game.
- Only your Narrative Hero may purchase Artifacts. Artifacts may only be purchased from those available in the Sons of Behemat Battle tome.
- Gargants may never access Forbidden Power artifacts.
- Gargants may only gain and use Aether/Ur Gold triumph, and Artifact Triumph as other types of objectives do not interest them. They may still control other objectives to keep them from other armies possessing them.
- Mega-Gargants may not purchase Runes



Chuck Moore's Daughters of Khaine and Craig Lewis' Slaanesh battle a table full of Stephen Matta's and Carl Ammon's Mega-Gargants in the Realm of Beasts

Mega-Gargants Continued:

Mega-Gargant Advancement Table

Leveling up

A Narrative Mega Gargant can level up in the following ways at the end of the game:

1. When your Narrative Gargant kills any number of Monsters/Behemoths
2. Spending 4 Aether/Ur Gold points
3. When your Narrative Gargant kills a Narrative Hero
4. At the end of each game your Narrative Gargant survives

Optional Rule for League play: Growth only in Victory: If your Narrative Gargant Dies during the game it may NOT Level up

Level

1	Base Warscroll
2	Growing: add 2 wounds to your Wounds characteristic
3	Squish Em: add +1 damage to a single weapon profile
4	Growing again: add 2 wounds to your Wounds characteristic
5	Found Somefin: add one artifact from your Battletome to your Narrative Gargant
6	Still Growing: add 2 wounds to your Wounds characteristic
7	Realm Walker: add +3" to your Movement characteristic
8	Gettin Really Big: add 2 wounds to your Wounds characteristic, enemy units are +1 hit when making attacks against this model
9	Squish Em Even More: add +1 damage to a single weapon profile
10	Extra Mega-Gargant: add 2 wounds to your Wounds characteristic
11	Crack Em Open: add -1 Rend to a weapon of your choice (the weapon chosen may not exceed -3 Rend after the addition)
12	Go Long: add 6" range to a shooting attack of your choice or if you do not have a shooting attack, Gain the Gate Breakers - Hurlled Boulder attack profile instead.
13	Overreach: Add +1" range to a single melee weapon of your choice
14	Too Tiny to be Scary: This unit cannot be chosen as the target of a monstrous Rampage
15 max Level	World Titan: If your Narrative Mega gargant gains a realm Control Point at the end of the game it counts as a 3 points for the square instead of 1

Triumph Objectives Rules

Triumph Points are the currency of BARs and are obtained in the following ways:

- Capturing objectives
- Trading between players (See page: 7)

Capturing Objectives

- There are 4 categories of basic objectives that accrue triumph points.
 - Aether/Ur Gold, Arcane Secrets, Artifacts, Realm Gates,
- Other types of objectives are known as Neutral Interactive Objectives. These are objectives that will function like NPCs on the board that you can fight (Beasts of Ghur, Forbidden Power) or otherwise interact with during your turn.
- **You will take control of an objective if you have the most wounds within 1" of the objective's terrain piece. Count the number of wounds remaining on the model(s), not the Wounds characteristic!**
 - You may move away from the objective and hold it until that objective is taken from you.
- Summoned Units **MAY NOT** control Objectives on the turn they are summoned.
- At the end of the game, you will assign yourself Triumph Points in the category of the objective that was captured.
 - **Each objective controlled will accrue 1 point in its category.**
 - For example, if you captured 2 Aether/Ur Gold deposits you earn 2 Aether/Ur Gold Triumph points, and would add that to the value in the appropriate spot on your score sheet.
- **New Azyheim:** Whoever controls the New Azyheim at the end of the game will stay in the Eightpoints for the next game.
 - Your Army will ignore starting location rules and remain in the territory closest to the New Azyheim objective at the start of the next game.



Dave Roke's Seraphon

Triumph Objectives and Points Continued

Triumph Objectives

- **Aether/Ur Gold Deposits**

- (1 point per objective)

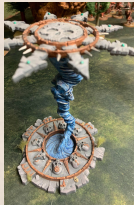
- Page 23
- Spend on Treachery Cards
- Spend 4 Aether Gold to Level up your character
- Spend on Runes



- **Arcane Secrets**

- (1 point per objective)

- Spend on the Arcane Secrets Table (page 24-25)



- **Artifacts**

- (1 point per objective)

- Spend on the Artifacts Table (page 26-28)
 - Purchase Artifacts.
 - Upgrade mount traits or Endrinworks



- **Realm Gates**

- (1 point per objective)

- Page (29)
- Spend to alter your starting position on the table in a future game.
- Spend on Treachery Cards
- In game summoning of Underworlds Warbands



The pictures above represent an example of what an objective may look like.

Neutral Interactive Objectives

- **Forbidden Power**

- **Does not accrue Triumph points** (page 30-32)

- Recover Forbidden Power (If present)
- Level up your Narrative Hero.

- **Beasts of Ghur**

- Ghur - 1 point per objective (page 33)
- Spend as Aether/Ur Gold, Arcane Secrets, or Artifacts.

- **The Eightpoints Citadel**

- Order (Ascendant) - New Azyrheim (page 34)
- (Scores 3 points)
- Spend on Aether/Ur Gold, Arcane Secrets, Artifact.

- **Healing Objective**

- **Does not accrue Triumph points** (page 35)
- 1 per table (Excepting the Eightpoints), if controlled at the end of the game remove an injury or possibly multiple injuries from your Narrative Hero.

- **Grumdrenson Forgeheart's Aethermatic Emporium**

- Ghyran - Quests (page 36-37)

- **The Weeping Sister's**

- Shyish - Quests (page 38-39)

- **Brazoghan, Ur-Dragon of Chamon**

- Chamon - Appease the Dragon, (page 40-41)

- **The Lava Works of Aqshy**

- Aqshy - Control Geyser Traps (page 42)

- **Hysh**

- Hysh - The Pilgrims (page 43-44)

- **The Mistweaver**

- Ulgu - Attempt to nullify Treachery Cards (Page 45)

Aether/Ur Gold

Purchasing Treachery Cards:

- **1 Point** per card
 - If you have fewer than 3 cards in your hand at the end of a game, you will be automatically given enough cards to replenish your hand to 3 cards.
 - You may never have more than 7 in your hand at one time

Purchase Mount Traits and Endrinworks

- 1 point per mount trait or Endrinworks (See artifacts for more information)

Purchase Training

- Level up your Narrative Hero for 4 Aether Gold

Purchase Runes

- Runes may be added to weapons (shooting or melee) and will give you a **once per game ability or buff**.
- Mark on your character sheet which weapon has a rune added to it.
- Runes may not be added to increase the effects of Forbidden Power Artifacts
- During the game state that you will activate your Rune. It will remain activated for the duration of that Battle Round, and then it will exhaust, and will be permanently removed from the weapon.
- Runes may not be stacked

Types of Runes available for Purchase:

Cost in Aether/Ur Gold:

- **Rune of foresight** 1 Triumph Point
 - -1 to hit and -1 to wound your hero.
- **Rune of Monster Slaying** 1 Triumph Point
 - +1 to wound and +1 damage when activated in combat against a unit with the monster Keyword
- **Rune of Swiftess** 1 Triumph Point
 - Add +6" to your movement
- **Rending Rune** 3 Triumph Points
 - your weapon gains Rend -4



Arcane Secrets

Magics and traits that improve a Wizard's or Priest's power and control over the Arcane or their Faith.

The objectives can be places of power, objects and anomalies that can be studied throughout the realms.

- To purchase an Arcane Secret, you must have triumph points in the Arcane Secrets and/or Aether/Ur Gold slot on your score sheet and pay the points required to gain the Arcane Secret.
- **A Narrative Hero may be assigned Arcane Secrets if and only if it possesses the Wizard/Priest Keyword.**
- Each Wizard/priest in your army that is not a Narrative Hero may be assigned one Arcane Secret.
- Arcane Secrets are purchasable for the cost associated on the table below.
- Arcane secrets are **NOT** considered unique and may be purchased more than once and may stack.
 - **Each time you re-purchase the same Arcane Secret its cost multiplies by 2.**
 - For example, the first time you purchase a +1 to cast, it costs 2 Triumph. The second time it costs 4 Triumph. The third time it costs 8 Triumph, and so on...



<u>Arcane Secrets</u>	<u>Triumph Point</u> <u>Cost</u>
- Add a Realm Spell from the realm you most recently played in to the list of spells your wizard knows.	1
- Add a Spell from your Battletome to the list of spells your Wizard knows.	2
- Add a Prayer from your Battletome to the list of Prayers Priest knows	1
- Add +1 to chant prayers (max of 2+ for any prayer chant)	3
- Add +1 to cast Spells/Endless Spells (Max of 3+)	2
- Your Wizard may cast one additional Spell (max 4 additional Spells)	2
- Re-roll casting rolls for Spells/Endless Spells	2
- Your Wizard or Priest may unbind spells at an unlimited range	1
- Add an Endless Spell to your army castable only by your Narrative Hero to your list allowable by that Hero's Allegiance (These can be non-aligned Endless Spells)	1
- Your Priest may unbind Spells as if he was a Wizard	1
- Your Wizard may auto unbind one spell per game	3

Arcane Secrets: Spells of the Realms

Purchasable with Arcane Secrets Triumph

(You may only learn a spell from the realm where you last completed a game)

Ghyran

1. **Briarstorm:** has a casting value of 6. If successfully cast, pick a point on the battlefield within 18" of the caster. Until your next hero phase, any unit that finishes a move within 3" of that point suffers D3 Mortal wounds.
2. **Flesh to Stone:** has a casting value of 7. If successfully cast, re-roll successful wound rolls for attacks that target the caster until your next Hero phase.
3. **Mirrorpool:** has a casting value of 6. If successfully cast, remove the caster from the battlefield and set them up again anywhere within 18" of their previous position, more than 9" from any enemy models.

Aqshy

1. **Inferno Blades:** has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster. Add 1 to the damage characteristic of that unit's melee weapons until your next hero phase.
2. **Stoke Rage:** has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. Add 1 to wound rolls and charge rolls for that unit until your next hero phase.
3. **Incandescent Form:** has a casting value of 6. If successfully cast, subtract 1 from hit rolls for attacks that target the caster until your next hero phase.

Shyish

1. **Word of Ending:** has a casting value of 8. If successfully cast, pick a friendly unit within 6" of the caster that is visible to them. Ignore modifiers (positive and negative) when making save rolls for that unit until your next hero phase.
2. **Soulshroud:** has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the that is visible to them. That unit can not be affected by other spells until your next hero phase.
3. **Ethereal Guide:** has a casting value of 6. If successfully cast, add 1 to hit rolls for attacks made by the caster until your next hero phase.

Hysh

1. **Exorcising Beam:** has a casting Value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. that unit suffers D3 moral wounds. If the enemy unit is a Demon or Death unit, it suffers D6 moral wounds.
2. **Light of Battle:** has a casting Value of 5. If successfully cast, pick a friendly unit within 18" of the caster. Do not take battleshock tests for that unit until your next hero phase.
3. **Banishment:** has a casting Value of 9. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. The enemy removes that unit from the battlefield and sets it up on the battlefield more than 9" from any models from the caster's army and more than 24" from the caster and more than 3" from enemy models.

Ghur

1. **The Amber Spear:** has a casting value of 7. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them. Draw an imaginary straight line 1mm wide between that point and the closest part of the caster's base. Each unit other than the caster that has models on this line suffers D3 mortal wounds.
2. **Impenetrable Hide:** has a casting value of 6. If successfully cast, you can re-roll failed save rolls for the caster until the start of your next hero phase.
3. **Primal Hunter:** has a casting value of 8. If successfully cast, pick a friendly Hero within 12" of the caster that is visible to them. Re-roll failed charge rolls and hit rolls for that hero until your next hero phase

Chamon

1. **Curse of Rust:** has a casting value of 7. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Subtract 1 from hit rolls and save rolls for that unit until your next Hero Phase.
2. **Rain of Lead:** has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 Mortal wounds. In addition, subtract 1" from that unit's move characteristic until your next Hero Phase.
3. **Rule of Burning Iron:** has a casting value of 8. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Roll a dice for each model in that unit. For each 6+, that unit suffers 1 mortal wound.

Ulgu

1. **Enfeeblement:** has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster. Re-roll wound rolls for attacks that target this unit until your next hero phase.
2. **Phantasmal Guardian:** has a casting value of 6. If successfully cast, roll a dice each time you would allocate a wound or mortal wound to the caster until your next hero phase. On a 5+ the wound or mortal wound is negated.
3. **Bridge of Shadows:** has a casting value of 6. If successfully cast, pick a friendly unit wholly within 12" of the caster and remove it from the battlefield. Set it up anywhere on the battlefield that is wholly within 24" of the caster and more than 9" from any enemy models. That unit may not move in the subsequent movement phase.

Artifacts

Artifacts:

- To purchase an Artifact etc. You must have triumph points in the Artifacts slot on your score sheet and pay the points required to gain the artifact.
- Artifacts are divided into three inventory slots: Weapon, Armor, Talisman.
- In order to gain Artifact Triumph Points you must control an artifact Objective (represented by the appropriate piece of terrain on the battlefield and labeled as such) at the end of the game.
- Between games you may purchase an item **from the realm you are currently in** or you may purchase an item from your Allegiance Battletome.
- **Core Book** artifacts are **NOT** available for purchase.
- All artifacts are considered unique and may not be purchased more than once by your own army (Other armies may purchase the same artifacts).
- **Narrative Heroes may have one artifact equipped in each inventory slot for a maximum of 3 at any one time.**
- Other heroes in your army can equip one artifact per hero from your Armory (Your collection of Artifacts gained with spending Artifact Triumph points).
 - **If your Non-Narrative Hero is Killed roll a Dice, on a result of a 1 the equipped artifact is lost.**
- Mounts or War Machines may have Mount Traits/Endrinworks assigned to them.
 - You May spend Aether/Ur Gold Triumph Points as well as Artifact Triumph points to purchase mount traits or Endrinworks.

Artifact Type	Triumph Points Cost
- Realm artifact purchased from the current realm you are playing in.	1
- Artifact purchased from your Battletome	2
- Mount Trait may be placed on any legal mount in your army *	1
- Endrinwork may be placed on any legal Kharadron Vessel *	1

* Multiple Mount traits and Endriworks can be added to the same unit(s) however the same traits may never be taken for the same unit.



Artifacts of the Realms

- You may **NOT** have duplicate artifacts in your armory
- You may only purchase artifacts from the Realm you are currently in or from your Battletome.
- Core Book Artifacts are **NOT** available to be purchased.

Ghyran

1. **Entangling Blade (Weapon):** Pick one of the bearer's melee weapons to be an Entangling Blade. If the bearer scores 1 or more hits on an enemy Hero or Monster with that weapon, subtract 1 from the **hit and wound** rolls for that Hero or Monster until the end of the phase in which the hits were scored.
2. **Jadewound Thorn (Weapon):** Pick one of the bearer's weapons to be the Jadewound Thorn. If the hit roll for that weapon is an unmodified 6, that attack inflicts 1 mortal wound in addition to its normal damage.
3. **Blade of Hammerhal Ghyra (Weapon):** Pick one of the bearer's melee weapons to be a Blade of Hammerhal Ghyra. Add 1 to the attacks characteristic of this weapon.
4. **Greenglade Flask (Talisman):** Once per battle, in your hero phase, the bearer can drink from the Greenglade Flask. If they do, heal D6 wounds allocated to them.
5. **Ghyropan Gauntlets (Armor):** The bearer can move an extra 3" when making a pile-in move.
6. **Jade Diadem (Talisman):** Each time you make a successful save roll of 6+ for the bearer, heal 1 wound allocated to them.

Chamon

1. **Rune Blade (Weapon):** Pick one of the bearer's melee weapons to be a Rune Blade. That weapon has a Rend characteristic of -3.
2. **Argentine's Tooth (Weapon):** Pick one of the bearer's weapons to be Argentine's Tooth. Add 1 to the damage characteristic of that Weapon
3. **Gildenbane (Armor):** If an enemy model is a bearer of an artifact, they cannot use the rules for their artifact while they are within 3" of the bearer of Gildenbane. This does not affect Forbidden Power Artifacts.
4. **Godwrought Helm (Armor):** 5+ Ward Save. This may not be placed on a hero that is also a **Monster**.
5. **Quicksilver Flask (Talisman):** Once per game at any time, your hero may drink of the quicksilver flask. Until your next hero phase, subtract 2 from hit rolls of enemy models in the shooting phase until your next hero phase.
6. **Alchemical Chain (Talisman):** The bearer can attempt to unbind a spell in the same manner as a wizard. In addition, add +1 to the unbind attempt. If the Hero is already a Wizard, they can instead attempt to unbind an additional spell and add +1 to that unbind attempt.

Ghur

1. **Stonehorn Blade (Weapon):** Pick one of the bearer's melee weapons to be a Stonehorn Blade. Roll a dice at the end of any phase in which any wounds were inflicted by that weapon. On a 5+ you can pick an enemy unit within 3" of the bearer. That unit suffers D3 mortal wounds.
2. **Drakeforged Plate (Armor):** Re-roll Save rolls of 1 for the bearer against attacks in the combat phase.
3. **Amberglaive (Weapon):** Pick one of the bearer's melee weapons to be an Amberglaive. Add 1" to the Range characteristic of that weapon (to a maximum of 3"). In addition, add 1 to hit rolls for that weapon.
4. **Shardfist Pelt: (Armor):** Each time you make an unmodified save roll of 6+ for the bearer in the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.
5. **Gyreshark Charm (Talisman):** Subtract 1 from hit rolls for attacks that target the bearer in the shooting phase. In addition, add 1" to the bearer's move characteristic.
6. **Beastmaster's Bones (Talisman):** At the start of the combat phase roll a dice for each monster within 3" of the bearer. On a 4+ the monster being rolled for cannot attack this phase. If the monster is a mount, the rider may still attack with their own weapons as normal.

Aqshy

1. **Onyx Blade (Weapon):** Pick one of the bearer's melee weapons to be an Onyx Blade. Add 1 to wound rolls for that weapon, to a max of 2+.
2. **Phoenix Flame Blade (Weapon):** Pick one of the bearer's weapons to be a Phoenix Flame Blade. If the hit roll for that unit is an unmodified 6, roll a dice. On a 4-5 the attack inflicts 1 mortal wound, and on a 6+ inflicts 2 mortal wounds, in addition to normal damage.
3. **Thermal Rider Cloak (Talisman):** Add 4" to the movement characteristic of the bearer.
4. **Crown of Flames: (Talisman):** Subtract 2 from the bravery of all enemy models within 12" of the bearer. In addition, roll a dice at the beginning of combat for each enemy unit within 3" of the bearer. On a 6+ that unit must subtract 1 from the attacks characteristic of all melee weapons (until the end of the game) to a minimum of 1.
5. **Ignax Scales (Armor):** When the bearer is the target of an attack, roll a dice. On a 4+, decrease the rend characteristic of all attacks made against the bearer by 1 to a maximum of (-) until the end of that phase.
6. **Smoldering Helm (Armor):** If the bearer makes any successful save rolls of an unmodified 6 in the combat phase, after all of its attacks have been made, the unit attacking the bearer suffers D3 mortal wounds.

Artifacts of the Realms

- You may **NOT** have duplicate artifacts in your armory
- You may only purchase artifacts from the Realm you are currently in or from your Battletome.
- Core Book Artifacts are **NOT** available to be purchased.

Shyish

1. **Blade of Endings (Weapon):** Pick one of the bearer's melee weapons to be a Blade of Endings. If the unmodified hit roll for that weapon is a 6, add 2 to the damage characteristic of that attack.
2. **Banshee (Weapon):** Pick one of the bearer's weapons to be a Banshee Blade. Each time you roll an unmodified hit of a 6 for this weapon, roll a 2D6. If the roll is equal to or greater than the target's unmodified Bravery characteristic, that attack inflicts D3 Mortal wounds instead of its normal damage.
3. **Goblet of Draining (Talisman):** If 1 or more wounds are inflicted on an enemy Hero by the bearer, roll a dice. On a 5+, that Hero suffers D3 mortal wounds.
4. **Ethereal Amulet (Talisman):** Your armor save becomes 4+. Ignore modifiers (positive or negative) when making save rolls for this model. The bearer of this item may **not** have the Monster Keyword.
5. **Wraithbow (Weapon):** In your shooting phase, pick an enemy unit within 18" and roll 6 dice. If you roll any 6's, that enemy unit suffers D3 mortal wounds. .
6. **Sepulchral Plate (Armor):** Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 6+, that wound or mortal wound is negated.

Hysh

1. **Blade of Symmetry (Weapon):** Pick one of the bearer's weapons to be a Blade of Symmetry. When the bearer rolls an unmodified 6+ on a hit roll for this weapon, add 1 to the number of successful hits inflicted on the target.
2. **Crystalline Blade (Weapon):** Pick one of the bearer's weapons to be a Crystalline Blade. Re-roll wound rolls of 1 for this weapon.
3. **Crystalline Cuirass (Armor):** Increase your armor save by 1 to a maximum of 3+. Add 2 to the Bravery of all friendly units wholly within 12" of the bearer.
4. **Armor of Refraction (Armor):** Subtract 1 from wound rolls that target the bearer.
5. **Sash of the Ten Paradises (Talisman):** The bearer adds 3" to each of their charge rolls.
6. **Guardian's Coronet (Talisman):** Anytime the bearer is affected by a spell that would cause mortal wounds, roll a dice. On a 4+ that wound is negated.

Ulgu

1. **Miasmatic Blade (Weapon):** Pick one of the bearer's melee weapons to be a Miasmatic Blade. Subtract 1 from hit rolls that target the bearer.
2. **Blade of Folded Shadows (Weapon):** Pick one of the bearer's weapons to be a Blade of Folded Shadows. Add 1 to hit rolls for that weapon.
3. **Spell Mirror (Talisman):** Whenever the bearer is the target of an enemy spell, roll a dice. On a 6 the spell rebounds on the enemy caster. Resolve all effects of the spell as if the target was the caster.
4. **Betrayer's Crown (Talisman):** Once per battle, at the start of the combat phase, pick an enemy unit within 3" of the bearer that has two or more models. Roll a dice for each model in that enemy unit. For each 5+ that enemy unit suffers 1 mortal wound.
5. **Trickster's Helm (Armor):** Re-roll successful casting rolls for enemy Wizards while they are within 18" of the bearer.
6. **Doppelganger Cloak (Armor):** Opponents must re-roll hit rolls of 6 for attacks that target the bearer.



Realmgates

- 1 Triumph Point per objective
- You may spend 1 point of Realm gate Triumph to purchase your starting square for deployment during a game instead of rolling.
 - If you and another players both use Realm Gate Triumph points to select the same square, Roll-off to determine who wins. The losing player may choose another square or choose to keep his triumph point and roll off with the remaining players.
- You may spend 1 point of Realmgate Triumph to purchase 1 Treachery card.
- During the game, and after you gain control of a Realmgate. You may summon 1 Underworlds Warband onto the battlefield wholly within 12" of the Realmgate and 9" away from enemy units **each turn you maintain control of the objective.**
 - The Underworlds Warband must be a legal addition to your faction and can also be summoned if it is from an allied allegiance.
- Controlling a Realmgate at the end of the game will also gain you **1 additional Realm Control point.**



Neutral Interactive Objectives

Forbidden Power

Forbidden Power is born of the very Realmstone of their respective realms and made manifest, these items will allow your Narrative Hero to carry the power of the Realms onto the battlefield.

Forbidden Power Objectives may be controlled in order to discover items of Forbidden Power and/or to level up.

- Gaining Forbidden Power Triumph
 - Engage the Guardians at a Forbidden Power Objective by moving models within 1" of the objective and stating you will engage the Guardians.
 - Guardians respawn for each army that attempts to capture the objective, but only have to be defeated once by each player. The Guardians will not attack a player who has already defeated them in this game.
 - If the guardians are not defeated you cannot take control of the objective regardless of how many wounds you have within 1".
 - If you have defeated the Guardians and control the Objective at the end of the game, you may **level up**.
 - **Mega Gargants do not benefit from Forbidden Power**
- **Event Play only (Not used in League Play)**
 - If you are the first to gain access to a Forbidden Power Objective you may also be awarded with the Forbidden Power artifact of the realm where it resides.
 - Forbidden power artifacts are unique and cannot be taken from the vault again.
 - A Forbidden Power artifact must be assigned to the Narrative Hero's Weapon, Armor, or Talisman slot as indicated by the item. Any relic that is currently equipped may be unequipped and saved in your Armory.
 - Some Forbidden Power Relics cannot be combined with Relics from certain realms due to the opposing energies. See the Relic descriptions on page 31 for restrictions.
 - **If a Narrative Hero bearing a Forbidden Power Artifact is killed by another Narrative Hero in the Combat Phase, that Forbidden Power Artifact is stolen by the killer.**

THE GUARDIANS OF FORBIDDEN POWER



THE GUARDIANS OF FORBIDDEN POWER

A soul for a soul. The guardians will make sure the tithe is taken.

UNSTOPPABLE WOUNDS

No Armor Saves or Ward Saves can be made against attacks from this unit.

ABILITIES

Rules for Engaging the Guardians: When you have any models within 1" of the Forbidden Power Objective you may choose to enter into combat (in the combat phase) with the Guardians. Treat the objective as an enemy unit (you may have models on the objective as well as around it). When a unit you control

targets the guardians they will immediately attack that unit before it gets to roll.

Claiming the Objective: Once you have killed the Guardians you may capture the objective using normal objective capture rules. The Guardians will then have to be faced and destroyed by any other army if they wish to contest the objective. The Guardians will never return for an army that has already defeated them.

MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Ethereal Weapons	1"	10	3+	3+	•	1

Neutral Interactive Objectives

Forbidden Power Relics (Event Play Only)

Aqshy: (Weapon)

Magma Sword: 2" / 3A / 3+ / 3+ / -3 / 3. If any Wound rolls were an unmodified 6, each successful attack also deals an additional D3 Mortal Wounds.

Replace all other melee weapons with this single profile when equipped.

Cannot be combined with: Chamon, Fortress Armor

Shyish: (Armor)

Echo of Shyish: In the Combat Phase any time the bearer suffers a wound or mortal wound roll a dice. On a 4+ the enemy unit that caused the damage takes 1 Mortal Wound in return for each 4+ rolled.

Cannot be combined with: Ghyran, Force of Nature

Ghyran: (Talisman)

Force of Nature:

At the end of every Turn, heal D3 Wounds allocated to this hero.

Cannot be combined with Shyish, Echo of Shyish or Ghur, Orb of the Avatar

Hysh: (Talisman)

Aether Flash Crystal: In your movement phase, instead of making a standard move or retreat, pick up this hero, and place them anywhere on the battlefield outside of 9" from enemy units and 1" of any objectives. This counts as a normal move. Add +2 to all charge rolls for this unit when it uses this ability (They may not charge if they used this ability to retreat).

Cannot be combined with: Ulgu, Stygian Cloak

Ghur: (Weapon)

Orb of the Avatar:

In your Hero Phase you may replace your hero with the **Avatar of Ghur** warscroll. The model counts as part of your army. **Use only the rules on the Avatar of Ghur warscroll until the Avatar is destroyed.** If the Avatar of Ghur is destroyed, return your hero to the battlefield in place of the model with D3 wounds remaining.

This Item cannot be activated if your hero is currently at or below half the value of his Wound Characteristic.

Cannot be combined with any other Forbidden Power Relic

Chamon: (Armor)

Fortress Armor:

This hero is only able to be damaged by Mortal Wounds and attacks with Rend of -2 or greater.

Cannot be combined with Aqshy, Magma Sword

Ulgu: (Armor)

The Stygian Cloak:

Enemy units targeting the bearer of this item must resolve all hit rolls on a 4+, which may not be modified by any means. This hero may not be targeted by magic or shooting from outside of 12".

Cannot be combined with Hysh, Aether flash Crystal

Neutral Interactive Objectives

Forbidden Power Relics Continued (Event Play Only)

THE AVATAR OF GHUR



THE AVATAR

	Range	Attacks	To Hit	To Wound	Rend	Damage
MISSILE Breath of the Inferno	18"	1	3+	3+	-2	D6
	Range	Attacks	To Hit	To Wound	Rend	Damage
MELEE Savage Bite	1"	3	4+	3+	-3	3
Tearing Claws	1"	4	3+	3+	-2	2
Sweeping Tail	1"	*	4+	3+	-1	1

Within the Orb lies the aspect of the Beast. When released the Avatar of Ghur transforms its holder into a Beast of terrible power.

FLY
The Avatar of Ghur can fly.



Mike Keele's Ironjawz stare down Chad Bahl's Idoneth Deepkin Lord who has used the Orb of the Avatar to transform into the Avatar of Ghur

Neutral Interactive Objectives

Beasts of Ghur

Beasts of Ghur (Jabberslythe and Chimera warscrolls)

Setup

- Beasts of Ghur will be set up on the mid-line of the table (aligned with the long side of the table)
 - One Beast will be placed in the middle and the other two are 20" on either side of that Beast.
- The warscrolls for the Beasts will be available on the table.

Hero Phase

- If you wish to target a Beast of Ghur with a spell, roll a dice. On a roll of a 5+ you may target the Beast of Ghur. Otherwise the Beast cannot be targeted. Note that targeting occurs after you cast the spell, so if there are no other valid targets, the spell is lost.

Movement

- Beasts will be moved at the start of the each battle round.
- The Beasts are moved by rolling a scatter die and 2D6
 - 2D6 indicates the number of inches the Beast moves in the direction of the scatter die. A score of a "hit" on the scatter die means the Beast does not move.
- Beasts of Ghur can move freely out of combat at the start of each battle round.
- Beasts of Ghur are always considered enemy models by the players. If a Beast of Ghur moves within 3" of a player-controlled unit, it is considered as having charged.



Shooting

- A Beast of Ghur may perform a Shooting attack after movement if one is present on its warscroll.
 - The attack will be made on the closest unit that is within range of its attack.
 - Beasts of Ghur will not attack one another.
- No saves may ever be made on attacks from a Beast of Ghur, no matter the type of save.
- In the shooting phase, models targeting a Beast of Ghur suffer a -2 to hit penalty unless the shooting model is within 3" of the Beast.

Charging

- After it is moved, if a Beast of Ghur is not within 3" of a player-controlled unit, it will charge the closest player-controlled unit that is within 12", applying normal rules for charging.

Combat

- No saves may ever be made on attacks from a Beast of Ghur, no matter the type of save.
- Whenever a Beast of Ghur is selected as the target of an attack in the combat phase, it immediately attacks with all its melee weapons against the unit that is targeting it (prior to that unit attacking).
- Beasts of Ghur will not attack one another.

Death

- If a Beast of Ghur dies it remains in the location it was killed and is not removed from the table. It becomes an objective.
 - Enemies may claim the Beast objective even if you were the one to kill it.

Neutral Interactive Objectives

The Eightpoints Citadel

The Varanspire (**Defeated in the last Event**)

- *Coveted by all, the Varanspire is the power that controls the Eightpoints.*
- The Varanspire is represented by the Chaos Dreadhold on the Table that represents the Eightpoints.
 - If a player controlled the Varanspire at the end of a game, that player controls the objective in the next game if he or she stays at the Eightpoints table. **As long as any part of that player's army is on the battlefield**, that player controls the Varanspire and the Varanspire Objective may not be taken by the normal rules for taking objectives. If that player's army has been eliminated, the Varanspire Objective follows the BARs objective rules.
 - **A Chaos Army that controls the Varanspire** may roll a dice at the end of its Movement Phase. **On a roll of a 5+** that player may summon one minimum-sized Battleline unit onto the battlefield, wholly within 12" of a hero or the Varanspire, and more than 9" away from enemy models.
 - Any Army that controls the Varanspire will start the game with a minimum of 5 Treachery cards.
 - An Army that controls the Varanspire at the end of the game will score 3 Varanspire Triumph (see page 16).
 - Treachery Cards that would affect objectives **DO NOT** effect the Varanspire.

New Azyrheim (**Active for the next Event**)

- *Order has won control of the Eightpoints and Shaun Phillips has established New Azyrheim; a bastion of order in the still chaotic Eightpoints.*
- New Azyrheim will be represented by a large citadel on the Eightpoints table.
 - If a player controlled New Azyrheim at the end of a game, that player controls the objective in the next game if he or she stays at the Eightpoints table. **As long as any part of that player's army is on the battlefield**, that player controls New Azyrheim and the New Azyrheim Objective may not be taken by the normal rules for taking objectives. If that player's army has been eliminated, the New Azyrheim Objective follows the BARs objective capture rules (**page 21**).
 - **Guardian Statues** - The player who controls New Azyrheim may activate the Guardian Statues. Once per Battle Round at the start of your hero phase, Deal 3 mortal wounds to a unit of your choice. Cannot affect Narrative heroes.
 - An Army that controls New Azyrheim at the end of the game will score 3 Triumph points
 - Treachery Cards that would affect objectives **DO NOT** effect New Azyrheim.



Neutral Interactive Objectives

Healing Objective

- One per table.
- If controlled at the end of the game you may roll a dice.
 - On the roll of a 1-4 you may remove 1 injury
 - On the roll of a 5 you may remove up to 2 injuries
 - On the roll of a 6 you may remove all injuries suffered.



Aleks Gavrilov's Cities of Sigmar

Neutral Interactive Objectives

Grumdrenson Forgeheart's Aethermatic Emporium (Ghyran)

- Found in Ghyran, Grumdrenson (Grum to his friends) pedals exotic wares that could only be found in the hands of a Kharadron of Barak Urbaz.
- To interact with Grumdrenson, you will have to capture the objective as in normal objective control rules on page 21. You may choose to steal, trade or accept a quest for profit.

- **Stealing** from Grumdrenson's Emporium or Trade.

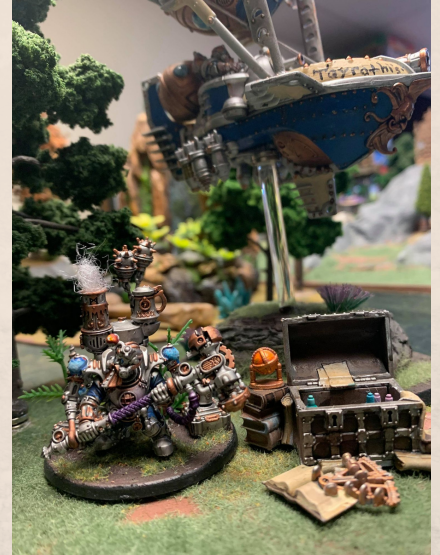
- To Steal from Grum, You must control this objective, have a unit within 1" of the terrain piece, and at the start of the combat phase state that you are attempting to steal. Grum will immediately attack the unit within 1" of the terrain piece using the profile below (Missile and Melee). If you survive his attack you may attack back.
- If you destroy the warscroll, you gain 2 triumph points in Aether/Ur gold, and 1 point in Artifacts.
- After combat and If both your unit and Grum survives, you may roll a dice. On a 4+ you may choose to steal either 1 point Aether/Ur Gold or artifacts.
 - Your unit that performed the steal may move away and keep their triumph point but will lose control of the objective and may not control it again for the rest of the game.
- If you choose to continue to fight with Grumdrenson to the death, you will only ever gain the results of destroying the warscroll, you will not add any triumph benefits from stealing. If Grumdrenson is destroyed, remove this objective from the game.

- **Trading** With Grumdrenson's Emporium

- You may trade Aether/Ur Gold, Artifacts or Arcane Secrets triumph points you currently have for any combination of Aether/Ur Gold or Artifacts
- If you choose to trade you may not also choose a quest for profit that turn.

- **Quests for profit**

- If you have nothing to trade and are not willing to risk stealing from Grumdrenson's Emporium you may set off on a quest for profit.
- Draw the top card that is face down underneath Grumdrenson's. This card remains with you until you have completed the quest. To complete the quest you must fulfill the requirements on the card and then control this objective at anytime after you have done so.
- After 1 quest is completed you may choose to draw another card if you maintain control of Grumdrenson's Emporium.
- After a quest card is completed and the effects of the card have been played. Show the card to your opponent, and then discard this card back to the Bottom of the quests at Grumdrenson's Emporium.



Neutral Interactive Objectives

Grumdrenson Forgeheart's Aethermatic Emporium (Ghyran)

GRUMDRENSON'S FORGEHEART AND HIS GUNHAULER



	Range	Attacks	To Hit	To Wound	Rend	Damage
MISSILE						
Sky Cannon	24"	1	3+	2+	*	D6
Grumdrenson's God's Eye	9"	1	3+	2+	*	D3
MELEE						
Boarding Weapons	1"	4	4+	4+	-	1
Grumdrenson's Aethermight Hammer	1"	4	3+	3+	-2	D3

GRUMDRENSON FORGEHEART'S AETHERMATIC EMPORIUM

Found in Ghyran, Grumdrenson (Grum to his friends) pedals exotic wares that could only be found in the hands of a Kharadron of Barak Urbaz.

UNSTOPPABLE WOUNDS

No Armor Saves or Ward Saves may ever be made against wounds caused by Grumdrenson's Sky Cannon and God's Eye

ABILITIES

Oath Breaker: When ever a player chooses to activate an attack against this objective, the objective will attack first with all of its missile and melee weapons.

Engagement: You must be within 1" of this objective to choose to engage Grumdrenson Forgeheart

Neutral Interactive Objectives

The Weeping Sisters (Shyish)

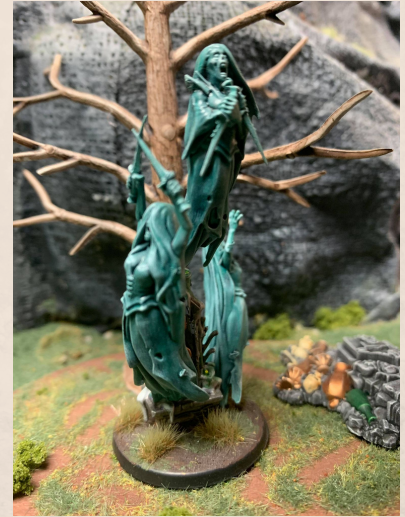
- *The Weeping Sisters can be found by following sounds of despair on the winds of Shyish to its source. The Banshee's Mourn for the enslavement of their souls. Nagash demands a payment of souls for their promised release. But the price is high and Nagash is a patient God as long as the tithe continues to be paid.*
- To interact with The Weeping Sisters, you will have to capture the objective as in normal objective control rules on page 21. You may choose to attack the Sisters or be given a quest. Rest assured the Sisters will take what they are owed, one way or another.

- **Attacking the Sisters.**

- To attack the Sisters, You must control this objective and state that you are attempting to attack the Sisters in the combat phase. the Sisters will immediately attack using the profile below (Missile and Melee). If you survive his attack you may attack back.
- If you destroy the warscroll you gain 2 triumph points in Arcane Secrets.

- **Quests for Souls**

- If you are not willing to risk attacking the Sisters, they will entreat you to kill while uttering their names (Winnifred, Mary, and Sarah). Doing so will deliver the souls of the dead unto the Sisters to pay Nagash's tithe. The Sisters are not patient and demand that you choose souls from your own forces to be sacrificed if the quest is not completed.
- **If you chose to complete a quest from the Sisters you may not attack them for the rest of the game.**
- Choose a unit whose souls are **held captive** till the quest is completed. If the quest is not completed in the allotted time as written on the quest card, the unit is destroyed. If the unit you chose is destroyed by any other means before the quest is completed, choose another unit to takes its place.
- Draw a quest card from the top and keep the card until the quest is completed or the time limit runs out. If the games ends without completion of the quest your unit that you chose counts as destroyed.
- At the start of the next Battle Round following the Battle Round you gain control of this objective and draw a card, **you have 2 Battle Rounds to complete a quest.**
- After a quest card is completed and the effects of the card have been played. Show the card to your opponent, and then discard this card back to the Bottom of the quests at Weeping Sisters objective.
- After 1 quest is completed you may choose to draw another card if you maintain control of The Weeping Sisters objective.
- If you lose control of this objective prior to completing your captive unit is destroyed, and you must return your quest card to the bottom of the pile.



Neutral Interactive Objectives

The Weeping Sisters (Shyish) Continued:

THE WEeping SISTERS



MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Daggers	2"	10	4+	4+	*	1
Wail of the Banshee	3"	*	*	*	*	*

THE WEeping SISTERS

The Weeping Sisters can be found by following sounds of despair on the winds of Shyish to its source. The Banshee's Mourn for the enslavement of their souls. Nagash demands a payment of souls for their promised release. But the price is high and Nagash is a patient God, as long as the tithe continues to be paid.

UNSTOPPABLE WOUNDS

No armor Saves or ward saves may ever be made against attacks from the Weeping sisters.

ABILITIES

Spectral Daggers: When attack is made with Spectral Daggers and that To Hit roll is an unmodified 6 that hit causes an Unstoppable Wound and the attack sequence ends.

Wail of the Banshee: Subtract 5 from the Bravery characteristic of the unit attacking the Weeping Sisters. Roll two dice, the difference between the roll and the unit's modified Bravery characteristic results in that number of Unstoppable Wounds.

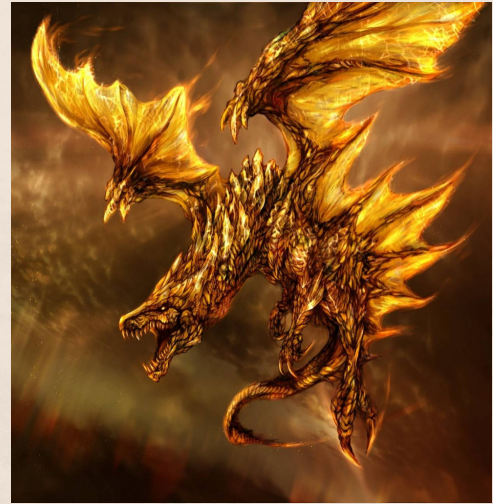
Ward Save: This unit has a 4+ ward save and cannot be affected by Spells or Endless spells.

<p>The Weeping Sisters</p>  <p>— Give us the soul of a hero</p> <p>- Choose the closest player standing to your right. Destroy a Hero from that player's army.</p> <p>- If this objective is successful add -1 Rend permanently to a weapon of your choice. This is only added to that weapon. If you unequip that weapon the Rend does not transfer to the new weapon you equip. This may not be added to a Forbidden Power artifact.</p> <p><small>™ & © 1993-2013 Wizards of the Coast LLC</small></p>	<p>The Weeping Sisters</p>  <p>— Bring us the souls of the common masses</p> <p>- Destroy 1 Battleline unit from one enemy army and 1 Battleline unit from another enemy army.</p> <p>- If this objective is successful, you gain 1 Artifact from the Shyish Artifacts of the Realms, and 1 Arcane Secret.</p> <p><small>™ & © 1993-2013 Wizards of the Coast LLC</small></p>	<p>The Weeping Sisters</p>  <p>— Bring us the soul of a monstrosity</p> <p>- Destroy a Monster/Behemoth unit with a Wounds characteristic of at least 12. (If such a unit is not present on the battlefield return this card to the bottom of the pile and draw again.)</p> <p>- If this objective is successful, you gain 1 Arcane Secret Triumph point, and permanently increase the Movement Characteristic of your Hero by 1".</p> <p><small>™ & © 1993-2013 Wizards of the Coast LLC</small></p>	<p>The Weeping Sisters</p>  <p>— Reclaim the souls of the fallen ones</p> <p>- Destroy 2 Chaos units (if there are no chaos armies on the battlefield return this card to the deck and draw another card).</p> <p>- If this objective is successful Gain 1 Aether/Ur Gold Triumph and 1 Realm Control Point</p> <p><small>™ & © 1993-2013 Wizards of the Coast LLC</small></p>
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Neutral Interactive Objectives

Brazoghan, Ur-Dragon of Chamon

- *Brazoghan, the Ur-Dragon covets Ur-gold and Aether-gold above all else. Brazoghan has inhaled so much Aether-gold that his very breath is super heated Aether-gold that can melt the flesh from his victims and turn them into glimmering golden statues forever locked in their final moments. To enter Brazoghan's lair is to witness his collection and risk becoming part of it...*



- **The Collector:**

- Brazoghan soars across his territory utilizing his breath weapon to add victims to his collection.
- At the start of each Battle Round Brazoghan will deal D3 mortal wounds to a unit in your army.
 - **Roll a D3:** on a 1-2 choose a Battleline unit, 3-4 choose any non-hero unit, 5-6 choose a Hero that is not a Narrative Hero. **The player to your right** will choose which unit will take the mortal wounds.
 - If a type of unit that is rolled is not present on the battlefield the player to the right will choose another type of unit to take the damage.

- **Appease Brazoghan and redirect his ire:**

- Capture the objective as in normal objective control rules on pg. _____, while controlling an Aether Gold objective at the same time. Brazoghan will cease attacking your army at the start of the battle round and focus only on your foes.
 - At the start of a Battle round if this condition is not met, Brazoghan will continue to attack all players once again.

- **Attack Brazoghan**

- To attack Brazoghan, you must control this objective and have a unit within 1" of the terrain piece, During the combat phase state that you are attacking Brazoghan, and choose a unit within 1" of the terrain piece to activate the attack. Whenever Brazoghan is chosen as the target of an attack he will **immediately attack** using the profile below (missile and Melee). If you survive his attack you may attack back. Continue in this fashion until your units are destroyed or have moved away from the objective, or Brazoghan has been destroyed.
 - Brazoghan will always be at full health the 1st time an enemy army engages him. However, Brazoghan can never heal from the same army's attacks.
- If Brazoghan is destroyed you gain 5 Aether/Ur-Gold points
 - Remove the terrain piece from the battlefield.

Neutral Interactive Objectives

Brazoghan, Ur-Dragon of Chamon



BRAZOGHAN UR-DRAGON OF CHAMON

	Range	Attacks	To Hit	To Wound	Rend	Damage
MISSILE Super Heated Aether-Gold Breath	1"	*	*	*	*	*
MELEE Fangs and Claws	1"	6	3+	3+	*	2
Sweeping Tail	1"	10	4+	3+	*	1

BRAZOGHAN, UR-DRAGON OF CHAMON

Brazoghan, the Ur-Dragon covets Ur-gold and Aether-gold above all else. Brazoghan has inhaled so much Aether-gold that his very breath is super heated Aether-gold that can melt the flesh from his victims

and turn them into glimmering golden statues forever locked in their final moments. To enter Brazoghan's lair is to witness his collection and risk becoming part of it...

BRAZOGHAN'S RAGE

No saves may ever be made from attacks from Brazoghan, no matter the type of save.

ABILITIES

Super Heated Aether-Gold Breath: Do not use the attack sequence for an attack made with a Super Heated Aether-Gold Blast. Instead, roll a dice. on a 1-2 take 1 wound. On a 3-4, the target takes 3 wounds. On a 5-6, the target takes 6 wounds.

KEYWORDS

MONSTER, DRAGON

Neutral Interactive Objectives

The Lava Works of Aqshy

- *In the ruins of long forgotten FyreSlayer Lodge lies the Lava works. A contraption of enormous size left dormant since the Age of Chaos. In the age of myth the Lava Works were activated to defend the surrounding area around the Lodge from invasion. The Lava works cause great geysers of Lava to burst from the ground to immolate any would be invaders. Reactivate the Lava Works, and destroy your enemies.*
- **The Lava Works**
 - To interact with The Lava Works, you will have to capture the objective as in normal objective control rules on page 21.
 - "At the end of each battle round, whoever controls The Lava Works objective may activate it.
 - Number off the 2'x2' square on the table and roll a dice to activate a Geyser. Re-roll if you roll the for the square that the Lava Works objective is mostly located within.
 - All friendly or enemy units within 6" of the middle of the square was rolled, roll a dice. On the roll of a 4+ that unit takes D3 mortal wounds.
 - Narrative Heroes are not affected



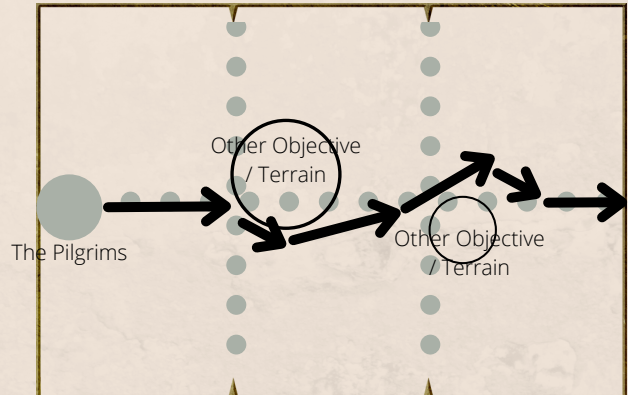
Neutral Interactive Objectives

The Settler's Gain Pilgrims (Hysh)

The Pilgrims come seeking the slopes of great mountain Avalenor, where Nagash's body as well as his 9 books of Necromancy were destroyed. They come to give homage to Teclis, God of Light, and the heroes who came to their God's aide in his time of greatest need. They bring great artifacts and magical works to adorn the temples that protect the mountain. The Journey is fraught with hardships and strife.

- **The Pilgrim's of Settlers gain**

- The pilgrims are represented by a Luminark of Hysh, which is an interactive objective.
- This objective will start on the center short edge of the table and will move at the start of each Battle Round (including the first) a distance as stated on it's warscroll.
 - The Pilgrims will always seek to stay on the center line as in the diagram to the right.
- At the start of any start of any Battleround before the Pilgrims objective moves you may



state if you will **Assist** the Pilgrims or if you will attempt to **Destroy** the Pilgrims.

- Only **Order** armies may **Assist** the Pilgrims.
 - Assist the Pilgrims across the table by moving a unit or units within 1" of the objective. At the start of the next battle round the Pilgrims will move extra inches as indicated on their warscroll.
 - If the Pilgrims survive to the end of the game but do not make it to the opposite edge of the table, any army that assisted the Pilgrims will be given **1 Aether/Ur-Gold Triumph Point**.
 - If the Pilgrims make it off of the table each army that assisted them will be given **1 Artifact and 1 Arcane Secret Triumph**.
- Any **Chaos, Death, or Destruction** army may choose to **Destroy** the Pilgrims.
 - Attacks may be made against the Pilgrims in any phase and follow normal rules of engagement. Treat the objective as an enemy unit.
 - When ever the Pilgrims become a target of an attack they will retaliate and attack with either their ranged weapon (if they were targeted from greater than 3" away) or their melee weapons (If they were targeted within 3"). These retaliatory attacks take place immediately after the attacking unit has finished their attacks.
 - The army that destroys the Pilgrims by taking the last wound away will be awarded **1 Artifact, 1 Arcane Secret and 1 Aether/Ur-Gold Triumph**.

Neutral Interactive Objectives

The Settler's Gain Pilgrims (Hysh)



THE SETTLER'S GAIN PILGRIMS

	MISSILE	Range	Attacks	To Hit	To Wound	Rend	Damage
Searing Beam of Light		30"	1	2+	*	*	D3
	MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
The Pilgrim's Blessed Weapons		3"	4	3+	3+	*	1

Wounds Suffered	Movement	DAMAGE TABLE	
		1 Allied unit within 1"	2 Allied Units within 1"
0-15	15"	+3"	+5"
16-25	10"	+3"	+5"
26-34	5"	+3"	+5"

THE PILGRIMS

The Pilgrims come seeking the slopes of great mountain Avalenor, where Nagash's body, as well as his 9 books of Necromancy were destroyed. They come to give homage to Teclis, God of Light and the heroes

who came to their God's aide and were not found wanting.

UNSTOPPABLE WOUNDS

No Armor Saves or Ward saves can be made against attacks from the Searing Beam of Light, or the Pilgrim's Blessed Weapons.

ABILITIES

Searing Beam of Light: If you roll a 2+ to hit the Searing Beam of Light automatically wounds.

Ward Save: This unit has no Armor save but has a 4+ ward save instead.



Neutral Interactive Objectives

The Mistweaver

- *The Mistweaver is as secretive and mysterious as her name might suggest. To venture into her domain is to lose oneself in a thick layer of magical mist. Many who seek her aid lose their way forever and perish alone and forgotten. The survivors who do find their way can seek her aid, and the protection of her mists...for a price.*

- **Lost in the Mists**

- Any unit ending a move within 1" of The Mistweaver objective must roll a dice. On the roll of a 4+, the unit has found The Mistweaver through the fog. On a 1-3, the unit cannot take control of the objective.

- **The Mistweaver**

- The Mistweaver trades in secrets and will use her mists to hide your maneuvers from the enemy, making it difficult for them to spring their traps.



- To interact with The Mistweaver, you will have to capture the objective as in normal objective control rules on page 21.
 - If you control The Mistweaver objective while at the same time controlling 1 Arcane Secrets objective, your units will ignore the effects of treachery cards on the roll of a 4+.
 - If you control The Mistweaver objective while at the same time controlling 2 Arcane Secret objectives, your units will ignore the effects of Treachery Cards on the roll of a 2+.

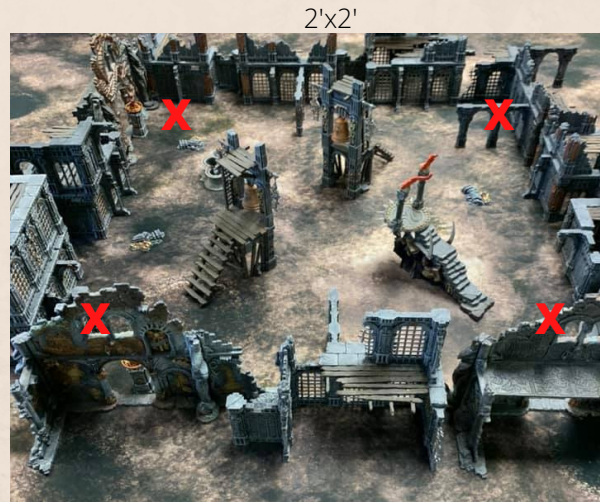
Game 4 (Optional)

The Tournament of Champions and The Battle to become the World Titan

Game 4 of Battle Across the Realms will be fought as a four-player free-for-all with Narrative Heroes entering into gladiatorial combat on each table. Winners will advance and fight again until at last the Tournament Champion will be crowned and rewarded for their victory.

Mega-Gargant Narrative Heroes will partake in their own Tournament, with the winner achieving the title of World Titan and the resultant Achievement.

This game is meant for a bit of fun while the Event Organizers score out everyone's achievements and get ready for the conclusion of the event. Have some light hearted fun with it!



Game Play

- Set up a 2'x2' square in the center of the table, with terrain placed to achieve a good-looking arena.
- Players will start in each corner of the 2'x2' square (indicated by the red X in the picture)
 - Mega-Gargants will have their own tournament to determine the World Titan!
- The game will proceed over as many battle rounds as necessary until a winner is crowned.
- Use your Narrative Hero Cards to determine turn order as in normal BARs games.
- Heroic Actions are in play as well as command points.
- Heroes must remain on the battlefield.
- Heroes may not perform summoning of any kind.
- Play continues until only one hero survives. This hero will advance to the next challenge until a Tournament Champion is crowned.
- **Players do not level up during the tournament. Hero deaths do not require rolls on the Injury table.**

Event / League Play Optional Rules Sheet

- **Event** or **League Play** (circle one)
- Allow multiple **Unique Named Characters** in list building..... YES / NO
- **Do not** allow any **Unique Named Characters** in list building YES / NO
- Points per Army: 1250 **1500** (standard) 1750 YES / NO
- Forbidden Power Artifacts in Play..... YES / NO
- Free Level up at the end of each game..... Yes / NO
- Allow Level up with spending of Aether/Ur-gold..... YES / NO
- Narrative Hero Mega Gargants get to level up if they died during the game..... YES / NO
- Choose the Eight Points Interactive Objective: **New Azyrhiem** or **The Varanspire**
- League Play Start Date: _____ League Play End Date: _____

League Play Rules

- League play allows players to compete in Battle Across the Realms outside of an event.
- To play
 - Download the PDF of Battle Across the Realms: Reign of New Azyrheim
 - Print out your Alliances Treachery cards (card stock recommended)
 - Send a picture of your narrative Hero to Rend 4's Facebook or email to Rend4wargaming at Gmail.com
 - The League Organizer will send back your Hero Card for Turn Order
- League play will start on the 1st day of a designated month and end on the last day of a designated month.
- Players can play as many or as few games in a month as they like
 - Take a picture of your game and report the results on the Rend 4 Facebook page, or send your results to Rend4wargaming@gmail.com
 - Results Required:
 - Your Armies amount of Realm Control Points
 - Any Achievement Points Earned
 - Your Character's name and Level
- The League Organizer will create a Monthly Post on Rend 4's Facebook page detailing the current standings of Realm Control Points per Faction and Achievement Standings.
 - At the end of the League we will see which faction controls highest percentage of the Realms and which controls the Eight Points!

Armies of the Realms

Your story, your army, your motivation, and your pictures!

In the following pages you will find the narrative stories behind the forces vying for survival, profit, and conquest in the Mortal Realms. Look closely into these stories and know your enemies well - for within these pages can be found the machinations, schemes, plots, and motivations of the very same armies you may face on the battlefield. Know thy enemies, and those who may prove to be allies, well...



Army Narrative

Your Army's Goal: _____

Your Hero Description (2-3 Sentences describing your Hero): _____

Narrative (300 words or fewer):

Hero Card and Army Picture

Realm Control/Achievement/Triumph Sheet

Realm Control Points:

- Ghur: ____ Ghyran: ____ Hysh: ____ Shyish: ____ Ulgu: ____ Chamon: ____ Aqshy: ____

Treachery Cards: # of cards in hand _____ (min hand is always 3) # of cards used this game _____

Triumph Tracking

- Aether/Ur Gold: Total accrued _____ Total Spent _____ Total Remaining _____
- Artifacts: Total accrued _____ Total Spent _____ Total Remaining _____
- Arcane Secrets: Total accrued _____ Total Spent _____ Total Remaining _____
- Realmgates: Total accrued _____ Total Spent _____ Total Remaining _____
- New Azyrheim: Total accrued _____ Total Spent _____ Total Remaining _____
- Beasts of Ghur: Total accrued _____ Total Spent _____ Total Remaining _____

Total sum of all types accrued (end of event) _____

Achievements:

- Alliance Achievements - The enemy *army must be completely destroyed*. (May be achieved multiple times throughout the event or current game)
 - Order Alliance - Destroy a Chaos Army (10 pts), Death army (5 pts), Destruction Army (5 pts)
Points accrued: _____
 - Death Alliance - Destroy a Chaos Army (10 pts), Order army (10 pts), Destruction Army (5 pts)
Points accrued: _____
 - Destruction Alliance - Destroy any Allegiance Army (10 pts)
Points accrued: _____
 - Chaos Alliance - Destroy an Order Army (10 pts), Death Army (5 pts), Destruction army (5 pts)
Points accrued: _____

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Total Achievement Points _____

The realms shake as the factions of the mortal realms take up arms once more. Death has struck a blow against the forces of Chaos within the Eightpoints. Archaon's forces, while victorious over Katakros and his Bonereapers, are forced to recoup their power, and in doing so have allowed an opening. Sigmar has been warned of Archaon plotting to break open the seal of the Realmgate into Azyr. The Stormcast Eternals ally with Morathi and the Everqueen, launching a raid deep into the Eightpoints to remove the threat. However, Sigmar was deceived, and Morathi set in motion her plans to utilize Varanite to achieve her Godhood. Morathi-Khaine was born, ascended to Godhood, and has taken the city of Anvigard for her own.

With power dynamics shifting across the Mortal Realms, war has erupted as rival factions clash in bids for power. With the forces of God King Sigmar and Chaos momentarily distracted, armies and heroes seek their own power within the realms. Some may seek wealth in Ur-Gold and Aether Gold. Others plumb the depths of ancient ruins seeking artifacts to bolster their individual power. Adventurous souls will hear the call of the Forbidden Power of Sigmar, relics locked away in newly awakened Storm Vaults. New heroes and villains will appear across the realm. Some will rise. Most will fall. So it is, and so it has always been, in the mortal realms. Will you achieve greatness and be honored in the halls of your god