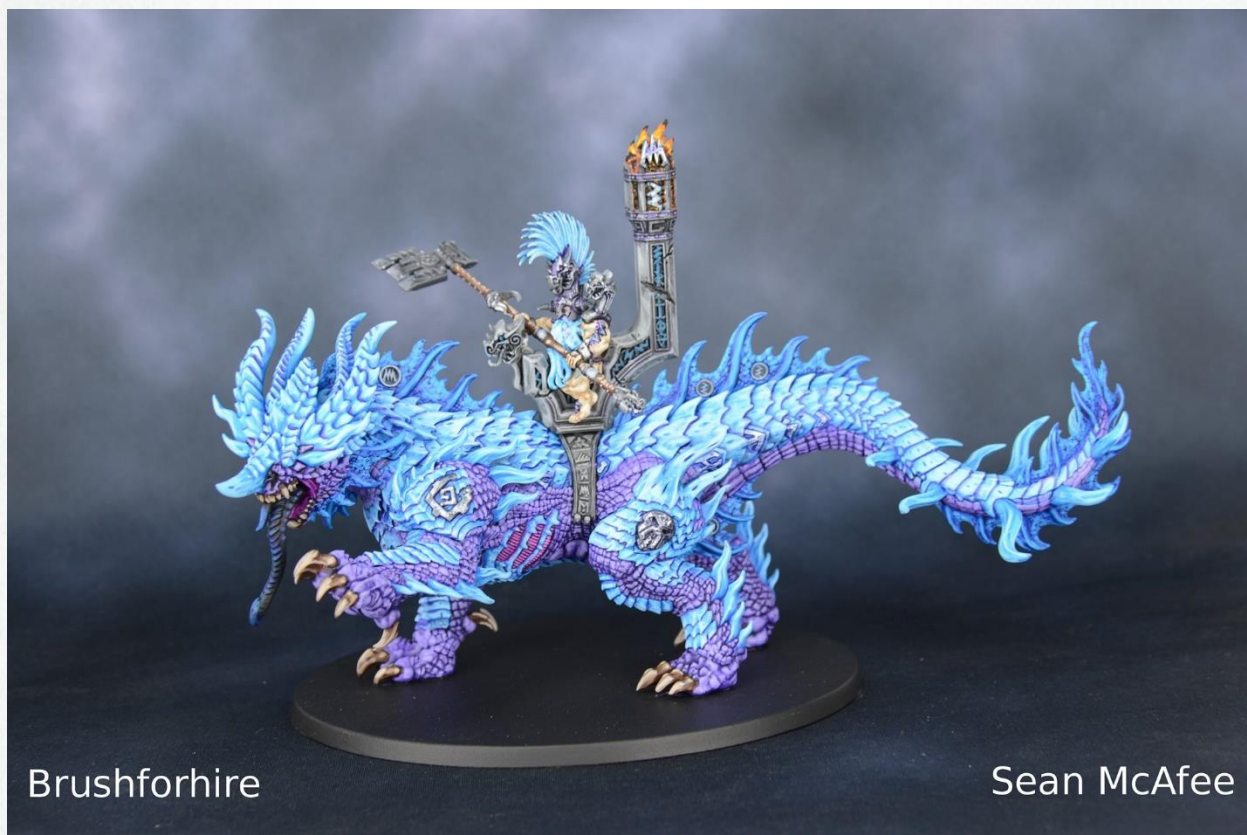




Grand Narrative NOVA Open 2018 Aug. 30 – Sept. 2



Brushforhire

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The Dawnlands.

A peculiarity among the Mortal Realms. Sequestered in a corner of Ulgu, the realm of Shadows, it is a land where the traditional pull of Gods and ideologies wanes, Where personality, intrigue, and ambition drive decisions and arrangements. One hundred years ago, a civil conflict of unforeseen proportions ravaged the Dawnlands and left it destitute. The once-cultured region fell to barbarism, and a dark period followed. Only recently has culture and prosperity begun to return...and with it, new factions have been born: The autocratic Scions of Lucidus, the maniacal Harbingers of Tenebris, the somber Cult of Morana and the eclectic Free Tribes. Even in this new renaissance, the denizens of the Dawnlands have begun rivalries anew, and once again, coin and subterfuge are king. For the first time in a century, the populace feels that warm surge again; the call of ambition echoes in their hearts.

In the inky void between realms, the echoes of change have been felt. The Dawnlands have attracted a vast intelligence, timeless, curious and unknown, to this corner of Ulgu. His arrival | will spell upheaval - and the beginning of events that will surely dwarf the land's past conflicts. In this new reality, all will have a part to play.

What will be yours?

INTRODUCTION

Join us for the third annual grand narrative play event of Warhammer Age of Sigmar at NOVA Open. This year we offer narrative play across all four days of the convention, from Thursday, August 30th through Sunday, September 2nd. Our event team is building an experience for players that expands on the story of Dawnland, an obscure province in the Realm of Shadows. Players are invited to bring a painted 1500-point army along with figures of their choice to represent a unique warlord and an airship or riding beast of their own design and construction.

A massive godbeast has arrived floating in the skies above the fields, mountains, cities, and canals of Dawnland! Join one of the four unique teams, then participate in a series of planning, play, and social sessions making up the prelude and three distinct acts of the grand narrative. Battle across a unique map and boards of breathtaking scenery, including the undercrypts of Dawnland and NOVA's signature Ships of Renown. Negotiate alliances and issue challenges with other teams, spend campaign resources to leverage special abilities in games to further the power and advantage of their team, and discover the true nature of the godbeast and its place within the Mortal Realms!





Schedule

Thursday's schedule - Prologue	Time
Welcome and Flashback Skirmish Game	1 pm - 4 pm
Dinner break	4 pm - 5 pm
Ships of Renown Triumph & Treachery	5 pm - 9 pm

Friday's schedule - Act I	Time
Chapter 1, Narrative round	9 am - 10 am
Chapter 2, Game 1	10 am - 12:30 pm
Lunch break	12:30 pm - 1:30 pm
Planning session, team meetings	1:30 pm - 3 pm
Chapter 3, Game 2	3 pm - 5 pm
Dinner break	5 pm - 6 pm
Chapter 4, Coalition of Death, Coastal Siege	6 pm - 11 pm

Saturday's schedule - Act II	Time
Narrative round, team meetings	9 am - 10 am
Chapter 5, Game 4	10 am - 12:30 pm
Lunch break	12:30 pm - 1:30 pm
Chapter 6, Narrative round, hobby contest	1:30 pm - 2:30 pm
Chapter 7, Game 5, linked to KH event	2:30 pm - 5 pm
Dinner break	5 pm - 6 pm
Chapter 8, Narrative round, diplomacy	6 pm - 11 pm

Sunday's schedule - Act III	Time
Narrative round, team meetings	9 am - 10:30 am
Chapter 9, airship racing	10:30 am - 12:30 pm
Lunch break	12:30 pm - 1:30 pm
Chapter 10, final game	1:30 pm - 3:30 pm
Epilogue, Narrative round, conclusions	3:30 pm - 4:30 pm
Clean up and awards	4:30 pm - 5 pm





EVENT DETAILS

Army Composition

All games in the grand narrative will require armies at three different sizes up to 1,500 matched play points. Matched Play rules are in effect (the five rules of 1 on pp. 76 of General's Handbook 2017). Each player will also add a unique hero and an airship at no additional point costs. These two additional models can be represented by conversions or unique creations with the following size and base restrictions.

- Army valued up to 1,500 matched play points.
- Unique hero model on 50mm base or smaller to represent customized warlord. Not to exceed 7" in height or width.
- Unique airship model on 170x105mm or smaller oval base. Not to exceed 16" in height or length or 8" in width.


Warband: 500 Points

- 1-2 Units With Battlefield Role: Leader
- 1+ Battle line unit(s)
- 0+ Units that are not battle line
- 0 Models with Battlefield Role: Behemoth
 - Models with Battlefield Role: Artillery
- **No** models in the army may be both Battlefield Role: Behemoth and Battlefield Role: Leader
- **No** artifacts or allegiance abilities
- Command Trait (starting on pp. 118 General's Handbook 2017) to be chosen for your General
- All forces must share at least one keyword in common.

Company: 1000 Points

- 1-3 Units With Battlefield Role: Leader
- 2+ Keyword: Battle line units
- 0+ Units that are not Battlefield Role: Battle line
- 0-2 Models with Battlefield Role: Behemoth
- 0-3 Models with Battlefield Role: Artillery
- Up to 500 points may be composed of allies without changing the army's allegiance. However, all the armies **MUST** share at least one of these key words in common: Order, Destruction, Death, Chaos
- You may choose 1 allegiance ability and 1 artifact appropriate to your army's keywords (starting on pp. 118 of the General's Handbook 2017).
- 1 Command Trait (starting on pp. 118 General's Handbook 2017) for your General.





Cohort: 1500 Points

- 1-4 Units with Battlefield Role: Leader
- 2+ Keyword: Battle Line units
- 0+ Units that are not Battlefield Role: Battle line
- 0-4 Models with Battlefield Role: Behemoth
- 0-4 Models with Battlefield Role: Artillery
- Up to 750 points may be composed of allies without changing the army's allegiance. However, all the armies **MUST** share at least one of these key words in common: Order, Destruction, Death, Chaos
- You may choose 1 allegiance ability and 1 artifact (starting on pp. 118 of the General's Handbook 2017) that is appropriate for your army (so, Stormcast Eternals cannot take Greenskins artifacts, they can only choose keywords that match their key words).
- 1 Command Trait (starting on pp. 118 General's Handbook 2017) to be chosen for your General that cannot be changed throughout the league.

Warlords

In each game you play your warlord model represents one of the unique warscrolls the narrative team has designed for the event. Each warlord will develop as a character and rise from the ranks and become a hero of epic proportions by the end of the narrative. Select a model from your collection which is mounted on a 50mm round base or smaller. As you play games and earn Acclaim for your warlord you may increase the powers of your warlord with special abilities as indicated Acclaim totals are achieved.

The warlord will not cost you any points to include with your army and may serve as your general or a supporting hero, much like the way the Harbingers in the Malign Portents campaign work.

Airships

Hobby guidelines for making the airship requires it fits on a 170x105mm base but can be as long as 16" in length and height. As you play games and earn Coin for your team some Coin may be spent for upgrades. Airships move and attack like other models. The only difference is an airship is never removed from the table: when reduced to 0 wounds the airship uses the wheel statistics of a Floating Hulk.

Technically, your airship doesn't need to be a ship. Players could bring a large flying monster, and something like a Frostheart Phoenix or even a dragon could serve, using one of the warscrolls designed to represent a large monster. But the team wants players to tap into their creativity and build something amazing to share. So please consider any kind of "airship" up to 16" in length and able to fit on a 170mm long oval base.

We're still working on refining those warlord warscrolls, so expect to see those added to a revised primer later in March.





Teams and Four Factions

Players will be divided into four teams, and each team will be associated with one of the four factions of Dawnland. Each team will work together during planning sessions to decide which objectives to pursue and how resources should be used to provide bonuses for games and upgrades to warlords and airships. Each player may select a preferred faction or allow the event game master to assign one.

- Scions of Lucidus
- Harbingers of Tenebris
- Cult of Morena
- The Free Tribes

Acclaim & Coin

Each player in the Dawnland rebellion fights for two things. The first is Acclaim, an accumulation of renown and fame earned by each warlord leading a warband to victory, and with increased Acclaim comes greater abilities. The second is Coin, the currency needed to buy weapons and provisions to maintain a victorious army. Acclaim is accumulated by each player, cannot be shared, and can unlock greater potential for each general during the course of the grand narrative. Coin is accumulated for each team and can lead to ultimate rule over all of Dawnland. Collect the most Acclaim, and you could become the most renowned warlord in Dawnland; help your team collect the most Coin and you could lead your team to ultimate victory.

Hobby Standards

The goal of having standards is not to make the AoS events a painting competition, but about encouraging players to put effort into their armies. The main thing we do not want to have are players maximizing to just win the game. The NOVA narrative design team has put a massive amount of time into planning and creating a story for the players to engage and develop. We expect players to put effort into the models they bring in respect for the narrative event. We are looking for a tabletop quality paint job, showing that time was spent trying to make the army look presentable, and that respect for one's opponent is shown. We will be using the "three color rule." (Monochromatic painted armies will still fall under this, due to shading and highlighting, counting as more than one color.) More elaborate standards will be announced in April.

Participation Standards

AoS Narrative gaming is about the stories being told on the table, not just about trying to win a medal. We want to uphold the spirit of a narrative event to focus on sharing and storytelling. We developed a code of conduct to guide the behavior of players throughout the event.

- Treat others and their models with respect and kindness.
- Consider your opponent's fun as important as your own.
- Exhibit a positive attitude toward activities.
- Tell a judge about any behavior that bothers you instead of responding in a negative way and possibly escalating a conflict.





Time of War Rules

Each narrative event will have a unique set of Time of War Rules which will list special restrictions, unique challenges, and magical bonuses for the coming rounds of games played during that particular event. A list of special achievements may provide players additional Acclaim along with Coin to add to their team's warchest. Time of War rules will be provided at the start of each narrative event.

Battleplans

The narrative team is designing a unique set of Battleplans to fit with the unfolding narrative and will be available at the start of each part of the event.

Awards & Prizes

The grand narrative is intended to provide an experience of an epic multi-player campaign which might cover weeks of time and dozens of battles all within the space of a single long weekend at the NOVA Open 2018. And although the goal is for every player involved to enjoy that experience, we will award prizes based on accumulated Acclaim as well as awarded to the most valuable player on each team. Although the glory of winning each event and the grand narrative will be shared among the members of the respective team, the winners will also share a part in shaping the setting for future grand narrative events at NOVA Open in years to come.

EVENT DESCRIPTIONS

Prologue

Thursday 1 pm – 8 pm (3 rounds, Ships of Renown)

The Prologue is linked to the Three Acts of the Grand Narrative, but is a separate event focused on flashbacks to past events along the shores of Dawnland. Players will be provided the use of a model ship to use with their 500 point army (see army composition).

Grand Narrative in 3 Acts

Friday 9 am – 11 pm (introduction, team planning, 3 game rounds, and Coalition of Death siege)

Saturday 9 am – 5pm (team planning session, 3 game rounds, joint KidsHammer session)

Sunday 9 am – 5 pm (team planning session, 2 game rounds, final narrative session)

Though the Dawnland rebellion ended a century ago, its legacy endures. Players from the prologue can bring their warlord and armies to this event or start here. Each day starts with a team planning session.

Friday starts with an introduction to the event and players divided into teams representing the 4 factions. Then players will play through 3 rounds featuring Warlord, Company, and Cohort





armies, followed by an evening multi-player coalition of death game featuring a siege with ships and a coastal fortress after dinner.

Saturday starts with a team planning session and features three rounds with Warband and Legion sized armies. The third game will be a joint game round with the KidsHammer event. All players are invited to enjoy dinner together in the evening for socializing and sharing game experiences.

Sunday features the culmination of the grand narrative with a final planning session, 2 rounds of gaming, and a final narrative round resolving each storyline for the four factions and the future of Dawnland.

FOUR FACTIONS

The Scions of Lucidus

Herald: Eldaryn Valindor

- Emerging collective of theocratic nation states
- Believe the signs of Godbeast herald a return to order and greatness in Dawnland
- Inner Conflict: hypocrisy, arrogance, myopicity, zealotry

Symbol: Inverted star (Referencing “The Event” that heralded their order)



Watchwords: Order and Sanctity

Description: Before The Event (placeholder name) the barons and jarls of Dawnland fought over scraps of land, resources, and wounded pride--all that remained of the once proud Empire after the events of the shadow ziggurat. The Event would again give purpose to the ruling elite of Dawnland and hope to its people. The Scions of Lucidus is an emergent collective of nation states that are all unified by their belief in the Godbeast and their belief that its chosen herald, Eldaryn Valindor, would somehow play a key role in their ascendance.

Organization: Channeling a lot of inspiration from the Catholic Church (codified hierarchy with increasing power in the hand of decreasing number of people) but instead of a wise pope, a brash, arrogant headstrong leader in Eldaryn. He is held in check by “The 7,” a panel of religious figures of importance and the “Hall of Lords,” the political, aristocratic wing of the Scions. While many





sincerely believe in the Godbeast and its religious trappings, others simply capitalize on the opportunities granted by the Church to gain wealth and influence.

Objective: Protect the Holy Sites of the Godbeast that are appearing across Dawnland. Unlike the other factions, they want their deity to remain outside of the corporeal realm. In addition to being politically convenient, the Scions fear what will happen if a being as powerful as the Godbeast were to emerge in the corporeal realm, as well as what it might do to their own power in the world, power based on their use of the Godbeast as a talisman.

Why would a player join this faction?

This is our order proxy faction. They are about order, control, and empire. In addition to general “Order” players, this army will draw players who like the idea of siding with an allegiance that aspires to military might, ambition, and higher ideals (and the pay that often comes with them).

The Harbingers of Tenebris

Herald(s): The Mouths of Erebus

- Superstitious and tribal in nature. Reject the comfort and safety of towns and cities and roam in great hordes; sans a few key magical spires held by wizards known as “The Mouths of Erebus” where they interpret the will of the Godbeast and deliver its teachings
- Believe the signs of Godbeast herald the end of days and wish to bring forth armageddon
- Inner Conflict: Lack of resources and loyalty

Symbol: Moon and three spears (past, present, future united in darkness)



Watchword: Strength from sufferance. Power from pain.

Description: The war of the Shadow Ziggaraud had left many of Dawnland’s populace, especially those far from Cy’dell and other strongholds of civilization, starving, hopeless, and bitter. They turned to older times and darker teachings when the light would no longer provide. They suffered in darkness, ignorance, and isolation while petty kings and lords bickered over rotting hordes of treasure. The Event was their signal that a reckoning was nigh, and those who abandoned and scorned them would soon pay for their piety.

Organization: The Mouths of Erebus are powerful warlocks who sequester themselves in seven citadels across the Dawnlands. None know what happens there, but every new moon, they emerge and deliver the will of the Godbeast to the gathered masses. A festival of excess follows, then the





hordes disperse in search of the Holy Relics they believe will bring about the end of days they wish for so desperately

Objective: Find and destroy the relics they believe act as “seals” on the Godbeasts prison. The sweaty, heaving masses want only do end their own wretched existence and cause pain to those that forgot them. The strongest of them are afforded total domination and control over those in their thrall, and the Mouths of Erebus pray on all of them to their own nefarious ends; in truth, they hope to control and dominate the Godbeast for their own.

Why would a player join this faction?

This is our Chaos proxy faction. They are about excess, violence, and bringing out the end of days. This is classic “bad guy” territory.

The Cult of Morana

Herald: Morana Tre’pas- The Silent Lady

- The War of the Shadow Ziggara made death such a constant companion to many in the Dawnlands, death cults were prominent. This is an offshoot that rose to prominence after The Event
- Believes the Godbeast has chosen Morana as its vessel to eliminate the boundaries between life and death. Wishes to compile the holy relics in order to bring the Godbeast to Dawnland and abolish the boundary forever.
- Inner Conflict: Ambiguous nature of goals/plans.

Symbol: Triquetra- Life death and rebirth in one



Watchwords: Solace in death. Peace in eternity.

Description: After The Event, word spread of a “miracle worker” who could bring back the dead. She did not speak, but performed her miracles from town to town, growing her ranks and followers alike and leaving cults and disciples in every town she visited. Her power grows with every passing cycle of the sun. Though she does not speak, her actions paint a clear picture: she is the chosen one of the Godbeast and, through her actions, all will be united in eternal undeath.

Organization: Very loose organizational structure. The cults are maintained by acolytes, and the majority of their followers are merely supplicants. Once every full moon, seven “tongues” are chosen to hear Morana deliver a message from the Godbeast. Upon retelling her message, the seven tongues die and are reborn into her service as members of her growing skeletal retinue.





Objective: Find and retrieve the relics in order to perform an unknown ritual thought to bring the Godbeast to the Dawnland and destroy the boundary between life and death.

Why would a player join this faction?

This is the proxy for Death. It follows pretty standard archetypes for death, but I think there is some room to play with the idea of the “undead questing knights” that was discussed in one of the death books. Think knights hunting for holy relics in the name of their lady, only their dead and ghoulish.

The Free Tribes of Dawnland

Herald: Krog

- Not everyone is enamored by the Godbeast, and many see through the hypocritical religiosity of the emerging groups
- Whether they are searching for freedom or a chance at vengeance against their persecutors, many who reject the Godbeast find themselves in the employ of the Free Tribes of Dawnland
- Inner Conflict: Lack of resources, undefined organizational structure, competing agendas

Symbol: Fist holding Lightning



Watchwords: Strength and Liberty

Description: The Freeman and women are a ragtag group of dissidents, ne’er-do-wells, political enemies and freedom fighters who refuse to suffer under the yoke of the Godbeasts tyranny. They don’t care for the rapidly emerging forces of religion seizing power across the Dawnlands and will do whatever is necessary to stop any of the groups from coming to power.

Organization: Very loose and self-defining organizational structure. In some cases, entire cities consider themselves freemen and women. In other cases, small nomads roam the countryside attempting to protect people from religious persecution or enact vengeance against those that’d do so to their brothers and sisters.

Objective: Ensure no group gains too much power in their bid to use religion as a tool for control and power.





Why would a player join this faction?

This is the proxy for Destruction. Considering religion is the “tool de jour” to establish order in the chaos of post-war Dawnland, those who enjoy the constant warfare will want to prevent any group from rising to prominence. That, coupled with the increasing amount of persecution faced by those who do not adhere to any Godbeast based teachings lead to an eclectic group forming as a type of quasi resistance to the Godbeast. Their allegiances are less to each other and more against any who follow the Godbeast in any capacity.

SPECIAL THANKS

Thanks to everyone that contributed to this event and continue to help create the best narrative event any of us have been a part of yet. In particular, special thanks goes to Brian Orban, Matt Tucker, Matt Hayward, and our narrative writers Ben and Trevor.

