



Event Pack

Welcome NEO!

In this pack we are providing the essentials for the day of the event (MARCH 17), but it's **YOUR event**. Run it how you'd like, embellish it with more ideas, or strip it down to fewer ones. Whatever suits your comfort level and environment. But this also means that it's up to you to find the venue, charge fees or not, register players, setup the tables and terrain, and provide awards. Make sure you use the blog on WeAreTheNeon.com to learn from other NEOs how to bring all of the things together to run your own event.

As much as we'd love to join you, with over 45 events around the world last year, there's just not enough of us to go around - and that's why we've tapped you to join us as NEOs. From here on out, when this packet says NEO, it means you! Welcome to the Narrative Event Organizer Network (NEON).

WHAT KIND OF NARRATIVE EVENT IS THIS?

This is an introductory narrative event that should be simple enough for new event organizers to feel comfortable running, while providing some fun new narrative ideas for you veteran storytellers. This isn't as hardcore as the *Realms At War* or *Rise of Empires* events. But we've tried to add enough **Narrative Signals** to make the experience different from a Matched play or Open event. Think of it as a mini campaign that gets completed in a day, and provides enough substance for your players to walk away with great stories of triumph and ruin.

NARRATIVE SIGNALS

- **Story Driven** - Everything about the event tries to immerse you into the story and actions of players change how the story develops and even concludes.
- **Linked Games** - Results of one game affect another.
- **Asymmetrical Battleplans** - armies may have different or opposing objectives rather than mirrored ones.
- **Team scoring** - Scoring that encourages team cooperation rather than just individual success.
- **Narrative Awards** - Awards that recognize achievements that relate to the story.

NEO CONTRIBUTORS TO THIS EVENT

As mentioned at the start of this endeavor to create

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WHAT, WHERE, WHEN?

What:	1 day, 3 Games, Global Narrative Event Warhammer Age of Sigmar
Where:	Find a Warhammer Store or NEOs choice
When:	Saturday, March 17th, 2018

THREE LINKED GAMES OF VARIED SIZES

Players should bring 1500 points that can also be broken down into 1000 and 500 point lists. You can include pitched battle Vanguard limitations for construction, Rules of 1, and Reinforcement Rules per the Generals Handbook. The one 'MUST HAVE' is a model with the **Hero** keyword that will be their general through every game. This **Hero** will be considered to be the Harbinger for their army and should have less than seven wounds on their profile. You can use one of the four Harbinger models recently released by Games Workshop or another model from your collection to represent the Hero who is interpreting the portents for your army

GRAND ALLIANCE TEAMS

Players will be playing in teams representing the Grand Alliances. YOUR event may have all of them represented or only 2 represented. You could base the Grand Alliances on what players bring to the event and expect unbalanced teams. You could try and balance the teams by asking players to play in a Grand Alliance regardless of the army they brought. Lastly you could ask players to sign up for a Grand Alliance, each with a limited amount of space, and let Players bring an army appropriate to the Grand Alliance they signed up for. But you work with your players to decide what's best for YOUR event.

TEAM OBJECTIVES AND VICTORY CONDITIONS

Battleplans 1 and 2 are where each player seeks to power-up their heroes on the warpath to Battleplan 3: Control or Die.

In Control or Die, each player will gain victory points over 5 rounds. After all the games have finished, players from each Grand Alliance total their victory points together.

If teams are uneven, then divide each total number of victory points by the number of players in each team. The Grand Alliance Team with the most Victory Points from Battleplan 3: Control or Die will "hold the Helfire Gate". This Grand Alliance has won your event!

POST BATTLE

After each of the first two games of the event there is an opportunity for players to upgrade their chosen "**Hero**" during this event (character development is one of the simplest and fun ways to develop a narrative). Doing it is easy and works as follows:

After completing **Battleplan 1** each player rolls a D6 and refers to the "**Attributes**" Table. This dice roll will indicate an attribute that their Harbinger has acquired for the rest of the event. If a player won the first Battleplan with a **Major Victory**, then that player also rolls another D6 and refers to the "**Trophies**" Table. This item is held by their Harbinger for the rest of the event and represents a rare trophy that he/she/it found during the battle.

The player that won **Battleplan 1** can choose to reroll the D3 Prophecy Point roll in **Battleplan 2**.

After completing **Battleplan 2** each player rolls a D6 and refers to the "**Abilities**" Table. This dice roll will indicate an ability that their Harbinger has mastered for the rest of the event. If a player won the second Battleplan with a **Major Victory** then that player also rolls another D6 and refers to the "**Trophies**" Table. This item also lasts for the rest of the event and represents a rare item that he/she/it found during the battle.

The player that won **Battleplan 2** can choose to set up their **Harbinger** within 9" of a Black Pylon in **Battleplan 3**.

A Harbinger can hold multiple Trophies but only one of each type. If their second roll is a duplicate then they should reroll the D6.

PYLONS

In **Battleplan 3**, Black Pylons are used to control the Helfire Gate. We have provided templates for you to make your own Black Pylons. A Baleful Realmgate or similar piece of scenery should be used to represent the Helfire Gate.

REPORTING YOUR NARRATIVE

We wanted this to be dead simple:

- 1.Snap a photo of all your players together holding up the winning Grand Alliance icon.
- 2.Post it to Twitter
- 3.Use the hashtag #MPCGNE18

CLOSING CEREMONIES & REWARDING PLAYERS

Once all the games have been played, and you've reported your narrative outcome, it's time to thank your players. In addition to the memories, some events will provide rewards. Now this can range from print out certificates to a box or two of miniatures or gift certificates (Your local game store may be willing to provide prize support). A recommendation in Narrative play, is to bestow titles on players who performed a particular feat the most. For instance, one of the objectives is to have a **HERO** without the **MONSTER** keyword, slay a model with the **MONSTER** keyword. The player who does this the most gains the title of Monster Slayer for the event. We'll have some suggestions when the scoring section is released. You could also pick a place for everyone to go out for dinner and recap the cool stories of the day. Whatever you decide, make sure the players feel like today was a bit more special than their regular games of Age of Sigmar.

NARRATIVE

Within Shyish, the Knight of Shrouds known as Callistus Coldheart has been tasked by the Mortarch Arkhan with overseeing the supply of realmstone to the Helfire Gate. This is a vital realmgate that bridges the gap between the Realm of Death and Aqshy. Using the realmstone, Callistus has been able to build a network of black pyramids and pylons which hold the magic of the realms in check, essentially barring the gate from their end. As the ominous signs of the Time of Tribulations continues, the fighting within the Realm of Fire builds to a crescendo, threatening to pour over into Shyish. Though there are other routes in, the Helfire Gate sits perilously close to Nagashizzar, and so must be held at any cost.

Confident in his control of the area, Callistus has overlooked several smaller forces that have slipped through hidden passages, and now threaten his plans. Following portents from the dark gods, Gorkamorka and Sigmar, the forces of Chaos, Destruction, and Order within Shyish have been led towards the skeletal supply lines of Callistus Coldheart. If they're able to sufficiently disrupt the supply of realmstone to the gate and topple enough of the pylons that stand before it, they may be able to open the Helfire Gate from their end, allowing their forces to pour through and reinforce them. Though the forces of Chaos, Destruction, and Order fight towards a common cause now, there can only be one victor, for whoever is able to wrest the gate into their control will surely suffer no contenders to their dominance. For Callistus, this failure would mean eternal torment at the hands of his master, or worse yet, dissolution.

Will the way stay barred by the hands of Death, or will one of the other Grand Alliances gain a vital beachhead within Shyish?

GRAND ALLIANCE MOTIVATIONS

Order: While death may not ultimately be the end of everything, an unlifeline of eternal servitude is not acceptable to any of the races of the Grand Alliance of Order.

Destruction: The spread of the cold hand of Death through the Mortal Realms would end any chance of the huge fights that are enjoyed by the forces of Destruction and none of them want to countenance that! Besides, stopping the minions of Nagash means everyone will be having an enormous fight very soon and that's definitely something that Gorkamorka will approve!!

Chaos: A myriad of purposes guide the forces of Chaos in their journey to the Helfire Gate. Life, at least a bloated and diseased version of life needs to be introduced to the dead realm. The Helfire Gate links many realms and would be an efficient place to twist the strings of reality. Perhaps the god (goddess?) of excess can be found there! In any case, whatever the

motivation, Shyish is a good place to collect skulls! And wherever you travel in the Mortal Realms, you can always find rats!

Death: Nagash has commanded that realmstone be supplied to the Helfire Gate. It will be done.

TAKE THE STORY LOCAL/PERSONAL

There are some ways you can help your players get into the story even more, and it can be really simple. You can come with this all on your own, and many players will be thrilled with that. You can also ask your players to help you decide on these things prior to the event or, if you have time, the morning of your event.

IN WHICH REALM DO YOU FIGHT?

This event is set in Shyish, the Realm of Death and it is intended that you use appropriate time of war set out in Age of Sigmar Malign Portents. We encourage you to use terrain appropriate for Shyish however this isn't essential!

We have also provided a template for you to create your own black pylons. All you need to do is print the image onto a piece of paper, cut around the outline and fold along the corners. A bit of sticky tape will hold it together and it will look great on the table!

If you want to use another piece of scenery or terrain to represent the black pylons, that's fine!

WHAT IS THAT GENERAL'S NAME?

To make the story more personal to your players, ask them to do something simple. Have them give their general a name, and write at the top of their army list. As the event goes on, encourage them to give their units names for crazy things that unfold on the battlefield.

WHY DO THEY FIGHT?

Here's another question you could ask your players to write down on their army list. Why is each General intent on reaching the Helfire Gate? Does it align with one of the Grand Alliance Motivations to the left?

MALIGN PORTENTS COALESCENCE BATTLEPLAN 1

BLOOD MOON RISING - 1000pts

from Malign Portents

READ BEFORE BATTLEROUND 1: *The lands surrounding the Helfire Gate are vast expanses of barren lifelessness but that hasn't stopped a handful of forces making their way towards it. However, they have been spotted and will soon be caught in an ambush!*

As the Blood Moon enters the sky, the trap is sprung! But maybe not all is at it first seem. Perhaps the marauder interpreted the portent of the Blood Moon...

THE ARMIES

Each player picks an army, and then they must determine who will be the ambusher and who will be the marauder. If one player has at least a third more models than their opponent, then they must be the ambusher. Otherwise each player rolls a dice, and whoever rolls higher can pick who will be the ambusher and who will be the marauder.

AMBUSER'S OBJECTIVES

A vast enemy army is on the warpath near your territory. You have consulted every oracle to glean a glimpse of the future, yet all signs point to their forces passing by without infringing upon your borders. Nevertheless, the marauding army serves your mortal foes, and any act of aggression on their part simply cannot be ignored. You now march at the head of two armies, and have been tasked with the enemy warhost's total annihilation. The souls of countless thousands of your people slain over the ages by these most bitter of foes cry out for vengeance; do not fail in your task.

MARAUDER'S OBJECTIVES

The blood moon rises and the murdertime is almost upon you. You have gathered a mighty host and led them towards a distant conquest, yet unworthy opponents have foolishly attempted to bar your path to either side of your army. Though their lives are not those you set out to take, it matters little – their deaths will have to suffice, for the blood moon is almost at its apex...

THE BATTLEFIELD

The battle takes place in a barren wasteland, with only a few barrows, mausoleums and desiccated trees littering the battlefield. The land is covered with thick layer of gravedust, which is slowly congealing into a thick red paste as droplets of blood begins to rain from the skies.

SET-UP

Before setting up, the ambusher must divide their army into two groups consisting of a roughly equal number of units. The ambusher then sets up all of the units in one group first, anywhere wholly within one of their territories. The marauder then sets up all of their units, anywhere wholly within their territory. Finally, the ambusher sets up all of the units in their second group anywhere wholly within their opposite territory.

FIRST TURN

The marauder can choose which player takes the first turn in the first battle round.

VICTORY

Do not use any of the victory conditions from the Warhammer Age of Sigmar rules sheet. The battle lasts for five battle rounds.

If one player has no models on the battlefield at the end of a battle round, the battle ends and their opponent wins a major victory. Otherwise the marauder wins a minor victory.

HATED FOES

Bitter conflicts of the past are still fresh in the minds of the ambushing warriors, and they will waste no opportunity to repay their blood debt in full. Re-roll hit rolls of 1 for the ambusher's units when attacking the marauder's units with melee weapons.

THEIR TIME APPROACHES...

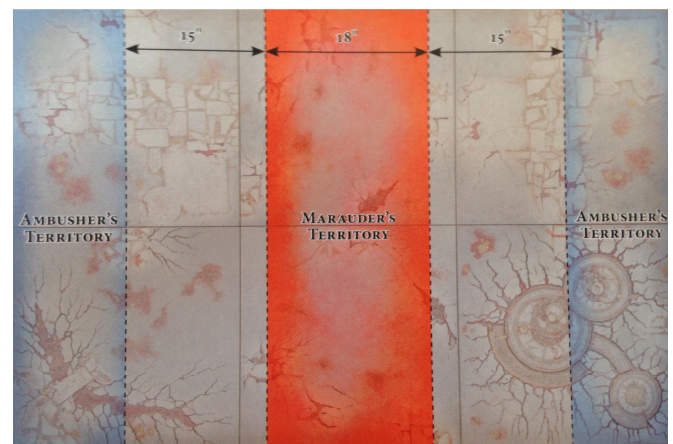
As their promised time approaches, the confidence and bloodlust of the marauder's warriors grows exponentially. Add the number of battle rounds that have been completed to the Bravery characteristic of the marauder's units when taking battleshock tests.

THE BLOOD MOON

The Blood Moon passing overhead is a long-awaited sign for the marauder's warhost. If you are using the Malign Portents rules, the marauder generates additional prophecy points at the start of each battle round as follows:

- 1st battle round: +1 prophecy point
- 2nd battle round: +D3 prophecy points
- 3rd battle round: +D6 prophecy points
- 4th battle round: +D3 prophecy points
- 5th battle round: +1 prophecy point

In addition, any signs from the Balemoon Malign Portent cost 1 less prophecy point (to a minimum of 1) in this battle.



MALIGN PORTENTS COALESCENCE BATTLEPLAN 2

THEY CAME FROM BELOW - 1250pts

from Malign Portents

READ BEFORE BATTLEROUND 2: *The fight has been long and exhausting. The detritus of battle stretches in a thin line to the horizon; a scar recording the slow grind towards the Helfire Gate.*

It is in sight but still too far away to be held by either side and with renewed vigour both are furiously trying to best their opponent and win the race to the gate!

THE ARMIES

Each player picks an army, and then they must determine who will be both the protector and the adversary, and who will be the stoic. If one player has at least a third more models than their opponent, then they must be the protector and the adversary. Otherwise, each player rolls a dice, and whoever rolls higher can pick who is the protector and the adversary, and who is the stoic.

PROTECTOR'S OBJECTIVES

You have been engaged in bloody battle for many hours in defence of your lands, and your enemy's resolve at last begins to wane. However, a new force has revealed itself that – though not your own people – may yet help to break the strength of your enemies in this land for many years to come. But until they join the battle, there are still more than enough foes to fight.

ADVERSARY'S OBJECTIVES

Fate has revealed your presence to the warring factions in these lands, and conflict seems to be unavoidable. Yet the power of your army will be more than enough to dictate the outcome of the ongoing battle, if you move swiftly to make the most of your sudden arrival.

STOIC'S OBJECTIVES

Your opponents think you all but beaten, yet friendly reinforcements are already streaming towards the melee even as you exchange blows. However, it seems that your enemies too are not alone. A new adversary approaches, and could yet undo all that you have fought for. The only solution is to kill, kill and kill again until none remain that can contest your dominance of these lands.

THE BATTLEFIELD

The battle takes place in a barren wasteland, with only a few barrows, mausoleums and desiccated trees littering the battlefield.

SET-UP

Before setting up, each player must divide their army into two groups consisting of a roughly equal number of units. Both players roll a dice, rolling again in the case of a tie. The players alternate setting up units from their first group one at a time, starting with the player that won the dice roll. These units must all be set up wholly within the stoic's central territory and the protector's territory respectively, at least 6" from any enemy units. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units from that group. The players then repeat this process, setting up all of the units from the other group wholly within the stoic's rear territory and the adversary's territory respectively.

DUAL COMMAND

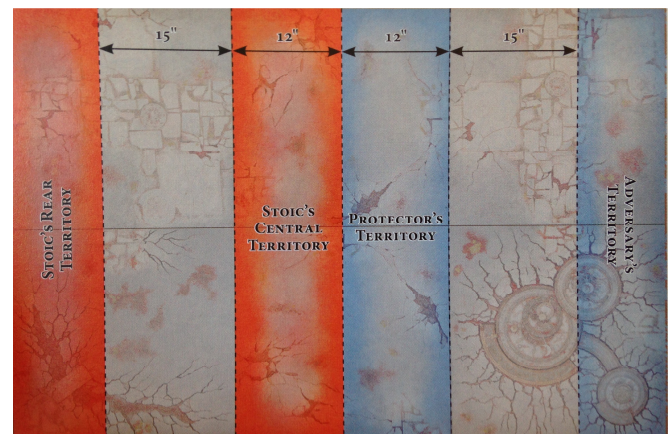
Once they have finished setting up, the player commanding both the protector's and adversary's forces can nominate one of the models they have set up in each of the territories to be the general of that force. Each of these models can use a command ability in the hero phase as normal. However, a general's command abilities can only affect units from their own force. Unless you are playing this battleplan as a Triumph & Treachery game, all units in the protector's and the adversary's forces are considered to be friendly units.

FIRST TURN

The stoic can choose which player takes the first turn in the first battle round. In the first battle round, units set up in the stoic's central territory or the protector's territory cannot move, though these units can still charge and pile in as normal.

VICTORY

Use the rules for Glorious Victory on the Warhammer Age of Sigmar rules sheet to determine the winner. However, the rules for sudden death victories are not used.



MALIGN PORTENTS COALESCENCE BATTLEPLAN 3

CONTROL OR DIE - 1500pts

READ BEFORE BATTLEROUND 3: *The end is close. The armies have arrived at their goal; the nexus point known as the Helfire Gate. Black pylons surround the gate and occasionally spark with unnatural energy. Callistus Coldheart knows that the gate must be held or he will endure the vitriol of the Great Necromancer for the rest of eternity. Every last creature under his command has been summoned to the Helfire Gate. None of the forces of Order, Destruction and Chaos are unlimited and they all desperately in need of reinforcements. There is no option but for each of them to commit every last warrior into taking the gate for themselves. Whoever holds the Helfire Gate at the end of the battle will triumph!*

SET UP

Both players roll a dice, rolling again in the case of a tie, the player that rolls higher decides which territory each side will use.

The players alternate setting up units one at a time, starting with the player that won the earlier dice roll. Models must be set up more than 6" from enemy territory.

A unit can not be set up (at any point in the game) within 9" of any objective.

Continue to set up units until both players have set up their armies. If one player finishes setting up first, the other player sets up the rest of their units, one after the other. Whoever finishes setting up first decides who takes the first turn.

CONTROL OR DIE

The pylons (objectives) are connected by the power of Nagash. In your Hero phase, any **Hero** can manipulate the objectives if they are wholly within 3" of it, if they do so roll a D3 to decide which of the other 3 objectives will be affected. Any units within 6" of the objective that has been rolled suffer D3 Mortal Wounds as the power is transferred. Units with the **DEATH** keyword only suffer 1 Mortal Wound.

If you choose your **Harbinger** to manipulate the pylon, you can choose to re-roll which Objective will be affected.

The more objectives you control, the more you are able to interpret the signs, for each pylon you control in your Hero phase, you can (if you are playing with it) add +1 to Power when rolling on the Power of Death table.

MALIGN PORTENTS

If this battle is taking place during the Time of Tribulations, you can use the Malign Portents rules, but instead of generating prophecy points randomly at the start of each battle round, players receive an equal number of prophecy points depending on the size of the game. For every 500 points of the agreed limit for the game, players receive 3 prophecy points at the start of each battleround eg in a 1500 point a side game, the player will receive 9 prophecy points.

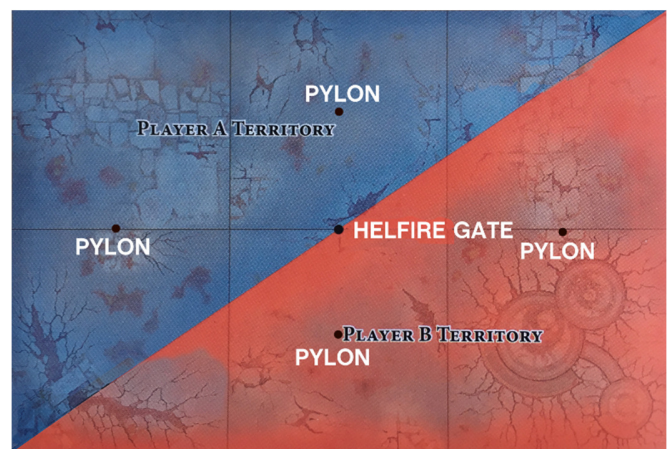
VICTORY

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead, at the end of each of your turns you score a number of Victory Points equal to the number of objectives you control (See below).

To control an objective, you must have any unit within 3" of it and there must be no enemy models within 3" of the same objective.

So for example, you control 3 objectives, you would score 3 Victory Points for each objective you control, meaning you score 9 Victory Points that turn

Whoever scores the most Victory Points by the end of Battleround 5 scores a Major Victory,. If the players are tied on Victory Points, then each player adds up the points value of any enemy units destroyed during the battle. If one player has a higher total, they win a Minor Victory. Any other result is a draw.



HARBINGER UPGRADES

TROPHIES

If you achieve a Major Victory, you may roll a D6 on the following table instead of rolling on the Triumph table. Your Harbinger obtains a Trophy corresponding to the result of the dice roll and can hold more than one. This is a permanent bonus.

1 - Gravesand Pendant	<i>Containing a single grain of Grave-sand, this Shyishian heirloom is said to protect the bearer from untimely death. The first time the Hero would be slain, they remain on the battlefield with a single wound remaining. This ability does not cost any reinforcement points.</i>
2 - Deffcap Elixir	<i>Made from a single drop of a Deffcap mushroom essence and diluted hundred-fold, this bitter concoction boosts a wizard's control over the arcane. One use per battle. Until the start of your next Hero phase, the bearer gains +1 to Cast and Unbind.</i>
3 - Divining Needle	<i>Crafted from a sliver of Celestium, this tool guides its user to where they are most needed. At the start of the battle, before the roll for the first turn, the Hero may be re-deployed anywhere in their starting territory.</i>
4 - Gift of Malice	<i>A vial of mysterious venom is offered to cruel champions to coat their weapons with. Choose one Melee weapon. Increase the Rend characteristic by a further -1.</i>
5 - Ironthorn Vine Wrappings	<i>Used by the superstitious to ward off spirits, this hardy material can reinforce armour. The Hero gains +1 to their Save against Death models. In addition, roll a dice whenever a mortal wound is assigned to this model. On a 6+, the mortal wound is negated.</i>
6 - Galewalker Feather	<i>A feather plucked from a Gryph-charger, yet all is not what it seems. One use per battle. The Hero adds +D3" movement to all moves (including charges) until the start of your next Hero Phase.</i>

ATTRIBUTES

After the first Battleplan, all players may roll a D6 on the following table to represent their Harbinger's growth in battle. Apply the result corresponding the dice roll to your Harbinger's warscroll. This is a permanent bonus.

1 - Necessary Haste	<i>One needs to be at the right place at the right time. Add +3" to the Hero's move when running or charging.</i>
2 - Honed Reflexes	<i>Your blow shall not strike true. This Hero may re-roll failed save rolls.</i>

3 - Improved Vitality	<i>Death holds no claim over me until my duty is complete. Increase the Hero's Wound characteristic by D3.</i>
4 - Vicious Strength	<i>Your skull shall be crushed like one crushes a scarab. Choose one Melee Weapon and increase the Damage by 1.</i>
5 - Superior Visionary	<i>The heavens shall guide the way. When garrisoning a Warscryer Citadel, the Hero may re-roll on the Celestium Construct table. If the Hero is a Lord-Ordinator, he gains +1 to unbind rolls instead.</i>
6 - Grizzled Commander	<i>One does not lead with mediocrity. The Hero can use two different command abilities in the Hero Phase.</i>

ABILITIES

After the second Battleplan, each player may roll a D6 on the following table to represent their Harbinger's experience in divining the portents. Apply the result corresponding the dice roll to the Harbinger's warscroll. This is a permanent bonus.

1 - Divine Intervention	<i>The gods meddle in the fate of mere mortals. One use per battle. Add +1 to the PP cost of your opponent's next Malign Portent sign.</i>
2 - I See The Light	<i>The mystical cloud is lifted from your mind. One use per battle. Deduct -1 from the PP cost of your next MP sign (you cannot reduce the prophecy point to less than 1).</i>
3 - Confusion	<i>Your thoughts reach out to befuddle your opponent's. One use per battle. Your opponent must roll a 4+ on a D6 to interpret their next Malign Portent sign.</i>
4 - Interruption	<i>Crafty harbingers can use the chaos of the battlefield to distract others. You may reduce your opponents prophecy point pool by D3 in the 2nd battle round.</i>
5 - Day Dreamer	<i>Your mind wanders. You generate an additional 1 prophecy point in addition to your normal allowance in a battle round of your choosing. Nominate this battle round before the game begins.</i>
6 - Bad Interpretation	<i>Not all portents are meant to be deciphered. Your opponent cannot use any prophecy points in a battle round of your choosing. Nominate this battle round before the game begins.</i>

- 1 - Print out your pylon on thin card stock/material
- 2 - Carefully cut around the design, leaving your tabs in place
- 3 - Crease the folds
- 4 - Glue or use double sided sticky tape
 - green tab = must
 - yellow tab = optional
 - red tab = don't unless you want to stick to the table...

