

LAS VEGAS OPEN

Age of Sigmar Narrative Event



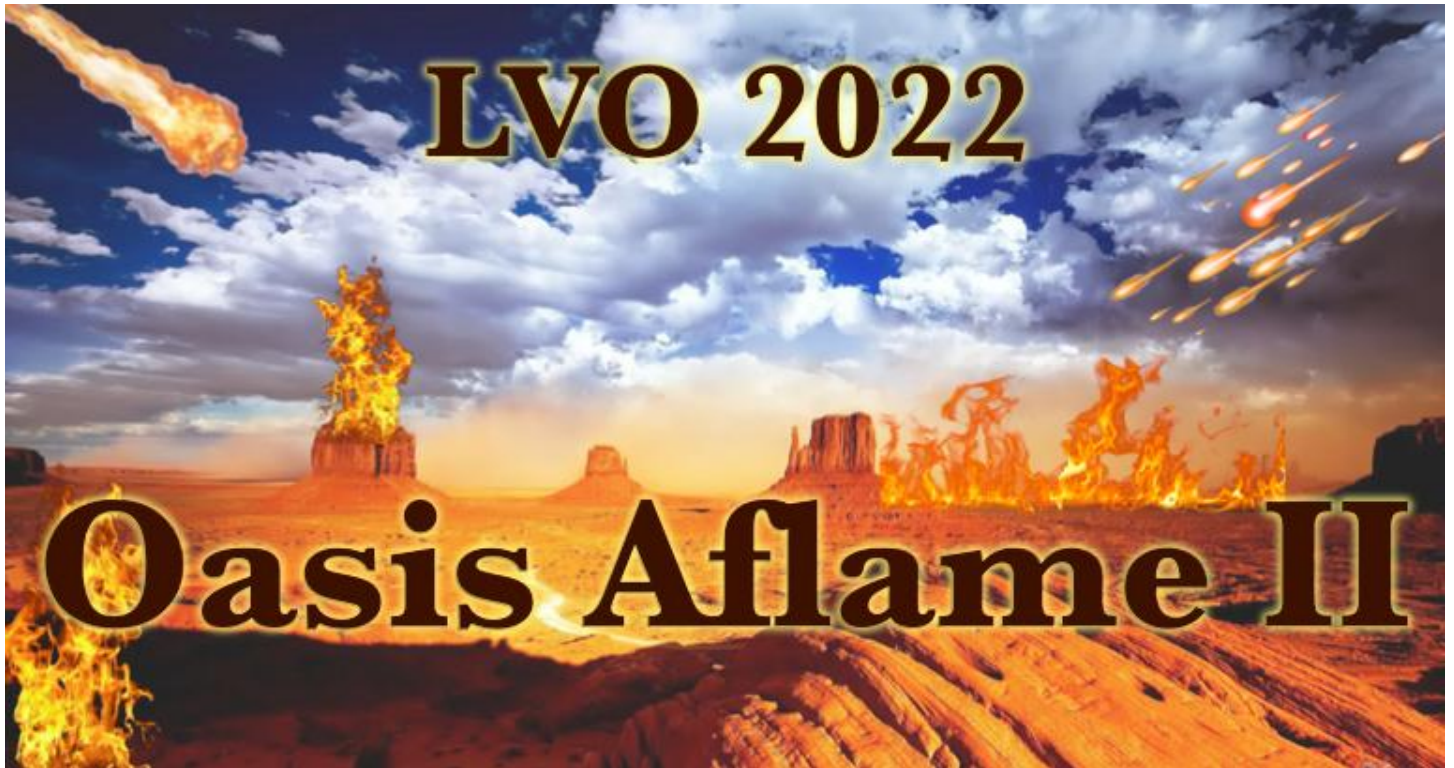
**2022 EVENT
PLAYER PACKET**



PLAYER NAME

EVENT SUMMARY

You must have an event ticket and [Convention Badge](#) to participate in this event.



A two day, 5 game narrative event for Age of Sigmar players. The players return to the hot deserts of Aqshy where the Caravans still vie for control of the area. But the world has changed, and the Caravan masters have changed with it. It's more important than ever to find the answers in the desert sands. Will the warlords be able to delve the secrets, rise to the top of their Caravan's esteem and reap the rewards? Or will they instead be left behind, like so many others, to decay in the arid wastes, forgotten...

Welcome to The AoS Narrative Event at the Las Vegas Open 2021!

[Purchase your event ticket here.](#)

We WILL be using the AoS 3.0 rules, so I cannot give too many details for Army Composition at this time. This pack will be updated as soon as we know more about AoS 3.0!

Overview

The event will be held across two days (Friday/Saturday) of the LVO with 5 scheduled games. Players are not required to take part in all the games if they have other events/seminars they wish to participate in. Players will join one of the alliances (Caravans) as they attempt to unlock the secrets of the Oasis.

In each game, the players will be rewarded with Oasis coinage. The Oasis coinage is used to purchase perks and items to use in future games or even buy victory points for the final tally. But be warned, not all is as it seems. Some of the Oasis traders will take your coin, and return only curses and dust. Some of the traders will even give you tasks, and promise you wealth beyond reckoning. Once you cast your lot with them, you are locked into their trade post forever.

NEOs and Players will keep a tally of the Oasis coins for each player and alliance. There will also be an award for the best painted/themed/displayed army (1 award). In addition, the top player-voted army, and the judge's choice army will receive coins as well. At the end of the event, the three players with the most Oasis coins win 1st, 2nd and 3rd place. The alliance with the most Oasis coinage gets bragging rights, and potentially a tasty beverage!

During the event, it will be highly encouraged to play team games (2v2) or if you're feeling quite salty, even play a 1v2 game.

Overall, we want to make sure you have fun games, with the exacting balance of matched play being thrown out the window. We want to see coins used in creative ways, not just to buy things from the caravans but to do other things as well. Hire mercenaries from other players on other boards, bribe your opponent to allow a unit to come back to life, just go crazy and have fun. Tell a story for the ages!

Changes from Oasis Aflame I

After reading the feedback from Oasis Aflame I, the following changes have been made; (or you asked for it, you got it). In addition, some other game mechanics will be changed/amplified in the narrative spirit ;)

Scenarios - Yes, we will have both some custom and also some 'normal' scenarios.

A new Map - The area is now mapped out and where your scenario takes place will matter!

Priest Caravan - The Sanctus Sigmaris caravan has completely re-worked its inventory to focus far more heavily on the Priest Avatars. And yes, despite the name, they serve all comers... even Khorne...

Tweaks to the Realmgates, coin gaining etc. are also in place!

Army composition and Design

Players are required to bring a point army to the event that conforms to normal matched play (Battlehost) rules, whatever those are for AoS 3.0

Players are also highly encouraged (but not required) to bring a Hero Avatar for their army to use in the campaign. This particular Hero Avatar will be able to be equipped with special items obtained from Oasis coin purchases. The Hero Avatar should be on a 60mm or smaller base and have a narrative tie to your army. No other Hero Avatar in an army can be equipped with purchased items from the houses, so without a special Hero Avatar, you will miss out on much for the flavour of the campaign. This Hero Avatar will be given a special war scroll at the beginning of the event that can be upgraded with Oasis coinage purchased items. The Hero Avatar's cost will be paid for with Oasis coinage as well.

Purchase your event ticket, here!

ORGANIZER CONTACT INFO

Head organizer: Reece Robbins

[Facebook Page](#)

Tournament Organizer Name	Contact Information
Bill Castello	wcastello@cableone.net

EVENT SCHEDULE

Event Room: TBD

Registration Start Time: TBD

Friday, January 28th

Rounds	Start Time	End Time
Round 1	9am	11:45am
Lunch/Paint Judging	11:45am	1pm
Round 2	1pm	3:45pm
Open Play (non-scored games)	5:00pm	??

Saturday, January 29th

Rounds	Start Time	End Time
Round 3	10:00 am	12:45 am
Lunch/Paint Final Judging	12:45 am	2 pm
Round 4	2:00 pm	4:45 pm
Open Play (non-scored games)	5:00pm	??

Sunday, January 29th

Rounds	Start Time	End Time
LVO Awards Ceremony	8:30 pm	

FORMAT & FAQ'S

Painting Rubric

Judging

Anyone who wishes to have their army judged for the painting competition should display their army at the end of the first game. Arrange the army neatly on one of the game tables or a display board on one of the game tables. The judges will do a sweep of the area and take note of the armies in a 'pre-decision' phase. The judges will at that point choose their top 5 armies.

The top 5 army's owner's will be notified and asked to present their army again after round 3 (Second day, first game). This is where the judges will make the final scoring and judging.

Player votes

In addition to the judges scoring of armies, players are encouraged to vote for their favorite army as well. During the first round of judging, players are encouraged to have a walk around and look at the displayed

armies. A vote sheet will be available to the player for them to write their top 3 armies as displayed. We will tally those votes NLT than the end of game 4 and let everyone know who won the players choice award.

Sportsmanship Award

There is no sportsmanship award in this event. The reason is simple. This is a fun, relaxed narrative event and I assume everyone is here with that in mind. As such, I expect we will all be sporting, good folk about everything and be chill. The dudes and dudettes abide.

Game flow

The first game

The first game is designed as the ‘ice-breaker’ and to get everyone off to a good start. The entirety of the background will be given to the players at this time and we will hand out the ‘menus’ so you will know what can be purchased in later rounds. At this point players can draw Hidden Agendas or Schemes. This will kick start the gaining of coins to unlock further abilities.

The player’s Hero Avatar will be used in this game in addition to any other heroes in their list. Players will be provided with the warscroll for their chosen avatar type. During this first game the Avatar will use just the base scroll. During this game and all subsequent games, if your Hero Avatar is killed, it is removed from the game normally, but is available for the next game. Consider them to have been rendered ‘combat ineffective’ and not so much killed. A little rest and they are ready to rejoin the fray!

Subsequent game flow

End phase of game

During the final moments of the game, both players should track on their scoresheet all the information required, (Opponent name, game number etc.) Coins earned by both players should be tallied, and any hidden agenda achieved should be written down as well. After all the information is recorded on the scoresheet, the players should have their opponent sign the sheet (or make your mark).

Report game to NEO

Hand in the scoresheet to the NEO and get PAID! This is when you get your coins from the NEO. The NEOs will also inform you if any random event has occurred to your warband. This will also be your chance to ‘tell the story’ of your battle and maybe earn some extra coin as well!

After all players have submitted their scores and gotten their coins, the NEOs will give everyone a number. The numbers will be given in REVERSE order of your coins. This will give people who are a bit behind in coinage a better chance at the goods for sale in the bazaar.



Buy new stuff

In number order, players will be called up to the Bazaar traders (NEOs) to buy goods and services from the four main caravans. The Caravans are;

The Philitorial Caravan	House Gavron
<p><i>The Philitorial Caravan provides goods and services for the finest Commanders in the land. Our specialized products are sure to make your army the envy of all. We will help you deliver the goods!</i></p>	<p><i>Here at House Gavron, we cater to the finest warriors in the land. All our products are sure to delight and entertain the discerning warrior or the bloodiest butcher. We deliver for your coin!</i></p>
Sanctus Sigmaris	Tempus Mystere

We are devoted to the efforts and noble goals of Sigmar himself. Here at the Sanctum Sigmaris, we deliver only the highest quality goods for your noble army. Here, the discerning Priest/general can find all manner of sanctified and resplendent items!

Savage butchery may have been the way of the Realmgate wars, but now is the time of learning and growth! At the Tempus Mystere, you will find naught but the best magicka and dweaomercraft in the realm. Our products are sure to protect and enhance the discerning Generals. Let the ruinous powers be the butchers, we are the skilled makers of war.

Players will be provided with ‘the menu’ for each of the houses. Keep in mind that not all items are available from each house, and even the items that are available from all, may have vastly different prices.

As the players make their selections they should remember the following rules;

- A player that buys an item with a value of three (3) coins or higher is locked into that house for the remainder of the campaign. That means that the player can only purchase from that house from that point on. Once you purchase a 3 coin or higher priced item, your name will be annotated to that Caravan. From then on, you will only be able to purchase from that Caravan. So be wary, and examine your options carefully!
- The Caravans have items that are also for sale at four (4) and five (5) coin level. These items are only available for purchase by alliances (and their members). You must be a member of an alliance to purchase these items, and once purchased, EVERY member of the alliance is locked into that Caravan. (Players are allowed to leave alliances of course, but they will return to any trade caravan that they were locked into previously.)

Draw curses

Certain items have a little danger attached to them. These items are designated on the menu. If you purchase a dangerous item from the menu, you will also be forced to take a “Curse” card. The curse cards have various effects, some of them will apply right away, while others will be de-buffs that will be given to your opponent in the next game. Your opponent will be allowed to play the curse on you whenever they desire (according to the card text). If your opponent does not play the curse card, it will be collected and given to your next opponent. Some curses will also potentially strip you of things you have already bought. Life is simply not fair in the deserts of Aqshy!

Establish grudges

Players may also, during this game interlude, establish grudge matches to play against someone they really want to square off against. To set up a grudge match, a player or team may pay 1 coin to the NEO and name their opponent.

- If the grudge-calling player wins the game against their grudgee, they will get their coin back plus and extra coin.
- If the grudge-caller loses the game, they lose their coin spent for the grudge and their grudgee gains an extra coin, such is life in Aqshy.
- If the target of a grudge does not want to play the grudge match, they may decline and the coin is returned to the player who asked for the grudge match.
- Players can only grudge the same person once.

Pairings and get new scenario

At this point, after sales and Schemes and grudges (oh my), the NEOs will frantically work to establish pairings for the next scenario. Every attempt made to not have alliance members play each other, but in a pinch, they may have to.

We are going to actively promote 2v2 (team) games throughout the event, so be prepared for that!

Please bear with us at this point as we will need a few minutes to ensure everything comes out right and we don't screw this up too badly.

Play next game

Once the pairings are up, you can begin to set up and play at the scheduled moment, or earlier, or later, depending on what both players agree to. This is not competitive AoS, so let's all be flexible and accommodate each other. We do want all games to be going by the scheduled start time, though, and if you're late to your game you will get -50,000 DKP. (Extra points if you know that reference!)

Hero Avatars

Players are heartily encouraged to bring a Hero Avatar to the game. This Hero Avatar can be any model on a 60mm or smaller base. Prior to the first game, you will be given a standardized warscroll for the Hero Avatar, so the type of model does not matter. The more narratively tied to your army the better! Your Hero Avatar represents you on the battlefield and the better it fits your theme, the better chances your army will have for the best army / player vote awards.

The warscroll for your Hero Avatar will be formatted differently from most, as we will have the room on the page for you to add abilities and improve your Hero Avatar's base stats by spending coins at the bazaar. Some Caravans will even give you the ability to promote your Hero Avatar to become your army's general! On the menu of items at the bazaar, many items are designated as hero only. These upgrades can only be applied to your Hero Avatar, not to any other character/leader/hero in your army.

Coins

Coins are the determining factor for overall victory. Coins are a running total, so don't fear to spend them. It's not the most coins in hand at the end, but rather the most coins accumulated by a player over the course of the campaign.

Gaining

Coins are gained by playing the scenarios. The winner and loser will both receive coins for the game, the winner slightly more. Win or lose, both players will have the opportunity to core additional coins for achieving specific scenario goals and also for completing Schemes and Hidden Agendas.

Players can trade coins as much as they want between themselves, even outside of their alliances. It's your accumulation that matters, not how you spend/trade them.

Coins will also be awarded to players based on narrative actions they perform during games and after/between games. Players are encouraged to come up with their own objectives as they want to and talk to a NEO about, who knows, it will get folded into the story and may earn you coin.

Spending

Coins are spent for many things in the campaign;

- Buying a grudge match between players
- Buying items to upgrade your Hero Avatar
- Buying items from the bazaar
- Buying items (scrolls and items) in game if you're getting beat.

‘Winning’

We all win, ‘nuff said! Kidding. The top 3 players in coins amassed at the end of round 5 will be declared the top three victors and receive some sort of commemoration for their efforts. In the case of ties, some form of battle points will be used.