

# SCUITE & Sin the Mortal Realms

WITNEY WARHAMMER PRESENTS "TAXES, SCUM AND VILLAINY"

MUSIC MYSTIC GAMES COSTUME FOWNES BREWERY EDITED DARK FANTASTIC MILLS PRODUCTION FOR FOR PROPERTY FOR PROPERTY FOR STORY ULF CYWIN

**#WWThree** 

#### ILLUSTRATED REGIONAL REALM NEWS

July 8th -9th 2023

An Age of Sigmar Narrative Event

# REALMWIDE EXTORTION ON THE RISE!

"He had the money and the contacts to stage anything, he knows I'm on his tail."

Azyrite agent Casimir Funk sat brooding at his desk

Tellarrya broke in on his thoughts "You're the last one here, are you coming to the fayre?" Casimir looked up confused "What?"

"You coming to the fayre? The Dracothfoote Day fayre in the market place. Are you coming?" Casimir looked at the Aelven agent and shook his head "I've got work to do."

"Nobody works on Dracothfoote Day, it's a realmwide holiday. The fayre here in Hammerhal is one of the biggest and the firework display over the Magister's Palace will be bigger than the Sigmarsnacht display. Dracothfoote Incorporated have made a 10,000-comet contribution to make sure it is" she said excitedly.

"Tax deductible I'm sure" muttered Casimir bitterly.

"Well I might see you later then, I can't wait to see how they re-enact his heroic sacrifice closing the Pentarage Rift at Fort Ignis" said Tellarrya then left, snatching her hat from the rack before disappearing down the stairs.

Casimir waited until the footsteps had faded then took a small bunch of keys from his pocket, selected one and muttered the dispel for the lock ward on his top draw. He inserted the key, opened the draw, took out a

thick file and placed it on his desk. The cover had one word written on it.

#### Dracothfoote

He flipped the cover open and looked at the list of meetings he'd had with various High Magisters over the years, asking them to launch an investigation into Dracothfoote Incorporated. They had all ended with an emphatic no. This last one with High Magister Wyrdcraft had been the worst, he could remember the conversation well.

"We don't know he is dead!" exclaimed Casimir "Where's the body?"

"Your Dracothfoote obsession clouds your judgement." replied Wyrdcraft giving Casimir a hard look. "He was trapped, alone, in the Realm of Chaos, how do you think he could survive that?"

"He had the money and the contacts to stage anything, he knows I'm on his tail."

"You sound like a Shroomancer in Skragrott's Asylum! Dracothfoote is dead and a hero, it's over. You were wrong. Move on Casimir, move on."

He felt his blood starting to boil. How could no one see it but him? They all believed Dracothfoote to be a saint. They couldn't see past his silken finery or the honeyed words he dropped into their ears. Dracothfoote and by extension, Dracothfoote Incorporated were corrupt and he would prove it, with or without the help of the Revenue Collectors.

He had received information from an informant in Dracothfoote Inc. that there were a set of Master Documents that detailed all the illegal deals that had been done. They listed the names of the people involved the sums and the locations of the goods. If he could lay his hands on these documents while the Families fought for control of his empire, he could bring the whole house of cards tumbling down.

He took a sheet of parchment and started writing a list of the names of agents that were loyal to him, this was his last chance...



Dracothfoote Day fayre Hammerhal Agshy

NOW HIRING
HAMMERHAL MAGISTERS
REVENUE COLLECTORS

# RISE OF THE UNDERBOSSES

The Secret of Dinorwig was revealed. A key that could change the destination of Realmgates even past Azyr's defences.

Dracothfoote found the key and returned it to Sigmar for a huge reward, but not before making a clone for his own use. The clone key was made and corrupted by a Tzeentchian sorcerer with intent to cause terrible destruction in the realm. Realising the truth Dracothfoote used the key to seal the Penterage Rift that connected to the realm of Chaos, but was on the wrong side of the rift when it closed...

Without its founder Dracothfoote Incorporated is falling apart. Goods are in short supply, prices are rising, lawlessness has returned to the streets and war has erupted in the realms few remaining peaceful spots. Dracothfoote Incorporated was a collection of families, ruled by independent Underbosses. With the head of the family gone, several Underbosses are now eyeing the crown enviously. The only way they can secure control is to find Dracothfoote's rumoured Master Documents that detail every aspect of Dracothfoote's empire. The anarchy unleashed by the warring Underbosses has drawn the attention of the Order of Azyr, they too are pursuing the Master Documents in the hope of cleaning up Azyrite society.

## THE RACE IS ON!

Will you fight for law and order or will you succumb to the lure of riches and power?

> HAVE YOU BEEN THE VICTIM OF DODGY MADCAP MUSHROOMS?



# WHAT IS WITNEY WARHAMMER

LOYALTY IS EVERYTHING WITHIN THE FAMILIES

Over the two day event, you will work as a team to unravel the truth and intrigue behind Dracothfoote Inc. A collapsing criminal enterprise that spanned the entire Mortal Realms. Your forces will either be working for: The Order of Azyr financial division "Hammerhal Magisters Revenue Collectors" who are desperately trying to clean up the corruption within Sigmar's growing empire or fighting for one of "The Families" who want to uncover the detailed inner workings of the defunct Dracothfoote Inc. so they can exert control over the Realms. This will include both your actions in game and working with your Family over the course of the weekend.

Your story will be played over 6 scenarios of varying size, with faction "subquests" between rounds. This will not be a 'typical' tournament; it will be a hobby orientated event. There will be a small competitive element.

The battle lines are well drawn with the armies taking part split

into four forces, the Hammerhal Magisters Revenue Collectors, Freebootleggers, Peaky Finders and Woodfellas. Each of these forces will be led by a participating Underboss who will share resources gathered with "The Family" to help you emerge with unprecedented power. Loyalty is everything within Families" and within "The Collectors" only by working together and focusing on your Underboss' instructions can you hope to take over or bring down Dracothfoote Inc.

### What will you do?

You will be either be:

- A powerful Capo in command of a force of Soldiers and Associates working to help your "Family" dominate the mortal realms wealth and power.
- A Field Agent within The Order of Azyr, assigned to the Hammerhal Magisters Revenue Collectors service desperate to seize Dracothfoote Inc.'s assets. Only the former Boss, Dracothfoote knew the full extent of his Legitimate Criminal Organisa-

tion. However, he kept detailed

accounts of every Ally, Bribe, Location and Racket he was involved with. No piece of Realmstone or drop of Aqua Ghyranis was unaccounted for. Only when you understand all of Dracothfoote Inc. Activities will you be able to find his Master Documents. The information you need for total control is out there, somewhere.

Every Capo & Field Agent has 4 pieces of the puzzle (an Ally, Location, Bribe and Racket), as the weekend progresses you need to gather information, whilst protecting your "Families" secrets. This will certainly leave you and your "Family" with decisions to make; do you try to win the battle or obtain the information your Underboss needs? Your actions within your games can help you reveal more pieces of the puzzle that will lead your "Family" to the Master Documents:

- 1. Slaying the enemies General in combat reveals an Ally Card
- 2. Scoring the most Snitch Points (SP) reveals a Location Card.
- 3. Completing your battle tactics reveals a Bribe Card
- 4. Slaying a Hero with your General reveals a Racket Card

## MEET YOUR UNDERBOSSES



**Durgarg Snikskul** leader of the "Freebootleggers" a thieving company of Orruck Pirates determined to enrich themselves and dominate distribution across the Realms



Grisk Doomjaw underboss of the "Sneaky Finders" clan, a chaotic criminal mastermind who wishes to rise to dominance across the realms yes, yes.



Narmo "Duke" Hravan and the "Woodfellas" self-styled heroic outlaws of Dark wood, who believe that robbing from the rich to give to the poor is halfway to being a good business model.



Casimir Funk the down-trodden economic specialist third class at the "Hammerhal Magisters Revenue Collectors" who will not rest until he brings down Dracothfoote Inc. by-the-book, even if he has to unleash every loose cannon accountant in Aqshy to do it!

Don't loose your profits to Chamon Gains Tax Contact The Last Word Accountants

## **EVENT ESSENTIALS**

You will need to bring the usual game essentials,

- 1. Your army (2000 points generals handbook 2022 or most current FAO)
- 2. Any Faction specific scenery you require
- 3. A printed copy of your army list for the organisers
- 4. Dice, tokens and gaming aids
- 5. Tape measure
- 6. Tray or something to carry your army between tables
- 7. Pen and paper to record exploits and achievements
- 8. Any rules or Battletomes you require to play.

You will have a pool of 2000 points from which to select your armies for each battle. Battles will be fought between armies of various sizes, 750, 1000, 1250, 1500 and 2000 points. All games will be played as singles matches i.e.  $1 \ v \ 1$ .

For each game, you will select the appropriately point sized army from your total army. We strongly encourage players to bring themed armies rather than efficient, powerful armies.

The Battlefield Roles section is not in effect, i.e. there is no restriction on the number of battleline units. However, no named characters are allowed, for clarity a named character is one who cannot have a command trait or artefact of power assigned to them as per the allegiance abilities in the core rule book.

We are very happy for you to bring your Path to Glory army and use Tiers of Battle, veteran abilities and Resolve Injuries and Casualties rules during your quests. If you do intend to use your Path To Glory force please check if your opponent is doing the same and only apply the extra rules if you are both on a Path to Glory this is summarised on page 313 of the Age of Sigmar 3.0 Core Book.

If you have any queries on this please contact one of the organisers. Please email (*WitneyWarhammer@gmail.com*) your chosen grand alliance four weeks before the event. You must provide a copy of your army list to the organisers at registration for the event. Please include your allocation of command traits and artefacts.

# Painting and gaming requirements for you & your models.

Please make sure your entire army is completed to a basic tabletop standard as a minimum (painted and bases completed). We will ask you to remove any unpainted or just primed models as casualties. the players. All models must be fully assembled and fixed to the correct sized round base. If in doubt, please refer to the base table in the Games Workshop base size chart. Your models weaponry and gear should be WYSIWYG (what you see is what you get) according to their profile. We love conversions and they are encouraged, but please help your co-players understand the weaponry, and their battlefield roll.

Anvil of Apotheosis - Every great army through the ages has been led by a great general and yours will be no different. You may select a hero to lead your army using the rules set out on pages 56 to 65 of the GHB 2020. The destiny point limit will be set at a maximum of 20DP, and should be converted to a unit point cost by multiplying the total DP used by 10. i.e. a unit costing 20DP would take up 200 points in your army list. All heroes created using the Anvil of Apotheosis must be represented on the tabletop using a suitable model with all weaponry

and accompanying beast modelled and be accompanied by the characters warscroll.

In addition we would love to hear your backstory for why your champion has reached his position of leading your army, so send them to us when you have them and we will share with the rest of the players.

If you have gone to the effort of creating your own custom warscrolls, they will be allowed as long as they fit the narrative of your army and are not beardy/obscene or replicating named characters. Please send us a copy of the warscroll and a photograph of the model for us to comment to avoid any disappointment on the day (plus we love to have a nose at cool stuff!).

There will be prizes for those that are voted as Favourite Armies (please see section Prizes).

Any judgements on rules asked of the Event Organisers are final, even if they are wrong! Most rule judgements given by Phil (even about Stormcast) will be wrong! It's your own fault for asking him



SCHEDULE There will be six 1v1 games over the weekend at varying point sizes. Details of the scenarios and games will be unveiled in the run up to the event however the general schedule is presented below:

## SATURDAY

## SUNDAY

<b>Time</b> 08:00-08:45 08:45-09:00	Event Registration Event briefing	Time	Event
09:00-09:10	Command phase	09:00-09:15	Registration
<b>09:10-10:30</b> 10:30-10:50	Game 1 - 750 points Break	09:15-09:30 <b>09:30-12:00</b>	Command phase  Game 5 - 1500 points
10:50-11:00 11:00-12:45	Command phase  Game 2 - 1000 points	12:00 – 13:00	Lunch
12:45-13:45 13:45-13:55 <b>13:55-15:25</b>	Lunch Command phase Game 3 - 1000 points	13:00-13:15 13:15-16:15	Command phase  Game 6 - 2000 points
15:25-15:45	Tea/Cake Break		
15:45-15:55 <b>15:55-17:55</b>	Command phase  Game 4 - 1250 points	16:15:17:15	Awards and pack up
17:55-Late	Bar phase!		

# **SATURDAY NIGHT**

On Saturday evening there are several restaurants and pubs within a few minutes' walk of the venue. Once tickets are allocated we will reach out to you all and see if there is interest in us booking a restaurant for an evening meal. Or we would be very happy for you to grab some fish and chips to eat in the Venue after day one and once our bar closes we will happily show you some of the best pubs and tap rooms this market town has to offer and join you all for a

#### THIS MONTH

Dinorwig's Dispossessed Housing Fund has homed 1 Aelf and 7 grumbling Duardin

## **VENUE, ACCOMMODATION DIRECTIONS**

The event will be held in the Main Hall at the Witney Corn Exchange, Market Square Witney, OX28 6AB. The venue includes the main Hall where the games will be played and lunch will be served as well a separate bar and sitting area for socialising (pay bar will be available between 10:00am and 11:00pm) Tea and coffee will be available from 8:00am.

There is ample free parking in central Witney, however you are welcome to park in the car park at Langdale Gate (behind Langdale Hall OX28 6FG) to drop off your army before parking your car in the free car park. The closest all day parking is in Church Green OX28 4AW. As we are starting early there should be ample parking available. There is disabled parking available in the Woolgate car park OX28 6AR please advise us when booking your ticket if you have particular access requirements.

Hotels; There are plenty of places to stay in Witney but please consider we have never stayed in them (we live 2 miles away) the cheapest is likely to be the Travel Lodge Witney on Ducklington Lane, this is 1 mile from the venue.

Other hotels available are the Oxford Witney Hotel 1.2 miles away from the venue or Premier Inn Witney on Ducklington Lane. This is 0.7 miles from the venue

There are also pubs with rooms less than 0.1 mile from the venue like The Fleece & The Blue Boar but these may be lively on a Saturday night.

Finally there is a B&B Witney Guest House 0.1 miles from the venue as well which may be quieter.

We will be providing all the scenery. Please do not move scenery unless agreed with a tournament organiser.

All Battles will take place in Aqshy and all rules required will be described on each table sheet. Realm Spells, Realm Commands & Realmscape Features will not be in use unless contained on the Table Sheet

The tables will have Narrative Play Special Rules in effect, because they rock!

DISCOUNTED ROOMS **AVAILABLE AT** The Gourge View Hotel VORSPRANGS BRIDGE

## PRIZES

Spirit of Witney Warhammer

- NEO selected based on who we believe has embodied the spirit of the event

Dominant "Family" - Awarded to the 8 players who obtain Dracothfoote Inc's Master Document

Favourite Army 1, 2, 3 (Most votes attendees and organisers have 1 vote)

The Best Co-Player 1, 2, 3 (Attendee voted favourite game)

Master of Means - Single

We hope you will all display your armies at lunch time on Day 1, we want everyone to enjoy each other's hobby so don't be afraid to display even if you don't think you will win.

# HOW TO BUY A TICKET?

We have up to 32 places for this event, there are 8 spaces for each "Family"

Tickets will cost £75 and are on sale 08.00 GMT on 10th October 2022

#### To reserve your place:

- PayPal a £5 non-refundable deposit to
   WitneyWarhammer@gmail.com (friends and family)
- Players may pay for up to 5 people per transaction (i.e. your club)
- Write your real names, email addresses, club name and Grand Alliance you plan to bring in the PayPal comments box, you may also include a Capo or Field Agent preference.
- We will use the time of the ticket sale to help us allocate tickets. By the 15th October, a list of initial confirmed entrants will be posted on the Witney Warhammer Three thread on The Grand Alliance website. Players on this list must pay the balance of £70 by the 2nd November 2022 or their places may be reallocated. If all 32 places are allocated players who do not get on the list will have their £5 deposit refunded if they don't want to be on the reserve list. When you receive confirmation of your ticket for the event, you will also be informed of which "Family" has recruited you.
- We will set up a WhatsApp group to enable "Families" to coordinate their efforts. Players must be 16 or older, or accompanied by an adult and at the discretion of the organisers.

Your ticket price will include a home cooked hot meal at lunch on both days as well as cake on Saturday afternoon. Unfortunately we may be unable to cater for some food allergies, please let us know if you have special dietary requirements in the PayPal comments box and we will be in touch after you have paid your deposit. There are many food outlets within a five minute walk of the venue that will cater for all dietary requirements.

#### Refunds

Other than circumstances where we are unable to run the event, we will only refund payments if you let us know at least four weeks before the date and we can find a replacement. You may freely transfer your entry to another person however please let us know at least four weeks beforehand and put them in touch with the correct WhatsApp group.

#### **Contact Details**

If you have any queries, please feel free to email us at WitneyWarhammer@gmail.com or via twitter:
@WarhammerWitney

We would like to say thank you to the following people for their support in putting on this event.

Fownes Brewery www.fownesbrewing.co.uk

Dark Fantastic Mills www.darkfantasticmills.com



DARK FANTASTIC MILLS

ProPainted Studios www.propaintedstudios.co.uk



Footeworks www.footeworks.co.uk



Mystic Games, Witney www.mysticgames.co.uk



In association with the Great Weave www.thegreatweave.com

And last but not least our wives for the wonderful food and support for the NEO's.



## Stomp Duty Slashed

Take advantage of lowrates from Krudrogg Kwartounge