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June 11th -12th 2022

Witney Warhammer Two

An Age of Sigmar Narrative Event

Project Briefing

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The multi-coloured liquid bubbled in the pot, the bubbles burst at the surface adding to the general fug in the room. Soul cages hung around the room, some were empty, drained of the captured souls in the early experiments to clone the Secret of Dinorwig. The souls in the remaining cages groaned as energy surged through them, draining their life force. Tools and paraphernalia lay strewn across the bench like flotsam after a flood. A strange two-legged creature picked its way delicately through the debris. A body that looked too big to be supported by the long thin legs had two stubby wings at its side. Covered in iridescent feathers, the body supported two long necks, each topped with a pear-shaped head, one with just an eye, the other just a mouth. The creature reached the object lying on the bench, the eye looked down while the mouth turned upward.

The familiar joined Octenheimer centuries ago. At first the creature had been useful but now Octenheimer suspected that it was simply spying on him for another master. The creature spoke in a gurgling metallic voice. "Does it work?" Octenheimer waved a hand irritably at the creature and it stalked away through the debris, before returning with a haughty walk.

"It will" replied Octenheimer, annoyed by the creatures questioning. "Now be silent, I must concentrate to complete my work." Octenheimer bent over the key that had been recovered from Dinorwig. Next to it lay the clone he had been building, and testing. All he needed to do was complete the ritual. He began to murmur, softly at first but growing louder. As the volume of his words increased the wailing from the soul cages grew with it. Lightning began to crackle and crash outside, despite the day being sunny and warm. Chain lighting crashed between the cages and as the sound inside the laboratory rose to a crescendo energy leapt into the clone. The runes carved on the key glowed white hot before becoming a subdued cherry red. Tentatively Octenheimer reached out and picked up the clone key. It vibrated and hummed as he touched it then fell silent. He looked at the familiar and grinned madly.

"It is finished!" he said with a flourish. "It will redirect any Realmgate, but each time it's used the power within will build, heralding a new terrifyingly brief Age. Once the power becomes too much to contain the clone will explode, unleashing ruin upon the realms the like of which has never been seen before." Octenheimer's eyes gleamed and he sniggered as he said this.

"Can it be disarmed?" asked the mouth with a sardonic smile. The eye swivelled towards Octenheimer and looked at him with a cruel glint.

"Defusing would take more syphon energy than a single warlord could possess. Only a pure noble soul would even attempt it, and they are in short supply. The powerful can always be corrupted. You are a fool sometimes." Octenheimer paused pointedly "They will not realise how the power is building until it is too late." He said with a dramatic wave of his arms cackling loudly.

Unintended consequences . . .



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The Story so far

Dracothfoote and his Liberators have triumphed.

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

But Olrog continues to cause destruction in the Brimstein Heartlands.

The fighting to be the first discover the Secret of Dinorwig was fierce and bloody. Regions changed hands, some several times during the course of the war, Karak Kuzitzak fell to Fimnog Sea Drinker who consumed several months' worth of Flame Ale stored at the Duardin brewery.

Olrog captured the Stormvault at Dinorwig. Many fell during this contest, and Olrog successfully destroyed the Stormvault, but Dracothfoote emerged victorious, as the late Skrul Crawtail and the Tzeenchian wizard Octenheimer changed sides after the final battle, adding their knowledge to that of Lord Dracothfoote's force and securing the Secret of Dinorwig for the forces of Order and Death.



Dracothfoote has returned the key to Sigmar in Azyr and received his reward, contracts to supply the Dawnbringer Crusades increasing his wealth and furthering his power over the citizens of the mortal realm. But he wants more and is drawing up plans to extend his power even further. Octenheimer has cloned a copy of the key for Dracothfoote but all is not as it seems. The clone key will divert a Realmgate to a new location, but causes strange effects to manifest themselves in the region. With each use, these effects become more dangerous. It has become clear that there will be explosive consequences for whoever is left holding the cloned key.



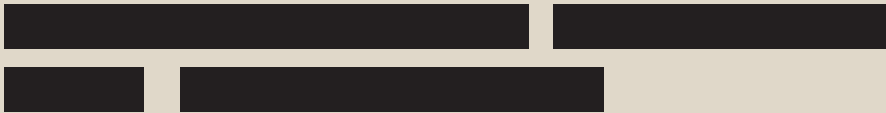
What is Witney Warhammer Two?

Over the two day event, you will create a dramatic story of intrigue and revenge where your forces will either be supporting Dracothfoote to expand his power base, or fighting alongside Olrog for retribution. Within your newly conquered territories great disturbances are coming to light, bizarre events are happening near your Realmgates and the Realmgates of your trading partners. This commotion cannot continue unanswered. Both forces will have to locate the source of these disturbances and seek to harness its power, this will include both your actions in game and working with your team 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 two forces, Liberators and Resistance. Each of these forces will be led by a participating Commander whose role will be to unite the disparate warlords into a single fighting force and to share information and resources to ensure your survival.

How to operate the clone key.



What will you do?

You will be a powerful warlord in command of a force under the orders of a commander, but will you work for the common cause or choose your own path?

A terribly powerful device has been created. As the weekend progresses you may come directly into contact with it or its residue. This may impact the tables you are playing on, but it will certainly leave you and your team with decisions to make; do you try to relocate, drain or power up the clone key? The impact of these decisions will be enhanced by actions you take in your games;

1. Gathering life force from an enemy hero (This is done by slaying an enemy hero in combat with a hero from your army).
2. Being in control of important locations at the end of your battle.
3. Sacrificing artefacts of power.

Your commander will have goals for your team and ways to reward loyalty, but are you willing to accept the consequences of your actions? Are your leaders as noble as they appear? Only you can decide the fate of the region.



Event essentials

You will need to bring the usual game essentials,

1. Your army (2000 points generals handbook 2021 or most current FAQ)
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. In addition you may take part in a game with a partner, but may be faced by either one or two opponents.

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.

The best bribes for Dracothfoote

[REDACTED] [REDACTED]
[REDACTED] [REDACTED]
[REDACTED] [REDACTED]

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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. 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.

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Scenery

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 (from the Generals Handbook 2018) in effect, because they rock!

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.

Why timing is key

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Schedule

There will be six games over the weekend with a mix of singles and doubles all 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

<i>Time</i>	<i>Event</i>
08:00-08:45	Registration
08:45-09:00	Event briefing
09:00-09:10	Command phase
09:10-10:30	Game 1 750 points
10:30-10:50	Break
10:50-11:00	Command phase
11:00-12:45	Game 2 1000 points
12:45-13:45	Lunch
13:45-13:55	Command phase
13:55-15:15	Game 3 750 points
15:15-15:45	Tea/Cake Break
15:45-15:55	Command phase
15:55-17:55	Game 4 1250 points
17:55-Late	Bar phase!

Sunday

<i>Time</i>	<i>Event</i>
09:00-09:15	Registration
09:15-09:30	Command phase
09:30-12:00	Game 5 1500 points
12:00 - 13:00	Lunch
13:00-13:15	Command phase
13:15-16:15	Game 6 2000 points
16:15-17:15	Awards and pack up

Saturday night evening entertainment

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 pint!

Prizes

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

The Fate of Aqshy (Controlling force)

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

Contact Details

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



How to buy a ticket?

We have up to 30 places for this event.

Tickets will cost £60 and are on sale 08.00 GMT on

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.
- We will use the time of the ticket sale to help us allocate tickets. By the 12thOctober, a list of initial confirmed entrants will be posted on the Witney Warhammer 1 thread on The Grand Alliance website (If we are lucky there may even be a reserve list on there too!). Players on this list must pay the balance of £55 by the end of October 2020 or their places may be reallocated. If all 30 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 Force has recruited you.
- We will set up a WhatsApp group to enable factions 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.

Covid & Refunds

Witney Warhammer will take place in a large venue with a small number of players and we are confident that there will be plenty of space for players and organisers. If the organisers are unable to run the event due to safety concerns regarding covid, players will receive a full refund including any deposit paid.

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.

