

For Continuity

EATMingsFoote

REALMS AT WAR LEVIATHAN

NARRATIVE GAMING JUST GOT BIGGER

A Warhammer Age of Sigmar Event

27 to 29 October 2017

Preproduction 19 Sept 2017

SCRIPT

With support from:

Deep Cut Studios (deepcutstudio.com)
Element Games (@ElementGames_)
Mierce Miniatures (@MierceMinis)
Terrain Factory (@garrisimo ageofhobby.com)

Scene 1. Introduction:

Hunter [huhn-ter] noun

'one who hunts game or other wild animals for food or in sport.'

Leviathan [li-vahy-uh-thuh n] noun

'anything of immense size and power'

like legends but bigger

Hunting is commonplace throughout the Mortal Realms and at some point all its denizens will engage in the activity. Those chosen by their kindred to take on the mantle of 'Hunter' are skilled trackers and able to deliver targeted blows to either kill or subjugate the Hunted, depending on their preference for cooked or raw flesh. In times of plenty, the hunted creatures can thrive and the strongest, fittest and most capable will evade the Hunters and often grow to an immense size.

big fight
scenes

The mightiest of these creatures are known as Leviathans and as the prestige of capturing such a creature alive is so great, the Hunter will spend every ounce of effort to ensnare the animal rather than slaying it for sustenance. Once caged and tamed, the beast will be taken to the Monstrous Arena, where Hunters can show off their trophies and boast of their achievements. The Leviathans are pitted against one another to determine the greatest Hunter of all. The Hunters will go to extreme lengths to give their Leviathan the best chance of success. Drugging of Leviathans is widespread. Training regimes of their opponents are often interrupted through all manner of nefarious tactics. The most desperate even resort to sneaking into the pen of an opponent's Leviathan to damage hooves, scales, horns, or, for the bravest, teeth.

18 certificate?

Over the two days, you will be immersed in a thrilling tale where your Hunter and his followers attempt to raise a Leviathan that would be remembered by historians. Your trials and tribulations will be played over five scenarios of varying size (from ~~Hinterland~~ skirmishes, standard battles and a massive Triumph & Treachery game), plus the thrilling Monstrous Arena on the Saturday evening.

Age of Sigmar
skirmish?

mixed sized games

This will not be a 'typical' tournament; it will be a hobby orientated event. There will be a small competitive element, but if you are after a full on competitive tournament, this event probably isn't for you!

no casting win at
all costs gamers

Scene 2. Logistics:

Date: 27 to 29 October 2017

and action...

The event will be held in the Lord Ashcroft International Business School at Anglian Ruskin University, East Road, Cambridge, CB1 1PT.

Parking in central Cambridge is limited and expensive – please check costs before you park. We advise you to carpool and/or use one of the Park and Ride options. There are some areas of street parking relatively close to the venue but you'll have to hunt around for spots which aren't time restricted or residents permit parking.

- The only on-site parking is for disabled badge holders but you must let us know in advance so we can book a parking spot
- The park and rides at Babraham Road, Maddingley Road, or Newmarket Road all stop at the Grafton Centre 5 minutes walk to the venue.
- Allow at least 30 minutes to get to the venue from the park and ride
- Queen Anne Park is 5 minutes walk
- Grafton Centre Car Parks are also nearby
- Cambridge bus and train stations are 20 minutes walk, or a short taxi ride away.

Detailed travel information and maps are on the Anglia Ruskin website.

www.anglia.ac.uk/student-life/life-on-campus/cambridge-campus/travelling-to-our-cambridge-campus

Scene 3. Accommodation

trailers for all cast*

Premier Inn and Travelodge are located on Newmarket Road and are approximately a ten minute walk from the venue. As part of your payment (see below) please indicate if you would be interested in staying at the Travelodge and we will try to negotiate a discount with a block booking of rooms.

We cannot guarantee that we will be able to reserve rooms at the Travelodge or obtain a discount on the standard room rate but will do our best.

Travelodge Cambridge - Newmarket Road

Premier Inn Cambridge - Newmarket Road

There is plenty of alternative accommodation at varying prices in and around Cambridge if the Travelodge or Premier Inn are not suitable.

* personal trainers only for Tom
Cruise and Nathan Prescott

Scene 4. Provisions

craft services to be confirmed

We will provide lunch on both days (details to be provided closer to the event). Alternatively, there are lots of nearby food retail options close to the venue if you want to pop out and purchase your own food.

Unfortunately, it has not been possible to arrange an on site bar. Please bring your own drinks. There are a couple of off licences nearby should you wish to purchase drinks during the weekend. Please note that the nearby Tesco does not have an alcohol licence.

Remove this section from the contract for Charlie Sheen

Scene 5. Payments

We have increased the number of places up to 48 this year! Like RAW16, tickets will still cost £45 and will go 'on sale' on Sunday 7th May 2017 at 20:00 GMT.

To reserve your place:

- PayPal a £2 deposit to info@realmsatwar.co.uk (friends and family)
- Players may pay for up to 4 people per transaction (i.e your club).
- Write your full names and club name in the PayPal notes.

We will use the time of the ticket sale to help us allocate tickets but this is not the only factor. By the 14th of May, a list of initial confirmed entrants and a reserve list will be posted on the Realms at War: Leviathans thread on The Grand Alliance website. Players on this list must pay the balance of £43 by the end of May or their places may be reallocated. Players who do not get on the list will have their £2 deposit refunded.

all get associate producer credits

Players must be 16 or older, or accompanied by an adult and at the discretion of The Organisers. Unfortunately, we cannot guarantee entry to the event to everyone who shows interest.

sorry - but this is hollywood

Please note that we will only refund full payments if we are unable to run the event, or 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.

Scene 6. Equipment

Remember to bring:

- Your warband (1500 Generals Handbook 2017 points in total)
- Your Hunter and your Leviathan with appropriate models
- A printed out copy of your army list for submission to the Organisers
- Dice, tokens and gaming aids
- Tape measure
- Tray or something to carry your army between tables
- Pen and paper to record your warband's exploits and achievements

keeping the battle scenes
inside budget

We would also like to see some storyline behind your warband, Hunter and Leviathan!

Scene 7. Sportsmanship

Your motivation is having fun

We expect you to play in the spirit of the game. Don't be aggressive, argumentative or confrontational with your opponents or the Organisers.



We reserve the right to deduct points or remove your army from play if you show excessively unsportsmanlike behaviour.

Scene 8. Painting and Presentation of Models

Please make sure your entire army is basic tabletop standard as a minimum (all areas painted and bases completed). We will ask you to remove any unpainted or just primed models as casualties if we spot them.

Spend more time in make up

All models must be fully assembled and fixed to the correct sized round base i.e. what Games Workshop supply with the mini. If in doubt, please refer to the base table in the TGA base size thread here.

www.tga.community

Your models weaponry and gear should also be WYSIWYG (what you see is what you get) according to their profile. Conversions are encouraged as long as weaponry and gear are easily identifiable and appropriate.

We strongly encourage your Hunter and Leviathan to be a 'kitbashed' or converted model.

this is the core theme for the movie

Your Hunter and Leviathan may be on any round or oval base you consider to be appropriate for the model. Hunter base can be any size as long as it is smaller than the Leviathan one.

There will be prizes for Best Army, Best Hunter and Best Leviathan (please see scene 15).

Oscars people!

Just remember with the tables busy with terrain, super sized bases may limit movement and placement.

Scene 9. Army Lists

The first two games at Realms at War: Leviathans will be played using the Age of Sigmar Skirmish ruleset. You will need to choose a warband of warband of 35 Renown, with your Hunter being a free Hero to lead them, your Leviathan is also free. In addition, Unofficial Skirmish Renown points can be used - [available here](#). Please refer to the latest Skirmish Rules on how to select your warband.

building for a bigger fight?

Your Skirmish warband should be part of your overall army.

Your total army should be composed of 1500 points using the latest version of the Generals Handbook. This points cost does not include your Hunter or Leviathan which are free.

The Hunter Rules can be found here:

[Tamer](#)

[Trapper](#)

[Leviathan](#)

For each battleround, you will select the appropriately point sized army (see scene 11) from your total army. We strongly encourage players to bring themed armies rather than efficient, powerful armies. The points scoring system (see scene 14) will reward themed armies and playing in the spirit of the narrative.

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 (such as Nagash, Celestant Prime, Alarielle, Archaon or the Glottkin).

Deadline for backstory submission is midnight on 15 October 2017.

The theme of the event is for your Hunter to capture a Leviathan and then use it in the ensuing battles.

Make the audience care!

Just common sense?

Scene 10. Comp

Gameplay for the AoS games will be in accordance with the GW AoS Rules, the Generals Handbook 2017 Matched Play rules and all GW AoS FAQs. Gameplay for the Skirmish games will use the GW skirmish rules and please read the Triumph and Treachery rules for use in Sundays game.

All measurements will be from the base of the models as suggested in the Generals Handbook.

The dice roll for units affected by mystical terrain must be the first roll of a players turn.

The Rules of One will apply.

Each battle will be limited to a set number of points. Spare points over the maximum point value of each battle may not be used for summoning.

Scene 11. Schedule

There will be six games over the weekend with a mix of Skirmish, AoS singles and Triumph & Treachery, 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:

Friday Evening:

Time	Event
18.00-22.00	Early registration, set up and pick-up games

Saturday:

Time	Event
08.00-09.15	Registration and Introduction
09.15-09.30	Introductions
09.30-10.30	Game 1 - Age of Sigmar Skirmish (35 renown - hunter is your hero and free)
10.45-11.45	Game 2 - Age of Sigmar Skirmish (35 renown - hunter is your hero and free)
11.45-12.00	Set up armies for judging
12.00-13.00	Intermission <i>lunch</i>
13.00-15.00	Game 3 - AoS 1000 points
15.00-15.30	Break for hair and makeup
15.30-18.00	Game 4 - AoS 1500 points
18.00-20.00	Dinner (not included) and Best Army nominations announced and voting
20.00-Late	Monstrous Arena battles <i>Custom fast and brutal rules</i>

Sunday:

Time	Event
08.30-09.00	Venue Opens
09.00-09.30	Story recap and explanation of <u>Game 5</u> (Eight player Triumph and Treachery 1500 points)
09.30-10.50	Battleround 1
10.50-11.00	Break for hair and makeup
11.00-12.30	Battleround 2
12.30-13.30	Intermission <i>lunch</i>
13.30-14.50	Battleround 3
14.50-15.00	Break for hair and makeup
15.00-16.20	Battleround 4
16.20-16.30	Break for hair and makeup
16.30-17.45	Battleround 5
17.45-18.30	Awards and pack up

Dinner jackets optional

Please place your army, Hunter and Leviathan out for award judging on Saturday lunchtime. Nominations will be displayed on Saturday evening for player voting. The Best Hunter and Best Leviathan prizes will be judged by the Organisers.

Whilst we are aware that people may have a long way to travel home, any assistance in packing up the scenery and tables would be greatly appreciated.

The best boy gets tired...

Scene 12. Post gaming entertainment

We will be setting up the venue on Friday evening from approximately 6pm. If you would like to come down, help set up and play some games, you would be welcome to do so until around 10pm.

The nearest public houses to the venue are The Tram Depot, The Duke of Cambridge and The Blue Moon.

On Saturday night players will vote for the Best Army and we will be running very short Arena games which will slightly count towards your scores for the whole event. You are also welcome to play AoS games on the tables whilst we have access to the venue.

Cambridge is not known for its huge club scene but there are some pubs in the centre of town (10 minute walk from the venue) which are open late such as The Regal, Vodka Revs and The Fountain.

No jazz clubs sorry

Please note that in Cambridge, taxis will not stop to pick up fares from the side of the road unless they are pre-booked. There are many taxi ranks around the city where you can hire a taxi.

If you have any queries about Cambridge, please speak to Jimbo (@jimbo9jimbo).

Scene 13. Scenery

We will be providing all the scenery except for Realm Gates. You may want to bring a realm gate (or scenery which could be used as realm gates) with you.

The use of mysterious landscapes is up to you and your opponent but is strongly encouraged.

Hills and rivers do not provide a +1 save however they can be mysterious landscapes.

Scene 14. Scoring

Scoring will be as follows:

Gaming	15%
Pageantry (paint, conversion, theme scores)	25%
Narrative (costume, background story, army list presentation, achievements)	35%
Honour (sports scores)	25%

important change
of pace

Scene 15. Prizes

No player will be able to win more than one of the main prizes (spot prizes do not count).

Most points overall 1st, 2nd and 3rd.

Best in Alliance: Order

Best in Alliance: Death

Best in Alliance: Chaos

Best in Alliance: Destruction

Best Sports

Best Leviathan - organiser judged

Best Hunter - organiser judged

Best Costume Design

Best Army - player judged 1st and 2nd

Best Army - organiser judged

Wooden spoon

Costumes are strongly encouraged! ✓

Scene 16. Contact Details

If you have any queries, please feel free to email The Organisers on info@realmsatwar.co.uk or via twitter

Jimbo @jimbo9jimbo

Ming @Thornshield

Mitzy @EATBATSMitzy

Steve @tinracersteve

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