

REALMS AT WAR
PUBLISHING

UPRISING

A detailed history of
events yet to pass.

The socio and political outcomes of a
time of upheaval during the Rift in
the Realms; an eyewitness account.

J. M. Wrath

EATMingsFoote are pleased to present;

UPRISING

A DETAILED HISTORY
OF EVENTS YET TO
PASS.

A Warhammer Age of Sigmar Event

04 to 06 October 2019

Uprising - A detailed history of events yet to pass.

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J.M Wrath was born and raised in Ghyrbridge, Mitzmanheim. Before embarking on a full time career as an investigative journalist, his research into the aetherical properties and unusual flavours of the heavy liquid metals of Chamon, was lauded by the Duardin of Barak Bedge as the sole reason for their recent prosperity.

His award winning critique ‘The Absurdity of the Silver Tower and Irrefutable Proof of it’s Non-Existence’ has received realmwide acclaim for its extensive research, astute methods of correlating evidence and insightful conclusions.

A nominee for the Hammerhal Heralds Filkelly Lore Award, his current career has taken him to five realms by choice and one not by choice.

Although a naturally modest person, he is delighted that his literary brilliance has even been acknowledged by the military of the Free Cities as General Janus has repeatedly described him as ‘a person of interest’!

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C O N T E N T S

Chapter 1. Introduction	2
Chapter 2. How it will all begin	25
Chapter 3. Road to RAW	36
Chapter 4. A dicey time	56
Chapter 5. Fanning the flames	67
Chapter 6. Food for thought	71
Chapter 7. The leaders clash	101
Chapter 8. The bitter end is in sight	123
Chapter 9. The winners and losers	165
Chapter 10. Aftermath	203

CHAPTER ONE

1: Introduction

There is unrest in the Mortal Realms. Disharmony and malcontent at the daily struggle to survive has enthused firebrand preachers, political agitators and radical anarchists to initiate an uprising against the current ruling classes. Working towards a common goal under a mysterious leadership, these small rebel bands have formed a loose coalition aiming to usurp those in power.

Alarmed at the potential disruption to the fragile political structures and fledgling economies which enable inhabitants to endure (and not to mention the threat to their own positions), the ruling authorities have started to broker alliances with each other in order to counter the dangers they face. In addition to the military forces at their command, armed civilian militias containing both volunteers and conscripts are taught basic combat techniques in preparation to defend their homes, their families and their ways of life.

The Uprising is about to begin...

Insignists



Realmgates became important control points

The Insignists are those who want to maintain the current status quo and the relative stability that the current leadership of each faction of the Mortal Realms brings to their daily lives.

It might not be perfect but they have managed to make it work so that they survive and in some cases, thrive. Standing armies for the local lords are being readied to defend the civilian population. Non-military denizens are also preparing themselves. For some Insignists, they know who their allies are and who their enemies are and they see no reason for this to change. For others, their sense of honour and loyalty, or perhaps their lack of bravery to do otherwise, compels them to fight under the streaming banners.

Traditional enemies have put aside their differences and agreed to the Pact of Colours - a concordat of non-aggression – to defend them and their people from the disorder and mayhem that the Uprising will bring. Security and stability are words not often used to describe governance in the Mortal

RAW 19 - UPRISING

Realms however the Pact of Colours represents the best opportunity to maintain any semblance of either.

To indicate their affiliation, the Insignists bear long thin pennants and use them to mark the territory that they hold.

Pyrestarters

What started as a few local infractions has squigballed into something approaching a coordinated rebellion against the perception of the tyrannical overlords of the Mortal Realms. Members of all races have been drawn to the fledgling Uprising for a variety of personal reasons; some are lead by a strong moral compass and despise the current methods of governance and the rule of law, the politicised believe an alternative fair and balanced society is necessary, religious devotees stoked by vitriolic sermons from semi-crazed zealots, anarchists who despise the concept of ordered authority, but most of all, it is formed from those who feel that they have nothing to lose.

Daring raids on unsuspecting and unprepared key locations have gained localised footholds where they can plan their next advances. However, despite the best intentions of some of the rebels, collateral damage has inevitably been incurred by the local populace. The sight of burning villages and fields have lead to the rebels being nicknamed 'Pyrestarters', a moniker that they have since adopted.

The Pyrestarters now use flaming beacons as an emblem of their struggle and also as a signal to demonstrate which lands they currently hold.



Food production was a major factor in keeping many armies fighting, like this Lilly Farm in the Jade Kingdoms

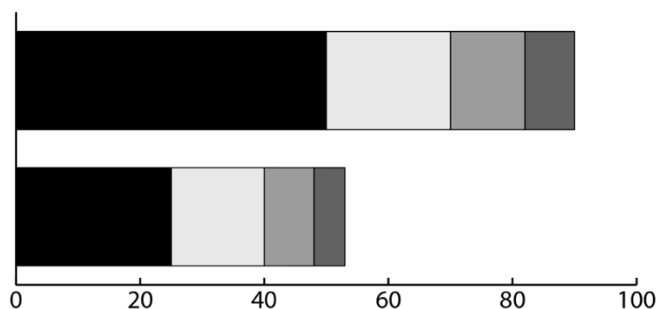
2. What is RAW19?

Over the two day event, you will be absorbed into a dramatic story of rebellion where your Regiment of Renown will support their side and attempt to either successfully overthrow the current leaders of the realms, or quell the insurrections and maintain the stability and relative safety of the current governance. Your trials and tribulations will be played over six or seven scenarios of varying size plus a secret side event on the Saturday evening.

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!

3. What does that really mean?

You will be playing the part of the head of a very small military band which is working closely with an armed partisan unit called your ‘Regiment of Renown’. This is a custom unit which will evolve over the games – most likely they will learn new skills but there is a chance that they may also suffer injuries and losses which will adversely affect their combat effectiveness. It is possible that members of your Regiment of Renown will die – permanently. More details on the Regiment of Renown are presented in section 4.



The breakdown of the starting forces and their assets

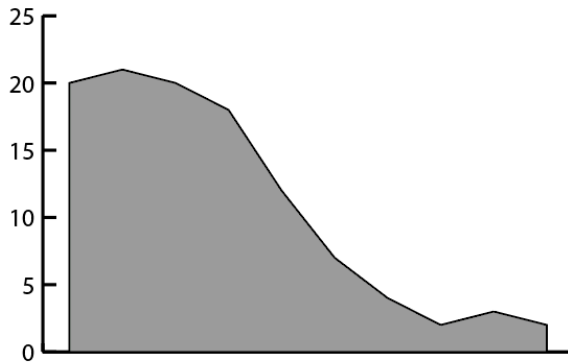
Your army is part of a larger coalition led by an experienced Commander who will coordinate the tactics of your coalition. Between each battle, your coalition will regroup in the Commander’s camp to review your collective successes (and failures) and work out how to best deploy each army in the next battle to achieve your common goals. This is the Coalition Phase.

The Commander will be a member of the RAW team who will ‘Games Master’ the Coalition Phase. This is intended to be an interactive part of RAW so we would encourage attendees to engage in this as much as possible; we’re not looking for full-on LARPing (although if you want to do that it would be very much applauded) but the more each person puts into ‘playing the part’, the more everyone will get out of it.

The results of your games will affect the real life of the Mortal Realms. Specifically, the support of the local populace for your Coalition and the resources available to your Coalition. Both of these will have ingame effects and are cumulative for your Coalition – you are working together!

The RAW team will allocate you to a Coalition when you purchase your ticket. If you have a preference, please indicate (either by email or on TGA) during your ticket purchase which Coalition (Insignist or Pyrestarter) that you wish to enlist into. Whilst we cannot guarantee that you will join that Coalition, we will try our best to please everyone however we do need to make sure that the numbers are as close to even as possible. In addition, we will try to keep groups of friends together (or apart) where requested.

Finally, we will not be giving a prize out to the top ranked player in each Coalition – you are working together so instead there will be a prize for each member of the Coalition which gains the majority support of the local populace at the end of the event!



The decline in metal production had a big impact on the conflict

4. Your Army

Each player will need to bring an Age of Sigmar army of up to 1500 Matched Play points using the latest edition of the Generals Handbook. This army will form the ‘pot’ from which each player selects their units that they want to play with in each game.

5. Regiment of Renown

In addition to their army, each player will need to bring a ‘Regiment of Renown’ which comprises a bespoke unit formed from single models from warscrolls within their Grand Alliance.



Uhr Gold mines were the scenes of some of the bitterest fighting

The points cost of each model in the Regiment of Renown should be calculated by dividing the Generals Handbook points cost of the minimum size of the unit by the minimum number of models required in the unit (rounding fractions down). For example, dryads are 100 points for 10 models and therefore each individual dryad is considered to cost 10 points.

J . M . W r a t h

Use the following rules to select the models for your Regiment of Renown:

- Individual models can be chosen from different warscrolls in your Grand Alliance
- You must have a minimum of three models and a maximum of ten models
- At the start of the event, the total points value of your Regiment of Renown must not exceed 100. As your tale unfolds over the weekend, your Regiment of Renown is likely to recruit additional members so please bring additional models to add to the unit. We recommend bringing a further 200 - 250 points worth of models.
- Only one model in the Regiment may have a wounds characteristic of 5 or more
- A maximum of one spell caster (for example one Sister of the Thorn) may be included in your Regiment of Renown but may not gain any extra spells other than those on their warscroll
- Heroes or Monsters may not be included
- You may not include more than three models from a single type of warscroll (eg no more than three dryads)
- You may include one champion, musician and standard bearer
- You can include a maximum of two weapons which have a limited number on their original warscroll (for example starsoul maces, stormsmite greatmaces, light skyhooks etc)
- Abilities which affect a whole unit (for example Navigate Realmroots) only work if all models in the unit have the requisite keywords and allegiance.
- You must declare which model is taking an armour save before rolling any dice for armour saves. That model takes any inflicted wounds. (Yes, this will mean making save rolls will take longer than for normal units)

Examples of possible Regiments of Renown:

Kurnoth Hunter with greatbow (66)

Dryad (branchnymph) (10)

Tree-revenant with glade banner (8)

Spite Revenant (7)

Spite Revenant (7)

TOTAL: Five models worth 98 points

Retributor with starsoul mace 44

Judicator-Prime with shockbolt bow 32

Liberator 20

Total: three models worth 96 points

Moonclan stabba with gong basher (6)

Moonclan stabba (6)

Moonclan stabba (6)

Moonclan shoota (6)

Moonclan shoota (6)

Moonclan spider rider boss (20)

Moonclan spider rider (20)

Savage boar boy maniak with boar totem (28)

Total: eight models worth 98 points

In game, the following rules apply to a Regiment of Renown.

- Battleshock tests are taken against the highest Bravery in the Regiment.
- Each model in the Regiment uses their individual warscroll stats for movement, armour saves and wounds. Remember that the Core Rules still apply so the Regiment must still maintain 1” coherency

J.M. Wrath

even if one model has a movement of 4” and another has a movement of 12”.

- Each model may use the appropriate missile or melee weapons on its original warscroll. Roll for each model separately (again, this will take longer than for a normal unit)

Uprising Repercussions will be applied to your Regiment following each battle. Your Regiment of Renown will take a number of rolls on the Repercussion tables determined by a variety of factors such as the result of the previous battle, whether your Regiments personal objectives were achieved and the overall support for your Coalition. The effects of a Repercussion may apply to the whole unit or to specific models. Unless otherwise indicated, the controlling player can choose which model in the unit is affected by a Repercussion.



Places of magical power were the last bastions for some realms

RAW19 - UPRISING

Each Regiment of Renown has the following abilities:

Strike from the Shadows:

Skilled in the arts of infiltration, the Regiment is capable of remaining hidden whilst moving swiftly across the battlefield in order to position themselves to accomplish their objective as quickly as possible.

If your Regiment of Renown is wholly within a terrain piece in your Movement Phase, it can be removed from the table. In your following Movement Phase, the Regiment may be set up wholly within any terrain feature within 24" of the original one. The Regiment must be set up more than 9" from enemy units. This is the Regiments move for the turn and does not count as a retreat if the Regiment started within 3" of an enemy model when it was removed from the table.

Fear the Darkness

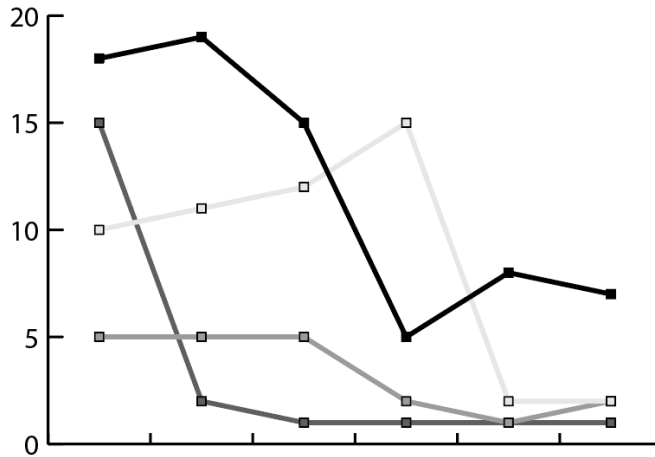
In this time of instability, trust is a scarce resource.

Enemy units within 6" of a Regiment of Renown suffer -2 penalty to their Bravery in the Battleshock Phase.

6. Logistics:

Date: 04 to 06 October 2019

The event will be held in the ground floor of the Lord Ashcroft International Business School at Anglian Ruskin University, Newmarket Road, Cambridge CB1 1PT. Please note that this is a different venue to RAW18 – it is the ground floor of the venue for RAW16 and RAW17.



Each army weakened at different rates

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, Madingley Road, or Newmarket Road all stop at the Grafton Centre.
- 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 central 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 \(click to open\).](#)

7. Accommodation

Premier Inn and Travelodge are located on Newmarket Road and are approximately a ten minute walk from the venue.

[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.



Watchtowers gives the ability to warn of approaching forces and helped outnumbered forces to ambush or escape

8. Provisions

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.

There is no bar on site but you are welcome to bring your own beverages. There are a couple of off licences nearby should you wish to purchase drinks during the weekend. Please note that the Tesco on East Road does not have an alcohol licence.

9. Payments

We have up to 40 places this year! Tickets will cost £50 and are on sale 08.00 GMT on 8th March!

To reserve your place:

- PayPal a £5 non-refundable deposit to info@realmsatwar.co.uk (friends and family)
- Players may pay for up to 4 people per transaction (ie your club)
- Write your real names, email addresses, club name and preference to be an Insignist or a Pyrestarter in the PayPal comments box

We will use the time of the ticket sale to help us allocate tickets but this is not the only factor. By the 14 March, a list of initial confirmed entrants and a reserve list will be posted on the Realms at War: Uprising thread on The Grand Alliance website. Players on this list must pay the balance of £45 by the end of March 2019 or their places may be reallocated. Players who do not get on the list will have their £5 deposit refunded.

When you receive confirmation of your ticket for the event, you will also be informed of which Coalition has selected your services. The two Commanders will set up lines of communication (either a scroll delivering homing aetherwing or a Whatsapp group) to enable their Coalition to coordinate their efforts.

Players must be 16 or older, or accompanied by an adult and at the discretion of The Organisers.

RAW 19 - UPRISING

Please note that we will only refund 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.

10. Equipment

Remember to bring:

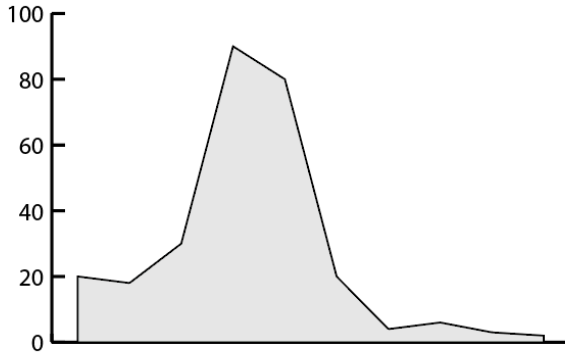
- Your warband (1500 Generals Handbook 2019 (probably) points in total)
- Your Regiment (plus any extra models for additional recruits)
- A printed out copy of your army list for submission to the Organisers
- Dice, tokens and gaming aids
- Tape measure
- Tray or something to carry your army between tables
- Pen and paper to record your warband's exploits and achievements

We would also like to see a storyline behind your Regiment of Renown. If you submit this to info@realmsatwar.co.uk at least four weeks before the event, we may use your storyline to influence the whole narrative!

11. Sportsmanship

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.



The merchants made their monies at the height of the conflict

12. Painting and Presentation of Models

Please make sure your entire army is 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 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 encourage your Regiment to be 'kitbashed' or converted models.

There will be prizes for those that are voted as favourite Regiment(s) (please see section 16).



Control of passes and crossroads were key to the flow of troops and supplies

13. Army Lists

Your total army should be composed of 1500 points using the latest version of the Generals Handbook (likely to be 2019). This points cost does not include your Regiment of Renown which is considered to be free.

For each game, you will select the appropriately point sized army (see section 13) from your total army. We strongly encourage players to bring themed armies rather than efficient, powerful armies. The points scoring system (see section 16) will reward 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, but not limited to, Nagash, Celestant Prime, Morathi, Alarielle, Archaon, Karanak or the Glottkin). If you have any queries on this please contact one of the organisers.

Please email (info@realmsatwar.co.uk) your chosen Allegiance 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 Allegiance and the allocation of command traits and artefacts.

14. Comp

Gameplay for the AoS games will be in accordance with the Games Workshop AoS 2.0 Rules, the most recent Generals Handbook (likely to be 2019) Matched Play rules and all current Games Workshop AoS FAQs. Realmscape Features rules Realmsphere Magic spells and Malign Sorcery realm spells will be in effect, however the Realm Commands will not be used for this event. Endless Spells may be used. If playing in Ghur and both players agree to it, then the Monstrous Beasts rule may be used, otherwise it may not.

The Realmscape Feature should be rolled for each table before players have chosen sides.

The Realmsphere Magic spells will be selected before the event.

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

Each battle will be limited to a set number of points.

15. Schedule

There will be seven 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:

Friday Evening:

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

RAW19 - UPRISING

Saturday:

Time	Event
08.00–08.45	Registration
08.45–09.00	Event Briefing
09.00–10.15	Game 1 – 500 points
10.15–10.45	Break
10.45–12.00	Game 2 – 625 points
12.00–12.45	Lunch
12.45–14.15	Game 3 – 750 points
14.15–14.45	Break
14.45–18.00	Game 4 - Doubles – 1000 points each (Gathering of Might ruleset)
18.00–19.30	Dinner (not included) and Best Army nominations announced and voting
19.30–Late	Evening entertainment

Sunday:

Time	Event
09.00–09.30	Registration
09.30–12.30	Game 5 – 1500 points
12.30–13.15	Lunch
13.15–16.15	Game 6 – 1500 points each
16.15–17.15	Awards and clear up

J . M . W r a t h

Please place your army and Regiment of Renown out for award judging on Saturday lunchtime. Nominations chosen by the judges will be displayed on Saturday evening for player voting. There will also be prizes awarded by the judges.

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

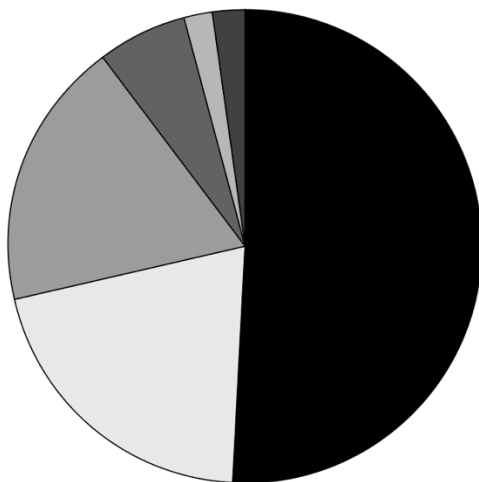


Not all cities of power were populated by free folk

16. Local 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.



We see the starting forces broken down by fitness for battle

On Saturday night, players will vote for the Best Army and we will be running a fast and fun mini game which will impact (in a small way) the games on the Sunday. 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 (15 minute walk from the venue) which are open late such as The Regal, Vodka Revs and The Fountain.

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).

17. Scenery

We will be providing all the scenery.

General scenery plans will be provided indicating where the scenery should be placed on each table.

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

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

18. Gaining Support

Information on how each Coalition can gain or lose the support of the local populace will be provided closer to the event. The current level of support for each Coalition will be displayed at all times during the event.

19. Prizes

The following prizes will be awarded:

Favourite Costume (Organiser judged)

Favourite Regiment 1, 2, 3 (Player voted)

Favourite Regiment 1, 2, 3 (Organiser judged)

Favourite Army 1, 2, 3 (Player voted)

Favourite Army 1, 2, 3 (Organiser judged)

The Peoples Choice of Coalition (majority support from the local populace of the Mortal Realms)

The Most Honourable (Best sports)

Spirit of RAW (Organiser judged)

Costumes are strongly encouraged!

20. Contact Details

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

RAW team @Realms_at_War

Jimbo @jimbo9jimbo

Ming @Thornshield

Mitzy @EATBATSMitzy

Steve @tinracersteve