

THE EVER-WAR

AN AGE OF SIGMAR NARRATIVE MATCHED PLAY EVENT PACK

Emissaries of all of the peoples of Efengie have been cordially invited to visit the courts of the Red Queen and the White King. Their kingdoms lie in the Crag of Fallen Kings, to the north of Efengie. You are invited to bring your men-at-arms, for this will be an event of great revelry, beautiful tourneys, and feasting.

Despite the region's reputation for being a cold, dead place, it is in fact so overflowing with the forces of life that every morning the dead rise as though they were never slain to begin with. Here, for thousands of years, the Red Queen and White King have waged their wars against one-another; and they need fresh blood to spill.

ENDLESS WAR

The players will be divided evenly into two teams, one in service to the Red Queen, the other in service to the White King.

THE ARMIES

Each player will need a 1,000 point army including:

- 1-4 Leaders
- 2+ Battleline
- 0-2 Artillery
- 0-2 Behemoths
- 0-200 pts of Allies

OBJECTIVES

There are 4 different Objectives. Decide as a team which players will attempt which objectives. Each objective will tell you which table to go to, and which objective the winner of the battle will have to attempt in the second round.

The objectives may also include special rules that apply to the battle.

BATTLEFIELDS

There are four different battlefields:

Chaos Temple: There is a ***Damned*** Chaos Temple at the center of the battlefield.

Arcane Fulcrums: There are two ***Arcane*** Arcane Fulcrums evenly spaced on the battlefield. There is also a ***Foreboding*** Sphinx on this battlefield.

Castle: There is a Castle in each player's territory. Each section of the castle can be Garrisoned by up to 1 **HERO** and 1 other unit.

Pyramid: There is a ***Glorious*** Pyramid on the battlefield. There is also a ***Foreboding*** Sphinx on this battlefield.

SET-UP

Roll a dice to determine which player will pick a side first. Starting with the player who picked their battlefield edge first, alternate placing units within 12" of your battlefield edge.

FIRST TURN

The player who finished set-up first may choose which player takes the first turn.

ROUND 2

In Round 2, some players who won in Round 1 will be assigned to tables based on their Round 2 objectives. They may have a choice of multiple tables.; those who do must choose a table with another "winner" from the opposing team assigned to it if possible.

The remaining players then decide as a team which battlefields they will go to and, if their opponent has a special objective, must simply prevent them from achieving it to secure their victory. Otherwise, both players use the objective for that battlefield.

VICTORY

Count the victories scored in the names of the Red Queen and White King. Whichever team won the most battles wins the event.

CHAOS TEMPLE OBJECTIVE ASSASSINATE

Battlefield: Chaos Temple

Slay the Warlord

Two generals enter, one leaves. It is the purest expression of war and so pleases the Fallen Kings.

The battle ends when either player's general has been slain in melee combat. If you slay your opponent's general outside of combat, you lose (although if they trip over their feet and die in deadly terrain, you win, just ingloriously).

Winner's Round 2: Kill

ROUND 2 OBJECTIVE KILL

Battlefield: Any

Kill Them All!

You have shown your patron your tenacity, now show them your strength in a mighty display of violence.

When your general has inflicted a number of Wounds equal to twice their Wounds characteristic on enemy units, you win.

ARCANE FULCRUMS OBJECTIVE DESTROY

Battlefield: Arcane Fulcrums

Wizard's Duel

Only through battle can a wizard's strength be truly tested.

Before set-up, each player may place one **HERO** on the Arcane Fulcrum in their territory. The Arcane Fulcrums can be attacked, charged, and have spells cast on them. Each one has 20 Wounds, and a 4+ Save. When you destroy your opponent's Fulcrum, you win.

Winner's Round 2: Incant



ROUND 2 OBJECTIVE

INCANT

Battlefield: Chaos Temple

The Ritual

The magic unleashed from the destruction of the Fulcrum can now be put to good use.

At the beginning of the battle, choose one of your Hero models to be the Ritualist and place them and another unit within the Chaos Temple. During your hero phase, if the Ritualist lives, they generate D6 Incantations. When you reach 15, you win. The Ritualist cannot leave the Temple, and cannot be wounded by models outside the Temple.

CASTLE OBJECTIVE CAPTURE

Battlefield: Castle

Eyes of the Sphinx

Too many times, it happens so fast, you trade your passion for glory.

Starting at the end of the second battle round, a player controls a Sphinx Eye if they have the most models within 3" of it. When one player controls both Sphinx Eyes at the end of their turn, they win the battle.

Winner's Round 2: Transport

ROUND 2 OBJECTIVE

TRANSPORT

Battlefield: Any battlefield with a Sphinx on it.
Your territory is opposite the Sphinx.

Run the Jewels

When the Sphinx's Eyes are returned to its feline head, it becomes the deadliest of weapons. Its gaze will vaporize your enemies.

At the start of the battle, choose one of your units to carry the Sphinx's Eyes. When the chosen unit is within 1" of the Sphinx at the end of your turn, you win. If the unit is slain, they may hand off the Eyes to a friendly unit within 3".



PYRAMID OBJECTIVE ROUT

Battlefield: Pyramid

Color Guard

The Company Colors must be protected at all costs. Assign only your most elite units to this important task.

At the beginning of the battle, each player chooses one of their units to be the Color Guard. When your opponent's Color Guard has been wiped out, you win.

Winner's Round 2: Conquer

ROUND 2 OBJECTIVE

CONQUER

Battlefield: Castle

Raise the Colors

Conquer the enemy castle in the name of your liege. When you raise the colors over its parapet, they will know that you were victorious.

When your Color Guard (the same unit as last time) is garrisoning any segment of the enemy's Castle, you win.