



# Fawkes Hunt III

**Designers' Commentary, November 2018**

The following commentary is intended to complement the Fawkes Hunt III event pack 2018. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team explain and how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so.

## EVENT DETAILS

*Q: When is Fawkes Hunt III and where?*

A: Saturday the 10<sup>th</sup> of November at the Games Tavern in Chantilly, VA.

*Q: What hours does the event run?*

A: Noon to 10 pm with a dinner break at 5 pm.

*Q: What's for dinner?*

A: Bring \$10 cash and we'll place an order for **Willard's Real Pit BBQ** and pick up and deliver so the group can eat together at the store.

*Q: How do I register?*

A: Email your name and intended Grand Alliance to [CoalescenceFCVA@gmail.com](mailto:CoalescenceFCVA@gmail.com)

*Q: Do I need to bring any monsters?*

A: No, monsters will be provided. If you want to bring a monster to share with the group, you're certainly welcome, but with the warscroll provided.



## THE MOST IMPORTANT RULE

*Q: What should I expect from this Narrative event?*

A: Expect to have fun and socialize with other players in a casual day of linked games focused on developing narrative arc without emphasis on balanced matched play. Consider each opponent's fun as important as your own.

*Q: Is this a balanced matched play event?*

A: No. Although we use the unit costs from matched play to determine armies involved for games, we have added additional components which will shift the dynamic of competition. Units will be teleporting between tables during games.

## BATTLEPLANS

*Q: What battleplans are involved?*

A: The designers are playtesting three unique battleplans set in the realm of Ghur and featuring units teleporting between tables during games. Players earn **CLUES** by completing achievements and working with their team to capture the wizard Fawkes. **COINS** can also be earned to bribe other players and purchase special relics.

## ARMIES

*Q: How many battleline units do I need in my 1K army?*

A: Battleline units aren't required. This is your chance to bring 1K total points of any models from a Grand Alliance of your choice. We recommend bringing some heroes, maybe a wizard (sometimes it takes one to know one), and at least one unit good at killing monstrous beasts.

*Q: Can I use allegiance abilities, artefacts, and spells in my army?*

A: Yes, of course, we're playing Age of Sigmar.

## THE WIZARD FAWKES

*Q: Who is this wizard Fawkes?*

A: These past two years the Wizard Fawkes has eluded justice for high crimes against his sacred chromatic order of sorcerers. And bandit warlords, witch hunters, and mercenaries have tracked the Chromatic Lord Sorcerer across many leagues throughout several realms. But Fawkes has continued to stay two steps ahead of every bounty hunter and self-righteous paladin.

*Q: How do I fit into the narrative?*

A: You are the champion of a mercenary warband or brave company of wizard hunters. You determine if you are in pursuit of Fawkes for profit or glory, but regardless of the enticement, your band has closed in on the elusive sorcerer's trail and prepares to spring a trap. But you're not the only one in pursuit of the wizard, and you must best your rivals to capture your prey and reap rewards.

## AWARDS

*Q: What awards are offered?*

A: We offer four awards. One is for best painted model determined by popular vote, once is for best narrative, the other two are for achievements. The organizers intend to award hobby and narrative as well as gameplay and strategic play.

*Q: What is the award for best painted model?*

A: All players will vote for a favorite model during the narrative round after dinner, and NEO judgment will break any ties. The best single model to exhibit quality hobby will win the Cavalier award.

*Q: What is the award for best narrative?*

A: Submit a narrative up to 1000 words for your warband by Monday the 5<sup>th</sup> of November. A panel of narrative event organizers will read and award their favorite narrative. If you include the word *bard* somewhere in your story to demonstrate you read this portion of the pack, your story will earn bonus consideration and you will start the event with coins. Winning this award earns the player with the title of Bard.

*Q: What is one achievement award?*

A: The player managing to remove the last wound from the Wizard Fawkes in the third game renders the model defeated and effectively captured wins this award and the title of Ranger.

*Q: What is the other achievement award?*

A: The player with the most **COINS** at the end of the event wins this award as the Rogue. It doesn't matter if the **COINS** were earned through playing games or traded for **CLUES** with other players. Stealing from other players while they're not looking is not acceptable (you're a rogue with class, not a common thief).

## REALMSCAPE RULES

*Q: Will realmscape rules be used?*

A: Yes, Realmsphere magic and realmscape effects (features 1-4) will be used, but players are not required to bring Monstrous Beasts.

## ITEMS TO BRING

*Q: What should I bring?*

A: Bring 1000 points of models, no restrictions, along with the appropriate warscrolls. Also, bring your dice and range finder. You don't need to bring monsters which will be provided for all games.

## CONTACT

*Q: What if I have a question before the event?*

A: Email any question to  
[CoalescenceFCVA@gmail.com](mailto:CoalescenceFCVA@gmail.com)

# RACE ACROSS GHUR

*The Wizard Fawkes has fled across the dangerous plains of Ghur as numerous warbands of bounty and witch hunters follow his trail of clues in close pursuit. But Fawkes has left more than clues in his wake; he has charmed so many monstrous beasts of Ghur to slow down and possibly stop his pursuers.*

## SET-UP

Three Monstrous Beasts are set up on the table; one in the center and each of the other two in corners opposite of the player deployment zones, 12" away from each table edge as indicated on the deployment map below.

Players roll off to determine which picks the first deployment zone. Each deployment zone is 24" wide and 12" deep along one short edge of the table. A 6" space is between each of the three deployment zones. Units can be deployed anywhere within the chosen deployment zone, at least 9" away from enemy models.

## FIRST TURN

The player deployed in the center territory chooses who takes the first turn. Otherwise players roll off, and the winner decides who takes first turn.

## OBJECTIVES

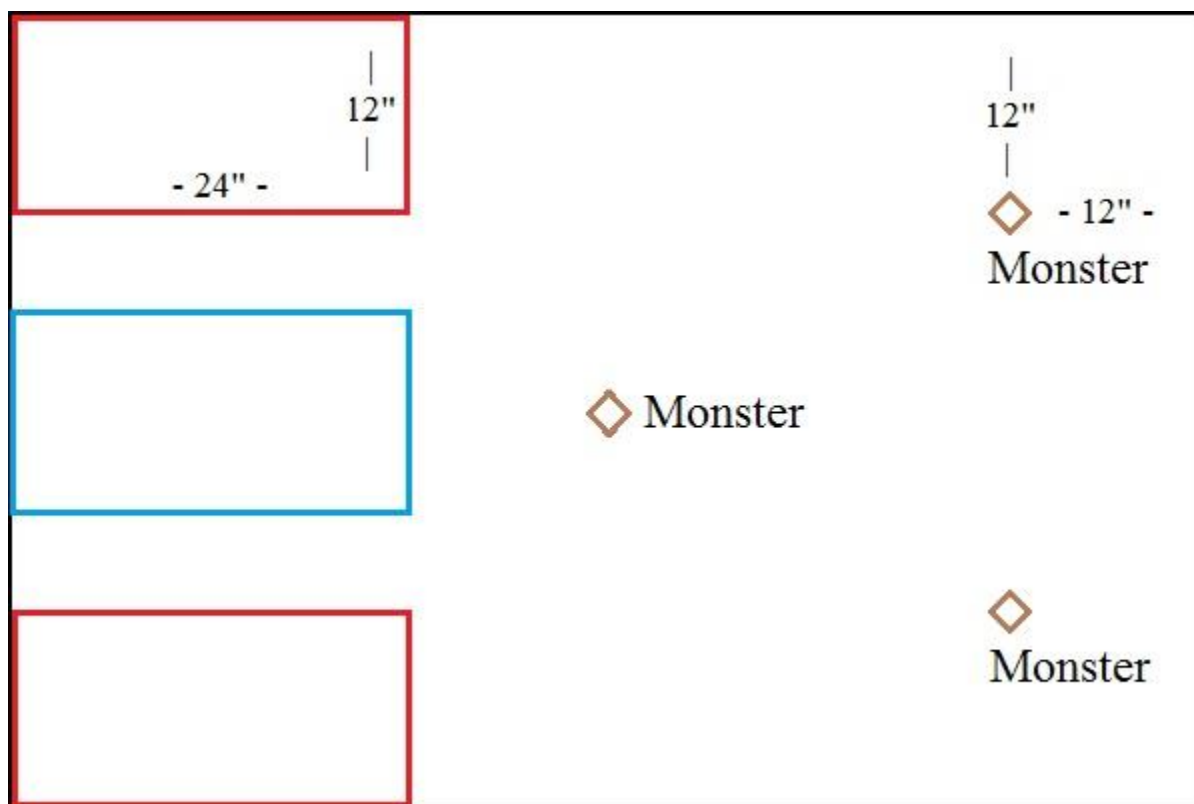
The battle is a race across Ghur in pursuit of the Wizard Fawkes. The first player to move a unit within 6" of the opposite short table edge earns 2 CLUE cards. Each additional unit which moves within 6" of the opposite short table edge by end of turn 5 earns 1 CLUE card.

Every Monstrous Beast slain earns 1 +D3 COIN for the player removing the last wound from the model as special items are recovered as prizes from the hide and teeth of the Monster.

## MONSTROUS BEASTS

Each Monstrous Beast uses the same **Monstrous Beast Charmed by Fawkes** warscroll and begins the game with 5 wounds already removed (with a total of 7 wounds starting).

After the first beast is slain, the player that removed the monstrous beast sets up another beast at the start of the next battle round anywhere on the table at least 9" away from any models.



# LONG MARCH INTO NIGHT

*Night has fallen, but the darkness stirs with sounds of nocturnal beasts on the prowl for fresh prey.*

## COALITION OF DEATH

Use the Coalition of Death from page 272 of the core rules.

## SET-UP

Each coalition must be split into three contingents, each with roughly one-third of the units. Contingents do not need to be exactly the same size, as long as none contains more than twice as many units as any other. In the case of three players, then each army must be split in half.

Both warlords roll off. The winning team sets up one contingent. All units from that contingent must be set up wholly within one of the six territories shown on the map below. The opposing team sets up one contingent in the same manner, and then the first team sets up a second contingent, and so on until all contingents have been set up.

If a player desires, they may place any of their units in reserve instead of setting up on the battlefield. Reserve units can enter play in any friendly movement phase starting the second battle round. All of the models in the the unit must be set up in the same territory as the rest of their contingent, within 3" of the table edge and more than 9" from any enemy models. This counts as their move for that movement phase.

## OBJECTIVES

This battle is fought to control six objectives. One objective is located at the center of each territory (see map).







Each objective is worth 1 CLUE card to the player that controls it at the end of the battle if it is located in their own starting territory, and D3 CLUE cards if it is located in enemy territory.

## NOCTURNAL BEASTS

Starting with the second battle round, The player that went first in the previous battle round rolls a dice and places a monstrous beast in the numbered territory corresponding to the result, at least 3" away from any models in the territory. If the monstrous beast can't be placed in the territory then it may be placed in an adjacent territory at least 3" away from any models.

At the start of each following battleround place another monstrous beast in the same way.

Roll a dice each time a player slays a beast. On a result of 1-3 the player gains that many COIN; on a result of 4-5 the player gains 1 CLUE; and on a result of 6 the player gains 2 CLUE cards.

<p>Territory 1</p> <p></p> <p><i>Objective</i></p>	<p>Territory 2</p> <p></p> <p><i>Objective</i></p>	<p>Territory 3</p> <p></p> <p><i>Objective</i></p>
<p>Territory 4</p> <p></p> <p><i>Objective</i></p>	<p>Territory 5</p> <p></p> <p><i>Objective</i></p>	<p>Territory 6</p> <p></p> <p><i>Objective</i></p>



# LEXUS OF POWER

*The warlords and their warbands have traced the path of the Wizard Fawkes, but the clever magician has commandeered a mysterious ship and set forth into a pocket dimension which can only be accessed by the mysterious CLUE cards collected.*

## COALITION OF DEATH

Use the Coalition of Death from page 272 of the core rules.

## SET-UP

Use the secret bidding set-up method, as described on page 36 of the General's Handbook. Units must be set up wholly within their side's territory more than 9" from enemy territory.

## OBJECTIVES

This battle is fought to control a number of objectives, which varies according to the size of the battlefield—specifically 1 objective per 2'x4' section of battlefield.

## CLUE CARDS

Each player earns a CLUE card at the end of each of their team's turns for each objective they control. The number of CLUE cards is equal to the number of the current battle round. For example, a side that controls 1 objective at the end of their turn in the third battle round earns 3 CLUE cards.

A player may, at any time, turn in a matching PAIR of CLUE cards to a narrative event organizer to immediately relocate one unit from this table directly to the table with the Wizard Fawkes and his ship, at least 9" away from the ship or any enemy models.

## MONSTROUS BEASTS

The monstrous beasts of Ghur are still dangerous and may appear on this table or on the Wizard Fawkes table at any time as dictated by a narrative event organizer

## MONSTROUS BEAST CHARMED BY FAWKES



MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Monstrous Claws	3"	*	3+	3+	-1	1
Monstrous Bite	1"	1	4+	3+	-3	*
Monstrous Stomp	2"	1	3+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	Move	Monstrous Claws	Monstrous Bite
0-2	8"	3D6	D6
3-4	6"	2D6	D6
5-7	5"	2D6	D3
8-9	4"	2D6	D3
10+	3"	D6	1

## DESCRIPTION

A Monstrous Beast Charmed by Fawkes is one of many pets that has been mystically bound to the will of the Wizard Fawkes and turned against his pursuers. This Monstrous Beast is placed on the tabletop according to the battleplan and is controlled by the player with units farthest away from the beast at the start of any battle round, as described in the realm rule for Monstrous Beasts of Ghur.

## ABILITIES

**Dinoquake:** If the Monstrous Beast is slain, both players roll a dice, and whoever rolls highest decides in which direction the Monstrous Beast falls (the player commanding the model wins any ties). Place the Monstrous Beast on its side in the direction in which it falls--any unit (friend or foe) it lands on suffers D3 mortal wounds. Remove the Monstrous Beast after resolving any damage caused by its falling body.

**Don't Forget to Chew!** Immediately before a Monstrous Beast makes its attacks in the combat phase, pick an enemy model within 1" and then roll a dice. If the result is at least double the the enemy

model's Wounds characteristic, it is grabbed and swallowed whole. The enemy model is treated as being slain.

**Dumb Rage:** If you roll a double when making a charge roll for a Monstrous Beast, it immediately falls over instead of making the charge move. Determine the direction the Monstrous Beast falls and the damage it causes as if it had been slain (see Dinoquake), but instead of removing the Monstrous Beast after resolving the damage caused by its falling body, stand the model back up again as the Monstrous Beast dumbly regains its feet!

## KEYWORDS

MONSTROUS BEAST CHARMED BY FAWKES, MONSTER