



A GLOBAL NARRATIVE EVENT

SIGMARISNACHT



ALL HAMMERS EVE

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

During the Age of Chaos, Sigmarisnacht was as much necessity as tradition. In each of the mortal realms, as Azyr made its closest approach, Sigmar would hurl gifts for the faithful towards surviving settlements in the hopes that they would find the strength to weather the dark times. He watched closely as they fought for the gifts, and those who died valiantly he gathered to eventually be reformed in Azyr as Stormcast Eternals. Since the dawn of the Age of Sigmar, the tradition has continued as a reminder of Sigmar's dedication to the people of the mortal realms.

THE TWELVE DAYS OF SIGMARISNACHT

♪♪♪ On the twelfth day of Sigmarisnacht ♪♪♪
Sigmar gave to me

Twelve hammers swinging
Eleven lords a-leading
Ten ogors eating

♪♪♪ Nine mages chanting ♪♪♪
Eight skulls a-flying
Seven flies a-fleeing
Six secrets keeping

♪♪♪ FIVE GROMRIL KEYS ♪♪♪

Four headed skeletons
Three gryph hens
a Two tailed comet

♪♪♪ And the mortal realms Chaos free! ♪♪♪



A GLOBAL NARRATIVE EVENT

This is the first of what will hopefully be several Sigmarisnacht Global Narrative Events. This first one is designed for individual participation, and is aimed at getting friends giving each-other gifts and getting into the holiday spirit in a fun hobby-centric way! All you need to participate is a friend, and to play at least one battle.

The event will be open for 12 days, from December 1 to December 12, so you can battle for Sigmar's Divine Presents as much as you like during that time.

To participate fully, after each of your battles, either you or your opponent should report your battle results including your Grand Alliances, whether or not gifts were given, who won, and any other narrative notes you'd like to include (general's names, Sigmarisnacht traditions, etc.). Not only will your results be counted toward the result of this first Sigmarisnacht, but they will also influence the future of the Sigmarisnacht story!

FORGING THE NARRATIVE

Make sure to share your ideas and stories of Sigmarisnacht! It is celebrated differently throughout the mortal realms, so please put your own spin on things, make it your own, and then tell me about it! The details that you include might make it into the next Sigmarisnacht event.

Follow the page at <https://www.facebook.com/Sigmarisnacht>

Report your results at <https://forms.gle/RkG5zAWceLLZkVDU7>

Post pics on Instagram, Twitter, and Facebook with #Sigmarisnacht

A WAR OF GIFTS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Lord-Celestant Coregos stepped out into the icy morning air. The scent of sulfur wafted on the breeze, and he could hear the distinct clash of battle in the arena. In the sky he could see a fresh wave of gifts hurtling down from Azyr. He stepped forward and nearly tripped over the package at his feet. It read (written in something that looked suspiciously like blood) "To: Coregos... From: A Secret Benefactor". I guess I need to get them a present too, he thought, so he hefted his mighty warhammer and headed to the arena.

...Who is Coregos' secret benefactor? Will he defeat them in single combat? Play to find out!

THE ARMIES

Choose your armies in any way that is amenable to both players.

THE BATTLEFIELD

Sigmar's Basileum is located in Azyr's Frostfire Tundra, and is a massive arena littered with ruins and Sigmarisnacht decor.

SET-UP

Randomly determine which player chooses their territory first. Then, alternate placing units within your territory more than 6" from enemy territory starting with the player who chose their territory first.



FIRST TURN

Make an Initiative roll to determine which player decides who takes the first turn in the first battle round. In the case of a tie, the player who finished set-up first decides.

VICTORY

The player with the most VP at the end of the fifth battle round wins a **major victory**. If at any time one player has no models left on the battlefield, the battle ends immediately and their opponent gains D6 VP. You can also earn VP as listed below:

Divine Presents: At the start of the second, third, and fourth battle rounds, roll a dice and place a Gift at the matching location on the battlefield (see map). Re-roll if there is already a Gift in that location. At the end of each battle round, the player who controls the most Gifts scores 3 VP.

Give As Good As You Get: At the end of each battle round, add up the Wounds characteristics of all enemy models that were slain during that round. The player with the higher total scores 2 VP.

GIFTS OF THE GODS

If you give your opponent a gift before the battle (preferably wrapped), their patron gifts you the bonus Artefact matching their Grand Alliance.

Gift of Gorkamorka (*Destruction*) – Krumpin' Crampons

- Immediately after the bearer completes a charge move, each enemy unit within 3" suffers D3 mortal wounds.

Gift of Nagash (*Death*) – Deathlord's Fruitcake

- The bearer heals D3 wounds at the start of each of their hero phases.

Gift of Sigmar (*Order*) – Sigmarite Holiday Hat

- Friendly units within 12" of the bearer do not test for battleshock.

Gift of the Dark Gods (*Chaos*) – Bloodspiral Cane-blade

- Add +D6 to the Attacks characteristic of the bearer's melee weapons.