Battle Across the Realms:

Triumph, Treachery, and the Eight Points

Rend 4

war gaming

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The realms shake as the factions of the mortal realms take up arms once more. Death has struck a blow against the forces of Chaos within the Eight Points. Archaon's forces, while victorious over Katakros and his Bonereapers, are forced to recoup their power, and in doing so have allowed an opening. Sigmar has been warned of a plot by the Archaon to break open the seal of the Realm Gate into Azyr. The Stormcast Eternals ally with Morathi and the Everqueen and launch a raid deep into the Eight Points to remove the threat. However, Sigmar was deceived, and Morathi set in motion her plans to utilize chaos realmstone to achieve her Godhood. Morathi-Khaine was borne, ascended to Godhood, and has taken the City of Anvigard for her own.

With power dynamics shifting across the Realms, war has erupted as rival factions clash in a bid for power. With the forces of God King Sigmar, and Chaos momentarily distracted, armies and heroes seek their own power within the realms. Some may seek wealth in Ur-Gold and Aether Gold. Others plumb the depths of ancient ruins seeking artifacts to bolster their individual power. Adventurous souls will hear the call of the Forbidden Power of Sigmar, locked away in newly awakened Storm Vaults. New heroes and villains will appear across the realm. Some will rise. Most will fall. So it is, and so it has always been, in the mortal realms. Will you achieve greatness and be honored in the halls of your Gods? Or will your name be lost in carnage of battle? Only time will tell.

A Note from The Event Organizer on how to play the event

The Design of the Event

The event is a Triumph and Treachery style game with elements of Path to Glory. It is designed for players to create characters that will grow in power. Your heroes progression and success and failures will largely shape your event. Keep notes on what happens with your army game to game, as you may wish to carry this narrative (successes and failures!) into future events.

Use the time between games to develop your new lists, advance/edit Narrative Heroes, and determine what realm you will attempt to travel to for your next game.

Triumph points have been designed as a currency of the Realms. Use them to improve your narrative character, purchase Treachery cards.

We will also try to fit your armies starting location into your narrative. E.g.) If you were lucky enough to get Archaon in the special character draft, then you start in the Eight Points. You have Allarielle? then you start in the realm of life. Nurgle may find predominance in the Realm of life as well.

The Future of the Realms

Your narratives and your accomplishments will transfer to future events. If you were to control the Varenspire at the end of event, you will start the next event in the Eight Points in control of the Varenspire. Your Narrative Heroes will transfer to the next event with their achievements and increased power intact.

In this way the Battle Across the Realms events become a living campaign where your narratives continue from event to event. Will your Stormcast drive back the forces of chaos and turn the Eight points back to the All Points? Or will your villain grow powerful enough to challenge Archaon himself?

A Special Thanks,

To **Dave Roke**, **Chuck Moore**, and **Matt Hayward** for enduring countless hours of pestering and for their sage advice and input on the system. Without them, this project never had a chance. Thank you as well to **Matt Farrell** for providing an amazing venue where we can spread out and stay safe throughout the event.

Event Rules

Building your Narrative and Winning the Event

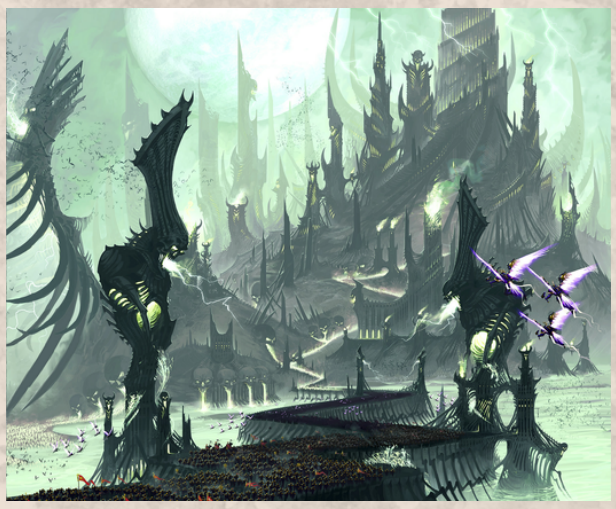
Achievements

In all games, players will seek to accomplish Achievements. The list of Achievements is long, and each has a designated point assignment based on how difficult it is to accomplish the achievement (see pg.10).

How you choose your achievements, and how you succeed or fail throughout the event will build your army's narrative, and can become part of your army's narrative in future BARs events!

Narrative

Each player will be expected to write a narrative for their army as well as send a picture in of their narrative hero. The narratives and pictures will be published within this event pack. As you re-enter into future events with the same hero and army, you may continue your narrative by adding in anything that happened in the last event (positive or negative!). This will insure your army's story becomes legend throughout the realms.



The Rend 4 Trophy

The players who achieve the BARs Hero, Best Painted, Best Narrative Story, and Coolest Army will find their way onto the Rend 4 Trophy and be forever enshrined as a club legend. If this is your goal, you may well consider this as a way to "win" the event. However, the stories you build from your victories and defeats will be the most lasting of all. If your goals are accomplished within the event, your personal win condition may have been met regardless!

Prize Support

In true Rend 4 tradition, any prize support that may be available will always be random. Anyone who plays will get a chance at any spoils of war.

Everyone who enters into the Event will be receiving their own Event Pack printed in book format, so they may play their own games of BARs, and enjoy each others Lore from event to event.

Game Play

Triumph and Treachery

The following are modified Triumph and Treachery Rules for Battle Across the Realms events.

Player Turns

- All Players will have a card with their Narrative Hero's picture on it as their Turn Card. Players will shuffle the cards face down, and turn over the top card. The player whose card is chosen will go first and is returned to that player. Continue until all players have had their turn. Reshuffle, and repeat for the next battle round.

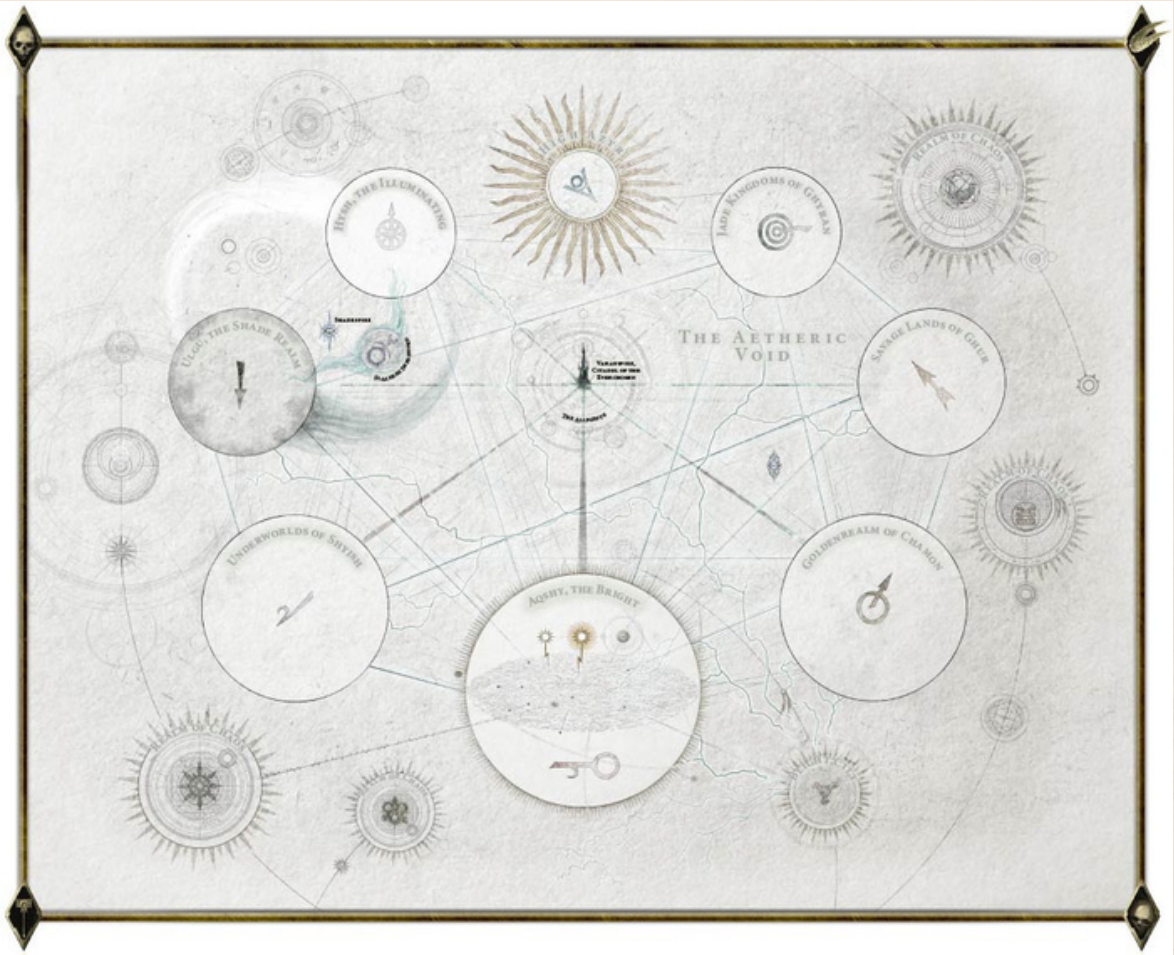
Game Phases

- The following rules apply, depending on which phase is being played
  - **Start of the Battle Round**:
    - Endless spells: the player who cast the Endless spell rolls a dice. On the roll of a 4+ they get to move the Endless spell. Otherwise each opponent rolls off (re-rolling in case of ties) with the opponent who rolled the highest winning the right to move the spell.
  - **Hero Phase**: In your hero phase **any player may choose to unbind spells if they wish**. Endless spells are dispelled in your Hero phase in the normal fashion.
  - **Movement Phase**: Treat all other models as Enemy models
  - **Shooting Phase**: In your shooting phase, only enemy units may be selected as the target of a shooting attach.
  - **Charge Phase**: In your charge phase the first model moved from a charging unit must finish the charge move within 1/2" of an enemy model.
  - **Combat Phase**: If your models are within 3" of models from any enemy armies, then at the start of the combat phase you may attack.. Attacks are only made by the player whose turn it is, and the enemy models they are engaged with.
    - The player whose turn it is will select a unit to fight first. Followed by an enemy unit chosen by the player whose turn it is.
      - If there are multiple enemy units engaged with the player whose turn it is, they may roll off to see who attacks.
      - Attacks will alternate between the player whose turn it is and a single enemy unit, until all units have fought. This rule may be modified by an armies special rule if multiple units may attack first before an enemy (e.g. Idoneth Deepkin on turn 3 or Lumineth Realm Lords). If you are engaged with multiple opponents, the player whose turn it is will select which opponent will get to attack back first!
  - **Battle Shock Phase**: All Units have to take battleshock tests if they suffered casualties during the turn.

BARs Rules

- ***No other rules will be utilized from the triumph and treachery rules in the Core Book.***
- Spells and abilities that trigger "each turn" will only be in effect during the players turn and the enemy who the player is attacking with the spell or ability.
- Summoning mechanics such as Blood Tithe and Tzeentch's summoning must choose a single opponent for it to be active against.
- Utilize your Triumph Points, or any manner of subterfuge you can think of to influence your opponents or your allies.
- **Treachery Cards** (see page 9) can be played at times listed on the card. Narrative Heroes are not affected by Treachery cards unless stated on the card.

Travelling the Mortal Realms and the Eight Points



The Seven Mortal Realms and the Eight Points

Any Army may travel to any Realm in between games by writing down their preferred destination 1st and 2nd choice. In the event that more people wish to travel to a realm than there are available spots, your second choice will be awarded. If it is still not possible your Journey has gone awry and you will placed in a Realm of the Event Organizer's choosing. If you desire to stay in the same realm you may also choose to do so.

Those players with the highest Triumph gained will be given precedence of Realm Entry. If there remains a Tie breaker the event organizer will choose based on the allegiances played or narrative he would like to see played out. See Page ___ for information on Triumph

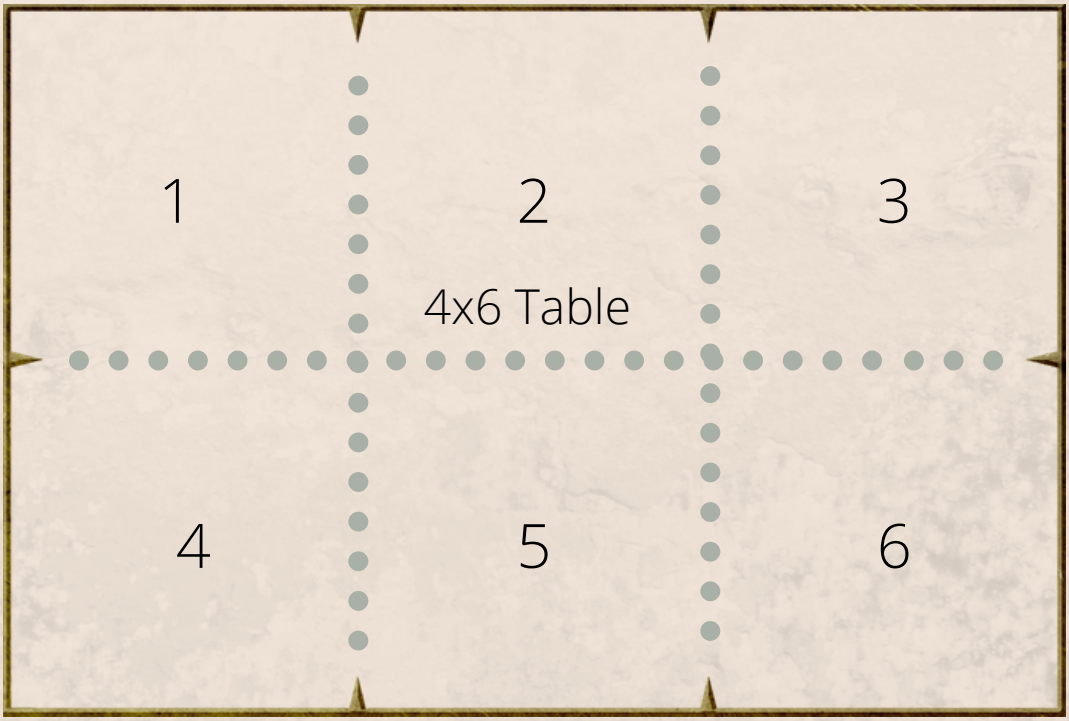
The Seven Mortal Realms and Eight Points will be represented by tables throughout the event. Each Realm may have more or less of the different objective types scattered across the table. The layout of these objectives may influence your travels throughout the realms.

The Following list describes how each realm may be weighted towards a certain type of objective:

- Ghur - Beasts of Ghur
- Ghyran - Mix
- Chamon - Aether/Ur Gold, Arcane Secrets
- Shyish - Arcane Secrets
- Hysh - Artifacts
- Ulgu - Arcane Secrets, Aether/Ur Gold
- Aqshy - Artifacts
- The Eight Points: Realmgates, The Varanspire

Objectives will be discussed further on page ___

Battles in the Realms - Setup and Deployment



Prior to Deployment

- Each player at the table will Roll a die . Re-roll in case of any ties, until you have a number not already rolled by an opponent. The number on the dice will correspond to the starting location labeled on the map above.
- A player may spend 5 points of Realm Gate Triumph points to choose their location instead of rolling.
  - In the event that two or more players utilize Ream Gate Triumph to select their starting location. Roll-off with the winning player choosing their location first or defer and choosing their location after all others have chosen their location (the winner will have precedence over any following roll-offs).

Deployment

- Once players have their assigned starting locations, they may begin deploying their entire army in their locations.
  - Armies may not deploy within 6" of the center line or the line of an adjacent enemies Territory.
  - In the event that you cannot deploy your full army in your zone. You may choose to have your remaining units enter as reinforcements in any of your future turns.
    - Reinforcements must arrive 6" from the Table edge of your original starting territory more than 9" from any enemy models. This counts as that units move for that phase.

Treachery!

Treachery Cards

- Treachery Cards represent Allies, Mercenaries, Traps, Assassins and generally all subterfuge you can imagine and then apply to your opponent!
- Playing these cards will always result in a Debuff to one or all of your opponents armies
- Some Treachery cards will be hugely impactful on the entirety of the battlefield while others will require more strategic play.
- When you arrive at the game you will be given 5 randomly selected Treachery cards (of your respective Alliance) for play at any time the card states you are able to do so.
- Each card may only be used once, and you may use as many or as few as you like in each game. At the end of the game return your used cards to the Tournament Organizer.
- After your first game, you may receive up to 3 cards if you have fewer than 3 remaining from the first game.
    - You may always purchase additional cards with certain types of Triumph won from controlling objectives.
- There max hand size of Treachery Cards is 7.
- Treachery Cards do not affect Narrative Heroes unless specifically stated on the card.
- Treachery cards are broken up into Grand Alliances (Order is blue, Chaos is red, Death is black and Destruction is green.
- A sample of Treachery cards are shown below:

Event Achievements

(points in parenthesis)

End of Event Achievements

- **BARs Hero (75 pts)** - The player with the most achievements (Tie Breaker is placement in the Tournament of Champions.
- **The Seat of Power (75 pts)** - Control the Varanspire at the end of the event
- **Tournament Champion (50 Points)** - Win the tournament of champions
- **The World Titan (50 pts)** - Become the World Titan by winning the Gargant Tournament of Champions
- **Best Painted (50 pts)** - Narrative hero converted or not
- **Best Narrative Story (50 points)** - As voted by the players
- **Filthy Rich (40 pts)** - Acquire the most Aether/Ur Gold by the end of the event.
- **Power Hungry (40 pts)** - Have an Forbidden Power Eldritch Item in your possession at the end of the event.
- **Archaeologist (40 pts)** - Acquire the most Artifacts Triumph at the end of the event
- **Keeper of Secrets (40 pts)** - Acquire the most Arcane secrets during the event
- **Control the Supply Lines (40 pts)** - Control the most Realm Gate Triumph at the end of the event.
- **Big Game Hunter (30 pts)** - Acquire the most Beasts of Ghur Triumph.
- **Conversion (30 pts)** - Convert a model to be your narrative hero in some (as complex as you like)
- **Treacherous (30 pts)** - use more than 5 treachery Cards in a single game.

Triggered Achievements

- **General Incompetence (50 pts)** - Your entire army was destroyed in each game
- **Da Biggest (40 pts)** - Have a Gargant reach 50 wounds
- **Curator of Precious Artifacts** (30 pts) - Trade for another players artifact
- **Legend (30 pts)** - Your Narrative Hero was never injured.
- **Demon Prince (30 pts)** - achieved immortality by the gifts of your chosen God of Chaos
- **Tis But a Scratch (30 pts)** - achieved when your Narrative Hero receives 3 total injuries
- **There can be only one! (20 pts)** - Your Narrative Hero Killed another Narrative hero in Close Combat
- **Pride of the fleet (20 pts)** - have a Kharadron ship with 3 Endrinworks
- **Rend 4 (10 pts)** - Have a weapon on your narrative Hero that is Rend -4
- **Purified (10 pts)** - Remove an injury from a narrative Hero
- **Fantastic Beasts (10 pts)** - have a mount with 3 mount traits

In-Game Achievements

- **Alliance Achievements** - *Army must be destroyed with your army taking out the majority of the units, with the tie breaker being the last unit removed.* (may be achieved multiple times throughout the event)
  - **Order Alliance** - Destroy a Chaos Army **(10 pts),** Death army **(5 pts),** Destruction Army **(5 pts)**
  - **Death Alliance** - Destroy a Chaos Army **(10 pts)**, Order army **(10 pts)**, Destruction Army **(5 pts)**
  - **Destruction Alliance** - Destroy any Allegiance Army **(10 pts)**
  - **Chaos Alliance** - Destroy an Order Army **(10 pts),** Death Army **(5 pts),** Destruction army **(5 pts)**

- **Waaaaagh (5 pts)** Roll two sixes (unmodified) during a charge
- **Storm of Magic (5 pts)** Don't fail a cast the entire game with a single Wizard Hero
- **Flee for your lives (5 pts)** Destroy an enemy unit through battleshock
- **You get NOTHING! (5 pts)** Roll two sixes (unmodified) to unbind a spell
- **Soul Survivor (5 pts)** Have one unit left alive at the end of the game.
- **Overkill (5 pts)** Do maximum damage with a single weapon in the combat phase
- **Severed Sentinels (5 pts)** - Defeat the Guardians on a Forbidden Power Objective
- **Martial Prowess (5 pts)** Destroy a unit with 20 or more wounds in your first round of combat on your turn.

Event Details

3 Games of Triumph and Treachery
7/31/2021 to 8/1/2021.

- 2 Games Saturday 7/31/2021
  - Registration 8:00 AM - 9:00 AM
  - First Game: 9:00 AM - 2:00 PM
  - Lunch Break 2:00 - 3:30
  - Second Game 3:30 - finished or store close.
- 1 Game Sunday 8/1/2021
  - Third Game 9:00 AM - 2:00 PM
  - Lunch 2:00 PM - 3:30 PM
  - 1 Final PVP Tournament of Champions following the 3rd game on Sunday.
    - 3:30 PM to 5:00 PM
  - Awards 5:00 PM or whenever the Tournament of Champions finishes.

Prior to the Event

Players must submit the Following by 4/30/2021 to be considered as fully registered for the event:

- Registration Fee of $60
- A 1-2 paged Narrative Emailed to Rend4@gmail.com
- A picture of your Narrative Hero Model (custom or not). Any other pictures of your army to Rend4@gmail.com
- Attend the Narrative Hero Draft on 4/30/2021 at 7:00 pm on Rend 4's Discord Channel, if you plan on including a Unique Named character in your list.

Players will Receive:

- Battle Across the Realms: Triumph and Treachery and the Eight Points printed book containing these Rules as well as your Lore and the Lore of your opponents.
- Narrative Hero card (your picture of your Hero) for determining turn order.
- Game 1 Treachery cards specific to your Grand Alliance.
- All Registration Fees left over will be applied to prize support which will be randomly distributed.

How To Build your Army

List Building

Armies will be built following the match play rules from the General's Handbook 2020. Armies will start each game with **1500 points** with all Battleforce-level match play restrictions in place.

Allies will be allowed, as will all supplements with match play rules that were current prior to the event.

No Heroes will start the game with an artifact or a Command Trait. *This rule will supersede any Battletome rules stating your Hero must take a certain artifact to meet an army build condition. You may still take all the benefits of a Stormhost or Khorne Tribe, etc.*

Armies and Heroes may benefit from all other Allegiance abilities available to them not stated as an exception in these rules.

Unique Named Characters, e.g. Teclis, Archaon will be allowed but will be assigned on a first come first served basis based on a draft of all desired characters (See Unique Named characters page ___). Only one of each unique character will be available globally. E.g. if one player has Teclis, no other players will be able to use Teclis. After all, there is only one Teclis in the Mortal Realms.

The Narrative Hero
Choose one Hero with a Wounds characteristic between 4 and 8 to be your **Narrative Hero**. This hero is in addition and does not cost points.

- Mega-Gargants are exceptions, and rules for this army are found on page (___).

Lists from Game to Game
You may change your list before each game as you see fit. Remember, you may only add Unique Named Characters that you won in the Named Character draft.

List Building Continued

The Unique Named Character Draft and Unique Named Characters in the Realms

As stated above only one unique character will be allowed within the entirety of the realms. So only one Teclis, Allarielle, Archaon, Glotkin, etc. will be present in the realms during the event.

To determine who will get access to these characters, we will have a Draft Day to select the Unique characters.

The Draft

- The Draft will be held on a Rend 4's Discord Channel on 4/30/2021.
- If a player cannot attend they may give their requests to the event organizer or another player to select the heroes for them.
- Draft order will be randomly assigned.
- The draft will continue until all players have selected the heroes that they want access to.
- You may draft a character even if they are not in your starting list and may move them in and out of your lists for all 3 games as you wish.
- You do not have to select Unique Named characters but if you do they must be from from the same Allegiance you are playing.
- Only Battletome Named characters will be considered for the Draft. Broken Realms Named characters will **NOT** be considered for the Draft.
- Underworlds Warbands will **NOT** be considered for the Draft.

Hero Advancement/Creation

- Your Narrative hero may be chosen from the heroes available to you in your Battletome (no more than 4-8 wounds)
- Narrative Heroes will have their wounds increased to 8 no matter what the original warscroll states.
- Narrative Hero's are added to your list and do have a cost in points but do count against your maximum hero slots..
- Narrative Heroes will level-up throughout this event and into future events with the max level being 15.
    - Narrative Heroes Level-up in 4 ways See pg. 14 for level up tables.
        - At the end of each game
        - Kill another Narrative Hero during a game.
        - Kill a monster or a Behemoth
        - Control a Forbidden Power Objective at the end of a game (if the artifact has already been taken.)
- When Narrative Heroes are killed in games. Consult the Injury table. These injuries remain and take precedence over any abilities gained that would contradict them.
    - You can remove injuries by paying the associated cost in Triumph outside of a game.

Chaos Mortal Narrative Hero's Special Rules

Immortality Granted:
If your Narrative Hero in your **Chaos army** has the **Mortal Keyword** and you slay another narrative hero you may roll a dice. On a 5+ you may choose to replace your Narrative Hero with a Demon Prince model. Your warscroll will be swapped with the Demon Prince warscroll following the God of your Allegiance (You may choose in the case of Slaves to Darkness), and you will add any additional wounds granted to your Narrative Hero to the Demon Prince warscroll. Command traits may be changed if necessary due to any keyword changes. All Artifacts, Arcane Secrets, or Eldritch Power Items will transfer.

Narrative Hero Equipment

Each **Narrative Hero** will have 3 equipment slots. These slots can be filled throughout the campaign by finding artifacts and Mythical Forbidden Power artifacts and assigning them to their associated slots.

- **Weapon**
- **Armor**
- **Talisman**

If you are equipping a hero with an artifact from your Battletome, attempt to match it to one of the categories as narratively as possible.

Artifacts and Forbidden Power artifacts may be purchased with Triumph points and meeting certain conditions explained within the rules.

Wizards/Priest
- Narrative Heroes with the Wizard/Priest Keyword may also seek out Arcane Secrets. Arcane Secrets include spells/prayers and abilities that will increase their power.
- **May only have one artifact equipped at any time.**

Leveling Up!

Your Narrative Hero will level up when:

1. At the end of each game.
2. Your Narrative Hero Kills another Narrative Hero.
3. Your Narrative Hero Kills a Monster/Behemoth
4. Control a Forbidden Power Objective at the end of a game or take the artifact.

Level	
1	Base Warscroll
2	Gain a Command Trait and +1 wound
3	Roll on the table
4	Roll on the table
5	Roll on the table and +1 wound
6	Roll on the table
7	Roll on the table
8	Roll on the table
9	Roll on the table
10	Roll on the table and +1 wound
11	Roll on the table
12	Roll on the table
13	Roll on the table
14	Roll on the Table
15 (max Level)	Roll on the Table and +1 wound and +1" to movement

Level up Table Roll a (D20)	Ability Granted
1	+1 Wound (Max 20 Wounds)
2	Increase Movement by 1"
3	Increase Rend on a single weapon by -1 (max Rend -4)
4	+1 Wound (Max 20 Wounds)
5	Re-Roll Hit Rolls*
6	Re-Roll Wound Rolls*
7	Re-Roll Armor saves*
8	+1 Wound (Max 20 Wounds)
9	Ward Save: 6+ wound/mortal wound negation (if you have already gained this ability increase the ability by +1 to a max of 5+)
10	Increase Damage on a single Weapon by +1 (to a maximum of +2 on a single weapon)
11	Increase Movement by 1"
12	+1 Wound (Max 20 Wounds)
13	Increase your Pile-in move by 3" *
14	Increase your Armor Save by +1 (to a maximum of 3+) **
15	Enemy Units within 3" of this unit cannot have battleshock immunity *
16	+1 Wound (Max 20 Wounds)
17	Enemy Units are -1 to Hit this Hero *
18	+1 to Hit with to a single weapon. You may choose to apply this to different weapons if rolled for multiple times (max 3+ to hit on any weapon)
19	Increase Movement by 1"
20	+1 attack to a single weapon

** re-roll with +1 or -1 if you have already gained this ability.*

** re-roll with +1 or -1 if your hero already has the maximum allowable statistic

The Narrative Hero Injury Table

- Consult this table by rolling 2D6 and adding the result to your characters sheet. **Re-roll for if you roll an injury you already have**. If your Narrative Hero has the **Wizard/ Priest** Keyword see the utilize the corresponding table for all injuries.
- If your Narrative Hero is killed in a game roll once the appropriate chart.
- If your Narrative hero was **killed by another Narrative Hero <u>roll twice</u>**.

Narative Hero Injuries	
Roll 2D6 and consult the following list of injuries	
2	***Cowardice*** : - If your army took any casualties in the previous battleround,roll a dice at the start of your movement phase. On the roll of a 5+ your Narative Hero must make a Run move towards the nearest table edge and directly away from the nearest enemy unit.
3	***Blunted Weapon*** : - 1 to the rend of your highest rend melee weapon to a maximum of (-)
4	***Injured Sword Arm*** : -1 to Wound Rolls on all Melee weapons
5	***Concussed*** -1 to Hit Rolls on all Melee weapons
6	***Festering Wound*** : -1 wound
7	***Slowed Reflexes*** : remove all wound negation save abilities (excepting armors saves, or if you do not posses wound negation abilities , -1 to Armor save to a maximum of 6+
8	***Lost Faith*** : Gain Passive ability: -1 bravery to all units within 24" of your hero. They may never be made immune to Battleshock for any reason.
9	***Unispiring Presence*** : The range of all Command Abilities, Allegiance Abilities and Command Traits are reduced to 3".
10	***Shattered Artifact*** : choose 1 artifact possesed by your hero and destroy it, or if you do not posses an artifact,- 1 attack to a melee weapon of your choice. Eldritch power items return to their Realm if destroyed.
11	***Atrophy*** : Re-roll all successful wound rolls
12	***Shaken Confidence*** : Re-roll all successful hit rolls
	Wizard/Priest Keyword
2	***Cowardice*** : Roll a dice when attempting to cast a spell or a prayer. On a 4+ that cast is lost.
3	***Slowed Reflexes*** : remove all wound negation save abilities (excepting armors saves, or if you do not posses wound negation abilities , -1 to Armor save to a maximum of 6+
4	***Arcane Amnesia*** : Wizard/Priest forgets 1 Spell/Prayer to a minimum of 1 known spell/prayer
5	***Poor Focus*** : -1 to unbind
6	***Festering Wound*** : -2 wounds
7	***Arcane Fatigue*** : Decrease the number of spells / prayers your Narative Hero may cast per turn by 1 to a minimum of 1
8	***Lost Faith*** : Gain Passive ability: -1 bravery to all units within 24" of your hero. They may never be made immune to Battleshock for any reason.
9	***Unispiring Presence*** : The range of all Command Abilities, Allegiance Abilities and Command Traits are reduced to 3".
10	***Shattered Artifact*** : choose 1 artifact possesed by your hero and destroy it, or if you do not posses an artifact,- 1 attack to a melee weapon of your choice. Eldritch power items return to their Realm if destroyed.
11	***Broken Concentration*** : -1 to cast prayers or spells
12	***Miscast*** : Take D3 mortal wounds on any roll of a double when casting spells, or when rolling a 1 or 2 when chanting a prayer (this is in addition to any other penalties)

Mega-Gargants!!!

Who will be the newest World Titan?

Advancement/Creation of a Mega-Gargant Hero

Mega-Gargants are an exception to all hero creation and advancement rules

- Mega-Gargants may not utilize the anvil of apotheosis.
- Choose one Mega-Gargant to be your Narrative hero.
- Your narrative hero will start with the game with the base warscroll for Gargant that is chosen at its current points cost.
- **Your Narrative Hero Mega-Gargant will <u>NOT</u> cost points towards your army total.**
- Your Narrative Hero will advance based on the Gargant Advancement Table below.
    - Gargants can gain more power by holding objectives and earning "Triumph points" (see page ___) This symbolizes the Gargant taking and holding territory.
- Your Army total will be 1500 points for each game.

- Only your Narrative Hero may purchase artifacts and t**hey may only be purchased from those available in the Sons of Behmat Battletome.**
- Gargants slain in battle by any other means will consult the injury table on pg ___.
- Gargants may never access Forbidden Power artifacts.

Mega-Gargant Advancement Table

Ability	Triumph Cost
+1 Attack to a single weapon (melee only)	5
+ 1 Dmg to a single Attack (melee and missle)	5
Purchase an artifact from the Sons of Behmat book	5
Purchase a Treachery Card	5

I'm da Biggest! Each Behemoth, Narrative Hero or Monster killed by your narrative hero in a game adds +5 Wounds. (Immediately applied and is permanently added) (max wounds 75!)

Stride: for each 5 wounds added to your Gargants warscroll increase the Move characteristic b 1" (Immediately applied and is permanently added)

Growth only in Victory: If a Mega-Gargant Narrative hero is slain in a game remove 5 wounds and 1" of movement. This cannot decrease past its original warscroll.

Triumph Objectives and Points

Triumph Points are the currency of the event and are obtained in the following ways:

- Capturing objectives (7 Categories)
  - Aether/Ur Gold, Arcane Secrets, Forbidden Power, Artifacts, Beasts of Ghur and the Varanspire (unique only 1)
- Traded between players

Capturing Objectives

- Their are 7 types of objectives categories.
- **You will score the objective if you have the most Wounds (the number of wounds the model(s) currently possess) of models within 1 inch, touching, or on the assigned terrain piece at the end of the game.**
- You may move away from the objective and can still be considered as holding that objective until it is taken from you.
- At the end of the game you will assign yourself Triumph Points in the category of the objective that was captured.
  - E.g. if you captured 2 Aether/Ur Gold deposits you may assign the combined number of Triumph points in the Aether/Ur Gold slot on your Score Sheet.
  - **Each objective controlled will accrue <u>5 points</u> in its category.**

- **Summoned Units** may **NOT** control Objectives on the turn they are summoned.

Captured Objectives

- **The Varanspire**: Whoever controls the Varanspire at the end of the game will stay in the Eight Points for the next game.
  - <u>Your Army will ignore starting location rules and remain in the square closest to the Varanspire objective at the start of the next game.</u>
- **Realm Gates**
  - When you control a Realm Gate you may summon 1 Underworlds warband of your choice from your allegiance onto the Battlefield for free for the duration of the game or until the unit is destroyed.

Aether/Ur Gold Deposits

(5 points per objective)

- Spend on Treachery Cards
- Remove Injuries

Arcane Secrets

(5 points per objective)

- Spend on Arcane Secrets Table
  - Realm Spells are listed in the Appendix (you may only learn spells from the realm you are currently in.)

Artifacts

(5 points per objective)

- Spend on the Artifacts Table
  - Realm artifacts listed in the Appendix
  - You may also select Artifacts from the your respective Battletome. Please attempt to slot these into your weapon/armor/talisman slot as appropriately as you can.
  - Upgrade mount traits or Endrinworks

Forbidden Power

(5 points per objective)

- Spend on Forbidden Power Items
  - Purchase a Forbidden Power Realm Artifact of immense Power!
  - If the Realm Artifact has been taken already. Roll on the Level-up your character.

Beasts of Ghur

(5 points per objective)

- Spend as Aether/Ur Gold, Arcane Secrets, or Artifacts

Realm Gates

(5 points per objective)

- Spend to affect your starting position on the table
- Spend on Treachery Cards

Varanspire

(Scores 15 points)

- Spend on Aether/Ur Gold, Arcane Secrets, Artifact.

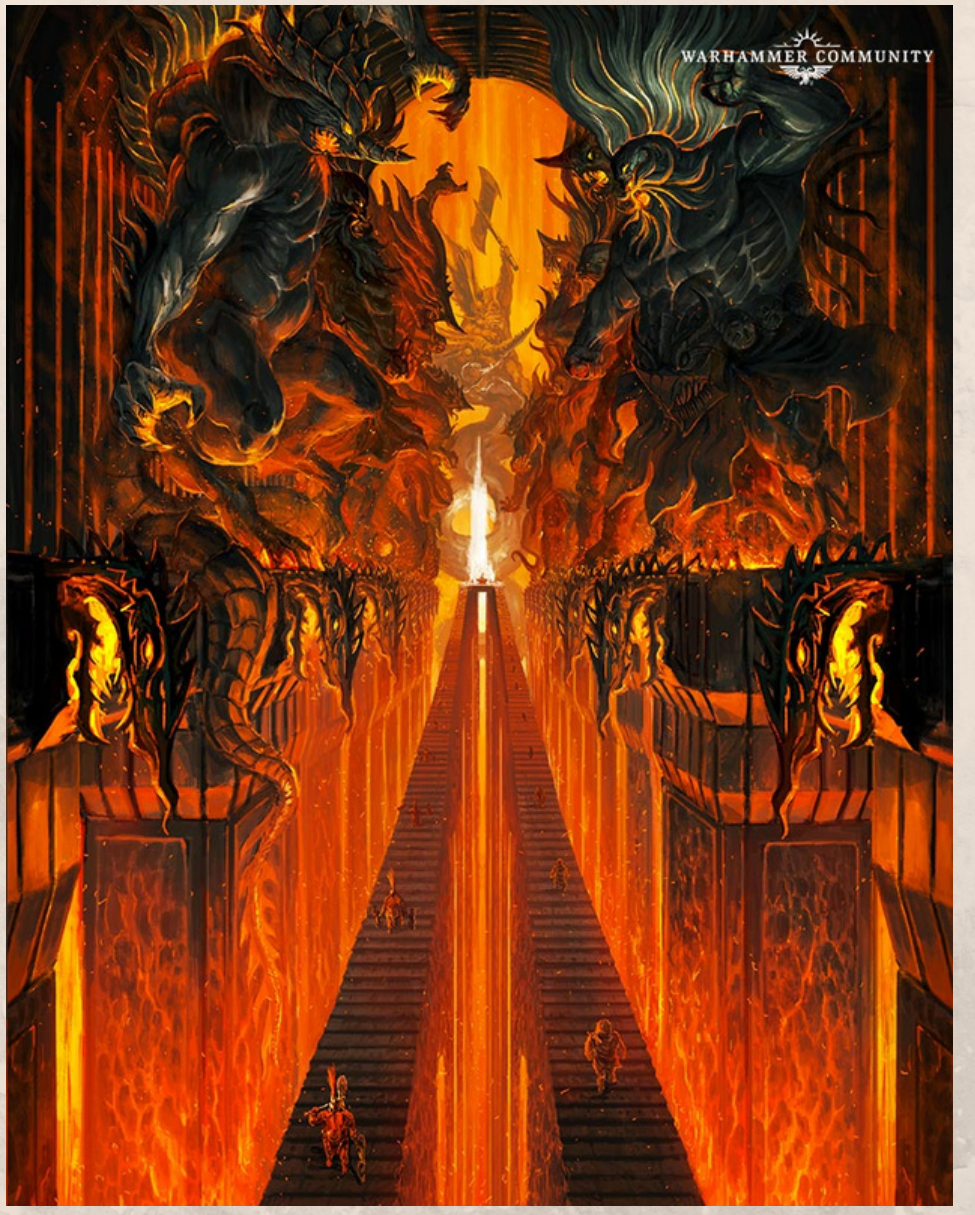
Aether/Ur Gold

Purchasing Treachery Cards:

- **5 Points** per card
  - you may never have more than 7 in your hand at one time

Removing Injuries:

- **2.5 Points** per Injury



Arcane Secrets

Arcane Secrets:
Are magics and and abilities that improve a wizard or priests power and control over the Arcane or their Faith.

- To purchase an Arcane Secret You must have triumph points in the Arcane secrets or Aether/Ur Gold slot on your score sheet and pay the points required to gain the Arcane secret.
- **A Narrative Hero may be assigned Arcane Secrets as long as it possesses the Wizard/Priest Keyword.**
- In order to gain Arcane Secrets Triumph Points you must control an Arcane Secrets Objective (represented by the appropriate piece of terrain on the battlefield and labeled as such) at the end of the game.
- Arcane Secrets are purchasable for the cost associated on the table below.
- Arcane secrets are **NOT** considered unique and may be purchased more than once and may stack.
    - **Each time you stack the same Arcane secret the cost increases x2, then x3 and so on.**

Arcane Secrets	Points
- Your wizard may add a Malign Sorcery Spell of the Realm you are currently in (end of Your last game) to the list of spells they know.	2.5
- Your Wizard/Priest may add a spell/prayer from their allegiance to the spells/prayers known by that Wizard/Priest	5
+1 to cast Prayers or Spells (max of 2+ for priests and +3 for wizards)	5
+ 1 to Unbind Wizard/Priest (max +3 to unbind)	5
- Automatically Dispell 1 endless spell per game	5
- Your Wizard/Priest may cast 1 additional spell/prayer per turn (max spells per turn)	5
- Increase the max range of your spells/prayers by 6"	5
- Unlimited unbind Range	5
- Add an Endless Spell of your allegiance or to your army for free	5
- Add an unaligned or Allegiance Endless Spell to your army for free	7.5
- Your priest may unbind spells as if he were a wizard	2.5

Arcane Secrets: Spells of the Realms

Purchasable with Arcane Secrets Triumph
(You must be currently in the Realm to learn a spell)

Ghyran

1. **Briarstorm**: has a casting value of 6 if successfully cast, pick a point on the battlefield within 18" of the caster. Until your next hero phase, any unit that finishes a move within 3" of that point suffers D3 Mortal wounds.
2. **Flesh to Stone:** has a casting Value of 7 if successfully cast, re-roll successful wound rolls for attacks that target the caster until your next Hero phase.
3. **Mirrorpool:** has a casting value of 6. if Successfully cast, remove the caster from teh battlefield and setthem up again anywhere within 18" fo their previous position, more than 9" from any enemy models.

Aqshy

1. **Inferno Blades:** has a casting Value of 6. if successfully cast, pick a friendly unit within 12" of the caster. Add 1 to the damage characteristic of melee weapons used by that unit until your next hero phase.
2. **Stoke Rage:** has a casting Value of 6. if successfully cast, pick a friendly unit that within 12" of the caster that is visible to them. Add 1 to wound rolls and charge rolls for that unit until your next hero phase.
3. **Incandescent Form:** has a casting Value of 6. if successfully cast, subtract 1 from hit rolls for attacks that target the caster until your next hero phase.

Shyish

1. **Word of Ending:** has a casting Value of 8. if successfully cast, pick a friendly unity within 6" of the caster that is visible to them. Ignore modifiers (positive and negative) when making save rolls for that unit until your next hero phase.
2. **Soulshroud:** has a casting Value of 6. if successfully cast, pick a friendly unit within 12" of the that is visible to them. That unit is not affected by other spells until your next Hero Phase.
3. **Ethereal Guide:** has a casting Value of 6. if successfully cast, add 1 to hit rolls for attacks made by the caster until your next hero phase.

Hysh

1. **Exorcising Beam:** has a casting Value of 6. if successfully cast, pick an enemy unit within 12" of the caster that is visible to them. that unit suffers D3 moral wounds. If the enemy unit is a Demon or Death unit, it suffers D6 moral wounds.
2. **Light of Battle:** has a casting Value of 5. if successfully cast, pick a friendly unit within 18" of the caster. Do not take battleshock tests for that unit until your next hero phase.
3. **Banishment:** has a casting Value of 9. if successfully cast, pick an enemy unit within 12" of the caster that is visible to them. The enemy removes that unit from the battlefield and sets it up on the battlefield more than 9" from any models from the caster's army and more than 24" from the caster and more than 3" from enemy models.

Ghur

1. **The Amber Spear**: has a casting value of 7. If successfuly cast, pick a point on the battlefield within 12" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Each unit other than the caster that has models passed across by this line suffers D3 mortal wounds.
2. **Impenetrable Hide:** has a casting Value of 6. If successfully cast, you can re-roll failed save rolls for the caster until the start of your next hero phase.
3. **Primal Hunter:** has a casting Value of 8. if successfully cast, pick a friendly Hero within 12" of the caster that is visible to them. Re-roll failed charge rolls and hit rolls for that hero until your next Hero Phase

Chamon

1. **Curse of Rust:** has a casting Value of 7. if successfully cast, pick an enemy unit within 12" that is visible to them. Subtract 1 from hit rolls and save rolls for that unit until your next Hero Phase.
2. **Rain of Lead:** has a casting Value of 6. if successfully cast,pick and enemy unit within 18" of the caster that is visible to them. That unit suffers D3 Mortal wounds. In addition, subtract 1" from that unit's move characteristic until your next Hero Phase.
3. **Rule of Burning Iron:** has a casting Value of 8. if successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Roll at dice for each model in that unit. For each 6+ that unit suffers 1 mortal wound.

Ulgu

1. **The Enfeebling:** has a casting Value of 6. if successfully cast, pick and enemy unit within 12" of the caster. Re-roll wound rolls for attacks that target this unit until your next hero phase.
2. **Phantasmal Guardian:** has a casting Value of 6. if successfully cast, roll a dice each time you allocate a wound or mortal wound to the caster until your next hero phase. On a 5+ the wound is negated.
3. **Bridge of Shadows:** has a casting Value of 6. if successfully cast, pick a friendly unit wholly within 12" of the caster and remove it from the battlefield. Set it up anywhere on the battlefield that is wholly within 24" of the caster and more than 9" from any enemy models. It may not move in the subsequent movement phase.

Artifacts

Artifacts:

- To purchase an Artifact/Mount Trait/Endrinwork, etc. You must have triumph points in the Artifacts slot on your score sheet and pay the points required to gain the artifact.
- Artifacts are divided into three inventory slots: Weapon, Armor, Talisman.
- In order to gain Artifact Triumph Points you must control an artifact Objective (represented by the appropriate piece of terrain on the battlefield and labeled as such) at the end of the game.
- Between games you may purchase an item from the realm you are currently in or you may purchase an item from your Allegiance.
- All artifacts are considered unique and may not be purchased more than once.
- **Narrative Hero's may have one artifact equipped in their each inventory slots for a total of 3 at any one time.**
    - ***Exception: Narrative Heroes with the Wizard or Priest Keyword may only have one artifact total but it may be in any inventory slot.***
- 1 Mount or War Machine may have up to 3 Mount Traits/Endrinworks assigned the model.

Artifact Type	Points
Realm Artifact	
- Purchased from the current Realm	5
Allegiance Specific Artifact	
- Artifact	10
- Mount Trait (up to 3 per mount)	5
- Endrinwork (up to 3 per warmachine)	5

Artifacts of the Realms

Look closely! some of these items have been modified or are completely new!

Ghyran

1. **Entangling Blade (Weapon)**: Pick one of the bearer's melee weapons to be an Entangling Blade. If the bearer scores 1 or more hits on an enemy Hero or Monster with that weapon, subtract 1 from the **hit and wound** rolls for that Hero or Monster until the end of that phase which the hits were scored.
2. **Jadewound Thorn (Weapon)**: Pick one of the bearer's weapons to be the Jadewound Thorn. If the hit roll for that weapon is and unmodified 6+ that attack inflicts 1 mortal wound in addition to its normal damage.
3. **Blade of Hammerhal Ghyra (Weapon):** Pick one of there bearer's melee weapons to be a Blade of Hammerhal Ghyra. Add 1 to the attacks characteristic of this weapon.
4. **Greenglade Flask (Talisman):** Once per battle, in your hero phase, the bearer can drink from the Greenglade Flask. If they do, Heal D6 wounds allocated to them.
5. **Ghyropian Gauntlets (Armor):** The bearer can move an extra 3" when making a pile-in move.
6. **Jade Diadem (Talisman):** Each time you make a successful save roll of 6+ for the bearer, heal 1 wound allocated to them.

Ghur

1. **Stonehorn Blade (Weapon):** Pick one of the bearer's melee weapons to be a Stonehorn Blade. Roll a dice at the end of any phase in which any wounds were inflicted by that weapon. On a 5+ you can pick an enemy unit within 3" of the bearer. That unit suffers D3 mortal wounds.
2. **Drakeforged Plate (Armor):** Re-Roll Save rolls of 1 for the bearer against attacks in the combat phase.
3. **Amberglaive (Weapon):** Pick one of the bearer's melee weapons to be an Amberglaive. Add 1" to the Range of the characteristic of that weapon (to a maximum of 3"). In addition, add 1 to hit rolls for that weapon.
4. **Shardfist Pelt: (Armor):** Each time you make an unmodified save roll of 6+ for the bearer in the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.
5. **Gyreshark Charm (Talisman):** Subtract 1 from hit rolls for attacks that target the bearer in the shooting phase. In addition, add 1" to the bearer's move characteristic.
6. **Beastmaster's Bones (Talisman):** At the start of the combat phase roll a dice for each monster within 3" of the bearer. On a 4+ the monster being rolled for cannot attack this phase. If the monster is a mount, the rider may still attack with their own weapons as normal.

Chamon

1. **Rune Blade (Weapon)**: Pick one of the bearer's melee weapons to be a Rune Blade. That weapon has a Rend characteristic of -3.
2. **Aregentine's Tooth (Weapon)**: Pick one of the bearer's weapons to be Aiban's Hidden Blade. Add 1 to the damage characteristic of that Weapon
3. **Gildenbane (Armor):** If an enemy model is a bearer of an artifact, they cannot use the rules for their artefact while they are within 3" of the bearer of Gildenbane. This does not affect Eldritch Items of Forbidden Power.
4. **Godwrought Helm (Armor):** Roll a dice each time ou allocate a wound to the bearer on a 5+ the wound or mortal wound is negated. This may not be placed on a hero that is also a **Monster**.
5. **Quicksilver Flask (Talisman):** Once per game at any time, your hero may drink of the quicksilver flask. Until your next hero phase, Subtract 2 from hit rolls of enemy models in the shooting phase until your next hero phase.
6. **Alchemical Chain (Talisman):** The bearer can attempt to unbind a spell in the same manner as a wizard. In addition, add +1 to the unbind attempt. If the Hero is already a Wizard, they can attempt to unbind an additional spell and add +1 to that unbind attempt.

Aqshy

1. **Onyx Blade (Weapon)**: Pick one of the bearer's melee weapons to be an Onyx Blade. Add 1 to wound rolls for that weapon, to a max of 2+.
2. **Phoenix Flame Blade (Weapon)**: Pick one of the bearer's weapons to be a Phoenix Flame Blade. If the hit roll for that unit is an unmodified 6+ roll a dice. On a 4-5 the attack inflicts 1 mortal wound, and on a 6+ inflicts 2 mortal wounds, in addition to normal damage.
3. **Thermal Rider Cloak (Talisman):** Add 4" to the movement characteristic of the bearer.
4. **Crown of Flames: (Talisman)**: -2 bravery to all enemy models within 12" of the bearer. In addition, roll a dice for each enemy unit within 3" of the bearer. On a 6+ that unit must subtract 1 from the attacks characteristic of all melee weapons to a minimum of 1.
5. **Ignax Scales (Armor):** When the bearer is the target of an attack Roll a dice. On a 4+ decrease the rend characteristic of all attacks made against the bearer by 1 to a maximum of (-).until the end of that phase.
6. **Smoldering Helm (Armor)**: If the bearer makes any successful save rolls of an unmodified 6+ in the combat phase, after all of its attacks have been made, the unit attacking the bearer suffers D3 mortal wounds.

Artifacts of the Realms Continued:

Look closely! some of these items have been modified or are completely new!

Shyish

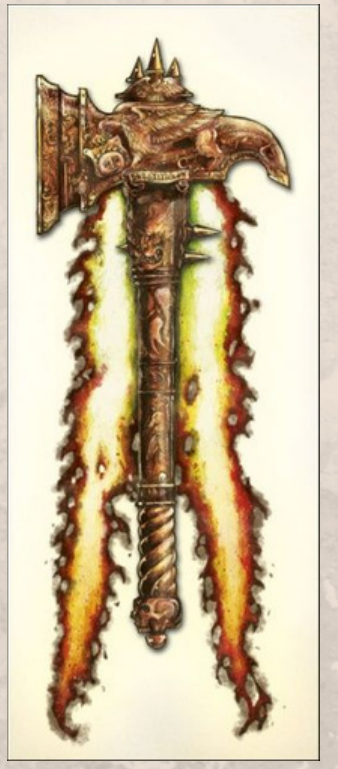
1. **Blade of Endings (Weapon)**: Pick one of the bearer's melee weapons to be a Blade of Endings. if the hit roll for that weapon is 6+add 2 to the damage characteristic of that attack.
2. **Banshee (Weapon)**: Pick one of the bearer's weapons to be a Banshee Blade. Each time you roll a hit of 6+ for this weapon, , roll a 2D6. If the roll is equal to or more than the target's unmodified Bravery characteristic, that attack inflicts D3 Mortal wounds.
3. **Goblet of Draining (Talisman):** If 1 or more wounds are inflicted on an enemy Hero by the bearer, roll a dice. On a 5+that Hero suffers D3 mortal wounds.
4. **Ethereal Amulet (Talisman):** Your armor save becomes 4+, Ignore modifiers (positive or negative when making save rolls for this model. The bearer of this item may **not** have the Monster Keyword.
5. **Wraithbow (Weapon):** In your shooting phase, pick an enemy unit within 18" and roll 6 dice. If you roll any 6's that enemy unit suffers D3 mortal wounds. .
6. **Sepulchral Plate (Armor):** Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 6+ that wound or mortal wound is negated.

Hysh

1. **Blade of Symmetry (Weapon)**: Pick one of the bearer's weapons to be a Blade of symmetry. When the bearer of this time rolls an unmodified 6+ on a hit roll for this weapon. Add 1 to the number of successful hits inflicted on the target.
2. **Crystalline Blade (Weapon)**: Pick one of the bearer's weapons to be a Crystalline Blade. Re-roll wound rolls of 1.
3. **Crystalline Cuirass (Armor):** Increase your armor save by 1 to a maximum of 3+. Increase the Bravery of all units wholly within 12" by 2.
4. **Armor of Refraction (Armor):** Subtract 1 from wound rolls that target the bearer.
5. **Sash of the Ten Paradises (Talisman)**: Increase your move characteristic by 4"
6. **Guardian's Coronet (Talisman)**: Anytime the bearer is affected by a spell that would cause mortal wounds roll a dice on a 4+ that wound is negated.

Ulgu

1. **Miasmatic Blade (Weapon)**: Pick one of the bearer's melee weapons to be a Miasmatic Blade. Subtract 1 from hit rolls that target the bearer.
2. **Blade of Folded Shadows (Weapon)**: Pick one of the bearer's weapons to be a Blade of Folded Shadows. Add 1 to hit rolls.
3. **Spell Mirror (Talisman):** Whenever the bearer is the target of an enemy spell roll a dice on a 6+ the spell rebounds on the enemy caster. Resolve all affects of the spell as if the target was the caster.
4. **Betrayers Crown (Talisman):** Once per battle, at the start of the combat phase, pick an enemy unit within 3" of the bearer that has two or more models. Roll a dice for each model in that enemy unit. For each 5+ that enemy unit suffers 1 mortal wound.
5. **Trickster's Helm (Armor):** Re-roll successful casting rolls for enemy Wizards while they are within 18" of the bearer.
6. **Doppleganer Cloak (Armor):** re-roll hit rolls of 6 for attacks that target the bearer.



Forbidden Power

Eldritch Power of the Realms

Forbidden Power Triumph may be spent to discover items of Forbidden Power. Borne from the very Realm Stone native to its realm, and made manifest. These items will allow your Narrative Hero to carry the power of the Realms onto the battlefield.

- To Gain Forbidden Power Triumph
  - Engage and Defeat the Guardians at a Forbidden Power Objective
  - Control the Objective at the end of the game
- Each item must be purchased (in between games) with **5 Forbidden Power Triumph.** If you choose to spend your Triumph to gain one of these artifacts you will be awarded the artifact of the Realm in which you controlled that objective. E.g. If you controlled a Stormvault at the end your game in Ghyran, you would be awarded the item for Ghyran.
  - In the event that two players seek to control the same artifact, the artifact will go to the player Who who wins a roll off with the other player who would be seeking the objective.
- A Forbidden Power artifact must be assigned to either the Weapon, Armor or Talisman slot as determined by the item. Any Item that is currently equipped may be unequipped and Saved in your Armory.
- **If a Narrative Hero is killed by another Narrative Hero the Forbidden Power item is taken by that hero.** The item may then be claimed by any other army as described above.
- Some Forbidden Power artifacts cannot be combined with other artifacts from opposing Realms due to the opposing energies. See the item description for restrictions.

GUARDIANS OF FORBIDDEN POWER

MELEE	Range	Attacks	To Hit	To Wound	Rend	Damage
Ethereal Weapons	1"	10	3+	3+	•	1

THE GUARDIANS OF FORBIDDEN POWER

A soul for a soul. The Guardians will make sure the tithe is taken.

YOU SHALL NOT PASS!

No saves may ever be made from attacks from The Guardians of the temple no matter the type of save.

ABILITIES

Rules for Engaging the Guardians: To remove injuries from your Narrative Hero you must first defeat the Guardians of Forbidden Power. Treat the terrain as the unit. When you have any units within 1" of the Terrain Resurrection Objective you may choose to enter into combat with the Guardians. All units within 1" may choose to attack the guardians. The guardians will attack first in the combat phase whenever they are targeted and will attack the unit with the most wounds within 1" of the objective. When the guardians are killed you control the Resurrection Objective point. Guardians will return if another player takes control of the objective. Once you have killed the Guardians of Forbidden Power, they will not engage you again during the game.

Forbidden Power: Eldritch Power Items

Aqshy: (Weapon) Replace all other melee weapons with this single profile when equipped.
Magma Sword: 2" / 3A / 3+ / 2+ / -2 / 3. If any Wound rolls were an unmodified 6, all attacks also deal an additional D3 Mortal Wounds.
Cannot be combined with: Chamon, Fortress Armor

Shyish: (Armor)
Echo of Shyish:
In the Combat Phase, any time this hero receives a wound or Mortal Wound that is not negated, the enemy unit that attacked immediately receives the same amount of Mortal Wounds in return.
Cannot be combined with: Ghyran, Force of Nature

Ghyran: (Talisman)
Force of Nature:
At the end of every Combat Phase, heal 2D6 Wounds allocated to this hero.
Cannot be combined with Shyish, Echo of Shyish or Ghur, Orb of the Avatar

Hysh: (Talisman)
Aether Flash Crystal:
In your movement phase, instead of making a standard move or retreat, pick up this hero, and place them anywhere on the battlefield outside of 9" from enemy units and 1" of any objectives. This counts as a normal move. Add +3 to all charge rolls with this unit.
Cannot be combined with: Ulgu, Stygian Cloak

Ghur: (Weapon)
Orb of the Avatar:
In your Hero Phase you may replace your hero with **Avatar of Ghur Warscroll**. The model counts as part of your army. Use the warscroll provided until this model is destroyed (no other DP spent on your character can modify this warscroll). If destroyed return your hero to the battlefield in place of the model with 1/2 of its starting wounds remaining.
Cannot be combined with Ghyran, Force of Nature

Chamon: (Armor)
Fortress Armor:
This hero is only able to be wounded by Mortal Wounds and Rend of -2 or greater. Roll a dice each time you allocated a wound or mortal wound to a model that has this item equipped on a 6+, the wound is negated.
Cannot be combined with Aqshy, Magma Sword

Ulgu: (Armor)
The Stygian Cloak:
Enemy units targeting the bearer of this item must resolve all hits on a 5+ that may not be modified by any means. This hero may not be targeted by magic or shooting from outside of 9".
Cannot be combined with Hysh, Aether flash Crystal

THE AVATAR OF GHUR

MISSILE	Range	Attacks	To Hit	To Wound	Rend	Damage
Breath of the Inferno	18"	1	3+	2+	-2	D6
MELEE	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Savage Bite	1"	3	3+	2+	-3	3
Tearing Claws	1"	4	6+	6+	-2	2
Sweeping Tail	1"	*	3+	3+	-1	1

FLY

The Avatar of Ghur can fly.

ABILITIES

Breath of the Inferno: If the To Hit Roll for the attack is an unmodified 6, the attack sequence ends, and the target takes D6 Mortal Wounds instead.

Savage Bite: If the To Hit Roll for the attack is an unmodified 6, the attack sequence ends, and the target takes 3 Mortal Wounds instead.

Tearing Claws: If the To Hit Roll for the attack is an unmodified 6, the attack sequence ends, and the target takes 2 Mortal Wounds instead.

Sweeping Tail: * 1 attack for each model within 3"

Beasts of Ghur

Beasts of Ghur (Jabberslythe warscroll and Chimera Warscroll)

Setup

- Beasts of Ghur will be setup on the mid-line of the table
  - one in the middle and the other two 20" apart from the monster in the middle
- The Warscrolls for the beast will be available on the table.
- Exception: Chained Beasts
  - Chained Beasts will start out within 1" of an objective as determined by the player who chained it.

Hero Phase

- If you wish to target a Beast of Ghur with a spell roll a dice. On the roll of a 5+ you may target the Beast of Ghur. Otherwise the Beast cannot be targeted.

Movement

- Beasts will be moved at the start of the 1st battle round, and then each consecutive round.
- Anyone may move the beasts by rolling a scatter die and 2D6
  - 2D6 will be the number of inches they move and the will move in the direction of the scatter Die. A score of a "hit" on the scatter die means the monster does not move.
- Beasts of Ghur can move freely out of combat at the start of each battle round.
- Beasts of Ghur are always considered Enemy Models. If a beast of Ghur moves within 3" of a unit, it is considered as having charged.

Shooting

- A Beast of Ghur may perform a Shooting attack after movement if one is present on its warscroll.
- The attack will be made on the closet unit that is within range of its attack
- No saves may ever be made on attacks from a Beast of Ghur no matter the type of save.
- <u>Beasts of Ghur are -2 to be hit in the shooting phase unless you are within 3".</u>

<u>Charging</u>

- After it is moved, a Beast of Ghur will charge the closest player unit that is within 12" with normal rules for charging applying.

Combat

- No saves may ever be made on attacks from a Beast of Ghur no matter the type of save.
- Whenever a Beast of Ghur is selected as the target of an attack in the combat phase it immediately attacks with all its melee weapons against the target that selected it (prior to the unit that selected it).

Death

- If a Beast of Ghur dies it remains in the location it was killed and is not removed from the table. It becomes an objective.
  - Enemies may claim the beast objective even if you were the one to kill it.

The Eight Points and the Varanspire

The Varanspire

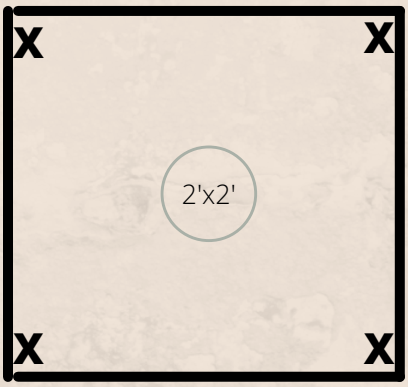
- *Coveted by all, the Varanspire is the power that controls the Eight Points.*
- The Varanspire is represented by the Chaos Dreadhold on the Table that represents the Eight Points.
  - A Chaos Army will be chosen to "control the Varanspire." **As long as any part of that players army is on the battlefield** the Varenspire Objective may not be taken by the normal rules for taking objectives.
  - A Chaos Army that controls the Varanspire may roll a dice at the end of its Movement Phase. On the roll of a 4+ it may summon 1 minimum sized Battleline unit onto the battlefield, wholly within 12" of a hero or the Varanspire, and more than 9" away from enemy models.
  - Any Army that controls the Varanspire will start the game with a minimum of 5 Treachery cards.
  - An Army that controls the Varanspire at the end of the game will score 15 Varanspire Triumph. (See Spending Triumph page ___).
  - Treachery Cards that would affect objectives **DO NOT** effect the Varanspire.

Game 4

The Tournament of Champions
and
The Battle to become the World Titan

Game 4 of Battle Across the Realms will be fought as 4 player free for all with Narrative characters entering into gladiatorial combat on each table. Winners will advance and fight again until at last we arrive at the winner of the Tournament who will be gifted for his triumph.

Mega-Gargant hero's will partake in their own Tournament and will with the winner achieving the title of World Titan and the resultant Achievement Points.



Game Play

- Players may choose to enter the Tournament of Champions or not.
- Setup a 2'x2' square in the center of the table. With terrain placed to achieve a good looking arena. Place an objective in the very center of the arena to serve as a healing objective (any terrain piece will do).
- Players will start in each corner of the 2'x2' square
- The game will proceed with as many battle rounds as necessary until a winner is crowned.
- Use your Narrative Hero Cards to determine turn order as in normal Battle Across the Realms games.
- The first player within 6" of Healing objective controls the fountain objective until that hero either moves away or is killed.
- **Cowardice at a Price:** At the start of the second battle round and each battle round forward all players will lose 1 wounds that cannot be saved or healed by any means. Furthermore, each round your Hero does not attack in the shooting or combat phase the amount wounds lost increases by 1 (This is cumulative and only affects the hero that did not attack)
  - This rule does not apply to the hero who controls the healing objective.
  - Heroes may still heal all other wounds as they are able.
  - For Mega-Gargants increase the number of wounds lost to 3.
- Play continues until only 1 hero survives. This hero will advance until a Champion and Tournament Winner is crowned.
- Players do not level up during the tournament.
- Players will take injuries if killed.

The Tournament of Champions winner will be gifted The Rune of Gods: Increase any weapon you Possess to Rend -4.

(This will not work on any Forbidden Power Realm weapon, If you do not have a weapon to place the rune on you may level up instead)

The Mega Gargant who wins World Titan will be granted 5 more wounds.

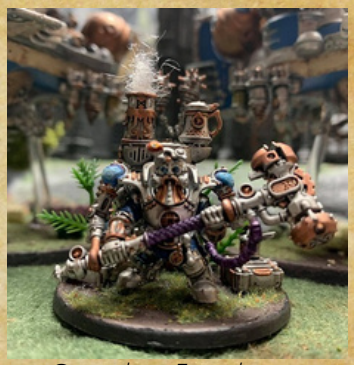
Armies of the Realms

Your story, your army, your motivation, and your pictures!

In the following pages you will find the narrative stories behind the forces vying for survival, profit and conquest in the Realms. Look closely into these stories and know your enemies well. For within will be found the machinations, schemes, plots, and motivations of the very same armies you may face on the battlefield. Know thy enemies well, and those who may prove to be allies.

Grumdren Forgeheart's Flying Circus of Barak Urbaz

Neil Larocca's Kharadron Overlords



Grumdren Forgeheart

Capital Venture Log - Writ of Command

I Grumdrenson Forgeheart the undersigned, do so agree, and with full consent of the crew, take command of all assets pertaining to the Capital Venture Fleet known as The Flying Circus of Barak Urbaz. Command has been granted following the death of Admiral Kirgor Ironhand.

Claim has been made legal by Artycle 1, Amendment 17 "Death of a Commanding Officer." Which states:

"In the event of the death of a commanding officer, it shall fall to a vote by surviving members of the expedition as to who shall lead. This leader shall not be chosen by strength of arms, nor intelligence, nor wisdom alone. He/She will be chosen as the Duardin most capable of returning positive investment of the current capital venture."

The Death of Kigor Ironhandt

We shall call the matter settled:

Grumdren Forgeheart Endrinmaster

East of The Resurgence, approaching the Sap Volcanoes

Capital Venture Log - Day 17

He was a damned fool. We could see the odds were too great, but he pressed on regardless. We were flying at a great pace towards a mountainous range of the Sap Volcanoes. We could all smell it on the air. Aether Gold. The type that makes the tips of your beard stand on end. This was it the payoff we were looking for.

In the distance we could just make out the sight of an old crumbling fortress built into the side of a mountain. Old and dilapidated as it was, we knew what secrets it must be holding. We could sense the power of the Aether Gold in the very air. As we drew closer and closer, the visage of the fortress began to change. It seemed as a memory of a dream returning, foggy at first, and then more vivid. Then it was upon us. The veil lifted as we drew upon the fortress. Abandoned the fortress was, but only by the living. The dead had claimed this fortress, and had concealed themselves well with one of Sigmar's Penumbral Engines. Ironheart was not the first to die but his thirst for power blinded him to the threat. We could not win this fight, the opposition was too great for our fleet. Following his death I ordered the retreat. We escaped damaged, but not destroyed. We limped away from the mountains to count and our losses and plan how best to recoup them. I've been made the new commander of the fleet. We have set to repairing the ships, and we leave on the first winds of tomorrow. Fortune and riches await, but this time, a more calculated approach.

– 1st Entry of Commander Grumdren Forgeheart of the Flying Circus

Inventory and Assets

Inventory and Assets

- Current Assets as of Venture day 17: 1 Arkanaut Ironclad, and 5 Grundstock Gunhaulers
  - Following defeat at the battle of the Sap Volcanoes
  - All ships repaired and sky worthy

The Ghyran Goddess

- Arkaunaut Ironclad: Flagship
  - 1 Great Sky Cannon
  - 8 Aethershot Carbines
  - 4 Aethershot Torpedoes
  - Base Crew outfitted
    - Endrinrigger: Hargar
    - Aetheric Navigator: Grustor

Will need to seek out Endrinworks to improve fighting capabilities of our capital ship.

Barak Bombshell

- Grundsock Gunhaluer (escort class)
  - 1 Great Sky Cannon
  - 2 Aethershot Carbines
  - Crewed by
    - Fidreg and Lormus

Tayrathi's Folly

- Grundsock Gunhaluer (escort class)
  - 1 Great Sky Cannon
  - 2 Aethershot Carbines
  - Crewed by
    - Borgrin and Kagan

Lucky Lady

- Grundsock Gunhaluer (escort class)
  - 1 Great Sky Cannon
  - 2 Aethershot Carbines
  - Crewed by
    - Yondrek and Bradok

Red Jenny

- Grundsock Gunhaluer (escort class)
  - 1 Great Sky Cannon
  - 2 Aethershot Carbines
  - Crewed by
    - Thorek and Vostog

- It would be wise to commission more ships to the fleet. Many were lost in the prior battle. We should seek out Aether gold deposits as quickly as we are able. We cannot afford to another loss of assets at this time. The prior Admiral's logs place more Aether gold to the South. When the fleet is sizable enough. Perhaps we shall revisit the Sap volcanoes and tithe the dead for our due.

Matt Haywards Lumineth Realm- Lords

Kal'dar Krendo has been blessed or cursed with unbelievably long life. He was born a couple hundred years before the Ocari Dara began. While never ostracized or ridiculed, he never could let himself get swept up in the moment like the rest of his kin during the age of excess and rarely used Aetherquartz. He felt that the use of Aetherquartz should not be done in an attempt to further one's craft, but to push one's limits when the situation required it. However, most of his peers tapped into the boosting power for the smallest of tasks. This led others to get the impression that he was subpar in comparison. Kal'dar tried telling himself that he didn't mind being an outsider as long as his abilities were earned by his own hand and heart; but there were many nights where he felt very differently.

When the civil war erupted, he fought, but he was unsure why. He felt both sides were wrong, but if one side didn't win, then there would be none left standing. The war was a dark time, not only for all of the Lumineth, but for Kal'dar specifically. He had used more Aetherquartz each day than he had in his entire life before the Spirefall. If he didn't, surely his enhanced kin would overtake him in combat. He spent most of his time with his head spinning with emotion and a sort of foreign taint due to the unfamiliarity he had with the substance. To Kal'dar, the majority of the war felt like a horrid unwaking fever dream, until all in Hysh could hear a cracking in reality in the back of their minds... Every Lumineth knew at that very moment that they had gone too far, and a unified silent prayer went out, hoping that their mistakes hadn't changed things permanently.

As silence fell across all of Hysh in nervous anticipation of what was to happen next, a deafening, all-encompassing crash swept across the realm as daemons of Slaanesh poured out of these cracks like a flash flood. Even with Kal'dar taking more Aetherquartz than he could handle, he could barely keep his defenses up against the sudden horde. He knew that he and his people had pushed their luck. Their arrogance had obfuscated how naive they truly were. You can't indulge in every temptation and desire without the slightest shred of vacillation. Kal'dar knew this was the end of the Lumineth, and probably the end of Hysh, itself. As he could feel the final vestiges of hope slip from his fingers, a shining beacon presented itself; Tyrion, the Dragon of Cothique, himself, appeared before them.

What few survivors that were left picked up their spears, swords, and bows. A pride strummed in their hearts, a lost pride, a pure pride. The survivors knew they still might not survive, but now they remembered who they were; the Asur, the Eldest Race... Being surrounded and outnumbered was in their very blood. Kal'dar would not simply allow himself to be killed, and if he must die, it would be with weapon in hand and his boots on the ground.

Very few Lumineth can say that they were there that day, making the final charge alongside the Heir of Aenarion. And while that was the proudest moment any of them could ever hope to experience, the actions they took that led them there prevent most of them from ever speaking about it. The shattered and broken Lumineth stood victorious, but only because of Tyrion's intervention.

After this, Teclis also returned, and the twins began trying to figure out how the Lumineth could be brought back from the brink. Unfortunately, the remaining survivors were all strung out from centuries of infighting and overuse of Aetherquartz. Kal'dar was unable to keep track of the time as the Aetherquartz fully left his body, and he began to feel like himself again. But when he was finally recovered, Teclis had done it. Teclis had began mending what his Lumineth had wrought. He learned how to communicate with the realm itself.

As Kal'dar began the long road of reacclimating to a life without constant fighting and Aetherquartz use,
he saw a different Lumineth. The use of Aetherquartz had been highly curbed, even though not enough for Kal'dar's preferences, but he saw a much more dispassionate people. These aelves were not getting upset, or arguing... but they weren't smiling or laughing, either.

He discovered that Teclis had taught all of his children how to commune with Hysh. He put them on the True path; the way the descendants of Asur were meant to live. While Kal'dar showed an unnatural ease at resonating with the realm, he couldn't help but feel something was still off. It was a feeling that would gnaw at him for quite a long while.

After the Great Nations had been rebuilt, he found himself in Zaitrec, helping others that struggled connecting with Hysh. Even though he was doing something that he felt was rewarding and very important, he still felt empty. The newly dubbed Realm-Lords live as long as any sentient being could want, and they exceeded at everything they set their minds to, but no one dared take enjoyment from their lives. What is the point of that? Yes, blind passion and pleasure is a thing to be righteously avoided, but this cold impersonal way of living and decision making was almost as bad.

One day, while deep in thought on this subject, he accidentally ran into someone. As he looked up, apologizing, he felt his very essence leave his body as he saw Teclis reaching a hand down to help him up.

Are you alright, my child?" Teclis said softly. "Y-yes, m'lord, I can't apologize enough for my..." Kal'dar got out before Teclis interrupted him.
"Please, do not worry. I have been through worse, and I imagine I
will survive this encounter, as well." Teclis said in a soft, somewhat monotone voice. Kal'dar couldn't get a read on him. He could figure out if that was sarcasm? Was Teclis trying to joke with him? That couldn't be it.... "You are Kal'dar, yes? I've seen you around teaching the others. But when not assisting others you seem to be lost in thought. Would you care to tell me what seems to be preoccupying your mind so?" Teclis said as he shifted his gaze to the sky.

"Oh, I don't mean to trouble you with my simple troubles, m'lord..." Kal'dar replied, humbling himself.
"I insist." Teclis said with some of the softness leaving his tone."Yes, m'lord," Kal'dar audibly gulped and continued, "I just... I'm not sure we, the Lumineth, have... uh.. have found the right path... yet." "Oh?" Teclis pondered as he looked over with one eye, "Go on..." "Well, uh, the Ocari Dara was caused by lack of self control and self discipline, but now, everyone lives with nothing but total self control. It's like feelings and emotion have been taken completely out of the equation." His mind began to slip into his train of thought, while starting to forget who he was speaking to. "So, you would prefer a return to the way of old?" Teclis muttered. "N-no! Of course not!" Kal'dar spat out, remembering who he was speaking with. "I think of it

like riding a horse... If you don't control yourself enough, you will fall from the saddle... but if you're too rigid, then the horse will throw you with the first buck." Teclis moved his head just enough to see Kal'dar with both eyes, but still at an angle. He was silent and just stared for awhile, and said "Like horse riding, you say?"
"Y-yes, m'lord!" Kal'dar quickly replied, "At least, that's what I've been thinking." He continued, but trailed off as he could feel Teclis' gaze upon him. Kal'dar could feel his life ending; he dared question the Lord of the Lumineth! The silence was maddening. Was Teclis going to strike him down, or have him imprisoned, or banished?? "You might be right about that." Teclis said with a whisper, bowed ever so slightly, turned and walked away.

Kal'dar's heart was beating out of his chest after that encounter. He counted his blessings, and returned to his chambers. The next morning, he awoke with a letter at the foot of his door. It was a Writ of
Reassignment... from the Great Prince Eltharion! He was given the rank of High Warden and was assigned to lead a unit of Wardens at Teclis' side! Whether this is another blessing or curse, only time will tell...

Narrative Hero Character Sheet

Character Name: _____

Warscroll Name: _____ Level: _____ Wounds: _____

Command Trait: _____

_____

Artifacts Equipped:

- **Weapon**: _____
- **Armor**: _____
- **Talisman**: _____

Arcane Secrets:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Injuries:

- _____
- _____
- _____
- _____

Additional Abilities (Gained by leveling up)

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Army Roster

Event Game _____ Total Number of Games Played _____

- Unit:_____ Survived (Y/N)_____ Points: _____
- Unit:_____ Survived (Y/N)_____ Points: _____
- Unit:_____ Survived (Y/N)_____ Points: _____
- Unit:_____ Survived (Y/N)_____ Points: _____
- Unit:_____ Survived (Y/N)_____ Points: _____
- Unit:_____ Survived (Y/N)_____ Points: _____
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- Unit:_____ Survived (Y/N)_____ Points: _____
- Unit:_____ Survived (Y/N)_____ Points: _____
- Unit:_____ Survived (Y/N)_____ Points: _____

Armory: Items, Mount traits, Endrinworks, etc.

- _____ _____
- _____ _____
- _____ _____
- _____ _____
- _____ _____
- _____ _____
- _____ _____
- _____ _____

Unique Characters (Acquired through the draft)

- Unit:_____ Points: _____
- Unit:_____ Points: _____
- Unit:_____ Points: _____
- Unit:_____ Points: _____
- Unit:_____ Points: _____
- Unit:_____ Points: _____
- Unit:_____ Points: _____

Achievement/Triumph Sheet

Number of times a Realm was visited:

Ghur: ____ Ghyran: ____ Hysh: ____ Shyish: ____ Ulgu: ____ Chamon: ____ Aqshy: ____

Triumph Tracking

- **Aether/Ur Gold: Total accrued _____ Total Spent _____ Total Remaining _____**
- **Artifacts: Total accrued _____ Total Spent _____ Total Remaining _____**
- **Arcane Secrets: Total accrued _____ Total Spent _____ Total Remaining _____**
- **Forbidden Power: Total accrued _____ Total Spent _____ Total Remaining _____**
- **Realmgates : Total accrued _____ Total Spent _____ Total Remaining _____**
- **Varenspire: Total accrued _____ Total Spent _____ Total Remaining _____**
- **Beasts of Ghur: Total accrued _____ Total Spent _____ Total Remaining _____**
- **Only The Faithful: Total accrued _____ Total Spent _____ Total Remaining _____**

Total sum of all types accrued (end of event) _____

Achievements:

- **Alliance Achievements - The enemy a*rmy must be completely destroyed.* (May be achieved multiple times throughout the event or current game)**
  - **Order Alliance - Destroy a Chaos Army (10 pts), Death army (5 pts), Destruction Army (5 pts)**
    Points accrued**: _____**
  - **Death Alliance - Destroy a Chaos Army (10 pts), Order army (10 pts), Destruction Army (5 pts)**
    Points accrued: _____
  - **Destruction Alliance - Destroy any Allegiance Army (10 pts)**
    Points accrued: _____
  - **Chaos Alliance - Destroy an Order Army (10 pts), Death Army (5 pts), Destruction army (5 pts)**
    Points accrued: _____
- _____ _____ _____
- _____ _____ _____
- _____ _____ _____
- _____ _____ _____
- _____ _____ _____

Total Achievement Points _____

Game/Event Narrative Journal

The story of your army's battles across the Realms: