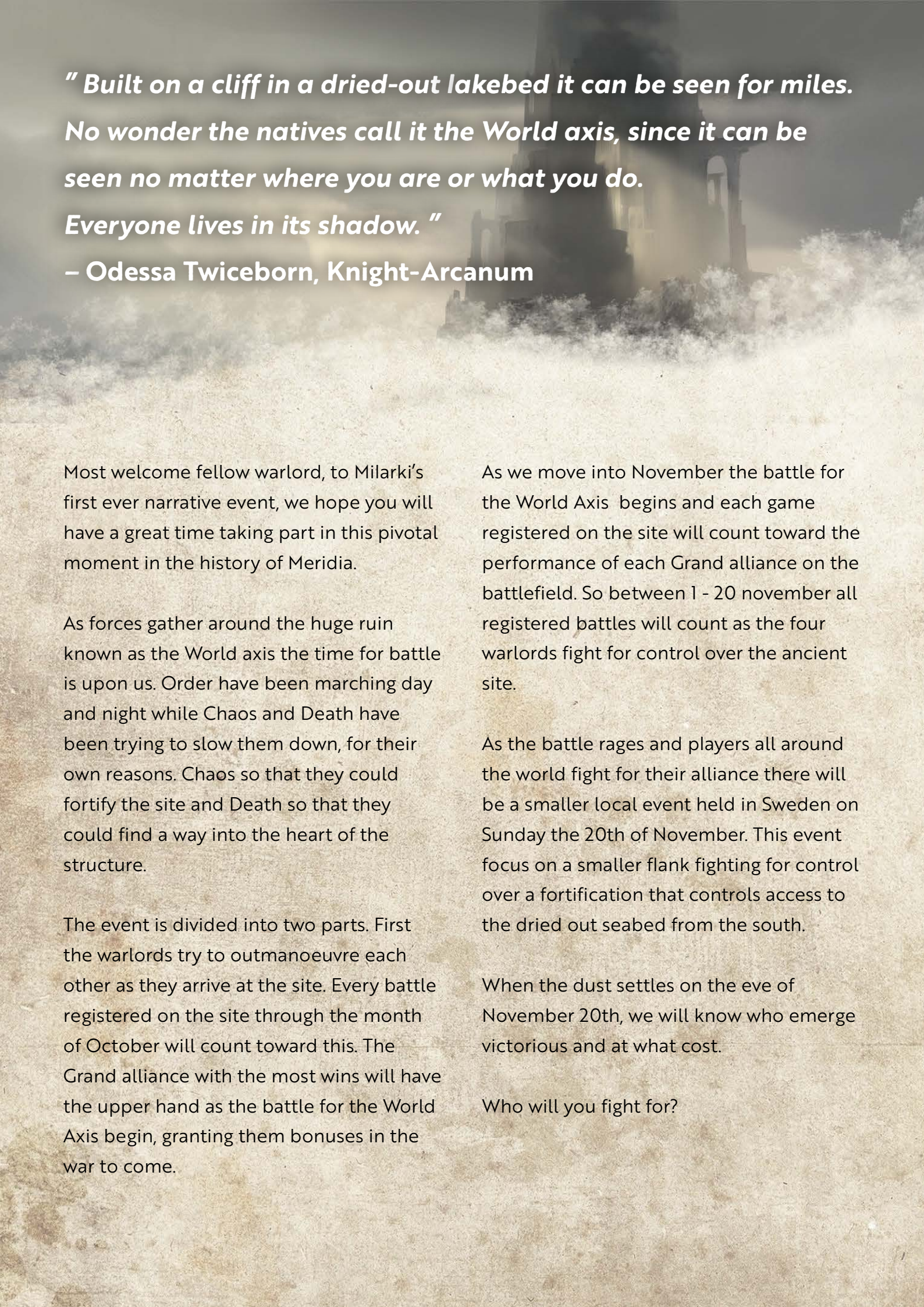


# IN THE SHADOW OF THE WORLD AXIS

A GLOBAL EVENT IN  
THE LAND OF MERIDIA  
NOVEMBER 2022





***" Built on a cliff in a dried-out lakebed it can be seen for miles.  
No wonder the natives call it the World axis, since it can be  
seen no matter where you are or what you do.  
Everyone lives in its shadow. "***

**– Odessa Twiceborn, Knight-Arcanum**

Most welcome fellow warlord, to Milarki's first ever narrative event, we hope you will have a great time taking part in this pivotal moment in the history of Meridia.

As forces gather around the huge ruin known as the World axis the time for battle is upon us. Order have been marching day and night while Chaos and Death have been trying to slow them down, for their own reasons. Chaos so that they could fortify the site and Death so that they could find a way into the heart of the structure.

The event is divided into two parts. First the warlords try to outmanoeuvre each other as they arrive at the site. Every battle registered on the site through the month of October will count toward this. The Grand alliance with the most wins will have the upper hand as the battle for the World Axis begin, granting them bonuses in the war to come.

As we move into November the battle for the World Axis begins and each game registered on the site will count toward the performance of each Grand alliance on the battlefield. So between 1 - 20 november all registered battles will count as the four warlords fight for control over the ancient site.

As the battle rages and players all around the world fight for their alliance there will be a smaller local event held in Sweden on Sunday the 20th of November. This event focus on a smaller flank fighting for control over a fortification that controls access to the dried out seabed from the south.

When the dust settles on the eve of November 20th, we will know who emerge victorious and at what cost.

Who will you fight for?



## How can you take part?

There are two ways you can take part in this narrative event. First you can play your regular battles and register them as normal on milarki.com. This will count toward the success of your grand alliance on the field of battle.

The second way is to use our battle pack that we have created for this event. It is the same pack that we will use for the local event on the 20th of November. But you can use it before that if you want to create your own event with your friends. In this you will find custom battle plans and a story to accompany the battles. The registered battles will of course count toward your respective alliance.

If you use our battle pack and make your own event we would love to see some pictures and films on our social media. It would be amazing to see others create their own Meridia moment

## What is Milarki?

Milarki is the home for casual gamers. A webpage that is your digital base for your real-life Age of Sigmar games. Here you can take part in a grand narrative together with hundreds and thousands of players all around the world. Here you can also keep score of your games and start leagues with your friends

## How does Milarki work?

You play your games of Age of Sigmar or Warcry in real-life. You then register those games on Milarki.com. The statistics from all the registered games on the site will help shape and influence the story of Meridia that can be read and experienced on the site.

You the players decide its fate.

***" Our ancestors settled their differences, they bled for honor and punished those who did them wrong here. Today it is our turn to bleed as we fight the unworthy. Skulls for the throne! "***  
**– Gorm Skullbreaker, Darkoath Chieftain**



# In the shadow of the World axis

## – A Narrative event

### Some practical information

Since it's a narrative event we have chosen to make a few restrictions and changes to the regular gameplay. We wanted the games to feel close to the chaotic battlefield while also work within the timeframe we have.

Three games will be played during the event. Game time of each will be set to 1 h 45 min.

We will use custom-made battle plans that can be found later in this document to reenact the three key points in the battle for the South lock. Yes we know, 4 battle plans but only 3 games. We are sneaky that way.

The games will be played on 30" x 44" to make them feel tighter and also reflect the 1000p point limit instead of the normal 2000p

### Rules for the Armies

- ✂ 1000 p Armies with a minimum of 2 Battlelines. One individual unit can MAX cost 300 points.
- ✂ The models need to be painted at least to a tabletop standard. We will not be judging your paint job though, we aren't that good either.
- ✂ If you want to use proxy minis contact us at [anders@milarki.com](mailto:anders@milarki.com) for an "ok" just to be sure.
- ✂ The army-lists need to be sent to [anders@milarki.com](mailto:anders@milarki.com) before the 6th of November.
- ✂ Build the list in Warscroll-builder, either on the GW webpage or in the app.



## Generals Handbook 22 restrictions



- ⊗ NO Grand Strategies
- ⊗ NO Battle-tactics from Army Battletomes or White Dwarfs.
- ⊗ NO Allies in your army.
- ⊗ NO Mystical Terrain rules. Rule-number: 28.3.2
- ⊗ NO "One drop" - Battalions are allowed. Other than that feel free to bring battalions.

Since every player represents one of the four Grand Alliances they will only be paired against other alliances. So Order will never fight order etc. During the course of the day you will have fought one battle against each of the other three grand alliances.

Generals handbook 2022 Season 1 will be in effect but we will have some restrictions to this. They are listed in the info box above.

### Narrative Special rules:

Every player will be given a card with a special rule printed on it. Each alliance will receive the same card depending on how well they have performed in the month leading up to November. So This card can be played once during the three games and is given to the organisers after it has been used.

If you slay your enemy's general in a game you will receive 2 extra victory points on top of the regular points received from battle-tactics.

And for the alliance that have the most generals killed? well..... you will see.

***" Let them fight amongst each other. In death they shall rise again and serve their true master.***

***– Aramelia Moarte, Vampire lord***



## Information for the local event

**Date:** Sunday 20th of November 2022

**Time:** 09:00 to 17:30 or late.

**Place:** Elite Stadshotellet i Karlstad.

**Max Size:** 40 Players divided in 4 Grand Alliance. So, we need to fill brackets of 4.

**Cost:** 400 SEK. Swish to Anders  
0734-257053 to confirm your spot in the event.

## How to enter the event:

Send a mail to [anders@milarki.com](mailto:anders@milarki.com)  
Then swish 400 SEK to 0734257053, this will confirm your spot in the event.  
Included in the price is lunch and a "Swedish-fika". if you have allergies of some sort then write them here as well.

Please note what army you are entering into the event. Since we need the grand alliances to be even in numbers you may write down a second and third army if you have one you want to play. These two need to be from different grand alliances. This is to help us out and make for an even nicer event.

Learn more on [www.milarki.com](http://www.milarki.com)

## Schedule for the day

09:00 - 09:30	- gathering
09:30 - 10:00	- Info
10:00 - 11:45	- Game 1
12:00 - 13:00	- Lunch
13:00 - 14:45	- Game 2
14:45 - 15:15	- Fika
15:15 - 17:00	- Game 3
17:00 - 18:00	- Final words
18:00 - Late	- Hangout and Dinner

## Follow us of on the socials:

 @milarkigames

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# Battleplan 1 – The opening charge

*“Ladz, let’s show dees humies how fight proper. Waaaagghh!”*  
– *Maddog Bonebreaka, Orruk Warchanter*

## Deployment

The Event organisers decide on who is **Attacker** and who is **defender**.

Roll-off to see who sets up first, the highest chose who will go first. The players then alternate between setting up their units.

The army that is finished setting up first decide who gets the first turn.

## Who starts the game

The attacker must take the first turn.

## Objectives and scoring

Score 1 victory point if you control one objective.

Score 1 additional victory point if you control two or more objectives.

Score 1 victory point if you control more objectives than your opponent.

Score 2 victory points if you complete the battle tactic you chose that turn.

## Grand strategy

No grand strategies are used in this game.

## Battle length

The battle lasts for 5 rounds.

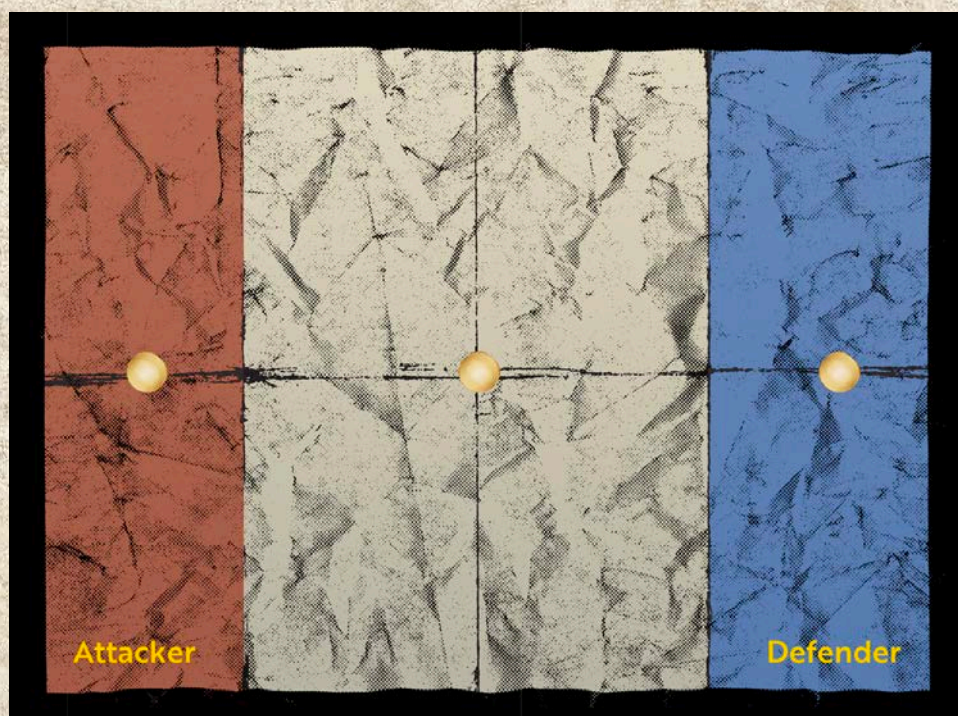
## Glorious victory

The player with the most victory points at the end of the game is the winner. If the players are tied, the player with the most completed Battle-tactics win. If that also is a tie the game ends in a draw.

## Special rules

Slay the general - If you manage to kill the opponent’s leader you score 2 victory points.

Also, inform the Event Organisers that you have accomplished this.





# Battleplan 2 – At the gates

*"There won't be another dawn. We will reap as we have sown."*

*– Aramelia Moarte, Vampire lord*

## Deployment

The Event organisers decide on who is **Attacker** and who is **defender**.

Roll-off to see who sets up first, the highest chose who will go first. The players then alternate between setting up their units.

The army that is finished setting up first decide who gets the first turn.

## Who starts the game

The attacker must take the first turn.

## Objectives and scoring

Score 1 victory point if you control one objective.

Score 1 additional victory point if you control two or more objectives.

Score 1 victory point if you control more objectives than your opponent.

Score 2 victory points if you complete the battle tactic you chose that turn

## Grand strategy

No grand strategies are used in this game.

## Battle length

The battle lasts for 5 rounds.

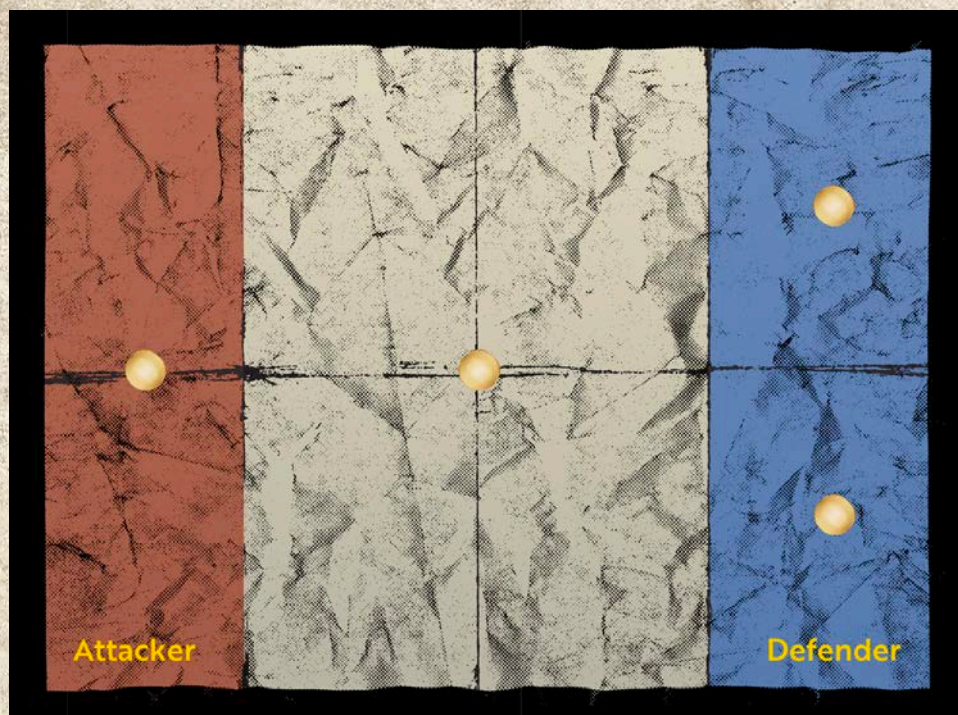
## Glorious victory

The player with the most victory points at the end of the game is the winner. If the players are tied, the player with the most completed Battle-tactics win. If that also is a tie the game ends in a draw.

## Special rules

Slay the general - If you manage to kill the opponent's leader you score 2 victory points.

Also, inform the Event Organisers that you have accomplished this.





# Battleplan 3 – Regroup!

*"Your death is a sacrifice to the Daughter.*

*Tonight we will drink to you, but now we make the unworthy pay. "*

*– Gorm Skullbreaker, Darkoath Chieftain*

## Deployment

The Event organisers decide on who is **Attacker** and who is **defender**.

Roll-off to see who sets up first, the highest chose who will go first. The players then alternate between setting up their units.

The army that is finished setting up first decide who gets the first turn.

## Who starts the game

The attacker must take the first turn.

## Objectives and scoring

Score 1 victory point if you control one objective.

Score 1 additional victory point if you control two or more objectives.

Score 1 victory point if you control more objectives that your opponent.

Score 2 victory points if you complete the battle tactic you chose that turn

## Grand strategy

No grand strategies are used in this game.

## Battle length

The battle lasts for 5 rounds.

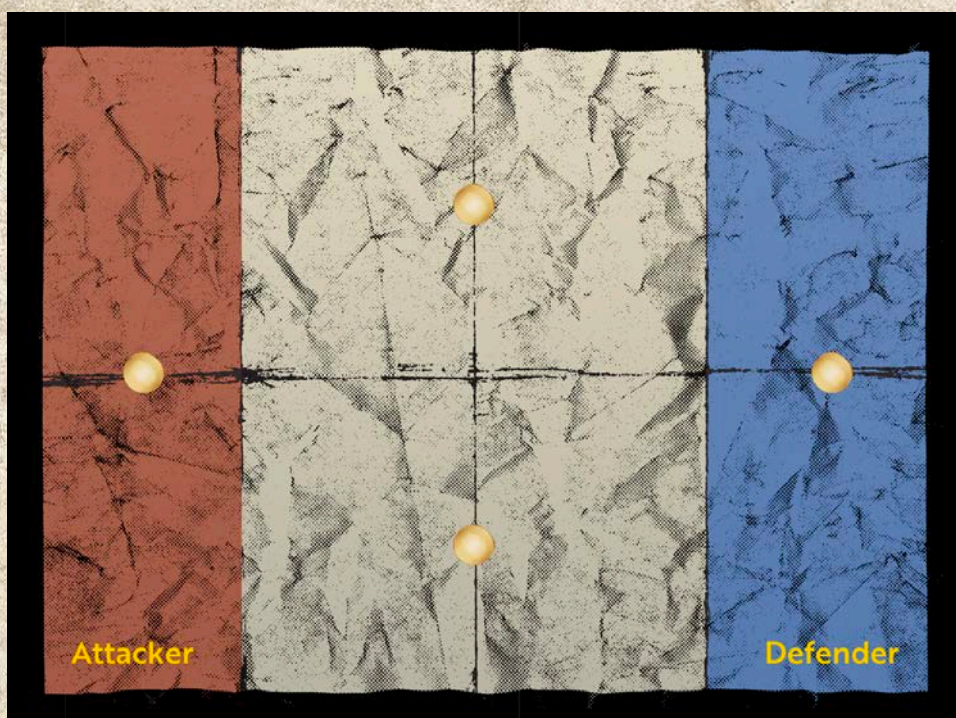
## Glorious victory

The player with the most victory points at the end of the game is the winner. If the players are tied, the player with the most completed Battle-tactics win. If that also is a tie the game ends in a draw.

## Special rules

Slay the general - If you manage to kill the opponent's leader you score 2 victory points.

Also, inform the Event Organisers that you have accomplished this.





# Battleplan 4 – Into the maelstrom

*" With every life taken, Sigmar's grace grows "*

*– Odessa Twiceborn, Knight-Arcanum*

## Deployment

The attacker must set up 6" away from the defender's territory.

The defender deploys his army first and the attacker sets up his units.

## Who starts the game

The attacker must take the first turn.

## Objectives and scoring

The map starts with no objectives on the table. On turn two place two objectives in the table. Roll a D3 to see where they are placed, one for each lane.

On turn three another objective is placed on the center line with the help of a D3.

Score 1 victory point if you control one objective.

Score 1 additional victory point if you control two or more objectives.

Score 1 victory point if you control more objectives than your opponent.

Score 2 victory points if you complete the battle tactic you chose that turn

## Grand strategy

No grand strategies are used in this game.

## Battle length

The battle lasts for 5 rounds.

## Glorious victory

The player with the most victory points at the end of the game is the winner. If the players are tied, the player with the most completed Battle-tactics win. If that also is a tie the game ends in a draw.

## Special rules

Slay the general - If you manage to kill the opponent's leader you score 2 victory points.

Also, inform the Event Organisers that you have accomplished this.

