

# WARCRY

UNOFFICIAL NARRATIVE EVENT

## THE VITRIOL SEA II

A 2-DAY SKIRMISH EVENT



PROVIDENCE, RI, USA

FEB

4-5

CaptainCon  2023

### EVENT RULES PACK [v 1.2]

TACTICAL TEAM  
MISSIONS

BOUNTIES & TREACHERY  
CARDS

BUILD YOUR  
WARSHIP: DISPLAY  
BOARD & NAVAL  
TRANSPORT

MONSTER HUNTING  
FINAL MEGABATTLE VS  
GIGANTIC CHARONHYDRA



Favored  
Terrain





This will be a 2-day narrative event, consisting of several games of *Warcry*. This Rules Pack includes all details of what players must bring and what they can expect.

## Important Stuff:

1- [GET A TICKET FOR THIS EVENT ON THE CAPTAINCON WEBSITE \(and a convention badge, of course\)](#)

**ATTENDING BOTH DAYS OF THE EVENT IS NOT MANDATORY**

2- JOIN OUR ONLINE DISCUSSION CHANNEL

This is where you can get in touch with us, the event organizers, to ask any questions you have, and start meeting other players joining the event.

You can join Discord through your browser via the link: just *post that you are coming for CaptainCon* and you will be added as an event member. (recommended: turn your Discord notification settings to 'mentions only')

**#CaptainCon-Vitriol-Sea** channel on The Great Weave server

<https://discord.gg/fEJUFrq> (click here)

3- PRE-REGISTER WITH US WHICH FACTION YOU WILL JOIN

Get your name registered early so you can ensure you will prepare the right list and models, and that we have space for you.

<https://forms.gle/fiiKLeHXJ5A7Eacy5>

4- MAKE YOUR WARSHIP MODEL

You can bring a **Warship** model, as a display board and to carry models on during some of the games.

The best warship will be one of the categories of awards.

We have some ships to spare, but bring your own to ensure your models won't have to spend their time swimming! More details ahead in this rules pack.





# SUMMARY

This will be a campaign-style Warcry event, consisting of both 1-vs-1 and multiplayer games, where players' warbands will increase in power.

It is a narrative event, and players will lead their forces on coastal raids and naval battles, in a tug of war between two Alliances.

There will be themed tables and special rules for Warcry missions, monster-hunting battles, earning Coin and Treachery cards you can use to upstage your opponents, and a final mega battle to secure the gigantic Charonhydra, the scourge of the Vitriol Sea.

Each player can bring a **warship** to carry units to battle and serve as a display board, and we welcome players to bring their own Warcry warbands already embarked into quests and with Experience.

Players can spend their in-game coins to buy artefacts or upgrades to their warship between games.

They can also share them with teammates or bribe their opponents.

This event will take place **Saturday and Sunday, ending with a final interactive multiplayer megabattle.**

**THIS RULES PACK WILL BE UPDATED WITH MORE DETAILS AS THE EVENT APPROACHES.  
REGISTERED PLAYERS WILL BE NOTIFIED.**

## NARRATIVE EVENT ORGANIZERS (NEOs):

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[WHFBnarratives.blogspot.com](http://WHFBnarratives.blogspot.com)



@WH\_narratives

**Robert Amaral**



<https://www.facebook.com/favoredterrainandpaint>





**PREVIOUSLY, IN 'THE VITRIOL SEA':**



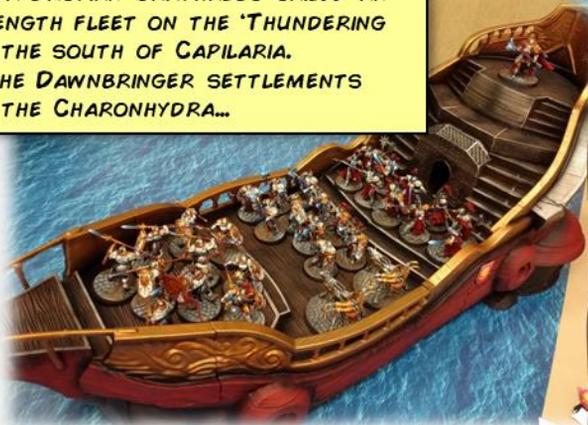
THE CHARONHYDRA, ONCE TRAPPED IN THE CLOISTER OF ASHES, THE GRAND STORMYVAULT BENEATH HAMMERHAL AQSHA, BROKE OUT DURING THE ARCANUM OPTIMAR.

THE TITANIC MONSTER CUT A BLOODY PATH TO THE VITRIOL SEA IN CAPILARIA, PREYING ON THE SHIPS AND SETTLEMENTS THERE.

TAKING ADVANTAGE OF THE CONFUSION, CAPTAIN MORROS PLAGUEWIND LED THE RAVAGERS OF THE CLAYIS RIFT TO RAID THE SETTLEMENTS OF KISMET AND LYMEPORT... AND BESIEGE FORT DENST.



RESPONDING TO CALLS FOR AID, LORD-COMMANDER BASTIAN CARTHALOS SAILED AN UNDERSTRENGTH FLEET ON THE 'THUNDERING REIGN' TO THE SOUTH OF CAPILARIA. TO SAVE THE DAWNBRINGER SETTLEMENTS AND STOP THE CHARONHYDRA...



SKIRMISHES BROKE OUT ALL ACROSS THE MINOR SETTLEMENTS AND TRADE ROUTES OF CAPILARIA'S PENINSULA. BOTH WAR FRONTS DOING THEIR BEST TO PRESSGANG THE LOCALS TO FILL THEIR SHIPS' CREWS AND SECURE SUPPLIES.





**MAJOR BATTLES AT LYMEPORT AND FORT DENST ALLOWED THE RAYAGERS TO APPLY ENOUGH PRESSURE AND GATHER ENOUGH ARTEFACTS TO GAIN A FOOTHOLD IN THE REGION.**



**THE PRESSGANGED SLAVES THEY CAPTURED ALLOWED THEM TO LAUNCH A FINAL ASSAULT TO TRY AND CONTROL THE TITANIC CHARONHYDRA.**

**A GRUELING BATTLE AT SEA ENSUED, WITH ENTIRE REGIMENTS BEING BURNED TO CINDERS BY THE MONSTERS' WITCHFIRE BREATH.**



**AFTER HOURS OF CONFLICT AND CARRYING UP THE MONSTER'S BACK, THE SHIELD OF THE REALM FINALLY WAS ABLE TO CRIPPLE THE CREATURE, AND IT FINALLY SANK TO THE BOTTOM OF THE VITRIOL SEA... WHERE IT STAYED FOR YEARS...**

**BUT RECENT EVENTS OF THE WAR IN THE BRIMSTEIN HEARTLANDS UNLEASHED AN AETHERIC CATACLYSM IN THE REGION...**

In the depths of the Vitriol Sea, the Idoneth Deepkin felt the tremor of the explosion beneath the ocean and the scream of dying creatures as the energy from the blast roared through the deep. Fish, Ghyrsharks and Megafins began bobbing to the surface of the Orweed Delta killed by the explosion and moments later gulls and all manner of flying scavengers appeared feasting on the dead marine life.

An Ishlaen Guardsman hurried into the throne room. He bowed low. "My queen, there appears to have been some sort of explosion on the surface. The bolt of energy that has killed the sealife struck the creature. It doesn't seem to have caused any damage, but I felt it should be reported to you immediately."

"Are any still guarding the creature?" Queen Kostekaa Flickercrest asked. The guardsman shook his head.

Kostekaa summoned Munai Rawstrike, her most trusted servant.

"Gather the Morrarr Guard, take the most experienced warriors and fastest Fangmora Eels. Check on the Scourge of Aspiria. We do not want to lose our source of new souls."

"Yes, my queen" Munai saluted and hurried away to do his queen's bidding.

The Morrarr guard approached cautiously, circling the creature but it appeared to continue its slumbers, still recovering from the wounds inflicted on it off the coast of Capilaria. Satisfied it still slept, Munai waved his warriors back to the palace to report to his queen.

As the last Fangmora disappeared into the gloom, none saw the eye of the Charonhydra flick open.





# Narrative Background:



The gigantic Charonhydra is waking up again, in the waters of the Realm of Fire... but not everyone knows.

Warbands must gather resources and manpower to be the first to reach it. And they need monsters to fight a monster.

The Sigmarite Strongpoints of southern Capilaria, ravaged by war, will once again be the stage of frantic skirmishes for loot and recruiting a crew up to the task!

The gigantic Charonhydra is a titanic realmbeast that is waking up again in the Vitriol Sea. The last time it was awake, it terrorized the local Dawnbringer settlements and brought destruction and pillagers in its wake. Two entire fleets had to be put together to cripple it last time. The monster is not fully awake yet... which is the perfect opportunity to dominate it with cursed artefacts, or to sedate it once again into sleep.

## WHICH ALLIANCE WILL YOU JOIN?

The **Shield of the Realm** and their allies wish to protect the settlements and put the monster to sleep again, like they did last time. **The Ravenous Rift Ravagers** and their allies, on the other hand, wish to plunder the settlements and finally enslave the creature this time.

Most Order and Chaos armies will split along these lines, respectively, and Death and Destruction armies will allocate themselves to each, until we have equal numbers of players in each team (first come first served).

If your army has an interesting narrative reason to join the opposing faction, however, we welcome it gladly!

This event is part of the [Tapestry of Fate](#) collaborative storyline.





**THE SHIELD OF  
THE REALM**

**THE RAVENOUS  
RIFT RAVAGERS**





# WARCRY BATTLEPACK

## WHAT TO BRING:

### - Fighters worth 1300 points

minimum worth of models.

#### **Rules for Warcry 2.0 will be used.**

All Bladeborn fighters (in Tome of Champions 2021 or White Dwarf magazines) are allowed with their most recently published rules version.

**Campaign mode** (Core Book 2.0) will be used throughout the event.

[A reference sheet can be found HERE.](#)

You can make a *Starting Warband*, or bring an *Experienced Warband* you have already been playing with, to continue its story at our event.

**Starting warbands** must have up to 1000pts worth of fighters on their roster (min 3 and max 20 fighters), no Thralls or Monsters, and only 1 Hero (the Leader) which starts w/ 1 Renown and 1 Heroic Trait.

**Experienced Warbands** may be brought with their roster as is, but will be subjected to a few restrictions (see next page).

If you wish to add Thralls and other Heroes to your warband during the course of the event, make sure you bring them. **No Monsters** will be added to a warband roster during this event.

**Points limit** for battles starts at 1000pts, and will increase automatically by 50pt after every battle, to a max of 1300pts.

Max of 15 models from your roster may be brought into each battle, as usual.

### - Unique Captain model,

with its own special rules, is added for free to the warband. It counts as an additional *Leader* for the purpose of the Warcry warband. Base no larger than 40mm round, or 75mm oval.

Check the Appendix of this document for your custom Captain cards.

### - One Warship model (optional),

with deck space to hold your whole warband: at least roughly 10"x3" in size, but no more than 18"x8" .

This will act as a *display board* and as a *movable terrain piece*, to be used to carry any non-flying or non-aquatic models to battle at sea, and to escort civilians, during coastal raids and the final megabattle. During the course of the event, you may buy upgrades for your ship. More details ahead in this rules pack.

**Updated rules for all warbands in Warcry 2.0 can be found here:**

[Order warbands](#)

[Chaos warbands](#)

[Destruction warbands](#)

[Death warbands](#)





# W.A.R.C.R.Y. BATTLEPACK

## Experienced Warbands

Players are encouraged to **bring their experienced warbands**, already with earned Artefacts, Heroic Traits and hired fighters, from previous games, if they wish to continue their story.

- **No Monsters.** In the rush to get to Capilaria, you could not bring over your warband's monsters. No Monsters in your roster may be used during the event. Though you might have a chance to hunt some in the Vitriol Sea!
- **No Encampments** already owned by your warband are allowed to increase your Points Limit during this event, or grant any benefits. But you don't need to make Encampment Checks while the event takes place.

- **Your Reputation Precedes You.** For this event, add up the Renown levels from your warriors: for every 3 points, add +1 to your Reputation Score.

Underdog warbands (those with the lower Reputation in a battle) gain bonus Treachery cards if fighting more Experienced warbands.

Reputation Difference	Bonus Treachery cards
1-2	1
3-4	2
5-6	3
7-8	4
9+	5

## CAMPAIGNING IN THE VITRIOL SEA

Campaign rules will be simplified during this event to keep things flowing quickly.

- **No fighters Explore the Gnarwood.** You are no longer in Ghur, and your Alliance' quartermaster ensures you have equipment available. Skip step 5 of the Aftermath.
- **Purchase Lesser Artefacts & Treachery cards.** Use Coin earned in games to buy Lesser Artefacts and/or Treachery cards for your warband.
- **No Encampments.** Warbands do not need to find Encampments (skip step 7 of the Aftermath), and suffer no penalties for not having one. No warband can benefit from any Encampment bonuses from any they might already have.

- **Quests.** The event will have a smaller set of available Quests from the Universal Quests in the Core Book, plus a couple specific ones (to be revealed in a later update).

The Universal Quests available will be:

<b>Treasures of [Aqshy]</b>	Find an Artefact of Power. Unique Aqshyan artefact cards will be available.
<b>Ascension to Glory</b>	Earn a Heroic Trait for a Hero.
<b>Secure a Powerful Ally</b>	Find a new Hero or Thrall* to add to your warband.
<b>Fight for Glory</b>	Earn additional Glory by taking down enemies.

\*Remember that Thralls do not count for the max. 20 warriors in your roster.





# THE WARSHIP



Each player is encouraged to bring a ship model, to act as a display board and as a movable terrain piece. It will be used to carry non-flying or non-aquatic models to battle at sea, to escort civilians during coastal raids, and ferry troops in the final megabattle. The bigger it is, the less models have to swim. During the course of the event, you can upgrade for your ship.

## WHAT KIND OF MODEL?

The warship must have enough deck space to hold your Warcry warband. It should be at least 10"x3" in size, and up to 18" by 8"! Impress us. Go crazy. You can convert plastic kits, 3D printed ships, convert toy ships, or scratch build your own. It can be a big sea monster with a platform on top. It can be an airship, flying low. Even a massive raft made of popsicle sticks works well. What matters is that it can carry a good number of models. **IF YOU DO NOT BRING A SHIP, YOUR MODELS WILL HAVE TO SWIM.** The next pages have a number of suggestions for you on how to build one (or buy a pre-made ship).

## HOW WILL IT BE USED?

In many battles it will stay adjacent to the battlemat, serving as an extension of the battlefield and a form of objective zone. In others it may move within the battlefield. It will also start off with one small cannon/ballista.





## SET UP

During Warcry battles, each player sets up their Warship before any of their battle groups. The Warship is placed next to one of their player's **deployment points** that is adjacent to the battlefield edge (if there is more than one, the player chooses which). The player who won the priority roll sets their Warship first.

Fighters that are to be set up on that deployment point can instead be set up on their ship itself. **Each ship's deck counts as an objective during the battle**, and the ship is considered an extension of the battlefield.

*During the **final megabattle**, on the other hand, Warships will be deployed on the battlefield instead, and will be one of the deployment points for their warband. Some of the Warship upgrades will only become fully usable in this battle.*

While on the warship, fighters can activate new **Abilities**.

## WARSHIP ABILITIES

**[Double] Swing into battle!:** If this fighter is on any warship, and does not have the 'Mounted' runemark, they make a bonus Move of 5+D3". That Move action gains flying (ie. vertical distance does not count for movement).

**[Double] Sabotage:** This fighter must be on an enemy ship's deck, and not in range of enemy melee weapons. On this fighter's next attack actions, the fighter can attack the warship: it has Toughness 4. If they deal at least 4 damage to it by the end of their activation, some of the rigging breaks and the ship lists. All fighters within 1" of the edge of the warship must roll a die: on a 1-2 that fighter falls off the ship. If they fall outside the battlefield, they are taken down.

**[Triple] Man the artillery!:** This fighter must be on their warship's deck and not in range of enemy melee weapons. The fighter may not perform any actions this round in order to activate this ability.

Pick a spot visible to this fighter more than 8" away and roll a die: on a 4+ all fighters within 3" of the spot suffer 2D6 damage points. On a 1, this fighter suffers D6 damage points.

## WARSHIP UPGRADES (cumulative)

- |         |   |
|---------|---|
| 3 Crew  | At the end of the Hero phase, the Warship can move up to d3+6", with one turn of up to 45 degrees.  |
| 6 Crew  | A fighter within 12" of your warship can use <b>[Triple] Man the Artillery</b> once per round for each 4 Crew you have. If the cannon shot rolls 1, one Crew marker is taken out instead of the fighter.  |
| 10 Crew | Warship move is instead up to d6+6". If an enemy Warship is within 2" at the end of the move, place a Grappling marker on both: they cannot move. A Grappling marker can be removed by a fighter attacking and destroying it in melee (T3, W1). |



by the GW US Studio



by Warboss Kurgan



by Scott Antos



by Bill Castello



by the GW US Studio



by Duncan Hall



by Duncan Hall



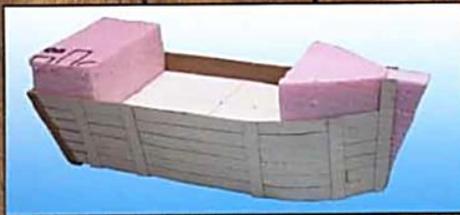
by Duncan Hall



## A BASIC FOAMCORE SHIP



1. Cut out two boat shapes from foamcore. Make sure that one of your boat shapes is slightly wider and longer than the other. Glue the two boat shapes together, using insulation board as a spacer between the two shapes and placing the larger boat shape on top. Use the foamcore as a guide and trim the insulation accordingly.



2. Now cut out long strips of thin cardboard about 1/2" wide and at least the length of your boat long. Glue these strips along the length of your boat to represent your planking. You can cut out vertical strips for perpendicular planking as well. When this step is finished, build up the forecastle and poop deck of the ship with blocks of foam.



3. Make two platforms out of foamcore and texture them in the same way as the hull. Search through your bitz box for windows, doors, and ladders for added detail.



4. Make a mast from some wooden dowels and paint your vessel as desired. When making the sail, thick paper or canvas usually works the best. A bit of research will assist you greatly when thinking of a design for your sail.

## READY-TO-USE OR PRE-BUILT SHIPS



[https://www.amazon.com/dp/B0B3DCFX1W/ref=scribdpx-toys-puzzles-three-dimensional-B09793TCFB\\_0?th=1](https://www.amazon.com/dp/B0B3DCFX1W/ref=scribdpx-toys-puzzles-three-dimensional-B09793TCFB_0?th=1)



<https://www.amazon.com/Germanseller-Ships-Galleon-Innovative-Detailed-Multicolor/dp/B09793TCFB/>



<https://www.amazon.com/CubicFun-Puzzles-Dutchman-Lighting-Birthday/dp/B08SW2L581>



[https://www.amazon.com/CubicFun-Queen-Revenge-Pirate-Puzzle/dp/B072Z7M7JZ?ref=ast\\_sto\\_dp&th=1](https://www.amazon.com/CubicFun-Queen-Revenge-Pirate-Puzzle/dp/B072Z7M7JZ?ref=ast_sto_dp&th=1)



<https://www.amazon.com/Nolzurs-Marvelous-Unpainted-Miniatures-Skycoach/dp/B08LMQKQXM/>



<https://www.michaels.com/11in-pirate-ship-wooden-birdhouse-artminds/10450987.html>

# WARCRY CAPTAIN CARDS

Choose one of the following cards to represent the Captain of your Warcry warband.

- The Captain is added to the warband for free and has the warband's runemark (\*) and can use abilities from the warband's Abilities table.
- The Captain counts as an additional *Leader* of your warband, and can activate abilities with the Leader runemark and receive Command Traits.



The card features a circular runemark with a skull in the center, a star in the top-left, and a sun in the top-right. The numbers 6, 3, and 20 are positioned around the runemark. To the right are icons for a sun and a skull. Below the runemark are two rows of icons representing abilities: a sword, a hand, a lightning bolt, a fist, and a shield with a sword. The first row has values 1, 5, 4, and 2/5. The second row has values 3-10, 2, 3, and 1/5.

## Rogue Captain

*Glass cannon archetype adept at dealing deadly blows from the shadows.*

**[Triple] Quick Reflexes:** this fighter immediately makes a bonus Move or Disengage action.



The card features a circular runemark with a skull in the center, a star in the top-left, and a sun in the top-right. The numbers 5, 3, and 30 are positioned around the runemark. To the right are icons for a sun and a skull. Below the runemark are two rows of icons representing abilities: a hand, a lightning bolt, a fist, and a shield with a sword. The first row has values 1, 3, 5, and 3/6. The second row has values 1, 3, 5, and 3/6.

## Berserker Captain

*Speed and damage in one furious package. What little armor they have is made up for with fortitude.*

**[Triple] Mighty Rage:** until the end of the battle round, subtract 1 from every hit and critical hit suffered by this fighter (to a minimum of 1), and add half the value of this ability to its Strength characteristic.



The card features a circular runemark with a skull in the center, a star in the top-left, and a sun in the top-right. The numbers 4, 3, and 20 are positioned around the runemark. To the right are icons for a sun and a skull. Below the runemark are two rows of icons representing abilities: a hand, a lightning bolt, a fist, and a shield with a sword. The first row has values 1, 2, 3, and 1/3. The second row has values 6-20, 1, 4, and 4/10.

## Marksman Captain

*Ranged specialist archetype dealing out massive damage with bow or gun from a stealthy vantage point.*

**[Triple] Grappling Hook:** this fighter immediately makes a bonus Move action. Any climbing distance covered during this move is considered free.



The card features a circular runemark with a skull in the center, a star in the top-left, and a sun in the top-right. The numbers 4, 5, and 25 are positioned around the runemark. To the right are icons for a sun and a skull. Below the runemark are two rows of icons representing abilities: a sword, a hand, a lightning bolt, a fist, and a shield with a sword. The first row has values 1, 4, 4, and 2/4. The second row has values 1, 4, 4, and 2/4.

## Warrior Captain

*Resilient martial archetype, clad in Plate mail or just very tuff. Notoriously difficult to fell.*

**[Triple] Duelling Parry:** until the end of the battle round, reduce by 2 (to a minimum of 1) the Attacks characteristic of one enemy fighter within 1" of this fighter.



The card features a circular runemark with a skull in the center, a star in the top-left, and a sun in the top-right. The numbers 4, 3, and 18 are positioned around the runemark. To the right are icons for a sun and a skull. Below the runemark are two rows of icons representing abilities: a lightning bolt, a hand, a lightning bolt, a fist, and a shield with a sword. The first row has values 1, 3, 4, and 1/4. The second row has values 3-15, 3, 3, and 2/4.

## Mage Captain

*Spellcaster archetype focused on controlling the battle from afar through arcane means.*

**[Triple] Mystic Shield:** pick up to 2 friendly fighters visible to this fighter, and each within 3" of each other. Until the end of the battle round, add half the value of this ability to their Toughness characteristic.



The card features a circular runemark with a skull in the center, a star in the top-left, and a sun in the top-right. The numbers 8, 4, and 26 are positioned around the runemark. To the right are icons for a sun and a skull. Below the runemark are two rows of icons representing abilities: a hand, a lightning bolt, a fist, and a shield with a sword. The first row has values 2, 3, 3, and 2/4. The second row has values 3-10, 3, 3, and 1/4.

## Skirmisher Captain

*Tactician archetype with a mount or supernatural mobility, using ambush methods.*

**[Triple] Ensnare:** select an enemy fighter within 6" of this fighter and roll a die. On a 3+, that fighter cannot make further Move or Disengage actions this battle round.



# EVENT SCORING

If you publish your character/warband background on [The Great Weave](#), you start with extra Coin.

All terrain will be already set up on the table. Battleplan cards will be used. A random **VICTORY** card and **DEPLOYMENT** card, from several Warcry sets, will make every battle different.

Most battles in the Vitriol Sea will include the **“FLEEING CIVILIANS” TWIST** card, as well as a **WEAPON** on the table (a cannon, ballista or catapult).

Battleplans for **MONSTER** battles will be revealed soon.



In the case of uneven player numbers between the two Alliances, there will be a special 2 vs 1 player battle with balancing rules (to be announced).

## RAZE & PILLAGE

To determine this battleplan, players will draw a **VICTORY battleplan card** and use the **‘Fleeing Civilians’ TWIST card** and the **Warship Abilities card**. There will be a **‘Weapon’** at the center of the table, as an accompanying card on how to use it.

**THE WARSHIP**  
Before deploying their fighters, each player sets up their warship. **The player who won the priority roll sets their Warship first.**  
The Warship must be placed next to one of their player’s **deployment points** that is adjacent to the battlefield edge (if there is more than one, the players chooses which).

Fighters that are to be set up on that deployment point can instead be set up on their ship itself. Each ship’s deck counts as an **Objective** during the battle (if the VICTORY card uses Objectives), and the ship is considered an extension of the battlefield. It can move along that battlefield edge. Models that fall from the ship to “outside the battlefield” are taken out.

**VICTORY**  
Players score COINS in the following way:  
Played a battle: **2 Coins**  
Won the VICTORY condition: **2 Coins**  
Most Civilian tokens secured: **1 Coin**  
Successfully used ‘The Weapon’ against enemy: **1 Coin**

## THE WEAPON

Any fighter within 1” of the Weapon can use an action during their activation to activate it. It can only activate once per battle round. They can shoot the weapon at a point on the table, or an enemy Warship.



## FLEEING CIVILIANS

There will be 6 Civilian tokens placed on the table by the NEOs, as well as a **Weapon** at the center of the table. One player is the **Attacker**, and another the **Defender**.

**CIVILIANS:** Civilian tokens do not count as fighters, and can’t be targeted by attacks, effects or abilities, except in the manner indicated below. At the beginning of each Hero phase, each Civilian token that is not within 1” of a **Defender** fighter moves D6+2” in a scatter die direction. Each Civilian token that is within 1” of a **Defender** fighter can instead be moved by the Defender up to D6+2”.

The **Attacker** can try to capture Civilians. Civilian tokens in melee range can be attacked as if they were enemies, and have Toughness 2 and 1 Wound. A Civilian token that is taken down is placed face down and counts as a special objective.

A **Defender** fighter that is within 1” of a **face-down Civilian model** at the end of their activation and out of range of enemy melee weapons can set it upright (the token behaves as a regular Civilian again).

**SECURING CIVILIANS**  
At the end of the battle, Civilian tokens are controlled as objective markers, by fighters within 3” of them. A Warship counts as 4 fighters for this purpose.





# MONSTER BATTLES

## CAPTURING MONSTERS

There are no big reinforcement fleets this time to face the Charonhydra, and pressganging might not cut it.

It is the Era of the Beast after all, and warbands will have to capture their own monsters with which to fight a larger monster.



## BOSS BATTLES

Battling the beasts of Aqshy will be a challenge, and strategy will be required to wear down each creature and survive its attacks.

Each monster will be attacking two opposing warbands, and be controlled by a script.

Will warbands unit to take it down, or let their animosity put their hunt at risk?

## AQSHYAN ELEMENTAL

It is said that realmstone elemental roam Aqshy once more, in this Era of the Beast. If one can be captured, it could turn the tide against the Charonhydra...





# GUIDELINES & STANDARDS

Narrative gaming is about the stories being told on the table, not just about trying to win a medal. *Winning* in a narrative event is about doing fun things, unexpected tactical tricks, and creating moments of contagious laughter through teamwork and light roleplay. You can find some *clarifying* rules in the next page.

***The organizers may make adjustments during the course of the event to maintain a fun experience for all players involved.***

## HOBBY STANDARDS

These are to encourage players to devote effort to their armies in respect for their opponents and the event. And tell stories through the look of their army alone.

1. We expect a tabletop quality paint job, showing that time was spent trying to make the army look presentable and contribute to a visual spectacle at the event. We will be using a **“three color minimum.”** (Monochromatic painted armies will still fall under this, due to shading & highlighting, counting as more than 1 color.)
2. All models are to be based on appropriate sized bases, and we will allow use of legacy square/rectangular bases (the base size must be appropriate for the model).
3. Third-party models and conversions with bits beyond GW’s range are perfectly acceptable, as long as the unit they represent can be clearly understood by other players. A base model proxying as another existing model, with no distinguishing conversions, is not allowed, as it induces confusion about it being a different unit.

## CODE OF CONDUCT

- Treat others and their models with respect and kindness.
- Consider your opponent’s fun and narrative experience as important as your own.
- If you are unsure on how to proceed at any part of the event, please ask an organizer for clarification and/or help, avoiding big drawn-out arguments.

The organizers will address inappropriate behavior with any player in question and reserve the right to disqualify the player from the remaining portion of the event.

## COVID-19 GUIDELINES

Attendees to the event must comply to all CaptainCon COVID guidelines required.



**TOO FLUFFY  
FOR YOU, IS  
IT??!!**



**LEMME  
TELL YOU  
HOW IT'S  
DONE!!!**

THE UNNOFICIAL

# NARRATIVE RULES

## THE RULE OF INTERESTING

Use every game as a plot point. Promote your army and your General's objectives, affect the story and the rest of the campaign. Make your army memorable, and talked about by everyone.

## THE RULE OF MAKING STUFF UP

Want your army to do something not covered in the rules? Magic ritual? Dig up trenches? Sacrifice a prisoner?  
Ask your Game Master to see if it can be arranged.

## THE RULE OF COLLABORATION

What happens between games can be as important as what happens during games. Collaborate: with your team, the Game Master, with your rivals!  
Ask questions, take risks! Make alliances, backstab people!

## THE RULE OF COOL

When in doubt, do what feels cool for your army. Objectives be damned.  
The winners in Narrative Play are those who get the most laughs or applause from their crazy actions, not the last one standing.



## SEE YOU AT CAPTAINCON!!

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