



NoVA Narrative Team Presents:
Grand Narrative 2022
Be'lakor's Gambit
vs
Gordrakk's Kunnin'



Overview

The Age of Sigmar Narrative Team invites you to join us for four spectacular days of gaming at NOVA Open 2022. Our games will begin on Thursday, September 1st and conclude with on Sunday, September 4th.

The hardworking Narrative Team will weave a story set in Ghur, where two mighty warlords will war for the gate that leads from Gork's Grin to a vital supply point for the Allpoints. Please see below for an overview of what we expect from our players:

- Bring a 2,000 point army to either support Be'lakor or Gobsprakk. Alternatively, you can be a mercenary army which helps or hinders those who are willing to pay in coin, souls, or whatever valuable your army requires.
- Bring an extra monster (we are in Ghur, after all!). Your monster's base should be precisely the size of a flying oval base (120 mm x 92 mm large oval, the same base as a Bloodthirster). It should be no taller than a mega-gargant. We will provide the warscroll for the monster, so pick the coolest looking one in your collection! Your monster will get more powerful as the convention goes on and it collects experience.
- Bring your imagination, quick wit, great attitude, and a penchant for adventure!

Background

The invasion of Chaos has been beaten back. Gordrakk is poised to attack the Allpoints, but he needs supplies. Battle-hardened troops, food, weapons, and artefacts are all required. If you join Gobsprakk's faction, you will be supplying these valuable supplies and delivering them to Gordrakk.

The most ancient of Daemon Princes, Be'lakor, has been chosen to destroy this gate as he has others in other lands. Through an all-consuming ritual which will twist the land as it unfolds, this faction will attempt to further the ambitions of the Chaos Gods.

This land, called Mork's Grin (Gork's Grin by some) is in constant turmoil as the local tribes vie for dominance. The season is right to send another invasion force, much larger than the one previously sent. To the army which captures the land near the Realmgate: glory and influence. To those mercenary forces which help them: gold or whatever their dark heart desires. Help or hinder either side to make one or both fail.

Schedule

<u>Thursday's Schedule</u>	<u>Time</u>
Morning Session	10 am – 2 pm
Evening Session	4 pm – 10 pm

<u>Friday's Schedule - Bloody Conquest</u>	<u>Time</u>
Morning Session	10 am – 2 pm
Evening Session	4 pm – 10 pm

<u>Saturday's Schedule – Glory To The Victors</u>	<u>Time</u>
Morning Session	10 am – 2 pm
Evening Session (Grand Siege)	4 pm – 12 am

<u>Sunday's Schedule – Epilogue</u>	<u>Time</u>
Morning Session	10 am – 2 pm

Army Composition

- **2000 Point Army List – Matched Play style (Contest of Generals) following the exact guidelines set forth**
- **Extra Monster. Your monster's base should be precisely the size of a large flying oval base (120 mm x 92 mm). Models on a mount are fine.**

Unique Monster

In each game, you will have your extra monster represented by a warscroll we (the narrative team) have designed for the event. Each extra monster will gain abilities and stats as we play. As you play games, your monster will get stronger until it achieves the maximum amount of Beastial Glory. **Though the monster IS NOT REQUIRED at the event, if you choose not to bring a monster then you will have to play against those who have brought monsters.** This monster will not take up any “monster” or “behemoth” slots in your Battlehost Composition list, and will not cost any points.

Display Board

If you like, you may design a display board and bring it with your army. Display boards must have a 2 foot by 2 foot “footprint” and cannot be more than three (3) feet high. **A display board is NOT required to play in the event.** However, an award will go to the best display board, as chosen by the painting judges.

Teams

Players will be divided into two teams, representing the Tribes of Ghur (Gobsprakk and Gordrakk) and the ruinous powers of Be'lakor. Yes, I realize that both are attackers. You didn't think that anything in Ghur would be a defender, would you? There will also be a third team (Team Mercenary) for those who have no interest in either side, but wish to follow their own narrative or work selectively for either side.

Artefacts

Players may find artefacts during their games which may be used or traded for favor within their faction. Each artefact may only be used once and strictly according to the rules on the card you pull. Please note that your army may have the normal amount of enhancements that it normally would. These special artefacts do not follow the normal rules for enhancements. More information will be presented on these at Session 1.

Hobby Standards

The goal of having standards is not to make the AoS events a painting competition, but about encouraging players to put effort into their armies. The main thing we do not want to have happen is players maximizing to just win the game. The Nova Narrative team have put a massive amount of time into planning and creating the story and terrain that the players experience. In turn, we expect players to put in effort to respect that.

AoS Narrative gaming is about the stories being told on the table, not just about trying to win a medal. We expect the spirit what we do to be upheld.

The entirety of your force must be fully painted and based. All bases must be round bases. Your base must have texture and/or painted 3d sculpting of some kind. For instance, if you take a basic black base from GW and apply a GW texture paint (Stirland Battlemire, as an example), that is acceptable. Alternatively, if you purchase Shattered Dominion bases from GW and paint them to the same standard as your army, that is acceptable. Non-GW bases are acceptable

following the guidelines above, as long as they are round and the appropriate size. **No models on square bases will be allowed to participate in this event, no exceptions.**

We are looking for a battle-ready standard paint job, showing that time was spent trying to make the army look presentable, and that respect for one's opponent is being shown. If you have any questions about what a battle-ready standard is, please see the Warhammer World Model Requirements for painting at: <https://warhammerworld.warhammer-community.com/wp-content/uploads/sites/15/2019/10/Updated-Model-Requirements.pdf>

Please also note that all models **MUST** be WYSIWYG, or "what you see is what you get." All models must accurately represent its entry on your army roster, including weapon options and especially base size requirements. No exceptions.

Participation and Sportsmanship Standards

AoS Narrative gaming is about the stories being told on the table, not just about trying to win a medal. We want to uphold the spirit of a narrative event to focus on sharing and storytelling. We developed a code of conduct to guide the behavior of players throughout the event. A good way of thinking of a narrative event is that you are all directors crafting a movie and also main characters in that movie. Each of you should be guiding that final cut through your actions and experiences, being a gracious winner and finding sanguinity in defeat.

- Treat others and their models with respect and kindness.
- Consider your opponent's fun as important as your own.
- Exhibit a positive attitude toward activities.
- Tell a judge/NEO about any behavior that bothers you instead of responding in a negative way and possibly escalating a conflict.

Battleplans

The narrative team is designing a unique set of battleplans to fit with the unfolding narrative. These will be available at the start of each day of the event. Each player will get a handout with the battleplan printed on it.

Awards and Prizes

The grand narrative is intended to provide the experience of an epic multi-player campaign which might cover weeks of time and a whole campaign of battles all within the space of a single week. The goal is for every player involved to enjoy that experience. We will award prizes firstly for sportsmanship and having what we call the “narrative spirit.” Separate prizes will be awarded to best painted, best diorama, and coolest monster. Please note that coolest monster is based on a certain “je ne sais quoi” of the model’s individuality, not simply the best painted miniature (though the model must be painted to be considered for this prize).

One Final Note

The team this year have tried to weave our original plot in with what has been happening in the lore of the Age of Sigmar. We all love this game partly because we feel like our armies are a part of the world around us and the narrative crafted by Games Workshop. Though we have carved out a piece of Ghur to explore and craft, we have tried to twine it around to the overall story as well as best we can.

To those who gather at this event with the NEO team, I say you will put a mark on our shared universe that will resonate down the years. By skill of blade or quickness of wit, you will shape this realm. Whether you destroy it, grind its inhabitants into bones, or build a wondrous kingdom that spans ages is up to you. Thank you for your consideration in the Grand Narrative, and I hope to see you all at NOVA 2022.

<https://www.facebook.com/groups/524384414585334>

Consider joining our facebook group to meet the people you will be playing with! We have members from years past and as Nova approaches we will put out

reminders and post hobby progress pictures for the event (and we hope you will too for your hobby progress!).