

# NEW ZEALAND WARHOST 2018

**W**arhost is New Zealand's premiere Warhost size (2500pts) Age of Sigmar event. The event is geared toward players of all varieties and attempts to provide a unique experience combining competition and storytelling. Age of Sigmar is a game enjoyed by a great variety of players and as such we have attempted to create a way of playing that can suit a wider variety of players. This is the first trial of such an experience so we only ask you attend with an open mind and a willingness to participate.

## EVENT DETAILS

- **Date:** Saturday July 7th and Sunday July 8th
- **Venue:** Hamilton's Fraser High School Hall
- **Address:** 72 Ellicott Rd, Nawton, Hamilton
- **Entry Fee:** \$50
- **Organisers:** James Page, Timothy Lind
- **In Conjunction with:** TwoD3 and AOS Shorts

## HOW TO ENTER

Email [JamesPage@outlook.co.nz](mailto:JamesPage@outlook.co.nz) with your Name, contact information and indication that you would like to attend Warhost. Payment details will be emailed back to you with payment due before **June 17th** to confirm your entry.

## IMPORTANT DATES/TIMES

- **Registration cut-off date:** 17th June
- **Payment cut-off date:** 17th June
- **List/background due:** 1st July

## SCHEDULE

- **Tournament day 1: 7th July**
- **Be at venue:** 08:00am
- **Round 1:** 8:30am
- **Pizza Lunch:** 11:30am
- **Round 2:** 12:00pm
- **Round 3:** 3:15pm
- **Tournament day 2: 8th July**
- **Be at venue:** 08:00am
- **Round 4:** 8:30am
- **Pizza Lunch:** 11:30am
- **Round 5:** 12:00pm
- **Prize Giving:** 03:15pm

## THE TOURNAMENT

Warhost has a focus on three facets of the hobby: Gameplay, Storytelling and presentation. Although you may enjoy one of these parts of the hobby more than the others, know that there others do not feel the same way. We hope to provide an experience that caters to each of these elements but we need your help as players to help ensure you make your opponents experience as positive as your own. Players are required to participate in all three categories however the level of participation will vary depending on how you will like to play.

## GAMEPLAY

All players must fully participate in the gameplay aspect of this tournament this involves:

- **5 Rounds**
- **2500 point rosters**
- **Pitched battle as per GHB 2017**
- **Scenarios as listed by this players pack**
- **4 points for a major victory, 3 points for a minor victory, 2 points for a draw, 1 point for a minor loss and 0 points for a major loss**
- **Swiss pairings**
- **Kill points first tie breaker**
- **any material released after July 1st will not be in affect**

## PRESENTATION

This aspect of the tournament is defined by how you present your army. This will be judged by the community in conjunction with the AOS Shorts and TwoD3. High resolution photographs will be taken throughout the first day and uploaded online for the community to vote on.

Participating in this section is not mandatory, however there is a minimum requirement to meet for the tournament. The **three colour minimum** will be observed for this tournament - this is a entry level paint job on your models (not even basing is required for this tournament) any unpainted models fielded will incur a **3 point penalty** for both the story telling and gameplay aspects of the tournament.

## STORY TELLING

We are trying something a little different with this tournament. One of the things we love about the hobby is the ability to create a shared story between the players. For this tournament there will be a narrative competition judged by your pairs. Further details on this section will be discussed on page two of this pack. The minimum requirement for this section is that you must participate with your opponent in their story. This section is mostly optional we do not expect players to come up with background information or a narrative story if they just wish to throw dice, however you will still be asked to rank your opponents on the narrative they presented to you during your games as discussed on page two.

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## STORY TELLING DETAILS

The following steps relate to how you participate in the story telling section of this tournament. Create a background for your army

### ARMY BACKGROUND

Create a background for your army going into as little or as much detail as desired. These background details will be submitted along with your army list by the 1st July. Your army list and background will then be sent out to the community in conjunction with AOS Shorts and TwoD3. The details of the narrative setting are laid out on page 3 of this players pack.

### EVENT NARRATIVE

For this event, YOU will be setting the narrative for your games. Examine what scenarios are being played on which rounds and come up with interesting narratives for your army on those scenarios. During each game you will play through your narrative with your opponent. The narrative could involve sub objectives for your army to accomplish or stop your opponent from accomplishing, however these sub objectives do not come into play for gameplay scoring in deciding who achieves victory. Effectively you are trying to create a story during gameplay with your opponent - perhaps during one scenario your heroes are attempting to draw power from one of the objectives or one of the objectives signify a hostage. The options are endless and it is up to the players to create an enjoyable story with their opponent.

### NARRATIVE SCORING

At the end of the tournament each player will score their opponents from favourite to least favourite in terms of their narrative. Each player's favourite opponent scores 5 points, second favourite 4 points down to 1 point for least favourite.

### TOP NARRATIVES

The players who score the highest for narratives will have the chance to compile their story and submit it to become NZ canon and displayed on the warhammer NZ website.

### SCENARIOS

All scenarios are from GHB2017

- **Round 1:** Duality of Death
- **Round 2:** Battle for the Pass
- **Round 3:** Starstrike
- **Round 4:** Knife to the Heart
- **Round 5:** Total Conquest

## HOUSE RULES

- Measure from base to base
- If a wizard is removed from a Balewind Vortex for any reason, the vortex is also removed. Only one unit is allowed on the vortex at any time. It must be summoned more than 3" away from any objectives.
- If there are multiple versions of a warscroll available, you must use the most recent.
- The 'Battle Begins' section of the Core AOS rules will not be used
- If you table your opponent, or if they concede, you will score the full 2500 points worth of kill points, even if their army has less than 2500 points on their list.
- When measuring distance vertically, you will use a volume from base foot print as high as the model's head (or torso) whichever is the highest point (please note this excludes limbs, wings, banners and weapons - even if they have a head on a spear!)
- Balewind Vortex may not be summoned within 5 inches of an objective.
- If you plan on using a somewhat unclear rule or one that could have multiple interpretations you are to check with the tournament organiser before the tournament to gain clarification. Any ruling left in these cases to the tournament will go against you.

### PIZZA!

Carrying on the Warhost tradition pizza will be provided at lunch on both days. There will also be a selection of snacks and drinks available to purchase. If you have specific dietary requirements for your pizza let me know and I'll try to accommodate

## PRIZES

All entry fees that cover past the cost of the pizza and venue hireage will go towards prizes. This event is not in conjunction with any club however we would like to thank the **Hamilton Immortals** for organising the venue for us. At a minimum the following will qualify for prizes:

- First place for Gameplay
- First place for Presentation
- First place for Story Telling

A final prize pool will be announced 17th June after all registrations have been received

# NARRATIVE SETTING

## MALIGN PORTENTS

All roads lead to Shyish, whether in life to eke out a meagre existence within Hinterland Marches, or to eternally drift within the Haunted Vaults in death - it matters not.

The Time of Tribulations has seen entire warhosts come, from across the Mortal Realms, following portents malign and dire, to this land that is Terminus of all things.

The hosts of the Storm God and his allies seek to protect the future of the Mortal Realms from the realm-shaking ritual nearing its completion, somewhere in the deep underworlds.

The Ruinous Powers gather their forces, driving without rest deep into Shyish, each faction vying to amass such power as they can before the terrible storm finally breaks.

The destructive forces of the realms overcome the terrors of the Time of Tribulations with bellowing, battle-hungry violence. They descend on Shyish, sensing the scale of the growing war, ever-seeking the Waaagh! at the end of days.

The forces of the Great Necromancer, instigator of the current troubles, have heralded the coming darkness throughout the realms. Now, they return. As the forces of Order, Destruction and Chaos attempt to raze Shyish, and the works of its Master, the undying hosts are thrown against them without mercy.

Their reasons are many besides, but the result is the same. The warhosts march, and all roads lead to Shyish.

But, the sands of the hourglass continue to fall.

## DREAD SOLSTICE

As a plague of evil omens spread across the Mortal Realms, the rulers of the lands destroyed their naysayers and slew those who spoke of dooms to come. The unquiet shades loosed by these fell acts took their secrets to the great beyond by the thousand – and so summoned Lunaghast, Moon of Dark Secrets, from its erratic orbit through Shyish. Some whispered Lunaghast was the ghost of an ancient warpstone planetoid come to feast upon mortal sins, others that it was the fabled Bad Moon of the Greenskins, whilst still more shouted their secrets to the skies in the hope of learning hidden knowledge in return.

Nagash was pleased to see so many prophets slain, and his Great Work continued apace, but still, he needed more time. He awoke the Red Mist – a spiritual curse distilled from his most violent underworlds – and sent it through the Abyssal Fires to wreak havoc in Aqshy. This, in turn, brought the mighty lord Korghos Khul to war; his sphere-like fortress, the Orb Infernia, hovered low over the Great Parch. Only by working together did the races of that land construct a super-weapon to turn upon the orb – a chronomantic cannon that blasted the Orb Infernia back to a previous state of its existence, when it was still riven by war.

That grand act of chronomancy sent ripples through time that Nagash was swift to harness. Shyish is the End of All Things, including time itself, and by using a portion of the realmstone he had painstakingly amassed, Nagash coalesced that truth into a vast time-eating sphere known as the Black Void. Those armies that had counter-attacked Shyish in the hope of sacking Nagashizzar found themselves literally losing time as seconds, then minutes, then hours were stolen from them to further the building of the Great Black Pyramid. When Nagash sprung his trap – and a significant part of their hosts was pitched into the underworld known as the Great Oubliette – all seemed lost. But the Great Necromancer had underestimated the resolve of the mortal races. They fought so hard within that endless jail that they not only escaped that nightmarish underworld, but freed the souls of many incarcerated heroes in the process, from the Age of Chaos, the Age of Myth, and even the times before that.

Against the backdrop of this great victory, Nagash's grand cosmological ritual nears completion – perhaps all he needed to complete it was a little more time...

## THE WARS OF DESPERATION

The Warhosts within Shyish each face many choices:

Do they pillage the land and underworlds for artefacts, or to free the souls of long-dead allies and ancestors, to aid them in the coming conflict?

Do they rush headlong towards the Black Pyramid, throwing caution to the wind and knowing the great trap that awaits them?

Do they harry their rivals, taking advantage of the desperate times in order to increase their power and prestige within their own factions?

Or are there other, clandestine purposes afoot?