

A Triple Crown Wargaming Narrative Event

Araby Ablaze



16-17th September 2023

A Triple Crown Wargaming Narrative Event

Contents

- 1) *Introduction*
- 2) *Prologue*
- 3) *The Teams*
- 4) *Building Your Army*
- 5) *The Missions*
- 6) *The Awards*
- 7) *8th-able!*
- 8) *Scheduling*
- 9) *The Venue*
- 10) *The FAQ's*
- 11) *A Final Note from the Team*



16-17th September 2023

A Triple Crown Wargaming Narrative Event

1) Introduction

Welcome to the Araby Ablaze narrative campaign pack, presented by the Triple Crown Wargaming team!

****The contents of this pack are not produced by Games Workshop Ltd and are, by definition, unofficial. Araby Ablaze was designed and written by the Triple Crown Wargaming team.****

Let us introduce the Triple Crown Wargaming team, we are James Lammin, Scott McHugh, and Max Hurley; and we will be running the event. If you have any questions that are not covered in the following pages then feel free to get in touch at:

thetriplecrownaguys@gmail.com

To start with we will briefly run through some general principles about the event and how it will run.

- This is a two day, five game Warhammer Fantasy Battles 8th edition event using 2,500 point armies
 - It will be held on the 16th/17th September 2023 at St Giles Banqueting & Conference Centre in Colchester, Essex; a very fitting 1,000-year-old church!
 - We are introducing 'Campaign Armies' in this event as well as a number of new common magic items. Though it is not compulsory for you to use these Campaign Armies or the new magic items it will benefit you in your games if you do so – more details of how these work can be found in the *Building Your Army* section
 - There are two types of tickets for this event:
 - **Standard Tickets** – Priced at £35
- Or
- **'Crown' Tickets** – Priced at £45, these include dinner on Saturday evening at the venue, access to the on-site private bar until 11.30pm Saturday night and entry to 8th-able! *(You can 'Crown' your ticket by adding the Crown Ticket item to your basket when purchasing your ticket. You may also upgrade your ticket at any time after you purchase your ticket though if this is done within a month of the event we cannot guarantee the Saturday evening meal)*
- Tickets are available from triplecrownwargaming.com
 - Lunch is not included in your ticket price, however there will be food available to purchase from the on-site bar
 - Unpainted armies are allowed, however be aware that this campaign weekend awards players for painting as well as gaming so if you want the best score possible get those brushes out!

What should I bring?

- Your army (we hope this one would be obvious!)
- Any gaming aids you need (dice, tape measure, templates)
- Movement trays for any unit of 3 or more models
- Warhammer 8th Edition rulebook
- The latest edition of your army book, and any supplements you are using
- 2 printed copies of your army list
- Any FAQ's you will be relying on – if you do not have a copy and one cannot be found, expect to be ruled against!
- 3 Objectives – these will be used as a tie breaker for best player on each team so make them fancy!

16-17th September 2023

A Triple Crown Wargaming Narrative Event

2) Prologue

Araby has long been a fractious and unforgiving place. Each provincial Sultan scheming for their own gains, with political plots to outright violent clashes being commonplace on the peninsula. Regardless of this, all pay homage to the Great Sultan of Al-Haikk; whose power dwarfs that of their rivals. When a Great Sultan dies, power passes down the family lineage - if there is no heir then the role usually passes to the next most powerful Sultan. This has been the established order for centuries, but we do not live in an established time, for the taint of Chaos has infiltrated the court of Al-Haikk.

Meddling with things he did not understand, the Great Sultan has been transformed into a Daemonic abomination, and been driven from the city by his very own daughter and former bodyguard. Araby is in turmoil, Jesabella Islarri seeks to assume her fathers mantle but the other Sultans have rallied around a challenger, Sultan Afarhad of Aair, for they do not know how deep the taint of Chaos runs. Civil war has erupted and now all of the world is making its way to Araby to provide 'stability' to the realm; armies will clash, genies will be set loose and the wealth and power of Araby will be partitioned like never before, until a new Great Sultan is crowned...

3) The Teams

Players will play 5 games to decide the fate of Araby. Will the forces of Jesabella prevail or will the Armies of Afarhad instal a new regime?

The teams will largely be divided along the lines of the Warhammer background and the narrative of this event and will be as follows (unless team balance becomes an issue on the weekend!):

Forces of Jesabella	Beastmen, Chaos Dwarfs, Daemons of Chaos, Dark Elves, Orcs & Goblins, Skaven, Vampire Counts and Warriors of Chaos
Armies of Afarhad	Brettonnia, Dwarfs, High Elves, Lizardmen, Ogre Kingdoms, The Empire, Tomb Kings and Wood Elves

16-17th September 2023

A Triple Crown Wargaming Narrative Event

4) Building Your Army

Players attending the Araby Ablaze campaign weekend gain access to a whole host of new ways to build their army as well as new magic items. In this section you will find the new ways to build each army as well as the brand new magic items. Each army will also be able to take one of four types of Genie, the rules for which are below.

PLEASE READ THIS SECTION CAREFULLY! YOU REALLY WON'T WANT TO MISS ALL THE OPTIONS HERE!

This event will be using the **25% Lords and Heroes** allowance as per the original Warhammer Fantasy 8th Edition rulebook (please ignore the change to this in the latest FAQ). **The army selection rules in End Times: Archaon will not be used.**

You may **NOT** select any magic items from the Warhammer Rulebook. The only magic items available to your army are those found in your army books and in the Artefacts of Araby section later on in this pack.

All armies may choose to use their campaign army list when being constructed. These will limit and exclude some units whilst making some available which otherwise wouldn't be, among other things. Each army lists restrictions will be shown below.

Your list will need to be submitted by Saturday 2nd September. Late submission will cause issues organising the teams and balancing this campaign, everyone else is relying on you submitting your list on time!

What can I use?

The following factions and army lists will be allowed at this event:

- All the latest Warhammer 8th edition Army books (Beastmen [7th edition], Bretonnia [6th edition], Daemons of Chaos, Dark Elves, Dwarfs, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven [7th edition], The Empire, Tomb Kings, Vampire Counts, Warriors of Chaos, and Wood Elves)
- The Legion of Azgorh (Chaos Dwarf) list from Tamurkhan
 - **The Great Host of Chaos list from Tamurkhan is NOT allowed**
- **The following End Times lists will NOT be allowed: Undead Legions, Legions of Chaos, The Host of the Phoenix King, The Host of the Eternity King, The Host of Aestyryon, The Grand Legion of the Everchosen**
- **The Warhammer Formations presented in End Times: Thanquol and End Times: Archaon are not allowed**
- **Battle Scrolls, Scrolls of Binding and Monstrous Arcanum are allowed IF indicated in your campaign army list section, and only if you choose to use the campaign army list**
- **The Magic Items found in the Monstrous Arcanum and Storm of Magic supplements may not be taken**

Third party and 'proxy' models are allowed as long as it is clear to your opponents what the model(s) is/are now representing. In short, if you have made an effort to do something cool it will likely be fine. **If you are planning on using any proxy or third party models please send some photos to thetriplecrownaguys@gmail.com ahead of submitting your list so that we can confirm we are happy for the models to be used.**

We understand certain models are hard to come by now and that may mean you need to use others; we don't have an issue with this. Sending us pictures ahead of time simply ensures we are completely clear on what you want to use as what, and this helps to ensure the event runs smoothly. **If you arrive with proxy/third party models which you have not sent us pictures of prior to your list being submitted, we may ask you to remove these and play your games without them. This NOT something we want to do, or think we will need to do, but it is something which we think will help ensure the event is enjoyable for everyone.**

A Triple Crown Wargaming Narrative Event

Genies of Araby

Irrespective of whether you choose to use your campaign army list or not your army will be helped in it's crusade through Araby by one of four Genie's. These Genies are free. You must mark on your army list which Genie you intend to use across the weekend.

The four different Genies represent the four main elements: Earth, Air, Fire and Water. Their rules can be found on the following pages.

Wishes

In addition to their rules below, the Genies of Araby also grant the player 3 Wishes.

At the start of the game after deployment but before rolling for the first turn, roll three D6. Record the results of these rolls, they are your wish dice and are placed in the wish pool. Each dice may be used to replace the result of one D6 during the game. You can only use one wish dice per phase, once a wish dice has been used it is lost. You can use the wish dice to replace one dice in a group of dice - i.e. one dice from a charge roll.

To use a wish dice you must:

- Declare immediately after rolling a dice or a group of dice that you wish to replace one dice with a wish dice; identify the dice you wish to replace.
- Immediately take a leadership test on the Genies unmodified leadership
- If the test is passed you may replace the dice with one from the wish pool as you intended, if the test is failed you may not replace the dice, leave it in the wish pool.

When all of the Genie's wish dice have been used they may not cast bound spells for the rest of the game - this represents them temporarily exhausting their magical might.

****Modelling Note: the model representing your genie should be that, a genie. This isn't someone or something which has travelled from your armies homeland with them to the desert but rather a magical being who has offered their service to your army once they have arrived on the shores of the Araby****



16-17th September 2023

A Triple Crown Wargaming Narrative Event

Earth Genie

Earth Genie

Free

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Earth Genie	6	5	3	5	5	4	5	4	8	Monstrous Infantry

Equipment:

- Hand Weapon

Special Rules:

- Fear
- Insubstantial
- Of the Earth
- Devastating Charge
- Unbreakable

Insubstantial:

Models with this special rule have a 5+ ward save and may never benefit from 'Inspiring Presence' or 'Hold your ground'. Furthermore at the end of any phase in which a model with this special rule suffers an unsaved wound they must take a Toughness test; if the test is failed they have become too insubstantial to remain outside of their precious lamp. The model is removed as a casualty. In addition, all of this models attacks, including stomps, are magical.

Of the Earth:

Models with this special rule are always considered to be a standard bearer for the purposes of the missions in this event pack.

Models with the special rule are immune to the effects of spells and lore attributes from the following lores of magic:

- Lore of Life
- Lore of Beasts

Finally models with this special rule have the following innate bound spells:

Invoke the Elements (power level 5)

Invoke the Elements is an augment spell with no range. If successfully cast the models controlling player immediately scores a Mission Point.

Roar of Nature (power level 5)

Roar of Nature is an augment spell with a range of 12". One friendly unit immediately gains +1 to their Toughness value until the start of the casters next magic phase.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Fire Genie

Fire Genie

Free

Profile
Fire Genie

M	WS	BS	S	T	W	I	A	Ld	Troop Type
6	5	3	5	5	4	5	4	8	Monstrous Infantry

Equipment:

- Hand Weapon

Special Rules:

- Fear
- Insubstantial
- Of the Flame
- Flaming Attacks
- Unbreakable

Insubstantial:

Models with this special rule have a 5+ ward save and may never benefit from 'Inspiring Presence' or 'Hold your ground'. Furthermore at the end of any phase in which a model with this special rule suffers an unsaved wound they must take a Toughness test; if the test is failed they have become too insubstantial to remain outside of their precious lamp. The model is removed as a casualty. In addition, all of this models attacks, including stomps, are magical.

Of the Flame:

Models with this special rule are always considered to be a standard bearer for the purposes of the missions in this event pack.

Models with the special rule are immune to the effects of spells and lore attributes from the following lores of magic:

- Lore of Fire
- Lore of Metal

Finally models with this special rule have the following innate bound spells:

Invoke the Elements (power level 5)

Invoke the Elements is an augment spell with no range. If successfully cast the models controlling player immediately scores a Mission Point.

Transmuting Fire (power level 5)

Transmuting Fire is a hex spell with a range of 12". One enemy unit immediately takes D3 strength 4 flaming hits. In addition the target suffers -1 to its armour save until the start of the casters next magic phase.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Water Genie

Water Genie

Free

Profile
Water Genie

M	WS	BS	S	T	W	I	A	Ld	Troop Type
6	5	3	5	5	4	5	4	8	Monstrous Infantry

Equipment:

- Hand Weapon

Special Rules:

- Fear
- Insubstantial
- Of the Water
- Impact Hits (D3)
- Unbreakable

Insubstantial:

Models with this special rule have a 5+ ward save and may never benefit from 'Inspiring Presence' or 'Hold your ground'. Furthermore at the end of any phase in which a model with this special rule suffers an unsaved wound they must take a Toughness test; if the test is failed they have become too insubstantial to remain outside of their precious lamp. The model is removed as a casualty. In addition, all of this models attacks, including stomps, are magical.

Of the Water:

Models with this special rule are always considered to be a standard bearer for the purposes of the missions in this event pack.

Models with the special rule are immune to the effects of spells and lore attributes from the following lores of magic:

- Lore of Death
- Lore of Shadow

Finally models with this special rule have the following innate bound spells:

Invoke the Elements (power level 5)

Invoke the Elements is an augment spell with no range. If successfully cast the models controlling player immediately scores a Mission Point.

Darkness of the Depths (power level 5)

Darkness of the depths is a hex spell with a range of 12". One enemy unit immediately suffers -1 to their Initiative and Leadership value until the start of the casters next magic phase.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Air Genie

Air Genie

Free

Profile
Air Genie

M	WS	BS	S	T	W	I	A	Ld	Troop Type
6	5	3	5	5	4	5	4	8	Monstrous Infantry

Equipment:

- Hand Weapon

Special Rules:

- Fear
- Insubstantial
- Of the Air
- Swiftstride
- Unbreakable

Insubstantial:

Models with this special rule have a 5+ ward save and may never benefit from 'Inspiring Presence' or 'Hold your ground'. Furthermore at the end of any phase in which a model with this special rule suffers an unsaved wound they must take a Toughness test; if the test is failed they have become too insubstantial to remain outside of their precious lamp. The model is removed as a casualty. In addition, all of this models attacks, including stomps, are magical.

Of the Air:

Models with this special rule are always considered to be a standard bearer for the purposes of the missions in this event pack.

Models with the special rule are immune to the effects of spells and lore attributes from the following lores of magic:

- Lore of Light
- Lore of Heavens

Finally models with this special rule have the following innate bound spells:

Invoke the Elements (power level 5)

Invoke the Elements is an augment spell with no range. If successfully cast the models controlling player immediately scores a Mission Point.

Dazzling Zephyr (power level 5)

Dazzling Zephyr is an augment spell with a range of 12". One friendly unit immediately gains +1 to their Weapon Skill and Initiative value until the start of the casters next magic phase.

Artefacts of Araby

The armies on campaign through Araby do not have access to the magic items in the Warhammer Rulebook. Instead they have access to the *Artefacts of Araby*, a completely new set of magic items to aid them in their battles.

These items follow all of the normal rules for magic items (no duplicates, each character may only have one of each type of item, etc.). You may also select any magic items found in your army books alongside those found in this pack.

A Triple Crown Wargaming Narrative Event

Magic Weapons

Shulhap's Scimitar of Sustained Slicing

60 pts

Shulhap was the head of the palace guard, a warrior of skill and renown known for his chef-like precision with this glorious scimitar. When the Great Sultan 'died', Shulhap sought to install the Sultan's daughter as the new ruler, only to be immolated by a fire Genie for his troubles.

Hand weapon. When attacking in close combat the bearer of this weapon doubles their attack's characteristic, after any modifiers are applied, to a maximum of 10.

100% Genuine Runefang

60 pts

The markets of Araby are full of wonderful and unique treasures from all across the Warhammer world. This magic sword you are guaranteed is a genuine Runefang from the green and pleasant land of the Empire! Just look at that fine dwarf craftsmanship...

Hand weapon. Attacks made with this weapon hit and wound on a roll of 2+ regardless of weapon skill, modifiers or toughness. Armour saves are modified by the strength of the bearer.

Rapier of Requirement

50 pts

Found washed up on the shores of Sorcerers Islands, this razor sharp sword is enchanted to possess whichever qualities its bearer needs for perfection...

Hand weapon. When making attacks with this weapon the bearer must decide to either:

Increase their number of attacks by D3

or

Increase the strength of their attacks by 2

or

Gain the Killing blow special rule

This is done each time the bearer makes attacks in close combat.

Fulgurite Sabre

40 pts

The vast deserts of Araby mean that Fulgurite is a common sight in this sandswept land. The legendary smith Alabadin found a way to turn these fossils into powerful weapons, with this sword his greatest achievement.

Hand weapon. The bearer of this weapon has +1 strength and the 'armour piercing' special rule. In addition this weapon contains a *Uranon's Thunderbolt* as a bound spell (power level 4). If this bound spell is miscast, the sword crumbles to dust and the other effects of this weapon are lost for the remainder of the game.

Daggers of Eternal Hatred

35 pts

Dark Elf in design, these wicked blades move with a mind of their own, showing no mercy to those who stand before their bearer.

Paired weapons. The bearer of this weapon has the 'Hatred' special rule, however they re-roll failed to hit rolls in every round of combat, not just the first. In addition, the bearer re-rolls to wound rolls of a 1 when making attacks with these weapons.

Oak Bow of Athel Loren

30 pts

Hailing from the eternal glade this magical bow has been stolen, traded, lost and sold 2 dozen times. Shots fired from this weapon howl with the fury of Kurnos.

The Oak Bow of Athel Loren is a missile weapon with the following profile:

Range: 30" Strength: 4 Special rules: Howl of Kurnos, Precise, Multiple Shots (3)

Precise: Shots from this weapon do not suffer the to hit penalties for multiple shots or for standing and shooting.

Howl of Kurnos: If an enemy unit takes one or more wounds from this weapon they must take a panic test as if they had suffered 25% casualties.

Lance of Aquitaine

25 pts

Thought to have once belonged to a companion of the infamous 'El Syf' this magic lance is blessed by the Lady of Bretonnia to bypass the foul magic that protects the children of the Chaos Gods.

Lance. Successful ward saves made against attacks from this weapon must be re-rolled.

A Triple Crown Wargaming Narrative Event

Magic Weapons (contd.)

The Assassin's Stiletto

25 pts

Arabian assassins are feared for their use of exotic poisons and razor sharp blades.

Hand weapon. Attacks made with this weapon are poisoned attacks and have the armour piercing special rule.

Firebrand

10 pts

This axe is all that remains of the ill fated expedition of Horan Broadbeard. The dwarf who bore it to Araby died centuries ago, swallowed by the infamous dreadmaw known only as 'the gullet'.

Hand weapon. The bearer of Firebrand has flaming attacks.

Magic Armour

Hauberk of Moonlight

50 pts

The Hauberk of Moonlight is hammered with runes from a dozen magical traditions. The suit disrupts the magical properties of enemy swords, axes and daggers alike, rendering them far less effective than they might normally be.

This item may only be selected by Lords. The Hauberk of Moonlight consists of a suit of Heavy armour and a shield, conferring a 4+ armour save. In addition the bearer has a 3+ ward save against close combat attacks that are also magical attacks.

Armour of Copher

45 pts

This finely gelt, lightweight armour is made up of a variety of exotic metals, with the Sultan of Copher paying Elf, Dwarf and Human smiths from across the world to manipulate the Gromril, Ithilmar and steel into this metallic suit.

The armour of Copher confers the bearer a 3+ armour save that cannot be improved in any way. In addition the bearer of this item re-rolls armour saves of a 1.

The Trickster's Armour

40 pts

This suit of armour is enchanted by the Trickster God. The armour's reliability is as fickle as its namesake suggests.

Model on foot only. The Trickster's armour is a suit of armour, counting as Heavy armour and a Shield. At the start of the game (after deployment but before rolling to see who gets the first turn) roll a D3, this is the bonus the armour grants to its wearers save. For instance, if the result on the D3 is 2 this armour grants a +2 bonus to the wearers armour save (giving a save of 2+ when combined with the 4+ from the heavy armour and shield)

Blackshard Helm

40 pts

More of a hat than a helm, this Chaos Dwarf monstrosity gives its bearer a stoney demeanour and hardy disposition.

The bearer of this item improves their armour save and toughness value by 1.

Crusaders Armour

15 pts

This suit of armour has been worn by many knightly champions over the decades, finally coming to rest in the sand around 4 years before this latest conflict. Blades seem to dull when striking this well worn hauberk, glancing harmlessly off of its surface.

Heavy armour. The bearer of this armour is immune to the effects of the 'armour piercing' special rule.

Ice Shield of Ursun

15 pts

For many years this shield was used as a drinks tray in the Sultan's palace, keeping his majesty's beverages at the finest temperature. Now liberated from this ignominious role, this ornate shield sparkles like frosted glass and sends a numbing chill through any who seek to harm its bearer.

Shield. Enemy models wishing to attack the bearer gain the 'always strikes last' special rule.

A Triple Crown Wargaming Narrative Event

Magic Armour (contd.)

Dragonfire Shield

10 pts

The world is littered with armour enchanted to defend against fire; this shield once belonged to a Saurus of the Southlands; ironic that it was the freezing night air of the desert that finished him off.

Shield. The bearer has a 2+ ward save against flaming attacks.

The Field Marshall's Shield

10 pts

The colour on this shield has long since faded, perhaps it was part of a great forgotten tale; only now to be sold ignominiously to the highest bidder.

Shield. The bearer has 5+ parry save, even if they are using a magic weapon.

Talismans

Dragontamers Pendant

65 pts

This flame shaped ruby was enchanted by the mighty Caledor Dragontamer, its protective enchantments are some of the most potent in the world.

The bearer of this item has a 4+ ward save, which is increased to a 3+ ward save against shooting attacks and wounds caused by enemy spells. If the bearer is mounted on a ridden monster or chariot this item also confers a 6+ ward save to the mount, which is increased to 5+ against shooting attacks and wounds caused by enemy spells.

The Cloak of Illusion

40 pts

The Cloak of Illusion only reveals itself to those attuned to the magical arts. Even so the cloak has had thousands of owners, as if you put it down you'll never find it again.

This item may only be selected by wizards. The bearer of this item is only successfully hit in close combat on a roll of 5+.

The Festering Antlers

40 pts

Once the crown of a proud Great Stag, these antlers have been corrupted by the foul influence of a malign God. Worn as a decaying headdress, they confer unnatural resilience to anyone who can stomach the stench that accompanies them.

The bearer of this item has the regeneration special rule.

The Fire Lamp

35 pts

This brass lamp will one day be the home of a fire genie, just as soon as it has enough magical energy within it to birth one.

The bearer of this item has Magic Resistance (2). This is increased to Magic Resistance (3) against spells from the Lore of Fire or any spells with Flaming attacks.

El Hike's Magical Mirror

30 pts

The mirror distorts realities with the twisting, warping effects of the changer of ways...

The bearer of this item is -1 to be hit by attacks in close combat. In addition, every time an enemy attacking this model in close combat rolls a hit roll of a 1 (after re-rolls), the attack is treated as having hit themselves instead. Resolve the hit using the attacking models strength, magic weapons or other rules/abilities as appropriate (i.e. Killing Blow). Roll to wound as normal with the attacking model making saves as appropriate.

The Emerald Ring of Aegis

30 pts

The protective properties of this finely set stone make all who look upon it green with envy.

The bearer has a 5+ ward save.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Talismans (contd.)

The Elemental Ring

30 pts

Bound to this ring is one of the many elementals that wander the deserts of Araby. The elemental is harmless to the bearer, extending their life far beyond normal limits, as long as the binding was done correctly...

The bearer of this item has +1 wound. At the beginning of the game, before rolling for the first turn but after deployment, roll a D6. On a roll of a 2+ everything is fine, on a roll of a 1 in addition to the effects mentioned above the bearer has the 'stupidity' special rule.

Shackles of the Genie

20 pts

When a genie is finally freed from its service it sheds its shackles. Some heroes take up these brass bands, the residual energy on these bracelets protecting them for foul enchantments.

The bearer of this item has Magic Resistance (D3). After this item has been revealed, roll a D3 to calculate the level of Magic Resistance once per enemy magic phase; the level lasts for the remainder of that phase.

Enchanted Items

The Sands of Time

55 pts

Those who meddle with time are doom to madness, but that doesn't stop some from trying. This hourglass can change reality in a blink of an eye, for a price.

Model on foot only. One use only. When the bearer of this item is slain, immediately take a leadership test on the model's unmodified leadership, this test may not be re-rolled for any reason. If the test is passed select another friendly character with the same unit type within 18". Remove that model as a casualty instead of the model with the sands of time. The model with the Sands of Time is then placed where the model you have just removed was on the battlefield, with one wound remaining. For the remainder of the game the bearer of this item suffers from Stupidity. If there is no eligible model in range remove the bearer as a casualty as usual.

The Great Wall of Calph

50 pts

In the south west of Araby lies the tower of the wizard Calph. This enchanter is a master at the manipulation of stone and earth. Calph's enchanted bricks build themselves into grand walls on command, making fantastic impromptu defences.

One use only. At the start of the game after both armies are deployed but before rolling to see who goes first, the bearer of this item's controlling player may place an obstacle anywhere in their half of the table top no more than 8" long. This may be placed within 1" of a friendly unit. After placing this obstacle the controlling player declares to their opponent which type of obstacle it is, from the following list:

- Blazing Barricade
- Blessed Bulwark
- Fence
- Ghost Fence
- Wall

Rules for these obstacles can be found on page 123 of the Warhammer fantasy battles rulebook.

The Radiant Gem

50 pts

Araby is full of the finest jewels; some of which are more than just decorative.

The bearer of this item is a level 1 wizard, who generates their spells from one of the 8 lores of battle magic found in the Warhammer fantasy battles rulebook. Please note this means that if the bearer has enough magic item allowance they may select an Arcane item as they are now a wizard.

Amulet of the Jade Dragon

35 pts

This beautifully crafted amulet was lost by a Cathayan silk trader in a game of chance; for the briefest of moments it offers a portion of the Dragon Emperor's power.

One use only. At the start of any close combat phase declare you are using the Amulet of the Jade Dragon. For the remainder of that phase the bearer of this item changes their strength and attacks characteristics to 6.

A Triple Crown Wargaming Narrative Event

Enchanted Items (contd.)

The Flying Carpet

35 pts

Perfect for a romantic ride across the dunes of Araby...

Model on foot only. The bearer has the Fly special rule but may never join units.

Nightmare Brew

30 pts

This purple-black liquid seems to move inside the bottle of its own accord. Writhing with the horrors of the darkest places of this world.

One use only. The bearer has a strength 9 breath weapon. When making an attack with this breath weapon, use the target's Leadership value in place of their toughness when rolling to wound.

Spooky Sarcophagus Sludge

15 pts

This vial contains a thick brown liquid found in the bottom of a Tomb Prince sarcophagus decades ago. What this liquid is, no one can say, but someone will be crazy enough to drink its contents.

One use only. At the start of any phase declare you are drinking the Spooky Sarcophagus Sludge and roll a D6, consulting the chart below.

1: *What is wrong with you?* The bearer is violently sick and they may not make any close combat attacks this turn.

2-3: *Brave of you boy, but foolish!* The bearer adds 1 to their leadership value for the rest of this player turn but suffers -1 to their weapon skill.

4-5: *There is a fine line between genius and madness!* The bearer gains the Stubborn special rule for the remainder of this player turn.

6: *Moment of undimmed glory!* Nothing will vanquish the bearer in this moment of triumph; for the remainder of the player turn the bearer is Unbreakable - if they are part of a unit, the unit is treated as unbreakable for as long as the character is alive and subject to this rule.

Sandals of Snefru

10 pts

Snefru was a Liche Priest who was known for his incompetence when performing mortuary rituals; many High Priests sought his head, but Snefru always escaped these situations, crediting his magical footwear for doing so.

Model on foot only. The bearer of this item gains the 'Swiftstride' special rule.

Lucky Coin

5 pts

This old doubloon was pried from the long dead hand of a zombie pirate. Perhaps it will be more lucky for its new bearer.

The bearer may re-roll one failed characteristic or dangerous terrain test, excluding a leadership test.

Arcane Items

Magic Potion

55 pts

This glorious liquid hums with arcane energies.

One use only. Drink this potion at the start of a friendly magic phase. For the duration of this magic phase the bearer adds 6" to the range of their spells and instead of channelling as normal, the bearer instead automatically generates D3 power dice at the start of this magic phase.

Nul staff of Rafiqo

50 pts

Atop this wooden staff sits a glittering rock of Elvish origin; some say it may even be a piece of the legendary waystones of Ulthuan.

The bearer of this staff adds 2 to any dispel attempts they make to a maximum of +5 to dispel.

The Scryer's Pendulum

45 pts

This old piece of Obsidian helps calm the raging storm, when the wizard loses control.

One use only. Declare you are using this item when the wizard suffers a miscast but before rolling on the miscast table. The bearer's controlling player chooses the result on the table instead of rolling for it.

A Triple Crown Wargaming Narrative Event

Arcane Items (contd.)

The Tome of Zacharius

30 pts

Zacharius the everliving is an infamous vampire lord, famed for his magical prowess and unending supply of disenchantments; how this instruction manual found its way to Araby is a mystery but one that some fortunate individuals will benefit from.

Use this item instead of making a dispel attempt. The enemy spell is immediately dispelled. After this has been resolved roll a D6. On a roll of a 2+ this item crumbles to dust and cannot be used again. On a roll of a 1, the tome feeds on the life force of its bearer instead. The bearer suffers a wound with no save of any kind allowed, however this item may be used again (but not in the same magic phase). Roll each time the item is used.

The Snake Staff of Graffar

15 pts

Graffar was a treacherous advisor to a former Sultan of Araby. After seizing power for himself, Graffar was defeated when the Genies of the desert overthrew him.

The bearer of this staff channels power dice on a 4+ but may never attempt to channel dispel dice.

The Ruthless Effigy

15 pts

This doll channels all of the bearers hatred and anger, ensuring their spells are particularly vicious.

Whenever a spell cast by the bearer of this item does a random number of hits, add one to that number. For example if the spell does 2D6 hits, it becomes 2D6+1 hits.

Lucky Rat Paw

10 pts

The petrified and wizened paw of a long dead Grey Seer, this grisly heirloom brings the blessing of the horned rat to those nearby.

Whilst the bearer of this item is alive and on the battlefield, the maximum number of power dice that may be held in the controlling players power pool is increased from 12 to 13.

Wand of Wisdom

10 pts

The secrets of spell lore are revealed to this wizard.

The bearer of this item generates one more spell than usual for their wizard level; for example a level 2 wizard with this item would generate 3 spells. If this item is lost for any reason, the bearer randomly loses one spell.

Magic Standards

The Flag of Filth

60 pts

This shroud drips with poisons and toxins, coating the blades of those who fight beside it.

The bearer and any unit they are joined to gain the Poisoned Attacks special rule. This applies to any non-magical shooting attack and their close combat attacks. This does not apply to any magic weapons the bearer or any model in their unit may have.

Banner of Brass

45 pts

Those who dwell too long in the shadow of this standard are driven crazy by its psychotic whispers.

Battle Standard Bearer Only. The bearer and any unit they are in gain the frenzy special rule. The frenzy can be lost in the normal fashion. In addition, the frenzy is lost as soon as the banner leaves the unit or is removed as a casualty.

Tarhesees's Tapestry of Tremendous Impact

40 pts

Tarhesees was a mighty Tomb King, known for his earth shattering chariot charges. After losing several sieges a vengeful Tarhesees had his priest's bind the spirits of one thousand raging horses to his banner, so that he may trample on his enemies wherever he may face them.

The bearer of this standard causes impact hits (D6). These hits are made at a strength of 5. If the bearer or their unit already causes impact hits, make the ones from this banner in addition to any others.

A Triple Crown Wargaming Narrative Event

Magic Standards (contd.)

Standard of Stoicism

25 pts

Courage fills the hearts of all who look at this inspiring flag.

The bearer and any unit they are a part of automatically pass any Terror tests they are called upon to make.

Banner of the Blazing Sun

25 pts

Lost in the deserts of Araby long ago, this magic standard hails from the distant Empire. When held aloft at the height of the day it dazzles all who see it.

Enemy units making shooting attacks at the bearer of this standard or any unit that they have joined suffer a -1 to hit modifier.

The Sultan's Standard

25 pts

This flag represents one of the many Sultan's fighting for control of Araby.

At the start of the game, declare which model is carrying the Sultan's Standard. If this model is alive and not fleeing at the end of the game you score one additional mission point. If the standard has been slain, your opponent scores an additional mission point instead.

Quicksilver Standard

15 pts

This banner fills those under its charge with relentless stamina and vigour.

The bearer of this standard and any unit they are a part of add 1 to any charge, overrun, pursuit and flee rolls they make.

Banner of Cold Blood

10 pts

This banner emits a strange aura, calming all those in its vicinity.

One use only. Declare you are using this standard before making a break test for a unit containing this banner. For that break test roll 3D6 discarding the highest dice rolled. The item has no effect on models with the 'Cold-blooded' special rule.

Campaign Army Lists

On the following pages you will find the Campaign Army Lists representing the force from each race of the Warhammer World which is in Araby at the time of the war between the Forces of Jesabella and the Armies of Afarhad. You do NOT have to use these lists when building your army for this event, though doing so will aid you in the missions.

If a unit or model is not listed in the army lists below then it may not be taken. You will notice there are units which have been removed from every army list, as well as many changing slots. Some lists will also have access to Monsters usually found in Monstrous Arcanum or Storm of Magic, if this is the case they will form part of the army list in this section.

Heroic Influence

Each Campaign Army List will have a unique *Heroic Influence* ability. As you may expect this is only available to armies which are constructed following the limitations of these lists. The effects of each *Heroic Influence* are detailed on each army's page.

Compulsory Characters

Each Campaign Army List will have 1 compulsory character in the Lord slot which represents the character the list is themed around. This character MUST be your army general even if there are multiple characters with the highest leadership, or another character with a higher leadership. (e.g. a High Elf army built using the Exiles of Caledor army list below which includes both an Archmage on a dragon and a Prince must have the Archmage, representing Larangar Fireheart as the army general despite the Prince having a higher leadership)

A Triple Crown Wargaming Narrative Event

Margoth Blood Fur's Desert Herd (Beastmen)

Inhabitants and travellers alike throughout the lands of Araby know the legend of the beast of blood. Accredited with many deadly attacks on trade caravans; the Doombull Margoth, with the fur the colour of blood, has finally amassed a herd large enough to raise the settlements of Araby once and for all, the only thing he seeks now is a Herdstone from which to launch these cataclysmic attacks

Army construction: All units are selected from Warhammer Armies: Beastmen unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Beastmen gain Marks of Chaos as per End Times: Glottkin, however they do not pay for these Marks.

Lords:

- Doombull (1+) (*Representing Margoth Blood Fur*)
- Great Bray-Shaman

Heroes:

- Gorebull
- Bray-Shaman

Core:

- Chaos Warhounds
- Centigor
- Harpies
- Tuskgor Chariot
- Minotaurs (0-1) (This unit is limited to a maximum of 6 models)

Special:

- Gor Herd
- Ungor Raiders
- Ungor Herd
- Minotaurs
- Razorgor Chariot
- Razorgor Herd
- Giant

Rare:

- Cygor
- Bestigor (0-1)
- Ghorgon
- Chaos Spawn
- Jabberslythe

Heroic Influence: Bovine Brutality

Desperate to prove themselves in the eyes of their formidable leader the Minotaurs of the Desert Herd fight with the ferocity of stampeding cattle.

Whilst the general is alive and on the table all units of Minotaurs in this army may reroll to hit rolls of 1 in combat.

On campaign:

This army begins the game with 2 mission points

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Francois the Fearless' Errantry War (Bretonnia)

Many Bretonnians seek to earn their spurs on an Errantry War, with Araby being a common destination for such crusades. With the current political turmoil and the vast treasures of this desert land never less secure, Lord Francois the Fearless has used his considerable reputation to build a grand host of glory hungry young knights. The horns shall sound and the hooves of Bretonnia will cross the sands of Araby once more.

Army construction: All units are selected from Warhammer Armies: Bretonnia unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

The following Bretonnian units gain the Devastating Charge special rule: Bretonnian Lord, Paladin, Knights of the Realm, Knights Errant, Questing Knights, Pegasus Knights and Grail Knights

Bretonnian Lords may take a single Virtue, with no points limit, in addition to their 100 point magic item allowance. Bretonnian Paladins may take a single Virtue, with a 50 point limit, in addition to their 50 point magic item allowance.

Lords:

- Bretonnian Lord (1+) (*Representing Francois the Fearless*) (One Lord in the army must select the Grail Vow)
- Prophetess of the Lady

Heroes:

- Damsel of the Lady
- Paladin (One Paladin must be upgraded to the Battle Standard Bearer)

Core:

- Knights Errant (1+)
- Mounted Yeomen
- Men-at-Arms
- Peasant Bowmen

Special:

- Questing Knights (0-1)
- Knights of the Realm (0-1)
- Pegasus Knights
- Battle Pilgrims (0-1)
- Hippogryphs (*Storm of Magic*)

Rare:

- Grail Knights (0-1)
- Pegasus (*Storm of Magic*)
- Royal Unicorn (*Storm of Magic*)
- Deepwood Unicorns (*Storm of Magic*)

Knightly Crusade:

An errantry war is made up of swathes of mounted knights.

This army may not include more non-cavalry units than cavalry units (excluding characters).

Heroic Influence: Paragon

The young knights in this army fight harder whilst in the presence of their Lord.

Whilst the general is alive and on the table all units of Knights Errant are treated as having the Errantry Banner (rules for which can be found on page of the Bretonnia army book). Note – this does not stop any units of Knights Errant purchasing a Magic Banner and benefitting from both effects simultaneously (including purchasing the Errantry Banner though the effects will not be cumulative).

On campaign:

This army begins the game with 2 mission points.

A Triple Crown Wargaming Narrative Event

Uzdakka Scarback's Daemon Express (Chaos Dwarfs)

Uzdakka Scarback is the lord of the Daemon Express, the foulest train service in the known world. Like many Chaos Dwarfs Uzdakka is a daemonsmith, binding the creatures of Hashut to the infernal contraptions he has constructed. Since completing the Daemon Express, Uzdakka has turned his attention to the forceful acquisition of fresh workers for the factories of Zharr Naggrund and beyond. The war in Araby is the perfect chance to 'recruit' some fresh meat.

Army construction: All units are selected from the Legion of Azgorh army list found in the Tamurkhan supplement, unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Sorcerer-Prophet (1+) (*Representing Uzdakka Scarback*)

Heroes:

- Daemonsmith Sorcerer (1+)
- Infernal Castellan

Core:

- Infernal Guard
- Iron Daemon War Engine (1) (*Representing the main engine of the Daemon Express*) (Must be upgraded to Hellbound)
- K'daai Fireborn (0-1)

Special:

- Iron Daemon War Engine (Must be upgraded to Hellbound)
- Deathshrieker Rocket Launcher (Must be upgraded to Hellbound)
- Magma Cannon (Must be upgraded to Hellbound)
- Infernal Ironsworn
- K'daai Fireborn
- Hellcannon (0-2)

Rare:

- Dreadquake Mortar (Must be upgraded to Hellbound)
- K'daai Destroyer

Heroic Influence: Infernal Conductor

Uzdakka's pride in the technological terrors he has bound to his service is matched only by his mastery over them. Whilst the general is alive and on the table if a Hellbound War Machine misfires it only inflicts 1 wound on its crew rather than D3.

On campaign:

This army begins the game with 2 mission points.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

The Everchanging Host (Daemons of Chaos)

Slaanesh, the decadent Dark Prince, has always envied the power of it's brothers and the sway they hold over the mortal races; but no longer. Now he sees his chance to balance the scales with an invasion of the sands of Araby, led by his disciple of decadence Sophonix Twiceborn. Keen to keep his plans hidden for as long as possible he constantly reworks...reimagines...changes. But if there is one thing that draws a particular Gods gaze more than anything else, it is change...

Army construction: All units are selected from Warhammer Armies: Daemons of Chaos unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Daemon Prince (1+) (*Representing Sophonix Twiceborn*) (Must be a Daemon Slaanesh)

Heroes:

- Herald of Slaanesh (1+)
- Herald of Tzeentch (May not be upgraded to a Battle Standard Bearer)

Core:

- Daemonettes of Slaanesh (1+)
- Pink Horrors of Tzeentch
- Seekers of Slaanesh
- Screammers of Tzeentch

Special:

- Flamers of Tzeentch
- Fiends of Slaanesh
- Chaos Furies (Must be upgraded to either Daemons of Slaanesh or Daemons of Tzeentch)
- Seeker Chariot of Slaanesh
- Burning Chariot of Tzeentch
- Soul Grinder of Tzeentch (0-1)
- Soul Grinder of Slaanesh (0-1)

Rare:

- Exalted Seeker Chariot of Slaanesh
- Hellflayer of Slaanesh
- Chaos Dragon (*Storm of Magic*)

Heroic Influence: Under the Everchanging's Gaze

The influence and glamour of Tzeentch is beyond even most daemons' comprehension. Such is his reach that even his youngest brothers most favoured children are fair game.

All Daemons of Tzeentch may use the Inspiring Presence and Hold Your Ground special rules of Daemons of Slaanesh (Note: Daemon of Tzeentch character still may not join units of Daemons of Slaanesh and vice versa). Additionally, whilst the general is alive and on the tabletop you may ignore your own units when determining who is hit by the Rot, Glorious Rot and Khorne's Wrath Reign of Chaos results

On campaign:

This army begins the game with 2 mission points.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Gyros the Merciless' Savage Beasts (Dark Elves)

Gyros the Merciless is every bit his name sake - a particularly savage Dark Elf from the city of Clar Karond. Gyros has spent centuries ensuring that his menagerie is bent completely to his will, with even monsters as ferocious as Manticores and Chimera too afraid to go against his command. The war in Araby presents the perfect opportunity for this Beastmaster to plunder vast sums of wealth to purchase even more creatures for his collection.

Army construction: All units are selected from Warhammer Armies: Dark Elves unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Beastmaster (1+) (*Representing Gyros the Merciless*)
- Supreme Sorceress

Heroes:

- Sorceress
- Master
- Death Hag (May not be mounted on a Cauldron of Blood)

Core:

- Harpies
- Dreadspears
- Bleakswords
- Darkshards
- Dark Riders
- Corsairs (0-1)
- Cold One Knights (0-1)

Special:

- Manticore (*Storm of Magic*)
- Chimera (*Storm of Magic*)
- Cold Ones (*Storm of Magic*)
- War Hydra (1+)
- Scourgerunner Chariot
- Cold One Chariot
- Cold One Knights
- Bolt Throwers
- Witch Elves (0-1)
- Shades

Rare:

- Dragon (*Storm of Magic*) (0-1)
- Kharibdyss (1+)
- Doomfire Warlocks
- Executioners (0-1)

Heroic Influence: Beastmasters Call

Decades of brutal treatment by Gyros has broken the spirit of the monstrous creatures in his collection.

Whilst the general is alive and on the table all harpies, warbeasts and monsters in this army list may use the leadership value of the general as if they were in range of inspiring presence.

On campaign:

This army begins the game with 2 mission points.

A Triple Crown Wargaming Narrative Event

Beredir Goldhand's Auric Explorers (Dwarfs)

Beredir Goldhand, so called for his extensive use of bribery when making deals, is a dwarf entrepreneur and mining tycoon. Known for a use of explosives that borders on the maniacal, Beredir's gyrobombers often 'prepare' excavation sites ahead of the workforce's deployment; maximising profits by keeping job times to a minimum. Seeing the turmoil of the Arabian civil war Beredir has collected up his finest miners and bodyguards to protect the precious metals and jewels found below the sands of Araby, until the conflict concludes.

Army construction: All units are selected from Warhammer Armies: Dwarfs unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Dwarf Lord (1+) (*Representing Beredir Goldhand*)
- Runelord (0-1)

Heroes:

- Thane
- Runesmith
- Master Engineer

Core:

- Miners (1+)
- Dwarf Warriors
- Quarellers
- Thunderers
- Longbeards (0-1)

Special:

- Shard Dragon (*Monstrous Arcanum*) (0-2)
- Gyrobomber (0-2)
- Irondrakes (0-2)
- Ironbreakers
- Rangers

Rare:

- Cannon
- Organ Gun (0-1)
- Flame Cannon
- Hammerers

Heroic Influence: Right on Schedule

Beredir only hires the most professional and hard working miners in all of the world's edge mountains.

Whilst the general is alive and on the table, Miner's in this army add 1 to any rolls to see if they arrive via the ambusher's special rule.

On campaign:

This army begins the game with 2 mission points.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Larangar Fireheart and the Exiles of Caledor (High Elves)

Larangar Fireheart is the sister of Imrik, the Crown Prince of Caledor. However her constant meddling at court has been perceived by many as an attempt to supplant her noble sibling. As such the wizard and her loyal followers have been exiled from the land of the dragon tamers; now heading to warring Araby, seeking great treasures to curry favour with her brother, and hopefully for a triumphant return!

Army construction: All units are selected from Warhammer Armies: High Elves unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Archmage (1+) (*Representing Larangar Fireheart*) (This model must be mounted on a Sun, Moon or Star Dragon)
- Prince (0-1)

Heroes:

- Noble
- Mage
- Dragonmage of Caledor

Core:

- Silverhelms (1+)
- Spearmen
- Archers
- Ellyrian Reavers

Special:

- Young Dragon (*Storm of Magic*) (0-2)
- Dragon (*Storm of Magic*) (0-1)
- Lothorn Sea Guard
- Dragon Princes of Caledor (1+)
- Flamespyre Phoenix
- Tiranoc Chariot
- Lothorn Skycutter

Rare:

- Great Dragon (*Storm of Magic*) (0-1)
- Incarnate Elemental of Fire (*Monstrous Arcanum*)
- White Lions of Chrace (0-1)
- Phoenix Guard (0-1)
- Swordmasters of Hoeth (0-1)
- Bolt Throwers

Heroic Influence: Dragontamer

The noble sons and daughters of Caledor speak the ancient tongue of the dragons, able to communicate with them like no other being in the world.

Whilst the general is alive and on the table, Young dragons, dragons, great dragons and any character mounted on a dragon of any type in this list may use the leadership value of the general, as if they were in range of inspiring presence.

On campaign:

This army begins the game with 2 mission points.

A Triple Crown Wargaming Narrative Event

Takkin-awalk and the Wanderers of Zlatlan (Lizardmen)

Zlatlan is the last remaining temple city of the southlands and whilst the sacred spawning pools still remain, their results are inconsistent. With the lack of Saurus the Skinks of this temple city have become more aggressive, collecting around the wayward and whimsical Slann Mage Priest Takkin-awalk. Whilst a prodigious spell caster Takkin is easily directed and now marches to take on the chaos incursion in Araby.

Army construction: All units are selected from Warhammer Armies: Lizardmen unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Slann Mage-Priest (1) (*Representing Takkin-awalk*) (Must take the Wandering Deliberations discipline)

Heroes:

- Saurus Scar-Veteran
- Skink Chief
- Skink Priest (1+)

Core:

- Skink Cohort (1+)
- Skink Skirmishers (1+)
- Saurus Warriors (0-1)
- Cold One Riders (0-1)

Special:

- Cold One Riders (0-1)
- Temple Guard (0-1)
- Salamander Hunting Packs
- Razordon Hunting Packs
- Stegadon
- Chameleon Skinks
- Cold Ones (*Storm of Magic*)

Rare:

- Basilisk (*Monstrous Arcanum*)
- Ancient Stegadon
- Carnosaur (*Storm of Magic*)
- Troglodon

Heroic Influence: Proving Their Worth

The Skinks of the southlands are desperate to prove they are every bit as dangerous as the Saurus they are seeking to replace, fighting without abandon in the presence of their Mage Priest.

Whilst the general is alive and on the table, Skink Cohorts gain the 'Predatory Fighter' special rule.

On campaign:

This army begins the game with 2 mission points.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Behmat Broadgut's School for Maneaters (Ogre Kingdoms)

Across the lands of the Old World and beyond the name Golfag is synonymous with Ogre Maneaters, however where did this legendary mercenary learn his craft? Well according to Behmat Broadgut at his school for Maneaters! Tired of Golfag not giving him the credit he deserves Behmat has sold his entire school's services to the would-be Great Sultan of Araby, to show the world how REAL ogres eat men!

Army construction: All units are selected from Warhammer Armies: Ogre Kingdoms unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Ogre Tyrant (1+) (*Representing Behmat Broadgut*)
- Slaughtermaster

Heroes:

- Bruiser (1+)
- Butcher

Core:

- Ogre Bulls (1+)
- Gnoblar
- Maneaters (1) (This unit is limited to a maximum of 6 models)

Special:

- Sabretusks
- Giants
- Maneaters
- Ironguts
- Leadblechers

Rare:

- Bonegrinder Giant (*Storm of Magic*) (0-1)
- Ironblaster (0-1)
- Gnoblar Scraplauncher (0-1)

Heroic Influence: Expert Tutelage

Behmat's school takes the humble bull and elevates him to the rank of maneater through his unrivalled 3 step program; bellow instructions, eat men, bellow more instructions.

All units of Ogre Bulls in this army gain one of the following special rules; this is chosen at the start of each game and should be clearly marked and indicated to your opponent. If Behmat is slain the rule is immediately lost.

- Swiftstride
- Immune to Psychology
- Poison attacks
- Strider

On campaign:

This army begins the game with 2 mission points.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Snaglak Flintknife's Savage Waaagh! (Orcs & Goblins)

Savage orc and lesser goblin tribes are dotted all over the Southlands but with the word of a good fight in Araby; Snaglak Flintknife has been steadily collecting these groups together through consistent demonstrations of raw brutality. All the while this greenskin horde has been heading towards Araby; to kill some 'umies and win some teef!

Army construction: All units are selected from Warhammer Armies: Orcs & Goblins unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Savage Orc Warboss (1) (*Representing Snaglak Flintknife*)
- Savage Orc Shaman
- Goblin Great Shaman

Heroes:

- Goblin Warboss
- Savage Orc Big Boss
- Goblin Warboss
- Black Orc Big Boss (0-1)

Core:

- Savage Orcs (1+)
- Goblins
- Forest Goblin Spider Riders
- Goblin Wolf Riders
- Goblin Wolf Chariots
- Savage Orc Boar Boyz (0-1)

Special:

- Orc Boar Boyz (0-1)
- Goblin Spear Chukka
- Orc Boyz
- Orc Arrer Boyz
- Orc Boar Chariots
- Stone Trolls
- Giant

Rare:

- Wyvern (*Storm of Magic*)
- Bonegrinder Giant (*Storm of Magic*)
- Black Orcs
- Doom Diver Catapult
- Goblin Rock Lobba
- Arachnarok Spider

Heroic Influence: 'You playin, you knowin!'

Savage Orcs from Snaglak's tribe know of his violent temper whenever they squabble; the fear of these outbursts is so great that few will quarrel when in Snaglak's presence.

Whilst the general is alive and on the table, units of Savage Orcs and Savage Orc boar boyz in this army re-roll failed animosity tests. (This includes units upgraded to Big'uns).

On campaign:

This army begins the game with 2 mission points.

A Triple Crown Wargaming Narrative Event

Warlord Pustulous and Clan Festerlingus (Skaven)

Clan Festerlingus have long been a blight on the Southlands, their sun-bleached fur the colour of the discharge that leaks from the boils that any who come into contact with them develops. This rotten rodent rabble is led to war by their Warlord Pustulous; a creature whose bloated form belies his speed and agility. Under his stewardship Clan Festerlingus have begun to rival even Clan Pestilens for the virility and transmissibility of their plagues; something which shall soon blight the land of Araby.

Army construction: All units are selected from Warhammer Armies: Skaven unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Warlord (1) (*Representing Warlord Pustulous*)
- Greyseer (1+) (Greyseers in this army may only generate spells from the Skaven Spells of Plague, they may still pick the Dreaded Thirteenth Spell)

Heroes:

- Plague Priest (1+)
- Chieftain
- Assassin (0-1)

Core:

- Plague Monks (1)
- Clanrats
- Skavenslaves
- Giant Rats
- Rat Swarms
- Rat Ogres

Special:

- Plague Monks
- Stormvermin
- Plague Censer Bearers
- Plagueclaw Catapults
- Wolf Rats (*Monstrous Arcanum*)

Rare:

- Brood Horror (*Monstrous Arcanum*)
- Dreadmaw (*Monstrous Arcanum*)
- Hell Pit Abomination(0-1)
- Doomwheel (0-1)

Heroic Influence: Virulent Delivery

Warlord Pustulous has spent his time in charge of the Clan improving the delivery infrastructure of its diseases and infections; they've got quite, good good, at it.

Whilst the general is alive and on the table, the controlling player may re-roll results of a misfire on any artillery dice when firing poisoned wind mortars and plague claw catapults.

On campaign:

This army begins the game with 2 mission points.

A Triple Crown Wargaming Narrative Event

Hugo Hartmann's Sigmarite Crusade (The Empire)

Hugo Hartmann has recently become the latest priest of Sigmar to become an Arch Lector; much to the distaste of some of his contemporaries. In an attempt to win over his zealot colleagues, Hugo has amassed a large crusading force to purge the Arabian Peninsula of the taint of Chaos. From aloft his War Altar with the battlecry of 'To me, sons of Sigmar!' Hugo intends to prove his doubters wrong!

Army construction: All units are selected from Warhammer Armies: The Empire unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Arch Lector (1) (*Representing Hugo Hartmann*) (This model must be mounted upon a War Alter of Sigmar)
- Battle Wizard Lord

Heroes:

- Captain
- Warrior Priest
- Witch Hunter
- Battle Wizard
- Engineer (0-1)

Core:

- Flagellants (1)
- Handgunners
- Crossbowmen
- Archers
- Halberdiers
- Spearmen
- Swordsmen

Special:

- Empire Knights
- Demigryph Knights (0-2)
- Flagellants
- Great Cannon (0-2)
- Mortar (0-2)

Rare:

- Helblaster Volley Gun
- Celestial Hurriganum (0-1)
- Luminark of Hysh (0-1)

Heroic Influence: 'To Me! Sons of Sigmar!'

The zealot cries of the Arch lector inspire all before him to fight with greater fervour.

Whilst the general is alive and on the table, core units add 1" to their charge distances.

On campaign:

This army begins the game with 2 mission points.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

King Hufu's Desert Sentinels (Tomb Kings)

Hufu was a mighty Tomb King. Centuries before the rise of Setra, Hufu's kingdom on the borders of Araby was an oasis in the desert, a place of light and beauty. Now, ravaged by the sands of time and plundered by foreign powers, Hufu has awoken and gathered his Scarab Guard, keen to regain the statues, jewels and chariots that have been looted by the despots of Araby.

Army construction: All units are selected from Warhammer Armies: Tomb Kings unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Tomb King (1+) (*Representing King Hufu*) (This model must be on foot)
- Liche High Priest (0-1)

Heroes:

- Tomb Herald (1+) (One Tomb Herald in the army must be upgraded to a Battle Standard Bearer)
- Liche Priest
- Necrotect (0-1)
- Tomb Prince (0-1)

Core:

- Skeleton Warriors (1+)
- Skeleton Archers
- Tomb Guard (0-1)
- Skeleton Chariots (0-2)

Special:

- Necropolis Knights (0-1)
- Sepulchral Stalkers (0-1)
- Carrion
- Skeleton Horse Archers
- Skeleton Horsemen
- Tomb Scorpions (0-2)
- Khemrian Warsphinx (0-1)
- Ushabti (0-1)
- Screaming Skull Catapult (0-2)

Rare:

- Khemric Titan (*Monstrous Arcanum*)
- Necrolith Colossus (0-1)
- Heirotitan (0-1)

Heroic Influence: Will of Hufu

Hufu's kingdom was so badly pillaged that his army has become rank upon rank of infantry. Hufu's rage manifests in the very bones of his long dead army - animating them with a skill unseen in any other province of Khemri.

Whilst the general is alive and on the table, all units of Skeleton Warriors benefit from his 'My will be done' special rule whether he is a part of their unit or not.

On campaign:

This army begins the game with 2 mission points.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

The Lahmian Court of Al-Haiḱḱ (Vampire Counts)

Like many courts across the lands, the agents of the Silver Pinnacle infiltrated the court of Al-Haiḱḱ long ago. With the flight of the Great Sultan and the ensuing conflict Neferata's concubine Artuna of Copher has decided to reveal her true nature and throw her weight behind Jesabella's claim, perhaps to rid herself of the Vampire Queen's vile influence one and for all...

Army construction: All units are selected from Warhammer Armies: Vampire Counts unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Vampire Lord (1) (*Representing Artuna of Copher*) (This model must be mounted on a Coven Throne)

Heroes:

- Vampire (1+)
- Banshee
- Cairn Wraith (0-2)

Core:

- Skeleton Warriors (1+)
- Zombies
- Bat Swarms (0-2)

Special:

- Black Knights
- Grave Guard
- Spirit Hosts
- Fell Bats
- Blood Knights (0-1)

Rare:

- Hexwraiths
- Cairn Wraiths (0-1)
- Incarnate Elemental of Death (*Monstrous Arcanum*)

Heroic Influence: Political Manoeuvres

Artuna's years of careful instruction under Neferata has given her the political acumen and net of agents to make the most of it. Even during this civil war, she can manipulate her enemies to do her bidding.

Whilst the general is alive and on the table, reduce the enemy general's inspiring presence range by 3".

On campaign:

This army begins the game with 2 mission points.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Host of the Fallen Sultan (Warriors of Chaos)

The Fallen Sultan may have been driven out by his daughter Jesabella to maintain control of El-Haikk; but with the ensuing civil war any pretence of her having no knowledge of the corruption at court has gone and now the Fallen Sultan will lead a grand host of Chaos in support of his daughters claim!

Army construction: All units are selected from Warhammer Armies: Warriors of Chaos unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Daemon Prince (1) (*Representing The Fallen Sultan*)

Heroes:

- Exalted Hero (1+) (One Exalted Hero in the army must be upgraded to a Battle Standard Bearer)
- Sorcerer

Core:

- Chaos Marauders (1+)
- Chaos Warriors
- Marauder Horsemen
- Chaos Chariots
- Chaos Knights (0-1)

Special:

- Chaos Chosen
- Chaos Warshrine
- Chaos Ogres
- Chaos Knights
- Gorebeast Chariot
- Skullcrushers of Khorne (0-1; This restriction is removed if your army includes a Daemons Prince of Khorne)
- Chaos Giant

Rare:

- Cursed Etin (*Monstrous Arcanum*)
- Dreadmaw (*Monstrous Arcanum*)
- Bonegrinder Giant (*Monstrous Arcanum*)

Heroic Influence: Power of the Ruling Class

The Fallen Sultan was ruler of this desert peninsula for decades; his orders followed without question and his words heeded at every turn.

Units that share the same Mark of Chaos as the Daemon Prince gain +1 combat resolution on turns in which they charge.

On campaign:

This army begins the game with 2 mission points.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Andanin Thick-branch and the Spirits of the Jungle (Wood Elves)

As the taint of Chaos has spread across the earth of the Southlands the Spirits of the Jungle have become sick with its poison. The ancient Treeman known as Andanin Thick-branch has been tending to his flock, shielding them with thorns and regenerating their lifeless branches but his efforts have been in vain. With the jungle smaller than ever before this lord of the forest must marshal the denizens of the jungle to rid Araby of this awful taint.

Army construction: All units are selected from Warhammer Armies: Wood Elves unless otherwise stated, however some units have changed slots. Furthermore some units are now compulsory whilst others are limited. All other rules for army composition from the Warhammer Rulebook still apply (e.g. min. 25% core)

Lords:

- Treeman Ancient (1+) (*Representing Andanin Thick-branch*)

Heroes:

- Glade Captain
- Spellsinger
- Branchwraith (1+)
- Shadowdancer (0-1)
- Waystalker (0-1)

Core:

- Dryads (1+)
- Glade Guard (Your army may not include more units of Glade Guard than Dryads)
- Glade Riders
- Treetin (0-1) (This unit is limited to a maximum of 6 models)

Special:

- Treetin
- Wild Riders (0-2)
- Treeman (0-2)
- Great Stags (*Storm of Magic*)
- Deepwood Scouts (0-2)

Rare:

- Dragon (*Storm of Magic*) (0-1)
- Eternal Guard (0-1)
- Waywatchers
- Royal Unicorn (*Storm of Magic*)
- Deepwood Unicorns (*Storm of Magic*)

Heroic Influence: Treeherder

Andanin's unwavering leadership and stoicism have sustained the jungle for a thousand years in times of peace and war; his children have grown steadfast under his watchful gaze.

Whilst the general is alive and on the tabletop all units of Dryads and Treetin are treated as having a standard bearer for the purposes of scoring missions in this event.

On campaign:

This army begins the game with 2 mission points.

16-17th September 2023

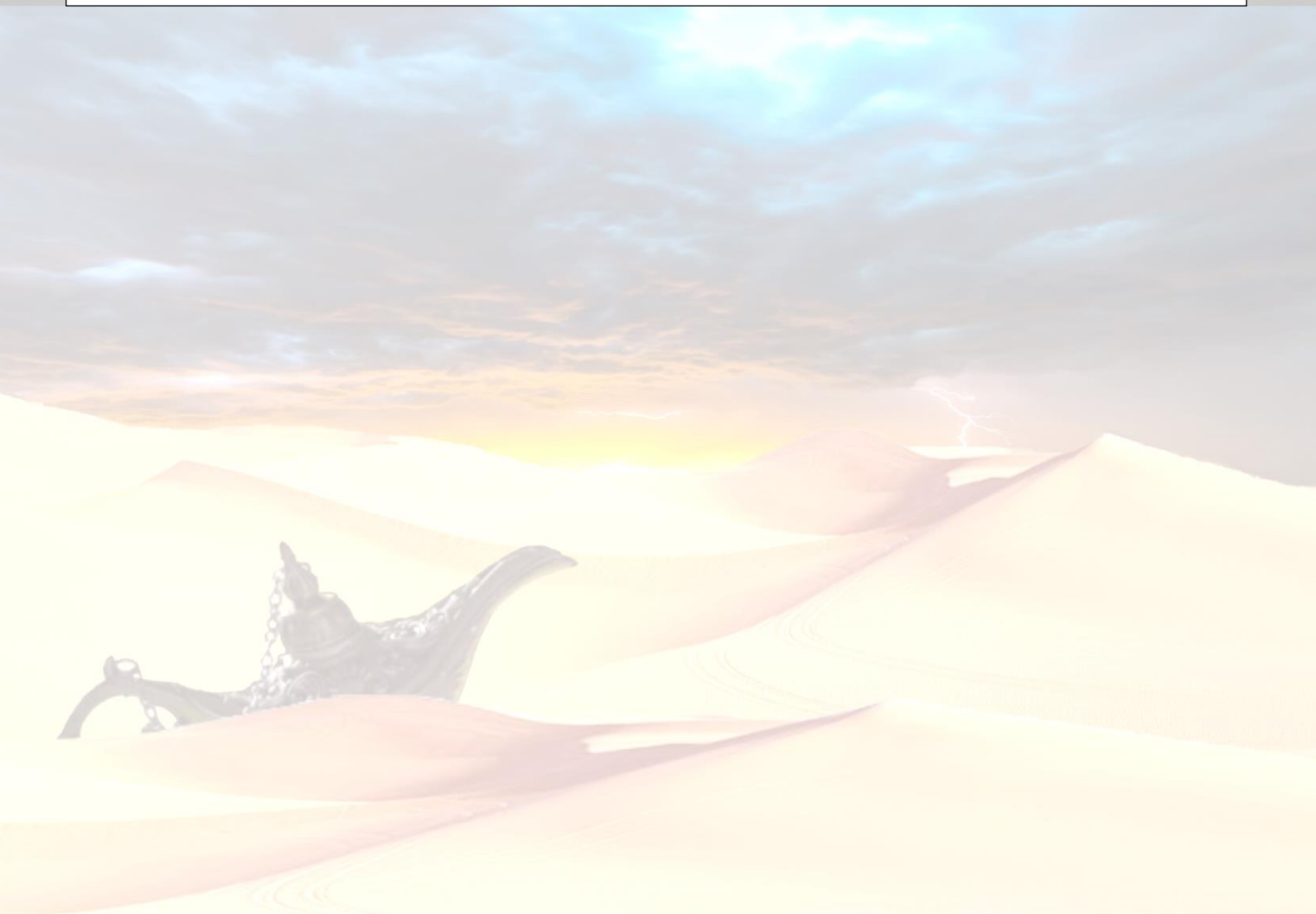
A Triple Crown Wargaming Narrative Event

5) The Mission

The following are the 5 missions which will be played during the campaign weekend. These missions will see both sides vying for control in order to place their candidate upon the seat of power in Araby.

After each round the team which won the most games will win that round, bringing their team one step closer to being crowned the campaign winning team. Unlike regular games of Warhammer, players win games in this campaign by scoring mission points. Each game has several ways to score these Mission points: The games objectives and bound spells cast by your chosen Genie. Mission points are a running total; that means that you need to keep a track of your mission points throughout the game. Some Mission points are scored immediately, whereas others are scored at the end of the game. This means that you will find building your total up during the game doesn't always guarantee victory.

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw. We will begin the event with the story of the campaign and then after each game we will explain where the narrative has gotten to after the last set of games and where it is going to next. The story will be different depending on which side is ahead.



16-17th September 2023

A Triple Crown Wargaming Narrative Event

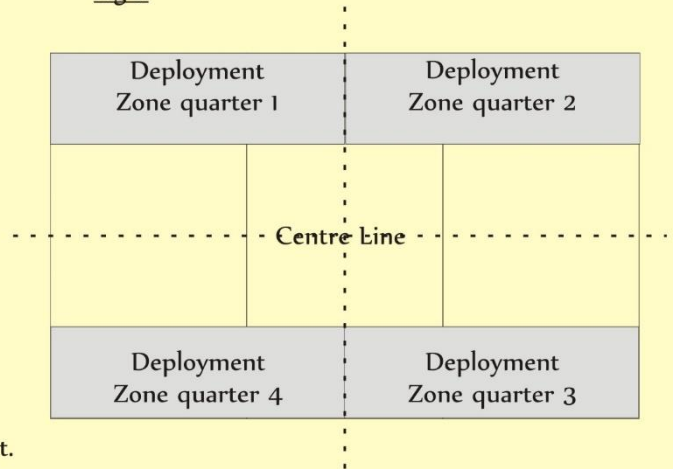
Game 1: Seize Ground

Deployment:

Divide the table into quarters, and then number the quarters as in Fig 1. Players roll off with the winner choosing one of the quarters to deploy in and whether to deploy first or second.

That player's deployment zone is 12" onto the board in their chosen table quarter. The opposing player then must deploy in the table quarter in the opposite corner to this one. For example to use Fig 1, if player A chooses to deploy in quarter 1, then player B must deploy in quarter 3. Players take turns to deploy one unit each, then roll off to see who goes first, with the player who finished deploying first getting +1 to the dice roll to go first. Characters must be deployed last.

Fig 1:



Victory Conditions:

Missions points:

Unlike regular games of Warhammer, players win games by scoring mission points.

Each game has several ways to score these Mission points: The game's objectives and magic spells cast by your Genies.

Mission points are a running total: that means that you need to keep a track of your mission points throughout the game. Some Mission points are scored immediately, whereas others are scored at the end of the game. This means that you will find building your totals up during the game doesn't always guarantee victory. This may occasionally seem complex, however it creates a very dynamic gaming experience.

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

Objectives

'Seize Ground':

At the end of the game score 1 Mission point for every table quarter you control. To control a table quarter you need to have more standards in a table quarter than your opponent. In this mission your battle standard counts as a standard.

'Despoil the Colours':

Immediately score 1 Mission point each time an enemy unit standard or battle standard is slain (that's both at range or in close combat).

Game Length:

This game lasts 6 turns.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Game 2: Hold the line!

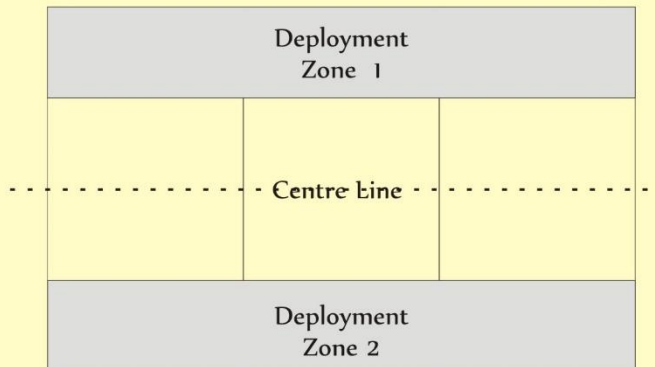
Deployment:

Both players roll off, the winner chooses a side of the table. Deployment zones are 12" on from the long board edge (Fig. 1).

The player who's team is currently losing then chooses the deployment zone and then chooses whether to deploy first or second. If the teams are tied roll off to choose deployment zones instead.

Players take turns to deploy one unit each, then roll off to see who goes first, with the player who finishes deploying first getting +1 to the dice roll to go first. Characters must be deployed last.

Fig 1:



Victory Conditions:

Missions points:

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

Objectives

'Breakthrough':

At the end of the game players score 1 Mission point for each standard bearer they have within their opponents deployment zone. Battle standard bearers are treated as standard bearers for this mission.

'Scatter the elements':

Immediately score D3 Mission points if the enemy Genie is slain. If the enemy player didn't have a Genie at the start of the game you score this mission at the beginning of turn 1.

Game Length:

This game has a variable game length;

At the end of Turn 5 roll a D6, on the roll of a 5+ the game ends.

At the end of Turn 6 roll a D6, on the roll of a 3+ the game ends.

At the end of Turn 7, the game automatically ends.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Game 3: Point of the Spear

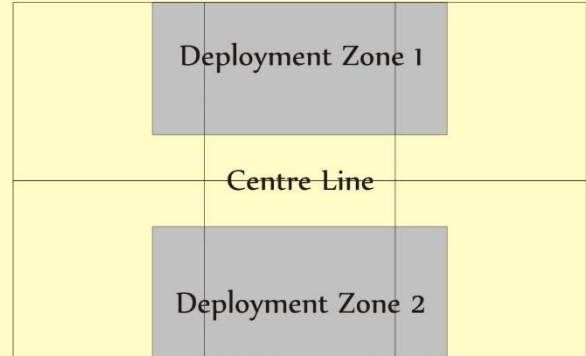
Deployment:

The deployment zones are measured 9" from the centre line, along the Long board edges. But no unit may be deployed within 9" of the short board edges (Fig.1).

The player who's team is currently losing then choses the deployment zone and then chooses whether to deploy first or second. If the teams are tied roll off to choose deployment zones instead.

Players take turns to deploy one unit each, then roll off to see who goes first, with the player who finishes deploying first getting +1 to the dice roll to go first. Characters must be deployed last.

Fig 1:



Victory Conditions:

Missions points:

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

Objectives

'Drive it home':

At the start of each game, after deployment zones have been chosen but before players deploy any units, each player must place a token (a small coin will suffice) wholly within their opponents board half.

At the end of each game turn players score 1 mission point for each friendly standard bearer they have within 6" of their token. Battle standard bearers count as a standard for this mission.

Finally whilst within range of their counter, friendly units gain the Immune to Psychology and Stubborn special rules.

'Wrath of the elements':

Immediately score 1 Mission point each time your Genie is on the winning side of a round of close combat.

Game Length:

This game lasts 6 turns.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

Game 4: Ultimate Sacrifice

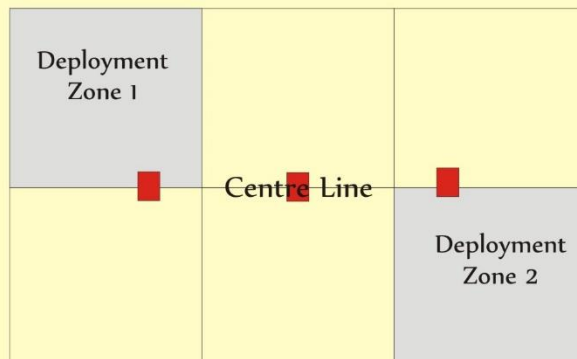
Deployment:

The deployment zones are measured 24" from the players right-hand short board edge and 24" from the long board edge (Fig.1).

After deployment zones have been marked out place 3 objectives on the table. These should be no larger than 40mm round and must be placed along the centre line of the table. The centre of 2 of the markers are placed 18" from the short board edges and the final marker is placed in the centre of the table (red squares fig.1).

The player who's team is currently losing then chooses the deployment zone and then chooses whether to deploy first or second. If the teams are tied roll off to choose deployment zones instead. Players then take turns to deploy one unit each. After all units are deployed roll off to see who goes first, with the player who finishes deploying first getting +1 to the dice roll to go first. Characters must be deployed last

Fig 1:



Mission special rules:

Malign Aura:

Units within 3" of one or more of the pillar markers suffer -1 to their leadership value.

Victory Conditions:

Missions points:

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

Objectives

'Spill the blood!':

If a friendly character or Genie finishes its movement phase in base contact with one of the pillar markers they may spill their blood. To do this the character or Genie immediately lose one wound and gain one Mission point. Only one model may spill blood per player turn.

'The ultimate sacrifice':

If a friendly Genie finishes its movement phase in base contact with one of the pillar markers instead of 'spilling blood' the Genie may choose to make the ultimate sacrifice. If you choose to do this remove the Genie from play and then roll a D6; the result of this D6 is how many Mission points your opponent immediately loses from their Mission point total. Mission points can never be reduced below zero.

Game Length:

This game has a variable game length;

At the end of Turn 5 roll a D6, on the roll of a 5+ the game ends.

At the end of Turn 6 roll a D6, on the roll of a 3+ the game ends.

At the end of Turn 7, the game automatically ends.

16-17th September 2023

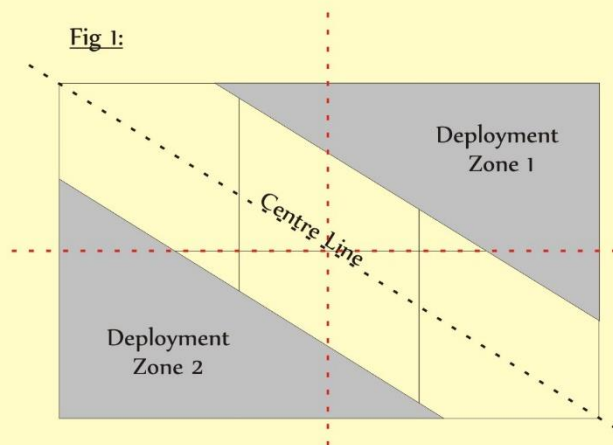
A Triple Crown Wargaming Narrative Event

Game 5: For the Throne!

Deployment:

Both players roll off, the winner chooses a corner of the table. Then draw a line diagonally across the table from the two corners on either side of the corner the winning player has chosen. Then measure 2 deployment zones 12" from the centre line (Fig.1). The player who's team is currently losing then chooses the deployment zone and then chooses whether to deploy first or second. If the teams are tied roll off to choose deployment zones instead. Players take turns to deploy one unit each, then roll off to see who goes first, with the player who finishes deploying first getting +1 to the dice roll to go first. Characters must be deployed last.

Fig 1:



Victory Conditions:

Missions points:

At the end of each game the player with the most Mission points is the winner. If both players have equal points the game is a draw.

Objectives

'Untamed Magic':

Immediately score 1 Mission point whenever an enemy model suffers a miscast.

'Remove the head':

If the enemy General is slain immediately score 1 Mission point.

'Harness the elements':

At the end of the game score 3 Mission points if your Genie is still alive and on the tabletop.

'Fly the colours':

At the end of the game the player with the most standard bearers alive and on the tabletop scores D3 Mission points. Battle standards bearers are treated as a standard for the purpose of this mission.

Game Length:

This game has a variable game length;

At the end of Turn 5 roll a D6, on the roll of a 5+ the game ends.

At the end of Turn 6 roll a D6, on the roll of a 3+ the game ends.

At the end of Turn 7, the game automatically ends.

16-17th September 2023

A Triple Crown Wargaming Narrative Event

6) The Awards

The following awards will be up for grabs:

- Best Campaign Army
- Best Campaign Character
- Best Genie
- Best Player
- Campaign Winning Team
- Best Forces of Jesebella Player
- Best Armies of Afarhad Player

Best Campaign Army

On Sunday lunchtime you will be able to display your army to be judged for the Best Campaign Army award. This will be judged by the Triple Crown Wargaming team and will be the army we think is the best painted, modelled, and themed army at the event.

Best Campaign Character/Best Genie

On Saturday lunchtime you will be able to enter the Best Campaign Character and Best Genie awards. You may enter one model which represents the characters leading each of the Campaign Army Lists at this event and one model representing the Genie accompanying your army. The models must be fully painted to be considered and will be judged on how well they represent the story of the characters/the rules of the Genies. This will be judged by the Triple Crown Wargaming team.

Best Player

Best Player will be decided by favourite game votes. Each player will be asked to write down their favourite game after the end of the final round. You should consider the players conduct, how much fun you had and the theme of the armies. This award is what this whole narrative event is about so please take your time to vote. The person with the most favourite game votes will win the award! If there is a tie the person who scored the most campaign points will be victorious.

Campaign Winning Team

The Campaign Winning Team will simply be the side which has won the most rounds. If the rounds are a draw then the team with the most individual player wins will be the Campaign winning team. Everyone on this team will receive a certificate.

Best Team Player

The Best Forces of Jesebella and Armies of Afarhad Players will be established using the following scoring:

- 10 Campaign points for winning a game
- 6 Campaign points for a draw
- 2 Campaign points for losing a game
- 5 Campaign points for having a fully painted and based army

These Campaign points are used to get your personal score. At the end of the event the person with the highest Campaign point total on each team will be awarded the Best Forces of Jesebella and Best Armies of Afarhad respectively, along with a prize.

Please note: If players scores are tied then the objective markers you bring will be used as the tie breaker so make them fancy!

A Triple Crown Wargaming Narrative Event

The Prizes

Best Campaign Army – Trophy and a framed piece of Warhammer artwork

Best Campaign Character – Trophy and a TCW t-shirt (their choice of design)

Best Genie – Trophy and a TCW t-shirt (their choice of design)

Best Player – Trophy and a fantasy goblet

Best Forces of Jesebella Player – Custom dice tray

Best Armies of Afarhad Player – Custom dice tray

Campaign Winning Team – Certificate for each player

7) 8th-able!

If you 'Crown' your event ticket then you receive a handful of awesome event additions. You get dinner on Saturday night at the venue (we all have to eat!), you also get access to the venue bar until 11.30pm on Saturday evening (that's a private bar!). However, by far the best part of Crowning your ticket (in our humble opinions!) is that you can take part in our totally unique and in no way inspired by anything else game: 8th-able!

Attendees group up into teams of up to 6 players, to build lists of 8 answers to some of the trickiest Warhammer questions we can devise! (*For anyone who came to last year's narrative event don't worry! The Duke has been banned from making the questions too hard!*)

You'll need to think fast as these lists of 8 will be timed and will cover every element of Warhammer Fantasy! The winning team will get a free round of drinks by way of a prize! Make sure you brush up on your Warhammer knowledge to come out on top!

8) Scheduling

The schedule for the event will be as follows:

Saturday

- 09:30 Venue open & Registration
- 09:45 – 12:15 Round 1
- 12:15 – 12:45 Lunch
- 12:45 – 15:15 Round 2
- 15:15 – 15:30 Break
- 15:30 – 18:00 Round 3
- For those who have 'Crowned' their tickets dinner will be around 19:00 with 8th-able! following on after that

Sunday

- 10:00 Venue open
- 10:30 – 13:00 Round 4
- 13:00 – 13:30 Lunch
- 13:30 – 16:00 Round 5
- 16:30 Awards

A Triple Crown Wargaming Narrative Event

9) The Venue

The Araby Ablaze Narrative Weekend will be held at the St Giles Banqueting & Conference Centre in Colchester on 16th/17th September.

This incredible venue is a 1000 year old church and is a real step into the Old World!

St Giles Banqueting & Conference Centre

St John's Green

Colchester

Essex

CO2 7EZ



16-17th September 2023

A Triple Crown Wargaming Narrative Event

10) The FAQ's

All current WFB FAQ's originally available from Games Workshop/ForgeWorld will be used at this event alongside this document. If this FAQ or comp pack contradicts any rules found in one of those FAQ's this document takes precedence.

- Khaine Magic will NOT be used
- True line of sight will be used
- Open ground does count as terrain for the purposes of the Curse of Anraheir spell
- Birona's Timewarp cannot increase a unit's movement value above 10, so max march would be 20 inches
- The wizard who miscast cannot take a Look Out Sir! against damage from a miscast template
- Units cannot swift reform and garrison a building in the same turn
- All buildings (Including Fozzrik's Folding Fortress, Rock of inevitability etc) may be garrisoned by a MAXIMUM OF 20 WOUNDS worth of models and are always counted as having two floors
- Cannon balls MUST be able to see the spot where they are being placed when firing
- Cannons cannot be fired at a target that cannot be seen (if you can't see it, then you don't know its hiding there!)
- Cannon balls cannot bounce through impassable terrain or buildings. The cannon ball will however inflict hits on any unit garrisoning a building as normal
- Cannons mounted on chariots, such as the Ironblaster, Skullcannon and steam tank may not pivot in the shooting phase and like all other cannons must shoot in a straight line forward from the barrel
- A model in a challenge cannot be affected by any enemy breath weapons or impact hits done by models from outside the challenge
- A Character model may make way at the start of any round of close combat
- Ironcurse Icon works against all Weapons that fire like a War Machine
- Immunity to Killing Blow also gives immunity to Heroic Killing Blow
- A model with Always Strike First and with equal or higher initiative than an enemy model with Always Strike First and Always Strike Last will get to re-roll to hit rolls in close combat against that model
- If the general character model is killed but his mount survives you still receive the +100vp for killing the general, and the fortitude points for slaying the general, although you do not receive the victory points for the cost of that model
- If 2 characters have incompatible base sizes to the unit they are joining then they are placed on either side of the unit. A 3rd character with an incompatible base size may not join the unit
- If an attack that inflicts multiple wounds hits a unit with multiple wounds, you roll to determine the number of multiple wounds inflicted one dice at a time. Wounds do not spill over. If a model in the unit has already lost wounds; wounds caused must be allocated on to that model first. For example: A unit of ogres takes 3 successful wound rolls from a multiple wound (D3) attack. They fail all of their armour saves. So you then roll the first multiple wounds dice, inflicting 2 wounds onto the first Ogre, leaving him on 1 remaining wound. The second multiple wound dice is then rolled, inflicting 3 wounds. The Ogre on 1 remaining wound is removed from play by this attack and the 2 excess wounds are lost. You then roll the final multiple wound dice, scoring a 1, wounding a second ogre once.
- The item The Chalice of Blood and Darkness cannot be used between casting and dispelling a spell
- All mounts, except ridden monsters, are ignored for leadership purposes for the Spell Treason of Tzeentch. In the case of chariots the creatures pulling the chariot and the chariot's leadership are ignored
- The Tally of Pestilence has no affect while Epidemius is held in reserve
- Hits from the Reign of Chaos are always treated as having hit the front arc of the targeted unit

A Triple Crown Wargaming Narrative Event

- Only 1 character may charge out of a unit per phase
- Virtual Pivoting is NOT allowed
- The Battle Standard Bearer may take mundane items available to normal heroes of their type
- Hits from magic missiles are treated as a shooting attack for the purposes of calculating if a lone character may make a 'Look Out Sir!' roll
- When casting a Magical Vortex the caster must nominate a direction in which the template moves. When doing this the direction in which the template travels must remain inside the casters' front arc
- The Spell Penumbral Pendulum (Lore of Shadow) may target units that are engaged in close combat
- The spell Drain Magic (Lore of High Magic) ends the cumulative effects of the following spells: Wither (Skaven Spells of Plague) and Plague of Rust (Lore of Metal)
- The -1S from the Blizzard Aura special rule for Frostheart Phoenixes does not stack
- The High Magic Lore Attribute increases all Ward Saves as well as all conditional Ward Saves a model may have. If a model only has conditional Ward Saves then it also receives a 6+ Ward Save
- The Banner of the World Dragons 2+ ward save may not be taken against Arnzipal's Black Horror as this spell does not cause wounds, it removes the model from play
- The army list does not need to state any Lore(s) for Alarielle. She chooses her Lore(s) at the start of each game as per her special rules
- The army list must state if Teclis is using High Magic or Battle Magic. If you are choosing Battle Magic then Teclis may pick his spells at the start of every game
- Models with the Predatory Fighter rule may benefit from it when fighting from the second or subsequent ranks
- Piranha Blade only gives Multiple Wounds (D3) Special Rule while being used in close combat
- **Burning Alignment and Deliverance of Itza may target units engaged in combat and outside of the casters front arc, despite being Direct Damage spells**
- Tiktaq'to may join units of Terradon Riders
- Daemonic characters with more than 1 magic weapon can only benefit from the effects of 1 weapon at a time. They must declare at the start of the player turn which weapon the character is using; any other magic weapons have no effect whatsoever for the duration of that turn
- The Cauldron of Blood does not allow re-rolls on ranged attacks or spells
- Ward saves from Magic Resistance may not be taken against Arnzipal's Black Horror as this spell does not cause wounds, it removes the model from play
- The army list does not need to state any Lore(s) for Morathi. She chooses her Lore(s) at the start of each game as per her special rules
- A model with Hatred (High Elves) has Hatred against all models taken from the High Elf Army book
- A shot from a doom diver war machine may never hit more than a single unit; if two units are struck by a doom diver marker the controlling player decides which one they hit. (This is to avoid issues with the size of the marker etc)
- If a War Machine is hit as a result of a unit of Squigs 'exploding', hits are distributed against the toughness of the War Machine not the crew
- The Skaven Spell Cracks Call may be cast into combat and through friendly units as it does not have a target
- Other Skaven Spells may not be cast into combat unless they specifically say so or mention it in their description
- A charging Skaven unit that has moved forward d6 inches as a result of a Screaming Bell allows no charge reactions
- The army list does not need to state any Lore(s) for a Skaven Grey Seer or Vermin Lord as they can freely mix Spells of Plague and Ruin as per their special rules
- A Hell Pit Abomination that has had its strength reduced or increased will use the new strength when working out any of its special attacks

A Triple Crown Wargaming Narrative Event

- Doom Rockets are treated as a shooting weapon for the purposes of firing them
- Ignore Boneripper when determining who your army General is, Boneripper can NEVER be your army General
- When making their special movement attack, Hexwraith models measure distance moved from starting point, to enemy unit they are attacking and back to a legal position. The distance moved cannot exceed their movement value or double this if they marched. They may reform inside an enemy unit
- Death Shriek and Ghostly Howl are not considered shooting attacks
- Any wizard may take the Lore of Undeath as presented in End Times: Nagash
- Characters Summoned using the spell Kandorak the Harbinger from the Lore of Undeath may not select magic items OR vampiric powers; other upgrades can be selected normally
- Units Summoned using the Lore of Undeath may not select magic items, i.e. a magic sword on a champion or a magic flag; other upgrades can be selected normally
- You must show your opponent your 'pool' of summonable models at the start of each game; you may not share models or borrow from a friend during the game
- Summoned units are NEVER scoring units
- Wood Elves armies may duplicate their enchanted across more than one unit
- If you chose to mount the Sisters of Twilight on Gwindalor, then treat them as a ridden monster for the purposes of attacking them or allocating/ randomising hits on them. For any other purpose treat them as monstrous cavalry as per their army book entry
- Soul Feeder may NOT be used to gain wounds back from both Stomps and Breath weapon attacks
- The Toad Dragons 'Tongue lash attack' must roll to hit (and if applicable) wound as normal and the enemy model must be successfully hit by the attack for it to suffer the -1 to hit rolls penalty
- In combat the Khemric Titan must roll for and resolve its special attacks before resolving it's Thunderstomp
- Units may always be attacked through a champion
- One character per unit may take a Look Out Sir! roll from the following spells: The Dwellers Below, Final Transmutation, Curse of the Horned Rat

11) A Final Note from the Team

We would like to hope that as a team we have covered every eventuality and question above, however if you are unsure of anything please just drop us an email on thetriplecrownnguy@gmail.com and we will get back to you as soon as we can.

We also want to take this opportunity to thank everyone in the community for their support at our events over the last 9 years, as well as thanking everyone who has sent us their thoughts and feedback on the pack itself to help create what we hope is a dynamic and exciting event pack for 2023.

We look forward to seeing you all at the event!

The Triple Crown Wargaming Team

16-17th September 2023