

LVO XII Player Packet

Animosity Campaigns Presents:

AOS Narrative Experience



EVENTS

**OFFICIAL
PLAYER
PACKET**



EVENTS.FRONTLINEGAMING.ORG



EVENT SUMMARY

*Each player **MUST** have an event ticket and [Convention Badge](#) to participate in this event.*

This will be a Doubles Narrative campaign. Pick a partner in advance or a partner will be assigned to you during registration.

Path to Glory rules from the Core Book and the new Ravaged Coast supplement will be the inspiration behind our custom players packet.

Campaign questions and event updates will be addressed in our Discord server. For access to our Discord Server please message the NEO (Narrative Event Organizer). The NEO's username is naro555 (The username is case sensitive. All lowercase).

- The rules used for the New GHB 2025-26 will be used. Just no Battle Tactics and no Ghyranite Objectives.
- Scourge of Ghyran warscrolls may be used (have fun)
- Current unit points will be used, that means some command traits, artifacts, etc will have a points cost to them.
- Rules and Points updates released after SEP 26th 2025 will not be used.
- Spells, Prayers, and Manifestations are using a "custom" lore. How points are used is addressed later in the players packet and in greater detail.
- Pick a faction/battle-formation
- Build a 1000 point starting list.
- As an option, players may build a second sideboard list of up to 500-1000 points. The reason for this option is explained in greater detail below.
- For day 1 (games 1 and 2) No more than 375 points can be spent on a single unit (with the exception of HEROES in Sons of Behemat). You will choose a WARLORD and a FAVORED unit for the entire campaign (discussed in detail later).
- For day 2 (games 3 and 4) players may create a new 1000 point list. Pick, mix, and choose from your 1000 starting points and your optional 500-1000 sideboard points to create a new 1000 point list. Your Battle Formation, WARLORD and FAVORED unit must remain present (discussed in detail later). This time, no more than 425 points can be spent on a single unit (with the exception of HEROES in Sons of Behemat). When building your new list Favored units may be reinforced up to this point limit.
- For day 3 (game 5) players will follow the same guidance from day 2. This time unit sizes will no longer have a point restriction.
- Anvil of Apotheosis Heroes from new battletomes are authorized but must not exceed 250 points.
- For the entire campaign, no units with the UNIQUE keyword will be authorized. If you want to show off those models then we suggest using those models as proxies for Anvil of Apotheosis units.
- Warhammer Legends Warscrolls within the previously posted restrictions are authorized.
- These bullet points are just a summary. Many of these will be repeated later but with greater detail.

Be sure to visit this Players Packet from time to time. This Players Packet is a living document and will be updated with more details as we get closer to the event.

Tickets for this event can be purchased [HERE](#)
Purchase your convention badge [HERE](#) - *Required for entry*

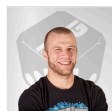
Find everything you need to know including discounted room block, schedule, etc:



ORGANIZER CONTACTS



JAKE JACOBSON
FLG VP



MIKE GANDOLFO
FLG Road Warrior

Contact FLG Events Admin: [Jake Jacobson](#)

Stay up to Date: [Frontline Gaming Community Facebook Group](#) | [FLG Discord](#)

NEO (Narrative Event Organizer) Names	Discord	Email
Nawroh Aitch	naro555 (Case sensitive - All lowercase)	animositycampaigns@gmail.com

DISCORD

Animosity Campaigns Discord Server. Players are encouraged to join Discord to view event information, FAQs, etc.. This Discord server is very active and is cross-pollinated with many events and game systems. After joining this Discord server please reach out to naro555 (Case sensitive - All lowercase) or a moderator to gain access to the LVO Channel. It can be a bit overwhelming with all the chatter; we recommend for new players to only focus on the LVO channel and ignore all others.

<https://discord.com/invite/animositycampaigns>

Learn more about Animosity Campaigns over on our website

<https://animositycampaigns.com/animosity-weekender-2025-mutinys-end>

EVENT SCHEDULE

Event Venue: [The Expo @ World Market Center](#)

Day 0 - Thursday

Thursday is not a gaming day. We will be in and out of the hall setting up. Feel free to stop by for Pre-Registration (If we are there).

Day 1 - Friday

Rounds	Start Time	End Time
Registration	8:30am (Subject to change)	9:00am (Subject to change)
Round 1	9:00am (Subject to change)	12:30pm (Subject to change)
Lunch	12:30pm (Subject to change)	2pm (Subject to change)
Round 2	2pm (Subject to change)	5:30 pm (Subject to change)
Open Play	5:30pm (Subject to change)	7pm (Subject to change)

Day 2 - Saturday

Rounds	Start Time	End Time
Round 3	9:00am (Subject to change)	12:30pm (Subject to change)
Lunch	12:30pm (Subject to change)	2pm (Subject to change)
Round 4	2pm (Subject to change)	5:30pm (Subject to change)
Open Play	5:30pm (Subject to change)	7pm (Subject to change)

Day 3 - Sunday

Rounds	Start Time	End Time
Round 5	9:30am (Subject to change)	1pm (Subject to change)
Awards	1:30pm (Subject to change)	2pm (Subject to change)

FORMAT & FAQ'S

PLAYER EXPECTATIONS

- Follow the Warhammer Player's Code of Conduct
- Models will be based and be painted to a 3-Color minimum.
- Be sure not to forget gaming supplies such as your models, rulebooks, pencils, paper, measuring tape, and dice!
- Stay hydrated! It's a desert out here so be water smart!!! You know I'll have my tankard/stein/cup in hand!!!
- Be sure you have a BCP account! <https://www.bestcoastpairings.com/>
 - Do not forget your login name, your password, and your PIN (If you made one)!
- Be sure at least one person on your team has the BCP App installed on their smartphone!!! We want to avoid having 50+ players asking the NEO what table they should be playing on!!!

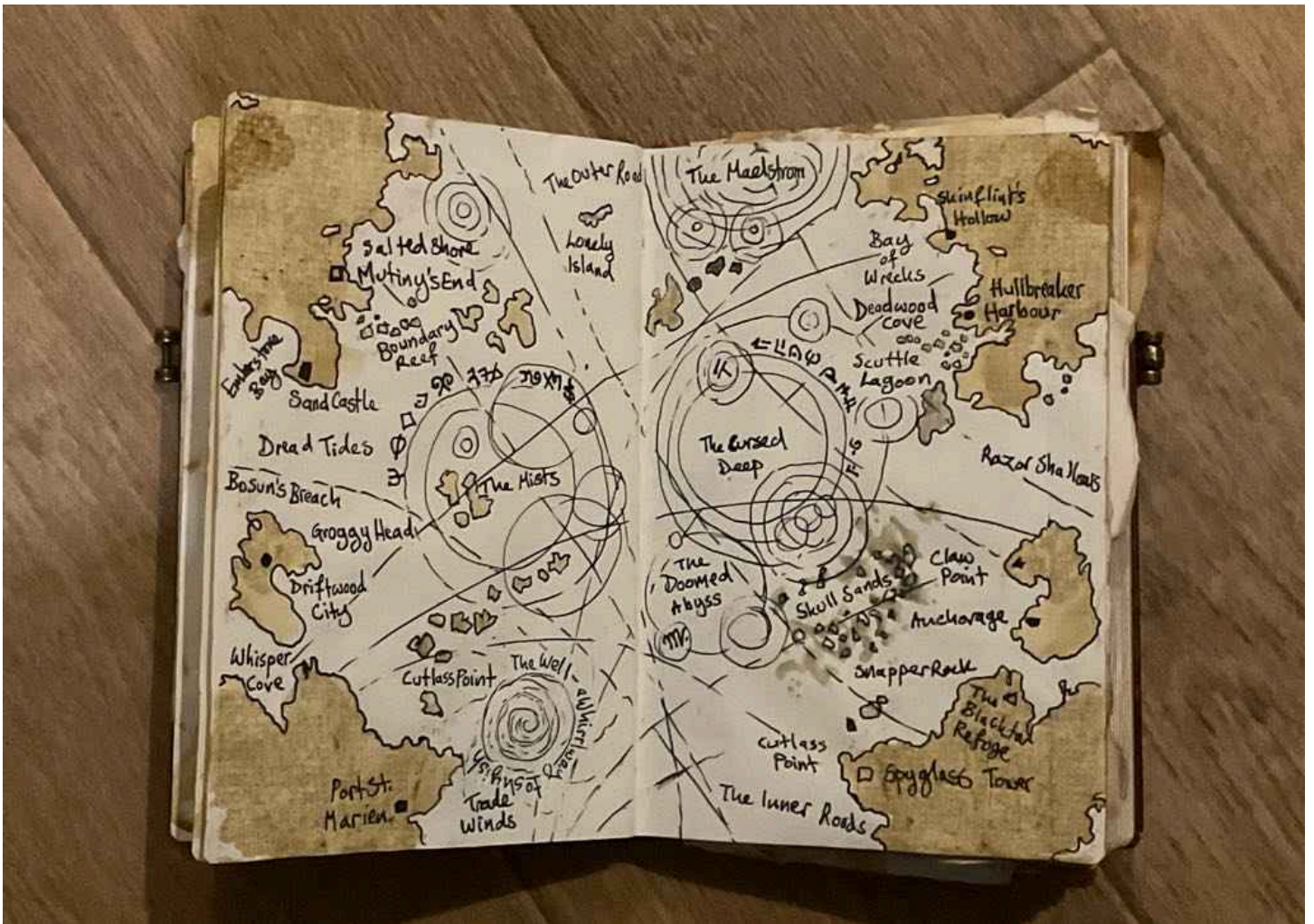
COSPLAY or THEMED GARMENTS

- Participating in the event by wearing cosplay or themed garments is voluntary
- If you are interested, the theme this year is Corsairs v. Assassins. Bring and wear something as simple as an eye patch, maybe a pirate hat, or perhaps even an assortment of plastic assassin tools with dark hoods and cowls. Maybe even go the extra mile by showing up in your best full pirate or assassin attire!!! I am hoping to see at least one Elvis Pirate and Elvis Assassin.... Just say'n.
- Players that show up and play in the event with themed props or garments will be rewarded with a minor in-game bonus (When discovered).
- **Use your best judgment about safety, if you are unsure and need to ask yourself or someone if your themed prop would get you stopped by security or even arrested then it probably isn't a good idea to have it.**



THE SETTING

The Karkino Sea



In the distant reaches of Aqshy, where the boiling seas calm to warm waves lapping gently at white, sandy beaches, lies the Karkino Sea. It is a haven to traders, travellers, smugglers and pirates alike, and the home of the mythical Halls of Drowned Gold.

The LVO will be taking place in Mutiny's End (The Game Master's Desk) and Cutlass Point (Tables 1-6).

Writer/Art Credit: warbosskurgan (Discord Username), <https://warbosskurgan.blogspot.com> (Blog)

Writer Credit: nick00000000 (Discord Username)

Mutiny's End



A freebooter's metropolis on the coast of the Karkino Sea. A neutral port with very little in the way of government or laws. Replete with inns and taverns, and merchants willing to exchange goods in barter with no awkward questions. The population is an eclectic mix of peoples from all realms. Humans, duardin, orruks, aelves, seraphon, sylvaneth, even skaven and beastmen.

The buildings of Mutiny's End are as varied as the citizens: half-timber houses with tiled roofs; salvage-built shanty huts, domed marble towers, ornately carved timber halls, and much more. Colourful awnings and sun-sails can be seen everywhere, to keep the streets shaded from the heat, and palm trees often grow in the gaps between structures. Tattered but colourful flags, representing both pirate crew and their victims, flap wildly in the wind. Their ragged edges tell stories of distant shores and long-forgotten treasures.

Writer/Art Credit: warbosskurgan (Discord Username), <https://warbosskurgan.blogspot.com> (Blog)

Cutlass Point



A chain of 6 small islands and many more tiny islets, some of which are not much more than a large rock protruding from the sea. The archipelago is a scattered line, roughly south-west to north-east. Sparsely populated but becoming fiercely contested by the various factions now active in the region.

Writer/Art Credit: warbosskurgan (Discord Username), <https://warbosskurgan.blogspot.com> (Blog)

TABLE #1

Gallows Cross	Taken Aback On A Lee Shore
A rocky island with two narrow sandy beaches - one on the west shore and one on the south. Above the approaches to the western beach a weathered tavern is carved directly into the cliffside, its uneven wooden floors echoing the waves crashing against the rocks below. Above the bar, a massive chandelier made from salvaged shipwreck parts sways precariously, its fractured glass pieces refracting light into a dazzling spray of colours across the room.	"Sometimes, when the powder's waterlogged, there's a reef under your lee, and a man'o'war bearing down on you... well, you just got to laugh and lead the crew over the gunwales!"
Table Twist	
<p>FOR THE ENTIRE BATTLE</p> <p>Units with the Calvary keyword are at +1 to their movement characteristic.</p> <p>Units with the Infantry keyword are at -1 to their movement characteristic.</p>	

TABLE #2

Reaver's Reach	Dead In The Water
The ancient ruins scattered all over Reaver's Reach have been partially rebuilt using repurposed timbers from ships (some shipwrecked in storms, some captured by force and sailed here).When the mists envelope the island sound is smothered - an eerie silence descends over the dilapidated settlement. The residents hang crude hand-made charms and totems; and paint symbols of warding and protection, over doors, shutters and hatches. The fear what comes with the fog far more than any pirate or sea-raider.	"You stand behind words and titles, as though they would deter me. You stand behind walls, as though they could stop me. Nothing will stop me. I will take what I want until I've had my fill, then burn the rest."
Table Twist	
<p>FOR THE ENTIRE BATTLE</p> <p>If you are fighting under the "Assasin's" flag then you may issue the command All-Out Attack up to two times in the same combat phase.</p> <p>Note: Yes, you must use additional command points to issue these commands a second time</p>	

TABLE #3

Wrecker's Bight	Aloft And Alee
A low, sandy island on a highpoint of the reef, built up around a number of large rocks caught in the coral in a forgotten age. A small number of fast-growing plants have taken root but the Bight is often submerged at high tide. Many ships have run-aground on the Bight over the years. Whenever they have, swarms of small boats have soon descended upon them. The boats always announce themselves and offer to help haul the ship off the sandbar. On occasion they have done just that. More often though, they've overwhelmed the struggling crew and stripped the ship of anything valuable in just a few short hours.	"Make the place you find the enemy fight along-side you. Use any advantage you can find to turn the tide of battle. Be that wind or sea, rock or reef."
Table Twist	
<p>FOR THE ENTIRE BATTLE</p> <p>Units with the Calvary keyword are at -1 to their movement characteristic.</p> <p>Units with the Infantry keyword are at +1 to their movement characteristic.</p>	

TABLE #4

Sharkbait Island	A Loose Cannon
The vast skeleton of a gigantic sea-beast dominates the southern shores of this island. The white sand beaches fringed by lush palm trees and undergrowth could fool new arrivals into thinking it a paradise, but the truth is far darker. The ruins of ancient settlements and the bones of settlers hidden among the palms and ferns hint at the island's history.	"For every monster dwells a hundred, hundred more. And for a hundred, hundred monsters, there are a thousand, thousand mortal deaths."
Table Twist	
<p>In battle round 1, Units with the Fly, Monster, or Beast keywords are at -2 to their movement characteristics.</p> <p>In battle round 2, Units with the Fly, Monster, or Beast keywords are at -1 to their movement characteristics.</p> <p>In battle round 3, Units with the Fly, Monster, or Beast keywords will use their normal movement characteristics.</p> <p>In battle round 4, Units with the Fly, Monster, or Beast keywords are at +1 to their movement characteristics.</p> <p>In battle round 5, Units with the Fly, Monster, or Beast keywords are at +2 to their movement characteristics.</p>	

TABLE #5

Barnacle Rock	The Captain's Logbook
<p>Nearly every inch of Barnacle Rock is covered in a sprawling wooden stronghold made from salvaged shipwrecks. A higgledy-piggledy conglomerations of ships' hulls piled against one-another and lashed together with the remains of their own rigging. Constantly repaired, reinforced and modified, it has slowly changed shape over the years. Some hulls have been repurposed as inns or shops by adventurous, eccentric (or mad) traders.</p>	<p>"In these dog-eared and weather-worn pages, you'll find the real hidden gems of this sea. The wisdom of the real master of these here waters, writ down for you alone to read."</p>
Table Twist	
<p>There are no additional Table Twists.</p> <p>Instead, players will find "ancient scrolls" at the table. These scrolls might fetch a worthwhile reward with merchants back in Mutiny's End.</p> <p>After the game, sail to Mutiny's End and find Captain O'ran and his crew. They have set up a storefront within Gallow's Market.</p>	

TABLE #6

Traitor's Hook	As The Crow Flies
<p>Hanging from the rocky outcrops that overlook this desolate island, there are ship's wheels decorated with countless tiny bones strung together as macabre ornaments, spinning gently in the wind. Traitor's Hook rises like a broken tooth from the sea, jagged cliffs framing a barren expanse punctuated by twisted, skeletal trees.</p>	<p>"So long as I have faith, I shall not want. So long as I have strength, I shall not want. So long as you have plenty, I shall not want. For I am the Reaper, Chosen of the God of Thieves and Killers, And what I want, I take."</p>
Table Twist	
<p>FOR THE ENTIRE BATTLE</p> <p>If you are fighting under the "Corsairs" flag then you may issue the command All-Out Attack up to two times in the same combat phase.</p> <p>Note: Yes, you must use additional command points to issue these commands a second time</p>	

COALITION FIGUREHEADS

*Sailors all say treasure lost to the depths is carried away to the Karkino Sea. Aelven **Carrion Queen Lissea** and her **Blackwing Corsairs** have claimed these waters in the name of their dark deity the Great Gatherer. **Runefather Nizkyy-Grimnir** will not stand for this, and believing untold ur-gold rests beneath the waves, he's called upon the **Knives-without-Number** to seize the Karkino Sea. Shadows gather and cannons roar as Lissea's **Corsairs** battle Nizkyy-Grimnir's **Assassins** for wealth beyond reckoning and the favor of their gods!*

The Corsairs...

Aelven "Carrion Queen" Lissea and her Blackwing Corsairs



The Assassins...

Runefather Nizkyy-Grimnir and the Knives-beyond-Number



RULES FOR DOUBLES

DOUBLES PLAY

The following are guidelines for our doubles format

- Players on the same Doubles Team will be Allies.
- All faction based resources generated will be for your army only.
- Players on the same doubles team can not have the same manifestation models on the battlefield at the same time. For example, both players on the same team can have the Purple Sun in their lists but both players can not have their own Purple Suns on the battlefield at the same time.
- Players on the same doubles team can not have the same Terrain models on the battlefield at the same time but may be shared. For example, if both players on the same team have Skaven Gnawholes then they will need to share that terrain feature instead. This will lead to questions most likely, please reach out to naro555 in Discord for clarification.
- Players on the same doubles team can not have the same Unit models on the battlefield at the same time. For example, if players on the same team are both playing Sons of Behemat then they would not be permitted to each have their own Gatebreaker Mega-Garant models in their lists at the same time.
- Each pair of allied armies are treated as a single force and share the same goals when it comes to generating command points. For example, at the start of a battleround only 4 shared Command Points are generated, not 8 Command Points between the two players.
- All battleplan objectives, underdog mechanics, and commands must be decided in unison.
- Each player decides what the units in their army will do during the combined turn, and must agree with their ally in what order any actions are carried out in each phase. For example, the players will need to agree which unit will attack next in the combat phase and they must agree on how to use command abilities and spend command points. If they cannot decide, then roll off.
- Abilities, like commands, spells, or other effects that apply to 'friendly units' or units from 'the same army' do not apply to your teammate's allied units, nor do spells that affect enemy units affect your allies.
- Objectives are contested based on the collective control scores of each team's allied models.
- Players are encouraged to bring models that represent weapons and units properly. What you see is what you get. Ask a TO for guidance/permission.
- Proxies are permitted within reason. Ask a TO for guidance/permission.
- Players will be paired off into Doubles Teams either ahead of time or the morning before that day's event begins and then assigned to tables through the BCP App.
- Having a copy of your list to share with your opponent is encouraged as a general guideline. Another option is to upload your list to the BCP App for your opponent to review.

RULE UPDATES

We will use the latest FAQs and publications from Games Workshop within reason. As we get closer to the event, this section will be updated.

- The rules used for the New GHB 2025-26 will be used. Just no Battle Tactics and no Ghyranite Objectives.
- Scourge of Ghyran warscrolls may be used (have fun)
- Unit points from GHB 2025-26 will be used, that means some command traits, artifacts, etc will have a points cost to them.
- Rules and Points updates released after SEP 26th 2025 will not be used.

ADVANCED RULES

In addition to the Core Rules, this campaign uses the following Advanced Rules:

- Commands
- Terrain
- Magic
- Army Composition
- Command Models

PATH TO GLORY IN BATTLETOMES

As new battletomes are released each battletome has a Path to Glory section filled with additional content. Once you have picked your faction, you will be able to use the Path to Glory rules in your faction's battletome alongside the contents in this battlepack. Please reach out to your NEO for questions. In the event, something appears to be completely broken, we will make adjustments to this rule that would apply on the following day.

PICK YOUR FACTION AND BATTLE FORMATION

Pick a faction and battle formation. Once picked, this can not change

BUILD YOUR LIST (DAY 1)

Each player will create a 1000 point list.

Add your Warlord (General)

- Choose 1 Hero from your faction to be your Warlord (General).
- Warlord must be a single model
- Warlord must be 375 points or less (with the exception of HEROES in Sons of Behemat)
- Warlord must not have the UNIQUE keyword

- Legends Warscrolls can be used
- Your Warlord must be your general and is considered a WarMaster in regard to selecting your general.

Add additional units into regiments/auxiliaries as needed.

- Each unit must be 375 points or less (with the exception of HEROES in Sons of Behemat).
- Units must not have the UNIQUE keyword
- Legends Warscrolls can be used

PICK YOUR WARLORD AND FAVORED UNIT'S PATH

AOS 4th Edition Path to Glory and the Ravaged Coast supplement are already an incredibly simple and easy to use format but for the purposes of the LVO AOS Grand Narrative the rules for collecting glory, renown, and emberstones will not be used. Instead, your General will be your Warlord and you will choose 1 unit that is not a HERO to be your Favored Unit.

In the event a player only has Heroes in their list, the Hero that is not the Warlord may not be picked as a Favored Unit.

Your Warlord and Favored unit must pick a Path and will start the campaign with the Aspiring rank. There are several Paths to choose from. After each game they will automatically advance in rank (No need to keep track of points, we want to keep this kind of book keeping to a minimum). Once picked, a path and path options cannot be changed. More details for paths are discussed later in this document.

Choose your Warlord's Path

- PATH OF THE STRATEGIST
- PATH OF THE CHAMPION
- PATH OF THE RANGER
- PATH OF THE SORCERER
- PATH OF THE FAITHFUL
- Or a PATH from your Army Battletome

Choose your Favored Unit's Path

- PATH OF THE SPEAR
- PATH OF THE SHIELD
- Or a PATH from your Army Battletome

To help you choose Paths, you can skip ahead near the end of this document to read the abilities of each custom Path or refer to your Army Battletome.

BUILD YOUR LIST AGAIN (DAYS 2 & 3)

- For day 2 (games 3 and 4) players may create a new 1000 point list. Pick, mix, and choose from your 1000 starting points and the optional 500-1000 sideboard points to create a new 1000 point list. Your Battle Formation, WARLORD and FAVORED unit must be present. This

time, no more than 425 points can be spent on a single unit (with the exception of HEROES in Sons of Behemat). With the increased points cap, your Favored Unit may be reinforced if possible.

- For day 3 (game 5) players will follow the same guidance from day 2. This time unit sizes will no longer have a point restriction.

RoR (REGIMENT OF RENOWN)

In a previous version of this battlepack we had a system in development for making a custom Regiment of Renown. After careful writing, testing, re-writing, and more testing we have decided to remove our custom RoR rules from this event.

As an option, a standard RoR Unit is authorized but must be within the daily unit size point restrictions.

- Day 1 is capped at 375 Points
- Day 2 is capped at 425 Points
- Day 3 the points cap is removed

AoA (ANVIL OF APOTHEOSIS)

The AoA from battletomes is authorized for use for a single hero. This can be for your Warlord (General) or another hero within the following guidelines.

- If there is a new Battletome with Anvil of Apotheosis rules you may create a custom Hero using **up to 250 Warscroll Points** (The Destiny Points might not be the same across battletomes). Kitbashed or Proxy models may be used.
- In the event, an AoA Hero appears to be completely broken, we will make adjustments to this guideline that would apply on the following day. We want a positive gaming experience for both you and your opponents, not a murder-ball hero that no one wants to play against. Remember, it's a narrative, not a tournament.
- Most importantly, when creating your AoA Hero, ask yourself this important narrative question "Does this feel fair and how would I feel playing against an opponent that has created an over-powered under-costed murder-ball unit?" Does a 250 point Unit with 18 Health, 2+ Save, and a 3+ Ward sound fair? Does a 250 point Unit with 6 attacks, 2+ Hit, 2+ Wound, -3 Rend, 5 damage sound fair?
- A good guideline is to compare your AoA Hero to other official Heroes that have the same cost.

PICK YOUR STARTING ENHANCEMENTS

Next, you will pick your starting enhancements and lores.

ENHANCEMENTS

Pick 1 enhancement from each enhancement-table in your army's faction rules and take note of it on your Order of Battle (An Order of Battle is your army roster).

EARNING BONUS ENHANCEMENTS

Over the course of the LVO AOS Grand Narrative campaign, you may be able to give additional enhancements to your units. For example, by discovering them from playing battleplans or by other surprises presented by the NEO.

Each time you earn an additional bonus enhancement, note this down in your Order of Battle roster as an item in your Armory. Before each battle, give it to an eligible unit. Your Armory cannot include the same bonus enhancement more than once.

An example of this scenario is maybe your army had discovered a lost artifact in an ancient tomb resulting in you having multiple artifacts in your armory. If you have two heroes in your list then they would be able to be equipped with their own artifact each (Yes, multiple artifacts for different heroes during the same battle).

Another example would be your Warlord starting with a Command Trait and later in the campaign one of your other Heroes discovers a tome of knowledge and is able to learn a Command Trait for themselves (Yes, multiple command traits for different heroes during the same battle).

ENHANCEMENTS FROM FACTION RULES

Certain faction rules might grant you access to additional enhancements. In cases like this, you receive these extra enhancements as normal at the start of your campaign and can give them to eligible units.

SPELL/PRAYER/MANIFESTATION LORES

This is very different from Matched Play!!! Instead of picking an entire spell lore, entire prayer lore, and entire manifestation lore like you would do in matched play, you will instead populate a custom lore.

ADDING YOUR STARTING SPELL

If there are any WIZARDS in your Order of Battle, you can pick 2 spells from spell lores available to their faction. **Just 2 spells, not the entire lore**, but yes they can be from different lores! These spells are added to your Order of Battle's Arcane Tome. This tome is a growing collection of your custom lore.

Q: If I don't get the entire lore how do points work for some of the spell lores?

A: Players will split the points cost evenly (Round up or down to the nearest whole number). For example, the Spell Lore, Lore of Change for Disciples of Tzeentch costs 30 points. That lore has three spells within it. 30 divided by 3 equals 10. Each spell in that lore would cost 10 points each.

ADDING YOUR STARTING PRAYER

If there are any PRIESTs in your Order of Battle, you can pick 2 prayers from prayer lores available to their faction. **Just 2 prayers, not the entire lore**, but they can be from different lores! These prayers are added to your Order of Battle's Arcane Tome. This tome is a growing collection of your custom lore.

Q: If I don't get the entire lore how do points work for some of the prayer lores?

A: Same concept as spell lores

ADDING YOUR STARTING MANIFESTATION

If there are any WIZARDs or PRIESTs in your Order of Battle, you can pick 1 manifestation from a manifestation lore available to their faction. **Just 1 manifestation, not the entire lore**. This manifestation is added to your Order of Battle's Arcane Tome. This tome is a growing collection of your custom lore.

Q: If I don't get the entire lore how do points work for some of the manifestation lores?

A: Players will split the points cost evenly (Round up or down to the nearest whole number). For example, the Manifestation Lore, Morbid Conjuraton costs 30 points. That lore has four spells within it. 30 divided by 4 equals 7.5. Round to the nearest whole number, so each spell in that lore would cost 8 points each.

EARNING ADDITIONAL BONUS SPELLS AND PRAYERS

As your campaign progresses, you will get the chance to add more spells, prayers, and manifestations to your custom lore's Arcane Tome.

Each time you earn an additional bonus spell, prayer, or manifestation, note this down in your Order of Battle's Arcane Tome.


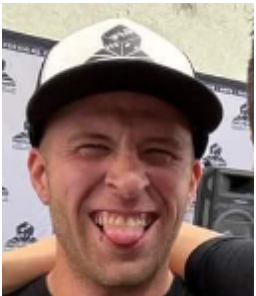
Collectively, an Arcane Tome can hold no more than 6 slots. Slots are filled with spells, prayers, and Manifestations. If you have reached the limit and if you have a chance to add another, you must remove 1 of the existing spells/prayer/manifestations before you can do so. **Note: Make sure you bring extra Manifestation models if you plan to unlock them during the event!!! When adding more Manifestations keep in mind that they do not need to be from the same lore, you can mix and match.**

FACTION TERRAIN

Players on the same doubles team can not have the same Terrain models on the battlefield at the same time but it may be shared. For example, if both players on the same team have Skaven Gnawholes then they will need to share that terrain feature instead. This will lead to questions most likely, please reach out to naro555 in Discord for clarification. Q&A will be updated here.

PICKING QUESTS AND BOUNTIES

Quests and Bounties will be posted at the NEO's desk for Warlords to choose from. These will result in rewards that can be used in game.

BOUNTY/QUESTS/SCAVENGER HUNT		
REALMSTONE COIN REWARD	GOAL	
3	Get a selfie pic with Jake Jacobson, FLG VP. Post to social media #lvo #lvoxii #lasvegasopen	
3	Get a selfie pic with Mike Gandolfo, FLG Road Warrior. Post to social media #lvo #lvoxii #lasvegasopen	
3	Get a selfie pic with a ... Post to social media #lvo #lvoxii #lasvegasopen)	Cosplayer
2	Get a selfie pic with a ... Post to social media #lvo #lvoxii #lasvegasopen)	TBD
2	Get a selfie pic with a ... Post to social media #lvo #lvoxii #lasvegasopen)	TBD
1	Get tabled before the end of BattleRound 4	
1	Have both warlords on your team destroyed in a single game	
1	Fail every turn's priority roll in a single game	
1	Roll an unmodified miscast, twice in a single game	
1	Roll an unmodified chanting roll of 1, twice in a single game	
1	Fail a 3" Charge	

Each player can only score up to 3 coins per day. Each Quest/Bounty option can only be collected by each player only once.

NARRATIVE BATTLES

1. PICK YOUR ARMIES

Each player picks an army using the rules in the Army Composition module from GHB 2025-26. When they do so, the following additional rules apply:

UNITS

List building was described earlier in this document

ENHANCEMENTS

Only enhancements on your Order of Battle can be used. However, as long as you have the required Heroes there is no limit on the number of enhancements your army can use in the battle. For example, if two of your HEROES each had earned a heroic trait and artifact of power, all of those enhancements could all be included in your army.

LORES

Do not pick lores for your army. Instead, your spell lore, prayer lore, and manifestation lore are those on your Order of Battle roster. It is a custom lore that you will grow during the campaign.

PAIRINGS AND ASSIGNMENTS

Coalition captains will assign player teams to locations on the world map. This will make better sense when explained in person but here is a breakdown.

- Each coalition will choose a captain
- Each 2-person team will fill out an index card. Team name, player names, faction, battle formation. Hold onto cards.
- Coalitions will gather at the map. Coalition A to the left and Coalition B to the right.
- Coin toss or roll off between coalition captains. The winner can choose to deploy a team to the map 1st or 2nd.
- The first team will review the Twists for each battle location on the map and choose where to deploy. Place index cards on the map.
- When a team deploys to a location on the map that is not occupied by an enemy then that team earns a homefield advantage.
- The opposing team will deploy. Two paths to choose. Place index cards on the map.
- Path One. Counter deploy on the map with a team that will be better at fighting against an enemy location.

- Path Two. Choose a location on the map that does not have an enemy team on it to receive a home field advantage bonus.
- Rinse and repeat until both coalitions are fully allocated to the map.
- Battle

REALMSTONE COINS

Each player will wager One Realmstone Coin. The winning team takes all. This is explained in greater detail later in this document.

2. DETERMINE THE BATTLEPLAN

Each game will have a predetermined battleplan. These will be revealed approximately 7 days before the event starts.

Game	BATTLEPLAN
1	DROP ANCHOR AND FIGHT!!!
2	TREASURE HUNT!!!
3	THE SPOILS OF PIRACY
4	THE SIREN'S CALL!!!
5	SEIGE!!! THERE BE TREASURE BEHIND THEM WALLS!!!

3. SET UP THE BATTLEFIELD

Table terrain will be set up in advance. Players may agree to alter the tables in order for objectives to make sense but please keep this to a minimum.

BATTLE LENGTH

Each game will consist of **five** battle rounds.

DEPLOYMENT

The rules for the deployment phase in the Core Rules are still used, but they are modified as described in the Battleplan Deployment instructions.

BATTLE TACTICS AND GHYRANITE OBJECTIVES

Battle Tactics (Tactical Gambits) and Ghyranite Objectives will not be used!!! We want players to play out the battleplan scenarios instead.

DETERMINE THE ACTIVE TEAM FOR BATTLE ROUND ONE

This works differently from what players may be used to. For the first battle round, the team that starts the game is not based on which team completes deployment first. Instead, both teams will make a priority roll for turn one. The team that completed deployment first will add +1 to their priority roll. The winner will decide which team goes first.

HOMEFIELD ADVANTAGE FOR BATTLE ROUND ONE

The coalition that is in control of an island (table) before the game begins gains Homefield advantage. The team with homefield advantage will automatically win ties for the battle round one priority roll.

THE DOUBLE TURN

If a player/team chooses to take the double turn, they will receive TWO Command Points instead of FOUR. In addition, that player/team does not receive bonus Command Points for being the underdog nor for having less auxiliary units.

RESERVES

Some of the battleplans tell you to deploy units in reserve. If this is the case, those units are deployed off the battlefield (keep them to one side) and will enter the battlefield later using a special ability found in the battleplan.

TWISTS

Each island (table) and also each battleplan has a twist.

Island (table) twists affect the entire board for the entire length of the game.

Battleplan twists begin at the start of Battle Round 2 and each Battle Round thereafter, one player rolls on the twist table. Unless otherwise noted in the battleplan, twists generally only persist during a single battle round.

GLORIOUS VICTORY

For Games 1-5, doubles team scoring metrics from the BCP App will be used.

WITHDRAWING FROM BATTLE

During the battle, you have the option to withdraw if the cost of fighting on seems too steep. At the start of your teams hero phase, your team can withdraw if at least half of the units from your starting armies have been destroyed. If your team does so, all of the units in your teams army that are still on the battlefield are immediately removed from play but they do not count as having been destroyed. If your team withdraws, your opponent wins a major victory regardless of the victory conditions of the battleplan.

If there is anything your opponent still needs to achieve in the battle, the remaining battle rounds are played through to their conclusion. If not, the battle immediately ends.

REPLACEMENT UNITS AND SUMMONED UNITS

From a story perspective, replacement units in this campaign are different units entirely to the ones they are replacing, even though the miniatures are the same. Therefore, they do not have any of the veteran abilities or other upgrades the original unit had. After the battle ends, replacement units and summoned units are not added to your Order of Battle.

WANDERING MONSTERS

These mysterious monster KrusherKrabs from the depths are always on the search for shinies. Always be on the lookout.



KrusherKrab Treasure KolleKtor				
Move	Health	Control	Save	Ward
3D6"	20	N/A	3+	3+
Melee Weapons				
A	Hit	W	R	D

Monstrous Claws

6	2	3	2	2
---	---	---	---	---

Crushing Grip

2	3	3	2	4
---	---	---	---	---

Anti-Monster (+1 Rend)

Abilities

At the start of each battleround both teams will roll off.

- If the underdog is behind by 1-3 Victory Points they may add +1 to their roll**
- If 4-6 VP then +2 to their roll**
- If greater than 6 VP then +3 to their roll.**

This KrusherKrab will join the team that won the roll off until the end of this battleround.

Keywords

Krabnos, KrushaKrab, Monster, Ward (3+)

THE AFTERMATH SEQUENCE

Once the battle is over, both doubles teams will use the BCP App to score. Also, add any rewards if discovered to your Order of Battle.

1. GLORY POINTS / EMBERSTONES

Glory points and Emberstones are not used in this campaign. The goal is to minimize book keeping of currency.

Our system of using earned coins and a gamemaster's store system will return.

2. RENOWN POINTS

Renown points are not used in this campaign. This is because your Warlord and Favored Unit will advance in ranks automatically. The goal is to minimize book keeping.

3. MANAGE YOUR PATHS

Your Warlord and Favored Unit begin the campaign with the Aspiring Rank and will automatically advance in rank as the campaign progresses. Each time one of your units gains a rank, it gets a choice of 1 of 2 different abilities from the appropriate step on its Path. Below you can see the 4 different ranks a unit can gain. Once a unit has gained the Legendary rank, it does not earn any further ranks.

WARLORD AND FAVORED UNIT	UNIT'S RANK
They start the campaign with this rank	Aspiring
After Game 1	Elite
After Game 2	Mighty
After Game 3	Legendary

4. COMPLETE QUESTS/BOUNTIES/SCAVENGER HUNTS

Visit the NEO's desk to claim rewards for completed quests and bounties. You can earn Realmstone Coins to spend in O'Ran's Bazaar!!!

5. REALMSTONE COINS? HOW DOES THAT WORK?

DAY 1

- At the start of day 1, players are given 3 coins each
- At the start of game 1, each player will wager 1 coin.
- At the end of game 1, the winning team collects all coins that were wagered.
- After Game 1, players can spend most of their coins, they must have at least 1 coin unspent when leaving the store. This is because they will need at least 1 coin to wager later for game 2.
- At the start of game 2, each player will wager 1 coin.
- At the end of game 2, the winning team collects all coins that were wagered.
- After Game 2, players may spend all of their coins. This is because at the start of day 2 all players will be given a restock of 3 coins each.

DAY 2

- Day two will follow the same workflow as day 1

DAY 3

- At the start of day 3, this is the last chance for players to spend all of their coins.



5. O'LAN'S BAZAAR

Visit the NEO's desk to spend realmstone coins. Here you can purchase Potions, Artifacts, Spells, Prayers, Manifestations, and Command Traits.

POTIONS			
COST	NAME	DESCRIPTION	EFFECT
1	The Dead Man's Chest	A black bottle with a skull shaped stopper and crossed bones on the label. "It ain't necromancy if I weren't dead before I drinks it!"	In your Hero Phase, you may drink this potion, pick a friendly unit, Heal (D3). "The Dead Man's Chest" can not be used more than once per Hero Phase. Rip this card in half after this effect is resolved.
1	Beat To Quarters	A green glass bottle, corked and sealed with red wax. "Hold fast boys, hold fast!"	In your Hero Phase, if you make a rally roll, you may drink this potion, add D3 more dice to that rally roll. "Beat To Quarters" can not be used more than once per Hero Phase. Rip this card in half after this effect is resolved.
2	Hearts Of Oak	A clear glass sphere with a woodgrain texture. "Muster around the colours men!"	In your Movement Phase, if a unit retreats, you may drink this potion, that unit does not suffer mortal damage. "Hearts Of Oak" can not be used more than once per Movement Phase. Rip this card in half after this effect is resolved.
2	Stormvoice	A turquoise glass phile with seaweed wrapped around its neck. "Orders need to be roared in a voice loud enough to be heard on deck, over the howling of a hurricane!"	In your Hero Phase, you may drink this potion, gain 1 Command Point. "Stormvoice" can not be used more than once per Hero Phase. Rip this card in half after this effect is resolved.
3	Emberstone Brew	A leaded glass bottle filled with a thick liquid that glows with its own inner light. "The folk of Aqshy have temperaments as firey as the realm itself!"	In your Charge Phase, after your charge roll fails, you may drink this potion, reroll that charge. "Emberstone Brew" can not be used more than once per Charge Phase. Rip this card in half after this effect is resolved.
3	Powers From The Deep	A deep blue glass flask, with twine wrapped around its neck and seashells embedded in the wax seal.	In your Hero Phase, after you make a casting or chanting roll, you may drink this potion, reroll that cast or chant. "Powers From The Deep" can not be used more than once per Hero Phase. Rip this card in half after this effect is resolved.

ARTIFACTS OF POWER

COST	NAME	DESCRIPTION	EFFECT
1	Treasures of Krabnos	Sometimes the spawn of Krabnos reject an offering, although no-one is ever sure why. The flotsam and jetsam that washes ashore can include ancient items of power.	Choose an Artifact of Power that is available to your faction and add it to your Order of Battle

SPELLS

COST	NAME	DESCRIPTION	EFFECT
2	The Bosun's Log Book	The legendary sorcerer, who gave their life to seal the Breach that was named after them, left many volumes of their research behind. They have been scattered across the ports and harbour towns of the Karkino Sea.	Choose a Spell that is available to your faction and add it to your Order of Battle

PRAYERS

COST	NAME	DESCRIPTION	EFFECT
2	Mathlann's Blessing	The memory of a dead god still lingers on the coasts, in secluded coves and inlets. Their follows are happy to share their ancient lessons.	Choose a Prayer that is available to your faction and add it to your Order of Battle

MANIFESTATIONS

COST	NAME	DESCRIPTION	EFFECT
3	The Turn Of The Tide	A barnacle-encrusted sea chest containing a bound Endless Spell.	Choose a Manifestation that is available to your faction and add it to your Order of Battle

Command Trait

COST	NAME	DESCRIPTION	EFFECT
5	Salty Old Sea Dog	"Only those captains what knows their trade will survive the Karkino Sea!"	Choose a Heroic Trait that is available to your faction to assign to a Hero that does not already have a Heroic Trait.

BATTLEPLANS

Battleplans can be viewed [HERE](#)

DAY 1

GAME 1: DROP ANCHOR AND FIGHT

GAME 2: TREASURE HUNT!!!

DAY 2

GAME 3: THE SPOILS OF PIRACY

GAME 4: THE SIREN'S CALL!!!

DAY 3

GAME 5: SEIGE!!! THERE BE TREASURE BEHIND THEM WALLS!!!

BATTLEFIELD TABLE TERRAIN

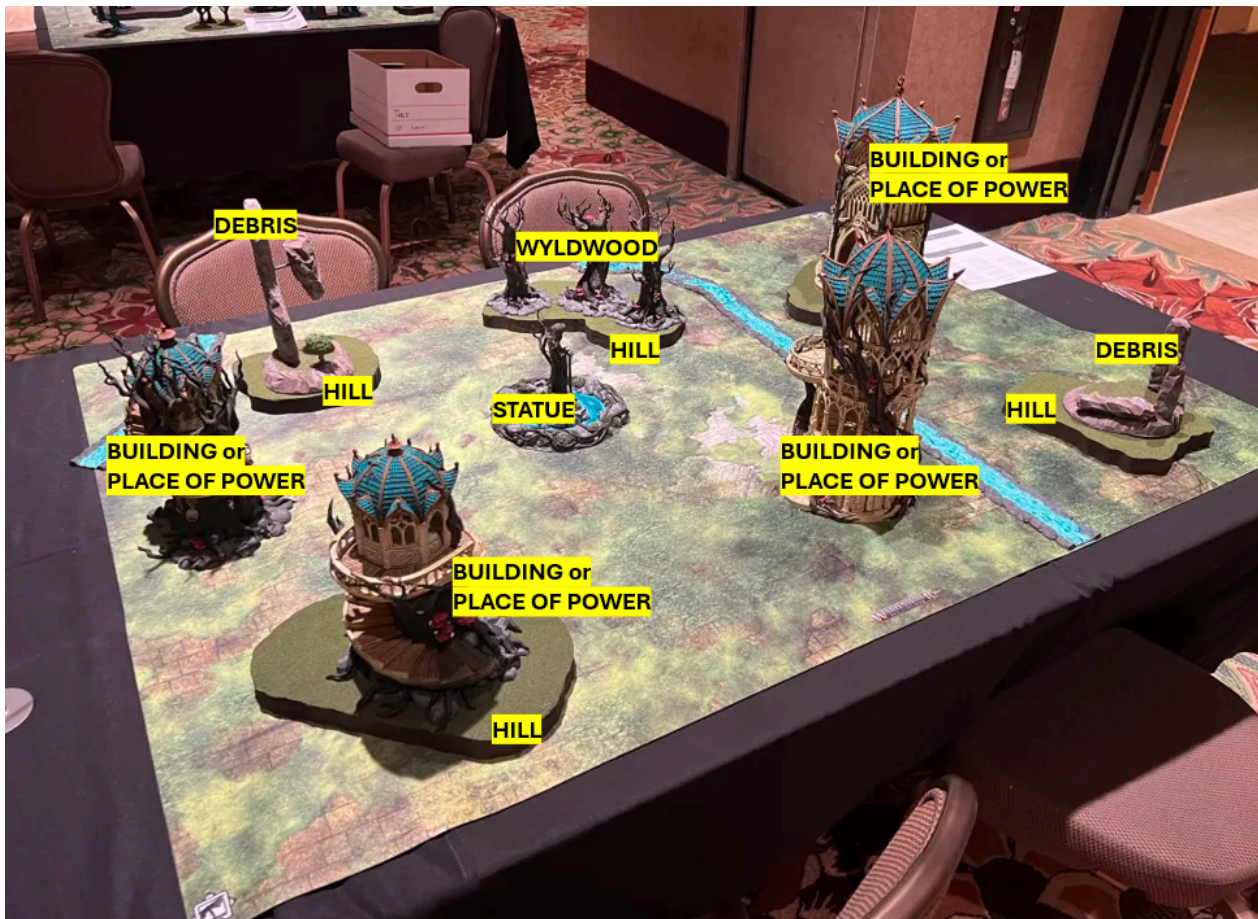
When players get to their tables they need to survey the terrain present on the battlefield and come to an agreement to what category those terrain pieces represent. For this Narrative, the concept of table terrain (Not Faction Terrain) being set up further than 3" from the battlefield edge and more than 6" from other table terrain pieces DOES NOT EXIST. Rule of Cool. Players may move terrain so objectives make more sense, but please keep this to a minimum if possible.

- AREA TERRAIN provides COVER only. Examples include Hills and Storm Vaults.
- OBSTACLES provide COVER and are UNSTABLE. Examples include Ruins, Debris, Statues, Barricades, some Buildings
- OBSCURING TERRAIN provides COVER and are both UNSTABLE and OBSCURING. Examples include Wyldwoods, Fortress Walls, some Buildings
- PLACES OF POWER provide COVER and are both UNSTABLE and a PLACE OF POWER. Examples include Realmgate, Cleansing Aqualith, Nexus Syphon, some Buildings.

NOTE: THIS IS JUST AN EXAMPLE OF HOW PLAYERS CAN AGREE. In this photo below we see Wyldwoods and Storm Vaults on Hills. The terrain feature on top will take priority, it will be up to the players to agree if the terrain feature on top extends to the hill below or alternatively ignore the hills or come up with another solution (Be creative). For simplicity the floating island is being labeled as debris.



NOTE: THIS IS JUST AN EXAMPLE OF HOW PLAYERS CAN AGREE. In this photo below we see Wyldwoods and Buildings or maybe even Places of Power on Hills. The terrain feature on top will take priority, it will be up to the players to agree if the terrain feature on top extends to the hill below or ignore the hills or come up with an alternative solution (Be creative)



Most terrain will be UNSTABLE. We want to avoid a situation where a flying unit ends its movement on top of a tower that is impossible for a melee unit to engage with.

Players PLEASE survey the terrain present on the battlefield and come to an agreement to what category those terrain pieces represent.

NARRATIVE PATHS

PATH OF THE STRATEGIST	
Hero Only	
ASPIRING: When a Hero on this Path gains this rank, pick 1 of the following abilities for them:	
Your End of Turn	Enemy End of Turn
MOUNTAIN'S KING	MOUNTAIN'S FOOL
Declare: Pick a friendly unit within 9" of this unit to be the target.	Declare: Pick an enemy unit within 9" of this unit to be the target.
Effect: Roll a dice. On a 4+, until the end of the battle-round add 3 to that unit's control score.	Effect: Roll a dice. On a 4+, until the end of the battle-round subtract 3 to that unit's control score
ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:	
Your Combat Phase	Enemy Combat Phase
STRIKE THE HEART	SHIELD THE HEART
Declare: Pick a friendly unit within 9" of this unit to be the target.	Declare: Pick an enemy unit within 9" of this unit to be the target.
Effect: Roll a dice. On a 4+, the targeted unit gains +1 to combat wound rolls.	Effect: Roll a dice. On a 4+, the targeted unit suffer -1 to combat wound rolls.
MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:	
Your Hero Phase	Enemy Hero Phase
BATTLE SHOUT	MOCKING SHOUT
Effect: Roll a dice. On a 4+, you gain 1 command point.	Effect: Roll a dice. On a 4+, your opponent loses 1 command point.
LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:	
Passive	Passive
SECURE THE HOMELAND	RIGHT OF CONQUEST
Effect: While in friendly territory, friendly units within this unit's combat range gain Crit (2 Hits)	Effect: While in enemy territory, friendly units within this unit's combat range gain Crit (2 Hits)
FAQ	
-Companions do not benefit from any of these effects	

PATH OF THE CHAMPION

Hero Only

A Hero on this path may replace a melee weapon with the following profile.

Melee Weapon	Atk	Hit	Wnd	Rnd	Dmg
Hammer of Realm Shattering	6	4	3	1	D3

ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

Passive

OFFENSIVE STANCE:

DEFENSIVE STANCE:

Effect: If this unit successfully charged they gain +1 to hit rolls for melee attacks until the end of turn.

Effect: If an enemy unit ended a successful charge within the combat range of this unit, this unit gains +1 to save rolls until the end of turn.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

Passive

PIERCING STRIKE:

EXPLODING STRIKE:

Effect: Choose one of this unit's melee weapons. That weapon gains Crit (Auto-wound)

Effect: Choose one of this unit's melee weapons. That weapon gains Crit (2 Hits)

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

WEAPONS MASTER:

Effect: Choose one of this unit's melee weapons to gain one of the following:
Anti-HERO (+1 Rend), Anti-INFANTRY (+1 Rend), Anti-CAVALRY (+1 Rend), Anti-BEAST (+1 Rend), Anti-MONSTER (+1 REND), or Anti-WAR MACHINE (+1 Rend)

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

Passive

BELLOWING BLOWS:

HASTENED BLOWS:

Effect: This unit's melee attacks gain **Crit (+1 Damage)**

Effect: This unit gains **Strike-First.**

FAQ

-Companions do not benefit from any of these effects

-The Hammer of Realm Shattering is not authorized for Anvil of Apotheosis Heroes

PATH OF THE RANGER

Hero Only

A Hero on this path may replace a ranged weapon with the following profile. Alternatively, if a unit on this path does not have a ranged weapon they may add a ranged weapon with the following profile.

Ranged Weapon	Rng	Atk	Hit	Wnd	Rnd	Dmg
Bow of Realm Piercing	18"	6	3	4	1	D3

ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Shooting Phase (Once per Turn)	Shooting Phase (Once per Turn)
EAGLE'S REACH:	EAGLE'S EYE:
Declare: Pick this unit to be the target.	Declare: Pick this unit to be the target.
Effect: Once per turn, choose a ranged weapon profile, shooting attacks for that weapon may ignore the range reduction caused by obscuring terrain.	Effect: Once per turn, choose a ranged weapon profile, shooting attacks for that weapon may ignore visibility restrictions caused by obscuring terrain.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive	Passive
PIERCING MISSILE:	EXPLODING MISSILE:
Effect: Choose one of this unit's ranged weapons. That weapon gains Crit (Auto-wound)	Effect: Choose one of this unit's ranged weapons. That weapon gains Crit (2 Hits)

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive
SHARP SHOOTER:
Effect: Choose one of this unit's ranged weapons to gain one of the following: Anti-HERO (+1 Rend), Anti-INFANTRY (+1 Rend), Anti-CAVALRY (+1 Rend), Anti-BEAST (+1 Rend), Anti-MONSTER (+1 REND), or Anti-WAR MACHINE (+1 Rend)

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive	Passive
BELLOWING VOLLEY:	HASTENED VOLLY:
Effect: This unit can shoot in combat.	Effect: This unit can run and shoot as well as retreat and shoot.

FAQ

- Companions do not benefit from any of these effects
- The season rules of the current general's handbook have changed the rules for how obscuring terrain effects ranged attacks and visibility.
- The Bow of Realm Piercing is not authorized for Anvil of Apotheosis Heroes

PATH OF THE SORCERER

Wizard Hero Only

ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive	Your Hero Phase
ARCANE FOCUS	SOUL SHARD INFUSION
	Declare: Choose a friendly unit within the combat range of this WIZARD.
Effect: Add 1 to casting rolls for this WIZARD.	Effect: That unit suffers D3 mortal damage that can not be warded/prevented/mitigated. For each model slain a Soul Shard is created. Soul Shards may be spent before a casting roll is made. Each Soul Shard used increases a casting roll by 1. Unused Soul Shards will expire at the end of that Battle Round.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive	Passive
MYSTIC SHIELD (Casting Value 6)	ARCANE BOLT (Casting Value 6)
Used By: This Wizard	Used By: This Wizard
Declare: Pick a visible friendly unit wholly within 12" of this WIZARD to be the target. Then, make a casting roll of 2D6.	Declare: Pick a visible enemy unit within 12" of this WIZARD to be the target. Then, make a casting roll of 2D6.
Effect: The target has WARD (6+) this turn.	Effect: Inflict D3 mortal damage to the target.
KEYWORDS: SPELL	KEYWORDS: SPELL, UNLIMITED

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Once Per Phase, Reaction: This WIZARD successfully cast a SPELL	Once Per Phase, Reaction: This WIZARD successfully cast a SPELL
SPELL DEALER	SPELL DUPLICATION
Effect: Roll a D6, on a 4+ this WIZARD's power level is increased by 1 until the end of this phase. However, the final spell to be cast by this WIZARD this phase will have a -1 to its casting roll.	Effect: Roll a D6, on a 4+ this WIZARD may cast an UNLIMITED spell that was already previously attempted this phase. However, the spell attempt being duplicated by this WIZARD will have a -1 to its casting roll.

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive (Must already know MYSTIC SHIELD)	Passive (Must already know Arcane Bolt)
MYSTIC SHIELD BOOST	ARCANE BOLT BOOST
Effect: If the casting roll for MYSTIC SHIELD is a 9+ then MYSTIC SHIELD will now grant a WARD (5+) instead.	Effect: If the casting roll for ARCANE BOLT is a 9+ then ARCANE BOLT will now inflict D6 mortal damage instead.

FAQ

-Companions do not benefit from any of these effects

PATH OF THE FAITHFUL

Priest Hero Only

ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive	Passive
THUNDERFIST MEDITATION	STONEWALL MEDITATION
Effect: If this PRIEST did not spend any ritual points this turn then friendly units within this PRIEST's combat range gains +1 to hit rolls until the end of this turn.	Effect: If this PRIEST did not spend any ritual points this turn then friendly units within this PRIEST's combat range are more difficult to hit. Enemy units targeting those units suffer from -1 to hit rolls until the end of this turn.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive	Passive
SHIELD OF THE DEVOUT (Prayer Value *)	BOLT OF THE PIOUS (Prayer Value *)
Used By: This Priest	Used By: This Priest
Declare: Pick a visible friendly unit wholly within 12" of this PRIEST to be the target. Then, make a prayer roll of 1D6.	Declare: Pick a visible enemy unit within 12" of this PRIEST to be the target. Then, make a prayer roll of 1D6.
Effect: (Prayer Value 4) The target has WARD (6+) this turn.	Effect: (Prayer Value 4) Inflict D3 mortal damage to the target.
Effect: (Prayer Value 8) The target has WARD (5+) this turn.	Effect: (Prayer Value 8) Inflict 3 mortal damage to the target.
KEYWORDS: PRAYER	KEYWORDS: PRAYER, UNLIMITED

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Once Per Phase, Reaction: This PRIEST successfully chants a PRAYER	Once Per Phase, Reaction: This PRIEST successfully chants a PRAYER
BLESSED ORATOR	BLESSED REPETITION
Effect: Roll a D6, on a 4+ this PRIEST may chant another prayer. However, the final prayer to be chanted by this PRIEST this phase will have its chanting value increased by 1.	Effect: Roll a D6, on a 4+ this PRIEST may chant an UNLIMITED prayer that was already previously attempted this phase. However, the chant attempt being repeated by this PRIEST this phase will have its chanting value increased by 1.

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive	Passive
SPLIT MANIPULATION	BALANCED MANIPULATION
Effect: Each time you make a chanting roll for this PRIEST, you may roll 2 dice and pick 1 to be the result.	Effect: Instead of make a chanting roll for this PRIEST, you may declare the roll is a 4 instead.

-Companions do not benefit from any of these effects

PATH OF THE SPEAR

Non-Hero Unit

ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Your Charge Phase

Your Movement Phase

BLITZ:

SPRINT:

Declare: Pick this unit to be the target.

Declare: Pick this unit to be the target.

Effect: Roll a dice. On a 4+ this unit can receive the command FORWARD TO VICTORY without spending a command point.

Effect: Roll a dice. On a 4+ this unit can receive the command AT THE DOUBLE without spending a command point.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Combat Phase

Combat Phase

EXPLODING STRIKE:

PIERCING STRIKE:

Declare: Pick this unit to be the target.

Declare: Pick this unit to be the target.

Effect: If this unit is in combat and wholly within Enemy territory, roll a dice. On a 4+, until the end of this combat phase, choose one melee weapon profile, that weapon gains Crit (2 Hits)

Effect: If this unit is in combat and wholly within Enemy territory, roll a dice. On a 4+, until the end of this combat phase, choose one melee weapon profile, that weapon gains Crit (Auto Wound)

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

SPEARHEAD:

Effect: Choose one of this unit's weapons to gain one of the following:

Anti-HERO (+1 Rend), Anti-INFANTRY (+1 Rend), Anti-CAVALRY (+1 Rend), Anti-BEAST (+1 Rend), Anti-MONSTER (+1 REND), or Anti-WAR MACHINE (+1 Rend)

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Your Hero Phase

Your Hero Phase

PROACTIVE STRIKE

PROACTIVE SMASH

Declare: Pick this unit to be the target.

Declare: Pick this unit to be the target.

Effect: Roll a dice, on a 4+ choose one melee weapon profile, until the end of this turn, while in enemy territory add +1 to its attacks characteristic.

Effect: Roll a dice, on a 4+ choose one melee weapon profile, until the end of this turn, while in enemy territory add +1 to its damage characteristic.

FAQ

-Companions do not benefit from any of these effects

PATH OF THE SHIELD

Non-Hero Unit

ASPIRING: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Hero Phase

BATTLECRY:

Declare: Pick this unit to be the target.

Effect: Roll a dice. On a 4+ this unit can receive the command RALLY without spending a command point.

Enemy Movement Phase

DISCIPLINED MARCH:

Declare: Pick this unit to be the target.

Effect: Roll a dice. On a 4+ this unit can receive the command REDEPLOY without spending a command point.

ELITE: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Combat Phase

BRACE FOR IMPACT:

Declare: Pick this unit to be the target.

Effect: If this unit is in combat and wholly within Friendly territory, roll a dice. On a 4+, until the end of this combat phase, this unit gains +1 to save rolls.

Combat Phase

PARRYING BLOWS:

Declare: Pick this unit to be the target.

Effect: If this unit is in combat and wholly within Friendly territory, roll a dice. On a 4+, until the end of this combat phase, enemy units that attack this unit suffer -1 to hit rolls.

MIGHTY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Passive

SHIELDWALL:

Effect: Choose one of this unit's weapons to gain one of the following:

Anti-HERO (+1 Rend), Anti-INFANTRY (+1 Rend), Anti-CAVALRY (+1 Rend), Anti-BEAST (+1 Rend), Anti-MONSTER (+1 REND), or Anti-WAR MACHINE (+1 Rend)

LEGENDARY: When a unit on this Path gains this rank, pick 1 of the following abilities for them:

Your Hero Phase

STRIKE THE INVADERS:

Declare: Pick this unit to be the target.

Effect: Roll a dice, on a 4+ choose one melee weapon profile, until the end of this turn, while in friendly territory add +1 to its attacks characteristic.

Your Hero Phase

SMASH THE INVADERS:

Declare: Pick this unit to be the target.

Effect: Roll a dice, on a 4+ choose one melee weapon profile, until the end of this turn, while in friendly territory add +1 to its damage characteristic.

FAQ

-Companions do not benefit from any of these effects

AWARDS

- Peerless General - *Blackwing Corsairs*
- Peerless General - *Knives-beyond-Number*
- Best Team - *Blackwing Corsairs*
- Best Team - *Knives-beyond-Number*
- Wrecked... but not Alone

FAQ

Q: I've never built an anvil of apotheosis hero but definitely doing it since it looks awesome! Question is regarding base sizes, I can't find any info on that?

A: Rule of cool. Use what makes sense. Don't hobby/model for advantage.

Q: Can we make our own faction terrain as long as it has the same foot print as GWs?

A: If you do something cool and interesting I won't remove it from the table. Match the GW footprint. Rule of cool. Use what makes sense. Don't hobby/model for advantage. Post your hobby progress in Discord for final approvals.

Q: Virtually all of the Nighthaunt Anvil of Apotheosis enhancements modify the hero's 'Malignant Blade'. However, your Path of the Champion replaces the weapon with the 'Hammer of Realm Shattering'. For game purposes how does this work? I know the 'Hammer' is a 'may' choice, but does taking it erase Anvil Enhancements? Or are we going to let them stack?

A: The replacement weapon was designed with existing warscrolls in mind. AoA does throw a wrench into the system. The Hammer of Realm Shattering and Bow of Realm Piercing are not authorized for Anvil of Apotheosis Heroes.

Q: The painted part of the models is just like normal tournys. 3 colored and based models ?

A: Yes

Q: Im guessin if they play gargants they can bring 2 gatecrashers for 1000pts?

A: Yes. That is ok. Something to keep in mind, the gargant hero that is not the warlord, it can not be a favored unit. Only a Non-Hero unit may be selected as Favored.

—

Q: I was hoping to use the army of Renown the Gorechosen Champions because it seems like it would be really fun, is that allowed?

A: Approved. Just keep in mind that you can level up your Warlords Path. That battle formation only uses heroes; only non-hero units can be Favored Units to walk a path.

—

Q: Your allowed to change your forces with a side board (besides favored/lord) but are you able to change the formation of your army?

A: For the Battle Formation (formerly known as sub factions / warscroll battalions). No.

—

Q: We are still good to take the free manifestations as well ?

A: You only get 1 manifestation to start. Choose 1 that is available to your faction. Most are free but some have a points cost (split points as needed). Please use the following screenshot as a guideline.

DAY 1 LIST 967/1000 pts

Grand Alliance Chaos | Disciples of [Tzeentch](#) | Masters of Fate
General's Handbook 2025-26

Drops: 1

Spell Lore - Lore of Change

- Fold Reality (10)

Spell Lore - Lore of Fate

- Infernal Gateway

Manifestation Lore - Primal Energy

- [Ravenak's Gnashing Jaws](#) (7 Points)

General's Regiment

Gaunt Summoner on Disc of [Tzeentch](#) (250)

- General/Warlord
- Illusionist (20)
- Nine-eyed Tome (20)

Chaos Spawn of [Tzeentch](#) (60)

Scourge of [Ghyran Kairic Acolytes](#) (200)

- Reinforced
- Favored Unit

Scourge of [Ghyran Kairic Acolytes](#) (200)

- Reinforced

Scourge of [Ghyran Kairic Acolytes](#) (200)

- Reinforced

For this narrative, if this applies to you, because we are splitting up points costs for spell/prayer/manifestation lores do not forget to update your total points. See the next few highlight blocks for examples.

For this narrative, I do not start with an entire Spell Lore. I can choose 2 spells from any lores that I have access to.

From the "Lore of Change" I choose "Fold Reality". There are 3 spells in the Lore. Instead of paying 30 points for all three, I will be paying $30/3=10$. So that's 10 points

From the "Lore of Fate" I choose "Infernal Gateway". There are 3 spells in the Lore but I will only choose 1. There is not a points costs for this Lore. Be sure to note this in your list

For this narrative, I do not start with the entire Manifestation Lore.

From the "Primal Energy" Lore I choose "[Ravenak's Gnashing Jaws](#)". There are 3 spells in the Lore. Instead of paying 20 points for all three, I will be paying $20/3=6.66$. So that's 7 points rounding up. Be sure to note this in your list

Identify your "Warlord" and "Favored Unit"

If you have a 500-1000 Point sideboard don't forget that you may create a new list for each day of the event. The unit Point restrictions get more relaxed as the days progress. Your faction and battle formation cannot change. Be sure that your Warlord and Favored unit continue onto every new daily list. Favored units may be reinforced if they are within the limits.