



JUNE 1-3, 2018 • MARTINSBURG WV • #MNE18

NARRATIVE EVENT ORGANIZER'S WELCOME

Welcome to the first annual Mountaineer Narrative Event! This player's pack contains everything you'll need to know as you prepare to march on Aanbidenstad, an ancient and holy city lost within the depths of Ghyran's wilderness. Comprised of five games played over two days across eight custom-built tables, each round will represent a pivotal point during the first year in the war for the "City of Worship." In both victory and defeat, the consequences of your battles will be reflected in Mountaineer's ongoing narrative and tabletop terrain for years to come.

May your gods favor you, warrior!

REGISTRATION & TICKET INFO

To purchase your ticket, please fill out the Narrative Event registration form at mountaineergt.com under "tickets." You will be asked to provide your name, Grand Alliance, and home region.

Due to venue costs, Mountaineer NE is asking an entry fee of \$45.00 if pre-paid before 11:59pm, May 31st, with an entry fee of \$55.00 on-site Saturday morning, June 2nd. Furthermore, players paid in full by May 5th will receive a commemorative "*Mountaineer Narrative Event 2018*" pint glass upon check-in!

SCHEDULE

Friday, June 1st, 2018

4:00pm-12:00am – Registration / Check-in / Open Gaming

Saturday, June 2nd

- 8:00am-9:00am – Registration / Check-in / Army Staging
- 9:00am-9:15am – Address Narrative Beginning
- **9:15am-12:00pm – Game 1 - 2000pts - "Collision"**
- 12:00pm-1:00pm – Break for Lunch
- 1:00pm-1:15pm – Address Ongoing Narrative
- **1:15pm-3:15pm – Game 2 – 1200pts - "Linebreaker"**
- 3:15pm-3:30pm – Address Ongoing Narrative
- **3:30pm-5:15pm – Game 3 – 800pts - "Wartorn"**
- 5:15pm-5:30pm – Address Ongoing Narrative
- 5:30pm- 12:00am – Army Breakdown, Open Gaming
- 5:45pm – Open invitation dinner gathering at Mountaineer Grill & Pub

Sunday, June 3rd

- 8:00am-8:45am – Army Staging
- 8:45am-9:00am – Address Ongoing Narrative
- **9:00am-11:15am – Game 4 – 1600pts - "Entrenched"**
- 11:15am-12:15pm – Break for Lunch, 'Best Painted' nominations due
- 12:15pm to 12:30pm – Address Ongoing Narrative
- **12:30pm-3:15pm – Game 5 – 2000pts - "Ascendant"**
- 3:15pm-3:45pm – Address Narrative Conclusion, Awards
- After 3:45pm – Table/Army Breakdown

NEO CONTACT

If you have any questions, comments, or concerns, please don't hesitate to contact the NEO team via...

Email – ARPolimeni@gmail.com

Twitter – @OldStonebeard or @Wolflord1986

Facebook – facebook.com/events/2050224338586998/

VENUE

Mountaineer NE will be held at the Comfort Inn Aikens Center off Edwin Miller Boulevard in Martinsburg, WV. The center is easily accessible from Exit 16 on I-81, which connects to Rt. 9, I-66, and I-70.

Recently renovated in 2014, the hotel is in excellent condition, featuring a full breakfast bar and lobby lounge space. Until 2017, the Aikens Center held the local area gaming convention 1D4 Con, allowing the staff and owners to become familiar with the tabletop gaming community. Mountaineer has reserved a room block at the center for our participants under "Mountaineer GT". We expect the block to close in early May; if you call and there is no availability, please reach out to us so that we can speak with the hotel and attempt to secure more rooms.

Edwin Miller Boulevard is a main gateway into Martinsburg, with many fast food establishments less than five minutes drive from the hotel, including Sheetz, Subway, Dunkin' Donuts, Taco Bell, McDonald's, Arby's, KFC, and Popeyes. For a larger meal, there are several restaurants along the Boulevard, with many more downtown. Please ask the event organizers or hotel staff for recommendations and directions. Coffee will be available all day in the hotel lobby.

The gaming hall is a short flight of stairs from the lobby and main entrance, and accessible by elevator. For those of you with large carrying cases or cumbersome display boards, there is an outside entrance directly into the hall as well. Side tables will be provided for army staging and case storage, with roughly 2'x2' allotted for each player's models. Cafeteria trays will be made available for shuttling models to and from the tables, and you'll be given printed event packs when you check in. Each gaming table should also have an additional 6" on each side for books, gaming aids, and of course, casualty removal...

Please keep in mind, we will be sharing the hall with a Kings of War Grand Tournament. Players from both systems are encouraged to spectate each other's games when they have time, and we ask everyone to be respectful of each event's organizers as they go about their duties on behalf of their participants.

Finally, if you need emergency hobby supplies or just want to get an early start on your next project, Your Hobby Place is a Friendly Local Game Store located less than ten minutes away.



DINNER GATHERING

The NEO team would like to invite all Narrative Event players to a dinner gathering by starting 5:45pm on Saturday at the Mountaineer Grill & Pub, fewer than five minutes drive from the hotel. We'll be arranging a table reservation in advance, so please let us know on Saturday if you plan to attend. Hope to see you there!

ARMY SELECTION

Before the event, you will need to select four army lists which fit into the points brackets listed below, and conform to the following standards...

- **800 points** (*round 3*), **1200 points** (*round 2*), **1600 points** (*round 4*), and **2000 points** (*rounds 1 and 5*)

Mountaineer will be using all most recent Pitched Battle profiles and rules, except where noted below.

- All Warscrolls in all of your lists must contain the same Grand Alliance keyword
- All lists **must** contain one LEADER unit and two BATTLELINE units
- You may take 200 points of Allies in your 800 point list, and 400 points of Allies in your other 3 lists.
- You may disregard the ally restrictions within your Grand Alliance.
- Models taken in one list do not have to appear in any other list.

You may never take the following named characters (they have more important things to be doing):

- **Archaon, Nagash, Alarielle, Skarbrand, Kairos, Rotigus**, and the **Glottkin**.
- Any named characters you do take may never be your General. This is your story, not theirs.
- You may never take scenery in your list, including the **Balewind Vortex** and **Warscryer Citadel**.
- You must use the **most recent** version of Compendium and Forge World warscrolls/points values.
- All Warscroll Battalions without a given points value are assumed to be 100 points.
- We ask that you please bring **printed** army lists. Wordpad, Scrollbuilder, or Azyr are all acceptable formats.

There will be no other force organization restrictions except where noted above.

Non-GW models are welcome, with the following exceptions...

- Models are approximately a comparable scale to the models they're counting as.
- Models are mounted on the same base size as the models they're counting as.
- Models approximately reflect the equipment listed on their Warscroll (*WYSIWYG*).

Unfinished models are welcome, with the following exceptions...

- All models must be at least primed (*no bare plastic*).
- All models must be fully assembled (*no missing heads or limbs*).
- All models must be glued to their base (*no blu-tac*).

Please keep in mind...

- All measurements will be made to and from the edge of a model's base, including movement trays.
- Square bases are welcome.
- All terrain on the tables is pre-set; please do not move it, except to prevent precarious model placement.
- Random scenery effect rules will not be used. Scenery rules will be provided where applicable.

AWARDS & PRIZES

Awards will be presented no later than 3:30PM Sunday afternoon. Players will be striving for both personal glory and Grand Alliance victory. Those whom prove themselves worthy in their patron gods' eyes will be awarded with a framed certificate to display above their hobby bench (*or in their office... on their coffee table... whatever floats your Deepkin.*) They may also win a prize from one of our event sponsors; details TBD. Mountaineer will be recognizing the following categories...

“The Keys of Aanbiddenstad” - awarded to the Grand Alliance players whom won the most games overall

“Altar of Skulls” - awarded to Chaos players for claiming the Tempal van Sigmar'smacht table

“Lay Low the Tyrants” - awarded to Order players for claiming the Azyrhal table

“Duff up da big fing!” - awarded to Destruction players for claiming the Duardinsduer table.

“Curse of Years” - awarded to Death players for claiming the Nagashkerkof table

“The Wargod of Aanbiddenstad” - most Favor points overall

“Exalted of the Dark Gods” - most Favor points within Grand Alliance Chaos

“Blessed of Sigmar's Pantheon” - most Favor points within Grand Alliance Order

“Fist of Gork, Fist of Mork” - most Favor points within Grand Alliance Destruction

“Master of Night, Blood, and Sacrament” - most Favor points within Grand Alliance Death

Best Painted – Player's choice, ballots will be provided and will be due by end of lunch on Sunday.

Best Narrative – Judge's choice, we ask entries to be emailed to the NEO before May 31st

TO VICTORY!

Over the course of the Mountaineer NE, players will be fighting to both claim Aanbiddenstad in the name of their Grand Alliance and for the favor of their army's gods. As each Mountaineer NE will build on the narrative set down by past years, the names and deeds of your generals will become the bedrock beneath tales yet to be told.

Aanbiddenstad is hallowed ground; feats of skill and acts of faith performed here echo in the heavens and the underworlds alike. Built at the dawn of the Age of Myth, this holy city was once a sanctuary-shrine for all those who worshiped Sigmar's pantheon, and a place of pilgrimage for the faithful. Aanbiddenstad was abandoned during the Age of Chaos, its location purposefully lost in the hope no treachery could ever betray it. Now, as the Time of Tribulations has descended, the City of Worship has been revealed in a hundred star-scriving omens and 'shroom-induced hallucinations. It will only be a matter of time before mighty armies descend upon this crown jewel of a bygone era...

Before each round, players from each Grand Alliance will be asked to select a table to play on, based on alternating criteria (*for example, the players who lost in the previous round may be asked to select tables first, or players from the least represented Grand Alliance*). You will want to talk with other players in your Grand Alliance to decide who should fight on which tables and against which opponents.

When selecting a table, we do ask that you do not play on the same table, or against the same opponent, two games in a row, unless all parties (you, your opponent, and your fellow Grand Alliance players) are in agreement. This etiquette is meant to allow more people to play on more tables and against more opponents. **Furthermore, we ask that you do not play against anyone sharing your Grand Alliance,** unless there are no other tables available. Between personal agendas and the fog of war, it's not implausible that allies would come to blows, especially with the eyes of the gods themselves upon them!

HOW TO WIN...

... THE CITY OF AANBIDDENSTAD FOR YOUR GRAND ALLIANCE

The Grand Alliance which wins the most games overall will claim the “Keys of Aanbiddenstad.” It will be their gods who will claim ascendancy over the City of Worship and whose servants will labor to remake it in their image. That said, “there can only be one,” and each Grand Alliance has its own hallowed ground within Aanbiddenstad...

The servants of the Dark Gods seek to cast down the venerable Tempal van Sigmarsmacht and raise up their own blasphemous totems, while those loyal to Sigmar's ancient pantheon look to secure Azyrhal, once the seat of government in Aanbiddenstad. Those with Gorkamorka's heartbeat pounding in their ears rush the Duardinsduer, the holy city's gate and greatest bastion, while the deathless minions of the Undying King march to reclaim the city's burial grounds of Nagashkerkof. Taking and holding these sacrosanct places is of utmost importance to every Grand Alliance.

Before each round, players will be asked to nominate one among their number to do battle on their Grand Alliance's “key table”, keeping in mind the consecutive game etiquette. The Grand Alliance whose key table it is will always play the Defender if they won in on that table in the previous round, and the Attacker if they lost on that table in the previous round (with the exception of the first round, wherein players will roll off).

To win a key table, your Grand Alliance must have achieved more wins than losses on that table. After all 5 rounds have been played, each Grand Alliance will be judged by the following victory conditions- which means it's just as critical to deny ground to your enemies as it is to claim ground for your allies!

- Won most games overall + won key table = **Major Victory**
- Didn't win most games overall + won key table = **Minor Victory**
- Won most games overall + lost key table = **Minor Loss**
- Didn't win most games overall + lost key table = **Major Loss**

... THE FAVOR OF YOUR ARMY'S GODS

Winning the patronage of a deity takes more than simply vanquishing your foes; you must place your fate in the hands of your chosen gods. To represent this, players will not be scored as they would be in a typical tournament; rather, we ask that you keep track of your **Achievements** on the provided checklist. This will earn your army **Favor** over the course of the event. Favor is a fickle thing, however, and to claim it you'll need to prove yourself with both mighty deeds and good fortune. Such is the stuff of legends, worthy of song and tale!

After all 5 rounds have been played, the player with the most Favor will be declared the Wargod of Aanbiddenstad, and will reign triumphant over the City of Worship. Furthermore, the player with the most favor within each Grand Alliance will also be recognized as a true champion of their gods. Finally, these players will be given the opportunity to see their armies and generals written into next year's Mountaineer NE backstory!

... BEST PAINTED AND BEST NARRATIVE

Each player will be given a “Best Painted” ballot in their pack, which we ask you give to a NEO by end of lunch on Sunday if you'd like to vote. *(Although you're welcome to vote for yourself, that doesn't seem very sporting, does it?)*

If players would like to be eligible for Best Narrative, please send an email with your army's name, general's name, and a short story about why they're marching on Aanbiddenstad to ARPolimeni@gmail.com with the subject line “MNE18 Best Narrative”. **The winners of both categories will be announced at the end of the Narrative Event!**

ACHIEVEMENTS CHECKLIST

EARN THE FAVOR OF YOUR GODS

- ☐ Ask your opponent for the names of their army and general
- ☐ After the game, ask your opponent to give a title to one of your units
- ☐ After the game, ask your opponent if you can give a title to one of their units
- ☐ Allow your opponent to go first after winning a priority roll
- ☐ Decline a double turn
- ☐ If your opponent declines a double turn, insist they take it
- ☐ Offer to allow your opponent to re-roll cocked dice
- ☐ Offer to allow your opponent to re-roll a re-roll

- ☐ Before the game, select a HERO in your army and declare to your opponent a mighty deed they will accomplish
- ☐ Actually accomplish aforementioned mighty deed with the selected HERO

- ☐ Kill the first model removed in a game
- ☐ Kill every model in your opponent's army
- ☐ Kill your opponent's General with your General
- ☐ Kill an enemy HERO with a HERO
- ☐ Kill an enemy MONSTER with a HERO
- ☐ Kill an enemy HERO with a MONSTER
- ☐ Kill an enemy unit with the TOTEM keyword
- ☐ Kill an enemy Leader or Behemoth unit with only attacks from a Battleline unit
- ☐ Kill an un-wounded, multi-wound model in any single round of combat
- ☐ Kill aforementioned un-wounded, multi-wound model before your opponent activates it in that round of combat

- ☐ Complete a first turn charge
- ☐ Complete a charge of 11" or more
- ☐ Cast or unbind a spell on a roll of double 6's
- ☐ Cause 10 or more models to flee from a single enemy unit in the Battleshock phase
- ☐ Charge a single HERO into a unit of 20+ models which are not in combat with any other models
- ☐ Split a single unit's combat attacks between 3 or more enemy units.
- ☐ Pass a Battleshock test after a unit has been reduced to 1 model

- ☐ Witness your opponent retreat a unit from a combat
- ☐ Witness your opponent fail a 3" charge on a roll of double 1's
- ☐ Witness your opponent fail to cast a spell on a roll of double 1's
- ☐ Witness your opponent attempt and fail to cast any spells in a single turn with 2 or more WIZARD units
- ☐ Witness your opponent fail to wound with 20+ attacks (*before saves*)
- ☐ Witness your opponent fail to wound with their General in a round of combat (*before saves*)

- ☐ Include a named character in your army (*eg. Gutrot Spume, Drycha Hamadreth, Arkhan the Black*)
- ☐ Include no named characters in your army
- ☐ Include 2 or more duplicate HERO units in your army
- ☐ Include no duplicate units in your army
- ☐ Include only units from a single Allegiance (*eg. Fyreslayers, Bonesplitterz, etc.*) with no Allies
- ☐ Include 4 or more Battleline units in your army
- ☐ Include 2 or more MONSTER units in your army
- ☐ Include 2 or more units with the WIZARD or PRIEST keywords in your army
- ☐ Include 2 or more units with the TOTEM keyword in your army
- ☐ Include a Battalion in your army

- ☐ During the event, upload pictures of your games to social media with the hashtag #MNE18