WARHAMMER
The Old World

Doubles Narrative

Event Pack V1.0 (5/3/2024)

Welcome to the Warhammer The Old World doubles narrative event at the American Team Championship! This packet will contain all the information you need to play including the narrative missions pack, scoring rubrics for army themes and sportsmanship, event details, event comps, etc.

1.0 Event Schedule

The Old World Doubles Narrative event is a two day, five round event on Friday, July 12th and Saturday, July 13th 2024. Please arrive 30 minutes prior to games starting each day so we can determine if any teams have dropped from the event and ensure the pairing process runs smooth.

Friday, July 12th

Round 1: 10am – 1:30pm EST
Lunch: 1:30pm – 2:30pm EST
Round 2: 2:45pm – 6:15pm EST

Saturday. July 13th

Round 3: 8am – 11:30am EST
Lunch: 11:30am – 12:30pm EST
Round 4: 12:30pm EST – 4pm EST
Round 5: 4:15pm – 7:45pm EST

2.0 Army Composition and Restrictions

The Old World Doubles Narrative Event at ATC 2024 is meant to be a fun, casual, and story driven event. This event is NOT a tournament. We strive for as many players to have an enjoyable experience as possible, and this means there will be light army comps in place combined with narrative, story driven elements for each team which will be described below.

Each team will consist of two (2) individual 1,500 point armies. Each army will be an independent force from one another, even if drawn from the same Grand Army or Army of Infamy composition and will NOT share percentage pools. If both players on a team decide to play the same faction, they will still be subject to other composition restrictions as listed below (for example the Rule of Three). Legacy factions WILL BE ALLOWED at this event.

This event will use the following army comp restrictions:

1) Each TEAM will be restricted to a single level 3 OR 4 caster.
2) Each PLAYER will be restricted to a single monster type mount. Each TEAM will be restricted to a single behemoth type mount. Should a player take a behemoth mount, it will also count as their monster mount allotment.
3) Only one of each monster or behemoth entry will be allowed per TEAM. If a monster or behemoth can be an individual creature as well as a mount, only one may be included per TEAM in any capacity. For Example, a Tomb Kings of Khemri army (or armies should two Tomb Kings of Khemri armies be on the same team) may only have a single Khemrian Warsphinx. If a Khemrian Warsphinx is taken as a special choice, a Tomb King may NOT be allowed to be mounted on a Khemrian Warsphinx.
4) Non-Core choices will be limited to a rule of 3 for each PLAYER. Core choices will be limited to a rule of 3 for each PLAYER, or a rule of 6 per PLAYER if they have the "Detachment" special rule. If a unit has a restriction built into the army composition (i.e. 0-1 per 1,000) those restrictions will be followed instead of the rule of 3/6 on a PLAYER basis, unless that unit is a monster or behemoth, which follow the restrictions above in section 3.
5) Magic items that are not very common may only be selected once per TEAM. Should a team have duplicate magic items in their lists, each instance of a duplicate will be chosen at random and removed from the list as an obvious forgery. Those points will be lost and the magic item unable to be used for the remainder of the event.
6) Allied detachments will NOT be allowed when creating an army for this event. Your doubles partner is effectively your ally. Mercenaries will be allowed following their normal rules and restrictions above.

3.0 How Teams Operate on the Table Top

Each army on a team will operate as if the other is an allied detachment, but ignore the allied chart in their army composition section. All teams will be considered to be allied armies with the following two exceptions:

1) Units in allied armies are not considered to be "friendly" units by wizards in your ally's army. For example, Player A's wizard cannot cast enchantments or conveyance type spells on Player B's units. In addition, Player B's units can be negatively impacted by Player A's magical vortexes, etc.
2) Units in allied armies cannot benefit from any special rules from allied characters, units, etc. For example, should two Tomb Kings of Khemri armies be allied, Player A cannot use the "Arise" or "My Will Be Done" abilities on Player B's units. Should Player A's Hierophant be slain, Player B's army will not begin to "crumble" and will operate normally unless their own Hierophant is slain.

4.0 Sportsmanship

Sportsmanship is a critical component of this event. During the event, you will be provided with five (5) slips to rate your opponents each round, which will be submitted to the judges and/or TOs before the next round begins. Each slip will have a rating of 0-5, with 0 being the worst and 5 being the best. The rating scale is as follows:

0: This rating is for completely unacceptable behavior from the players on a team. If they are rude, unfriendly, unpleasant, and/or downright mean throughout the game, this is the rating that should be used. Teams given a 0 by 1 opponent will be pulled aside and reminded of the goals and values of the event, and referred to the ATC Sportsmanship Handbook. This team will automatically be ineligible to win the Best Sportsmanship Award. Should a team be given a 0 rating by 2 of their opponents, they will be removed from the event and will not be allowed to participate in the remaining games.

1: This rating should be used if you and your teammate would not want to play against this team at future events, but would begrudgingly play the game should you be randomly paired. The other team was unpleasant to play against, and the game was overall a negative experience.

2: Should an opponent be unpleasant, a sore loser, or ungracious winner, this is the rating you should use. They were not overall a bad opponent, but their behavior could use a little bit of improvement. You and your teammate would not mind playing against this team in future events.

3: This is the expected standard of sportsmanship. If you have an enjoyable experience in your game, and would be happy to play vs this team again in future events, this is the rating you should use.

4: This team was a joy to play, you had a positive experience with the opposing players. You would gladly play against this team again, and you would actively seek to play against them at other events or game nights.

5: This team was one of the best opponents you have played against period. You would be glad to play against them regularly and actively look forward to playing against them again. They went out of their way to make sure you had a positive experience throughout the length of the game. This rating should be reserved for only the best of the best, and you should not give every opponent this rating unless you have multiple, truly deserving opponents.

5.0 Team Theme and Narrative

Teams attending the ATC Old World Doubles Narrative Event are expected to bring themed, narrative driven armies. During the event, you will be provided with five (5) slips to rate your opponent's army narrative themes each round, which will be submitted to the judges and/or TOs before the next round begins. Each slip will have a rating of 1-5, with 1 being the worst and 5 being the best. The team with the highest narrative theme score at the end of the event will win the Best Themed Team award. The rating scale is as follows:

1: This team put in little to no effort of a theme. They have no written or verbal story to tell about why their factions are working together. Their faction choices make little sense thematically and have little reason to be allied together at all.

2: This team has put in some effort to create a story and reason why their factions would ally together, and have at least a verbal story to tell of how and why they are allies. There is some reason why their factions are allied together, with at least a feeble attempt to justify the alliance.

3: This is the expected standard of a thematic army. The team has a written story of how and why their two forces are working together to achieve their common goal. This can be typed out on a phone, printed piece of paper, etc. Their armies follow the spirit of the narrative and a noticeable effort was made to participate in this event.

4: This team put in real effort to create a themed story for their alliance. They have a page or two of backstory for either printed or on their phones, named their generals, and have a little backstory for their generals. They can easily justify the alliance between their factions, even if they would normally be at odds. This team even plays their armies/ characters like they think they should lore wise.

5: This team went above and beyond the expected, or even reasonable standards in the name of the story and theme. This can be shown in numerous ways, including, but not limited to, naming their characters and providing a short backstory for each one, having a printed story multiple pages long speaking of the history between the two forces and their characters, on theme cosplays, created banners, robust display boards, playing their units and characters to their lore, etc. This team took the meaning of a narrative and thematic event seriously, and deserve true recognition for their efforts.

6.0 Favorite or Most Epic Moment

Teams should track strange, bizarre, hilarious, or epic moments throughout their games. At the end of the event, each team will submit a short description of their favorite moment in a game, and these moments will be voted on by the judges and the best 3 shared with the group, with then the group voting on their favorite, with the winning moment getting the team who made it happen an award.

7.0 Painting Requirements

There will be no requirement for armies to be painted at this event as the game system is still relatively new, and models are constantly being brought back into production, or have limited availability. That being said, there will be an award given for the best painted army, as determined by the judges.

8.0 Missions:

Mission 1: Curiosity and Greed

In the year 2244, earthquakes rocked the greater world, bringing not only untold destruction on a grand scale, but opportunity for grand expeditions. Brought on the tail of these unprecedented quakes unearthed forgotten and sealed tunnels of the underway, untraveled and lost since times before the War of the Beard. Translated runes speak of a great lost Dwarven Karak, and the ancient myths and legends speak of this Karak having housed great riches and relics stored in deep, guarded vaults. The race is on to secure entry into the new tunnels and secure these potentially world changing artefacts before anyone else, and to do so alliances must be forged, for not one leader can do this great deed alone.

This Mission follows the rules for "The Lonely Tower; Command & Control" out of the core rulebook, on pages 298 – 299. There are no further special rules for this mission except for what is listed in the rulebook.

Mission 2: The Road to Glory

Travel is slow through the dark, untrodden tunnels. Ancient stone sign works must be regularly translated and inspected at every juncture. A wrong turn in dark could spell doom for anyone venturing forth to the city. If their translations are correct, the city is called Karak Dun Balar, once a capitol of a Dwarven golden age. With the prestige of the city growing in the minds of all, conflict on the road to it is inevitable.

This Mission follows the rules for "The Battle of Gisoreux Gap; Mountain Pass" on page 296-297 of the core rulebook. In addition to the rules found in the rulebook, units with the Scouts special rule may not deploy within the opponent's deployment zone. The confines and narrow passages of the underway allow for little opportunity to slip behind the lines.

Mission 3: The Race to the Vaults

In the haste to find the fortified vaults upon entering the city, commanders struggle to maintain discipline and uniformity amongst their armies as they spread out across the city. Encountering fresh foes is almost guaranteed, and in foreign lands they could be around every corner. There is, however, something truly marvelous about the splendor of this city, and even veteran minds wander at the sheer scale before their eyes. Few cities of the world can come close to being comparable to this abandoned mega-polis. Looking anywhere but ahead, enemies stumble into each other at every turn…

This Mission follows the rules for "The Drakwald Forest Incident; Meeting Engagement" on page 294-295 of the core rulebook. In addition to the rules found in the rulebook, any terrain features that are not considered "Woods" or "Hills" are impassable, as they represent ruined or sealed structures that are too unstable to be entered or inaccessible during the ferocity of battle.

Mission 4: Securing the Prize

With the vault locations found, securing them becomes the priority above all else. Scattered across the city, localized fighting breaks out over sites of importance. With troops still gathering from their surprise encounters with the enemy, reinforcements could appear from multiple directions. Troops will be well rewarded for controlling the vault entrances, and daring flank raids could provide the perfect opportunity for the soldiers of the expedition to claim favor from their lords.

This Mission follows the rules for "The Battle of Pine Crags; Flank Attack" on page 292-293 of the main rulebook. In addition to the rules found in the rulebook, there is an additional objective for the players to fight over. The players will place five (5) 40mm tokens diagonally across the battlefield. The first one must be placed in the center of the battle field, with the next two tokens 18 inches directly away from the center, going towards opposite corners of the table. Following those, the final two tokens will be placed 18 inches from the previous two tokens. The end result should be a diagonal line of tokens running from one corner of the battlefield to the other.

 Additionally, once all units have been deployed but before the first turn begins, all of the tokens, except for the central one, will scatter 2d6 inches. If a hit is rolled, move the token in the direction of the small arrow the full distance. If a token scatters off the table, or onto another token, it is removed from the table. If a token scatters into impassable terrain, it will stop once it comes into contact with the impassable terrain piece. Each token is worth 100 bonus Victory Points at the end of the game. Control over these tokens is determined by who has the highest unit strength within 3 inches of the token.

Mission 5: Terror and Flight

With the vaults secure, opening them became difficult for the victors. They were sealed using ancient runes that proved impossible to decipher, even for other Dwarves. Brute force was brought to bear, to catastrophic results. Once force was used on multiple vaults, a spiteful trap was unleashed. The Dwarves of old were just as, if not more so, stubborn and spiteful as their modern kin. Rather than allow their precious vaults to be looted, they would make the city a tomb for all. The runes began to glow as one, and sending blinding light towards a central tower in the city. This tower then reflected the energies into the ceilings above, shaking the massive cave construct violently. With no idea of how to stop this trap or how long it would take to complete destroying the city, panic broke out across the city. Soldiers and generals alike began fleeing towards the exits, desperate to avoid being buried alive. Those who made it to the exits first found them sealed, and opening them would take time. Full scale fighting began taking place to cut through foes to get to the doors has those blind with panic took their only shot to escape.

This mission uses a custom deployment map, based off of the Heroic Last Stand deployment on page 312 of the core rulebook. The defender's deployment is modified to be an 18inch wide and 48-inch-tall rectangle, so that it touches each long side of the table. The attackers will deploy anywhere on the table that is 12 inches away from the defender's deployment zone. The victory condition of the mission is Break Point found on page 291 of the core rulebook.

Additionally, to show the sheer desperation of the break out attempts, all units on the table gain the Stubborn and Immune to Psychology special rules. If they already have one or more of these specials, they additionally become Unbreakable. Why flee when certain death awaits?

9.0 FAQ and/or Clarifications

Q. How will "Moves in a Random Direction" work at ATC i.e. Magical Vortexes, Fanatics?

A. *You will follow the normal rules for scatter, and use a scatter die to determine direction. If a "Hit" is rolled on the scatter die the moving entity will remain stationary.*

Q. When do hits from a moving magical vortex trigger?

A. *When the vortex moves over or through a unit or when a unit moves through or over the vortex. If a unit makes a normal move, march, pursuit, overrun, gives ground, or other type of move that would take them through the area of effect for a vortex, they will trigger the hits from the vortex. If a unit ends its move on top of a vortex, after all hits, wounds, and damage have been resolved, move that vortex so it "pops through" the unit to the closest location not under any enemy units. This move will not trigger any hits on subsequent units as the vortex reaches its final position like it usually would.*

Q. Does Plague of Rust reduce a units Ward and/or Regeneration Save?

A. *No it will not.*

Q. Can I shoot into a combat between my Ally's unit and an enemy unit?

A. *No, your Ally's units are still considered to be friendly despite not being a part of your army and not being eligible for you to cast spells on.*

Q. Can bound spells be dispelled?

A. *Yes, they are dispelled as normal. Measure to and from the bearer of the item/ bound spell. For purposes of dispelling the bound spell is a "wizard".*

Q. Does the bearer of an item that has a bound spell or a model casting a bound spell suffer wounds from Lady Elisse Duchaard's "Arcane Backlash" ability?

A. *No. However, the spell would still be dispelled on any result of a double, except for the result of a natural double 1.*

Q. Can I elect to use my character's magical armour over their mount's save even if it is worse save value wise?

A. *Yes, because the magical armour's effects can be considered to be "better" given specific scenarios. You may choose which save value to use at any time, but it cannot change until the next attack sequence or combat. I.e. A character cannot change*

which save it wants to use while being shot by a unit with different weapon profiles and must choose which save/ armour it will use at the start of each combat and it will continue to use that save in all subsequent turns of said combat.