

South Coast GT 2018 – The 10th Gate – Narrative ‘Prophecy Bingo’

The Time of Tribulations is here. Mystical portents of doom, visible in every corner of the mortal realms, are there for those that know where to look. In the corner of the eye, in the movement of a lake, on the sound of the wind. If you know where to look, you can see the signs. You have heard the call, and you seek Shyish. You seek direct passage to inner Nagashizzar – you have heard of the fabled ‘10th Gate’. To find this gate, and enter the inner sanctum of the The Great Necromancer, you must SEE and you must HEAR.....

<p><i>Buy a beer for a local sky pirate and listen to his story. If he wont tell it, force him</i></p> <p>Play against Kharadon Overloads</p>	<p><i>See the signs.... FAIL!</i></p> <p>Roll a double 1</p>	<p><i>Learn the lessons of the fabled ‘Gateway King Gate’</i></p> <p>You find out about the Gateway King of SCGT lore</p>	<p><i>Search for heresy where you can find it. Listen to the madness</i></p> <p>Your opponent removes casualties and deliberately breaks cohesion</p>	<p>Seek the lesser Godbeasts. Slay them and lay their entrails out for prophecy study</p> <p>Kill 3 MONSTERS in a single game</p>	<p><i>Recreate the ‘Rat Ogre Charge Story’, story of the ancients</i></p> <p>Get a first turn charge on a roll of 10+</p>	<p><i>Listen to the Longbeards, challenge the preconceptions</i></p> <p>Your opponent tells you how much better WFB lore was for x reason</p>
<p><i>Create art from your dreams. Debate these with your peers</i></p> <p>Enter the SCGT paint comp</p>	<p><i>Seek the magic of the Void. See the scum of the realms ride the waves</i></p> <p>You or your opponent used a Balewind Vortex</p>	<p><i>Observe The Great Necromancer and guess his plans</i></p> <p>Play against Nagash</p>	<p><i>Endure great pain. See what pain can show you</i></p> <p>Play against a Kunnin Ruk or Changehost</p>	<p><i>Bribe the locals for a ‘sports vote’ lucky charm</i></p> <p>Buy an opponent a drink</p>	<p><i>Investigate ancient ruins... there can be a downside.</i></p> <p>Fail a mystical terrain roll</p>	<p><i>Listen to the wail of the dammed. Feel their pain</i></p> <p>You took wounds from dammed terrain</p>
<p><i>Question your wisdom</i></p> <p>You have been tabled</p>	<p><i>Tip a local wench for tales from the crypt</i></p> <p>You tipped a bar runner</p>	<p><i>Hear the prophets. Listen to the their tales. Tell others of their wisdom</i></p> <p>‘Like’ the HeelanHammer Facebook page</p>	<p><i>See the signs..... WIN!</i></p> <p>Roll a double 6</p>	<p><i>Listen to the poor. Hear their woes. Bottle their tears</i></p> <p>Your opponent moaned about having to buy Malpo for the event</p>	<p><i>Investigate the beasts. Learn what you can from their actions</i></p> <p>Play against Destruction</p>	<p><i>Listen to the deathrattle</i></p> <p>Table your opponent (all their models dead)</p>
<p><i>Listen to stories from a foreign land</i></p> <p>Play someone from abroad</p>	<p><i>Have faith in your deity. Take a leap of faith to prove your belief</i></p> <p>Give away a turn after winning the roll</p>	<p><i>Seek the ways. The craft of the Duardin is mighty</i></p> <p>Play on a table with a realmgate</p>	<p><i>Look for the guy. The guy you’ve heard about.</i></p> <p>Your opponent has terrain or models that are borderline legal</p>	<p><i>Question the Everqueen, by force or friendship</i></p> <p>Play against Allerielle</p>	<p><i>Learn the lessons of the ‘Gold Blend’ ballad</i></p> <p>You find out about the Gold Blend Gate of SCGT lore</p>	<p><i>Play like the agents of Sigmar. Ride the lighting and feel the power</i></p> <p>Move or deploy at least 3 units from off the board</p>
<p><i>Lace an old gypsy’s palm with silver and listen to her tale</i></p> <p>Buy Anne at data point a drink</p>	<p><i>Gather Realmstone. All the Realmstone</i></p> <p>Control all the Starstrikes at once</p>	<p><i>Bond with your brothers, for in brotherhood lies enlightenment</i></p> <p>Call out ‘Who will be Victorious?’ and gain an answer</p>	<p><i>Seek out the Fate Watchers. Observe their skillz</i></p> <p>Your opponent used fate dice</p>	<p><i>Hear the prophets. Listen to the their tales. Tell others of their wisdom</i></p> <p>‘Like’ the Facehammer Facebook page</p>	<p><i>Experience the highs and low of the winds of fate</i></p> <p>Your opponent cried about a double turn that cost them the game</p>	<p><i>Seek out the Everchosen. Observe his will</i></p> <p>Play against Archacon</p>
<p><i>Heed the call. Raise your voice to Sigmar</i></p> <p>Shout ONLY THE FAITHFUL in reply to the question when asked</p>	<p><i>Investigate the strange wood....</i></p> <p>Play against a Sylvaneth player who doesn’t put his trees in the wood (and berate him)</p>	<p><i>Brave the elements and listen to the signs of nature</i></p> <p>You or your opponent is barefoot and wearing shorts</p>	<p><i>Interpret the portents</i></p> <p>Interpret a portent by spending prophecy points</p>	<p><i>Seek the deep places of the world</i></p> <p>Play on a table with 3 or more mystical terrain pieces</p>	<p><i>Intimidate the local peasantry</i></p> <p>‘Power Stance’ your opponent (and find out what a power stance is...)</p>	<p><i>Ask the cult. Pray to Khaine. Wear a bikini and drink some blood</i></p> <p>Play against Daughters of Khaine</p>
<p><i>Find a coven. Interrogate them. Spill their blood and read the bones</i></p> <p>Kill all of your opponents’ WIZARDS</p>	<p><i>Consult the book of grudges</i></p> <p>Your opponent has a beard (not a token one, a full Duardin job)</p>	<p><i>Become one with ‘hobby’ religion, and look to the Harbingers...</i></p> <p>Let your opponent use his Harbinger when you don’t have one</p>	<p><i>Question the mighty. Bleed them for information</i></p> <p>You killed a hero with your hero in Duality for control of the objective</p>	<p><i>Seek out the masters of lore. Learn their tales</i></p> <p>Your opponent can name the 8 realms (not ‘Fire’ etc...)</p>	<p><i>Stroke a turtle and offer up your half-soul.</i></p> <p>Play Ideoneth Deepkin</p>	<p><i>Sing the songs of days gone by. Remember the memories</i></p> <p>Cast a spell on double 6 and shout ‘DWELLERS!’</p>

Complete a ‘bingo’ by being able to draw a line across 7 squares in a straight line (diagonally, vertically or horizontally). If you manage this (we are hoping this is very hard!), please hand this sheet in with your results slip. Have your opponent initial the box and proof your ability to read the portents...