

THE LABYRINTH OF ETERNITY



In the depths of Shyish, an ancient empire long since thought extinct and forgotten, housed their greatest treasures and their very bodies in a place they considered so secure they assumed none would ever be able to defile it's sanctity. A mighty necropolis so vast that it took generations and millennia to construct. They called their mighty construct The Labyrinth of Eternity.

In the millennia that followed, many a tale was told of the pyramids at the centre of the labyrinth and the powerful relics they housed. Treasure hunters and scholars alike speculated on the details, but all agreed on one thing - the relics, while powerful beyond measure, were all but unobtainable.

The said no sorcery could break its many layered charms and curses. No map could chart the wicked traps and convoluted mind bending architecture. The stories all agreed, it was impenetrable.

That was until the great Necromancer unleashed the necroquake.

The protections undone, a once great myth was revealed as truth and the illusionary spell that kept the Labyrinth hidden fell. Within the endless deserts of the Voidscape on the wild borders of eastern edge of the realm of Shyish lay prizes and treasures too powerful to be allowed into the hands of our dreaded enemies.



THE LABYRINTH OF ETERNITY



ABOUT THE EVENT

The Labyrinth of Eternity is an Age of Sigmar narrative event using the matched play rules. Your army will face unknown perils, twists and turns, curses and boons at the hands of a mad master of the maze. While matched play rules are in effect and these are designed primarily for balanced games, the maze will unbalance your games, perhaps putting you in a no-win position, or even granting you supreme dominance. The idea is that you come armed for fun. Due to this, the Labyrinth event will not contribute to national rankings.

EVENT DETAILS

List+narrative due: 3rd September

Date: Sunday, September 23

Time: 9 AM - 6 PM

Venue: Hobbymasternz

Address: 531 Great South Road, Penrose, Auckland

Entry Fee: \$20

Organiser (TO): Andy Long

How to enter: buy your ticket at www.hobbymaster.co.nz/events/event/2154

Limited to 14 players

GAMEPLAY

1000 point rosters as per matched play requirements of *The General's Handbook 2018* and the *core AoS rules 2018*.

Missions are bespoke for the tournament and will be revealed on the day of the event.

Realm rules are in effect.

Restriction – only one endless spell per army.

If you table your opponent, or if they concede, you will instantly win your game with a major victory.

ARMY PRESENTATION

ALL MODELS ARE TO BE PAINTED. Unpainted models will not be allowed to participate unless by permission of the TO.

The minimum standard for what is considered a 'painted' model is three colours and the base is decorated. Please note that primer spray coats do not constitute a colour for the purposes of the three colour minimum.

Summoned models must also meet this minimum standard but are not judged for the purposes of the painting prize.

Square bases or non standard bases are acceptable and will not affect the painting judgement. The rules for using non standard bases are in the bases FAQ on the Warhammer community page.

Work in progress models are fine to use presuming they meet the minimum requirements.

Painting awards are awarded only to the painter of the models. If your army was painted by another painter, please indicate to the TO that this is the case and it is they who would be the eligible winner.



PRIZES TO CONTEND

The Artist (best painted model)

This is awarded on the painting of a single Hero model of your choice. Have details been lovingly brought out? Are highlights edged with precision? Are the colours working for the model? This prize will be judged by votes from the players in attendance and if required, a tie break vote from the TO.

The Renaissance Player (best army)

Awarded to the player whose army is the complete picture – cohesive and it tells its story. Players should look for conversions, modelling and painting, consider the narrative of the army and how the models reflect it, graphic design, the look of the display board if presented. This prize will be judged by votes from the players in attendance and if required, a tie break vote from the TO.

The Bard (best army narrative)

You have the option to create a narrative for your force. Read the introduction story of *The Labyrinth of Eternity* and create/evolve/adapt a background lore for your army going into as little or as much detail as desired (limit to 4 pages). These background details will be submitted along with your army list by the 3rd September. The Bard prize will be judged by independent judges (tbc) before the event and awarded on the day. Please note graphic design is not judged for The Bard.

The Champion (victor of the Labyrinth) The missions on the day will determine who is the victor of the Labyrinth. This is *Game of Thrones*; people: There is no second place, **you will win or you will die.**

EXPLORING THE LABYRINTH

THE EXPLORE PHASE

Determined in the order by the NEO, players explore the Labyrinth by drawing cards from either the North, East or West decks.

Any cards drawn will either become part of your hand OR be discarded in the discard pile beside their correct deck. Once a deck is exhausted, the cards are reshuffled and placed again as a fresh deck.

When a player begins the explore, they can pull from any of the three decks, but many cards will dictate which card deck they can next be picked up from.

Some cards force you to pass your turn onto the next player. If this happens you'll be put to the back of the queue but retain any cards you accrued in your first explore. If there are no more eligible players, then you will simply continue on.

Your Explore Phase ends at the moment you draw a *Ream Chamber* card. Check what cards in your hand are used in the next game and discard any that do not apply to their correct decks discard piles.

BASIC CARD TYPES

The Labyrinth is full of wonders and dangers, tricks and traps. These are represented in the following ways:

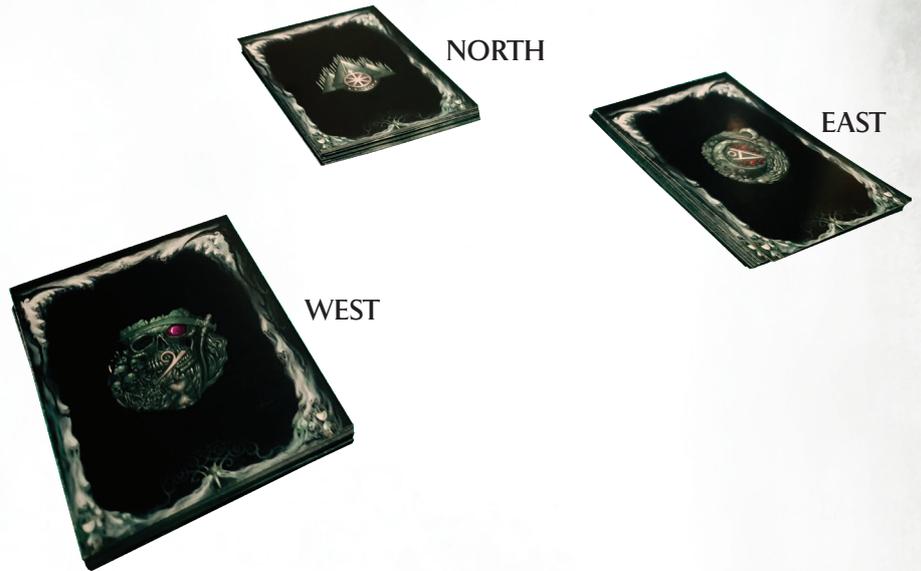
Path – Path cards are usually benign, forcing you to choose particular decks, or even delay your journey.

Curse – Curse cards will effect your journey negatively, and are usually used in your next game. These are best avoided.

Boon – Boon cards are positive rewards and will help you either in the exploration or in your next game.

Realm Chamber – These cards mark the end of your explore phase, and represent your finding a realm of battle to wage war in.

THE LABYRINTH DECKS



CARD ANATOMY

CARD TYPE
What type of card it is – see card types.

CARD NAME

CARD LORE

ACTION

Explains how the card is to be played upon drawing it, i.e. what must happen in the *Explore Phase*. Some cards will require immediate resolution, and some must be held in your hand either to be player later in the *Explore Phase* or in your next game.

EFFECT

This is how the card is to be played, i.e. what the card will do. Not all cards have an effect. The effect is resolved either in the *Explore Phase* or in the next game you play.



A TYPICAL HAND

MISSION I: RAIDING THE LOST ARKS

The ancient texts speak of Arks containing tablets inscribed with strange hieroglyphics. The only way the worthy can enter the gates to the inner maze is by opening the ark at the rise of the Blood Moon at the threshold of the Gates of Great God King. The ark rests within the Eternal Crypts housed in the Outer Realm Chambers. Only those worthy of the Great Pharon shall receive an Ark and for those deemed unworthy all you shall receive is damnation!

PITCHED BATTLE

Use the Pitched Battle rules from pages 48-49 of the General's Handbook.

SET-UP

Player 1 as dictated by the Realm Chamber decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with Player 1. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army.

OBJECTIVES

This battle is fought to be the first open the Eternal Crypts, find the Ark and prevent it from falling into enemy hands.

OPENING THE CRYPTS

Once per hero phase, a friendly unit within 3" of a Crypt can declare to open it. Once opened, lift the lid off the Crypt and reveal either an Ark, or the Curse. If you reveal the Curse approach the TO. If you reveal the Ark, consult the Burden of the Ark rules below.

THE BURDEN OF THE ARK

The Ark is magically protected to ensure only lesser beings can carry it – *the Pharons do not share their power*. To pick up the Ark during your Hero Phase declare a friendly non Hero unit within 3" of the Ark to pick it up.

While this unit bears the Ark, it cannot run or charge, use any form of teleportation, nor or assisted movement of any sort as the magic of the Ark prevents its theft. Units bearing the Ark lose the ability to fly, ignore terrain (for eg, nighthaunt units) nor can they use assisted Hero Phase movements such as *Rampaging Destroyers* or teleportation types of movement such as *Navigate Realmroots*. In short, all it can do regarding movement is move the amount shown on it's movement stat.

Units bearing the Ark are trying

to escape and must end their turn closer to their own short board edge if possible.

The unit bearing the Ark gains magical protection. Any damage inflicted by missile wounds or mortal wounds is ignored on an unmodified 6+ roll.

DROPPING THE ARK

A unit bearing the Ark drops it when they are slain. Place the Ark within 3" of the slain unit.

GLORIOUS VICTORY

The battle is to find the Ark and prevent your opponent getting it. The game lasts until the end of battle round 5 or until the time limit expires.

You gain a major victory if one of your units is carrying the Ark at the end of the game, or a unit bearing the ark escapes off their long board edge, or your opponent has no forces left on the board. Your opponent scores a major loss in any of these cases.

You gain a minor victory if you were the last player to carry the Ark at the end of the game. Your opponent scores a minor loss in this case.



MISSION II: THE RITUAL OF DOOM

Strange hieroglyphs on the Ark points to a Sect of Priests wholly devoted to protecting the Pharon's Sanctum. In life they were the mystics, conjurors and magicians who pleased the Pharon's court. By uttering the ritual of dark necro-magic malediction, the chosen can break the barrier that ensures no being, living or dead can cross the threshold without the Pharon's permission.

PITCHED BATTLE

Use the Pitched Battle rules from pages 48-49 of the General's Handbook.

SET-UP

Player 1 won the previous mission. Player 2 lost the previous mission. In the centre of the board is the Ritual Location. Player 1's territory of deployment is anywhere within 15" of the Ritual Location. Player 2's territory is shown on the map below.

The players then alternate setting up units one at a time, starting with Player 1's selected Ark Master (see *Choosing the Ark Master*) who must be placed on the Ritual Location. All other units can then be placed normally wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

OBJECTIVES

This battle is fought over the completion of the Ritual of Doom.

CHOOSING THE ARK MASTER

Player 1 must select a Wizard or Priest Hero from your army nominated as the Ark Master. If there are no Wizards or Priests in your army, choose any Hero. If there are no Heroes left, select any unit.

The Ark Master will cast the incantation that reveals the location of the Trials – see *The Ritual of Doom* below.

If the Ark Master is slain, you must replace them. Choosing a unit in the manner above to be the Ark Master, move said unit to the Ritual Location. In your Hero Phase, nominate this unit as the new Ark Master.

THE RITE BREAKERS

Player 2's army are the Rite Breakers. Their task is simple, attack Player 1's army and prevent them from completing the Ritual.



THE RITUAL OF DOOM

As long as the Ark Master is on the Ritual Location, they are casting the Ritual of Doom. The Ark Master can behave normally in all respects but must stay within the Ritual Location. While chanting the Ritual they are magically enhanced. Each Hero phase the Ark Master can recover D3 lost wounds. In addition any damage inflicted by missile wounds or mortal wounds is ignored on an unmodified roll of 6.

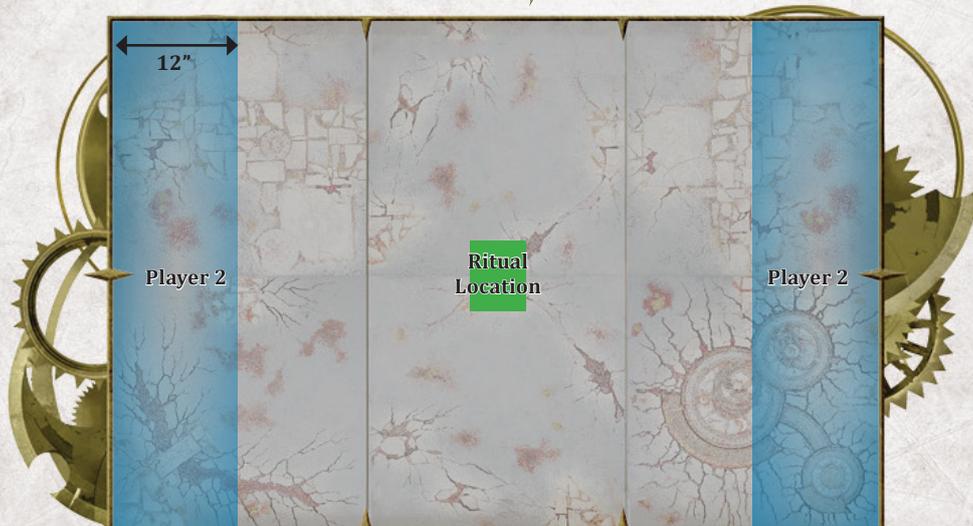
If there is no Ark Master on the Ritual Location, the ritual is broken.

GLORIOUS VICTORY

Player 1: Your battle is to complete the Ritual of Doom, done by having an Ark Master on the Ritual Location at the end of battle round 5. If this is the case you score a Major Victory and your Opponent a Major Loss.

Player 2: Your battle is to break the Ritual by ensuring no Ark Master is present on the Ritual Location. If this is the case you score a Major Victory and your Opponent a Major Loss.

The game lasts until the end of battle round 5 or until the time limit expires.



MISSION III: THE TRIAL OF CHAMPIONS

The Ritual of Doom has pointed the explorers to the lost portals. It is said of the Portals that they and they alone are the gateway to the crypts of the Great Pharon at the centre of the Labyrinth. The end is near and victory is within your grasp. But beware, for your adversaries too have learned the secrets of the portal!

PITCHED BATTLE

Use the Pitched Battle rules from pages 48-49 of the General's Handbook.

SET-UP

Player 1 won the previous mission. Player 2 lost the previous mission. The deployment territories are shown on the map below.

Player 1 sets up The Portal 12" in from the middle of either short table edge to the centre of the Portal, and then choose their deployment territory.

The players then alternate setting up units one at a time, starting with Player 1. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

OBJECTIVE

This battle is fought over dominance of the Portal

THE PORTAL IS CLOSED

Protective magics prevent any transgressors from approaching the portal. Until the Portal is opened, NONE of your units can come within 12" of the portal.

Note: Dwellers of the Labyrinth can never approach the portal.

THE PORTAL TALLY

The Portal leeches the souls of the slain, a test to determine who is truly worthy of the Pharon's reward. Before the game, count up how many units your opponent has on their army roster and divide this number in half (rounding up) – this is the Portal Tally. You must destroy as many units as the Portal Tally dictates to open the Portal. Summoned units or units added beyond the player's army roster do not count when determining the total of the Portal Tally, but their deaths do count towards opening the Portal.

THE PORTAL IS OPEN

Once open, the Portal now constitutes an Objective for the purposes of controlling it, however the range is increased to 9" measured from the edge

of the terrain piece. ONLY when you have met your Portal Tally requirement and unlocked it, may you approach the Portal and seize it as an objective.

GLORIOUS VICTORY

The game lasts until one of the players has controlled the Portal for an entire battleround, or is controlling the portal at the end of battle round 5, or until the time limit expires.

The player that controls the portal when the game ends is the victor and may select a Champion as described below. If neither player controls the portal at the end of the game, both players lose!

SELECT YOUR CHAMPION

The player that has won must now select their chosen Champion to go through the portal. Only models within the Portal Area may be chosen. If a friendly Hero is present, you must select one of these as your Champion. If not, select any model in your army that does not have the Monster (Hero Monsters do not count towards this restriction) or War Machine keyword. Note down of how many wounds your Champion has endured: Choose Wisely!

