

# EVENT INTRO

## THE GIBBERING DOME

Welcome to the Gibbering Dome!

First of all, thank you for coming to our event! The creation and execution of this event is specifically intended to help you create a new chapter in the narrative of your army while also having a great time playing Age of Sigmar.

### WHAT IS IT?

The Gibbering Dome is a Narrative Event that will be run on Thursday at Adepticon. Players will be expected to bring a fully painted 1000 point Age of Sigmar Army using Age of Sigmar models. There will be 4 Scenarios over the 8 hours of the event, each bespoke for the day. Each scenario may not require all 1000 points, and even if all 1000 points are required, they may not be in the same place at the same time, so please do not expect a perfectly honed 1000 point list to play the same way as a matched play event. The scenarios will be revealed at the event itself to allow players to play through the story with fresh eyes and minds, to allow players to make choices based on what their army would choose.

### LORE

Please create Lore for your force, including particularly, naming your general. There is an attached document as an example piece of lore titled Grenhruth. Attached is an introduction to the history of the Gibbering Dome title Gibbering Dome-Intro.

### REALM RULES FOR THE GIBBERING DOME

*The gods have no power here, and neither do their mightiest champions.*

No named characters

*Nullstone disrupts the power of the realms and prevents even the gods from assisting their followers inside the dome. Summoning aid is quite impossible when no one is listening.*

Realm Artefacts, Rules, and Endless Spells will at this event

*The city of Voidskein has not stood for millenia for naught. This City of no Realm has no earth to speak of, and is as unchanging as the stars.*

Army Terrain pieces may not be deployed.

*The air of the dome is saturated with unbound magic, confusing the eyes and lying to the ears, even speech can be misunderstood and old grudges become fresh as this mornings' meal.*

Line of sight is restricted to 18" for all purposes.

Triumph and Treachery rules will be used (found in the AoS core rulebook)

Skirmish rules will be used (found in the January White Dwarf)

*Built to replicate the Aetherweb above, Voidskein is a tumble of chokepoints, claustrophobic and tense in battle. One must be nimble to survive here.*

The Gibbering Dome will be fought on bespoke terrain.

Models on bases larger than 60mm rounds will find it difficult to move.

Heros on bases larger than 60mm rounds are discouraged.

*Though vast in size, loud noises attract the attention of unbound souls swirling through the air.*

*Calcified Aetherweb also presents a hazard for those who wish to travel by air.*

Flying movement that passes over another unit will incur d3 mortal wounds on the flying unit.

Attacks, spells, or abilities that deal 3 wounds or more will incur d3 mortal wounds on the attacker/caster.