WARHAMMER
AGE OF SIGMAR

GENERAL'S HANDBOOK

GAMING IN THE AGE OF SIGMAR

WARHAMMER
AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.

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THE MANY FACES OF WAR

Welcome to the *General's Handbook* – a guide to playing games in the Mortal Realms. This volume is the key to a treasure chest of different ways to enjoy *Warhammer Age of Sigmar*. Packed with inspiration, and brimming with battles, this addition to your library is a guide for gaming and glory.

This book expands on the *Warhammer Age of Sigmar* rules sheet to support an array of gaming styles that suit all hobbyists, from casual collectors who play occasional games with their friends to veteran warriors who spend years honing their forces for competitive tournaments.

Everyone enjoys the Games Workshop hobby in different ways. Some hobbyists are avid painters who collect stunning centrepiece models, and others spend their hobby time reading the background and learning the lore. For some, though, using their collections to play games against like-minded opponents across the tabletop is at the very heart of their hobby. If you fall into this latter category, then this book is for you, as it focuses on that aspect of the hobby where the miniatures meet the battlefield.

It is important to note that all of the rules presented in this book are optional; they can be used, or not, in any combination that you and your tabletop adversaries find enjoyable. To this end, the *General's Handbook* has been designed to work as a gaming toolbox, providing many options to get the dice rolling and play with your collection of Citadel Miniatures on the tabletop. For instance, there are new allegiance abilities for armies of models that all have the same keyword, instructions for several different types of campaign, plenty of new battleplans, information on running tournaments, battle reports and much, much more.

The different ways to combine the rules in this book are practically endless, and this flexible system ensures that, whether you are just getting started or have decades of experience, everyone can find a style of play that suits them.

So, if you and your gaming group want to run a weekend-long tournament with balanced forces using some Time of War rules that you have made up yourselves, do that! If you want to tell a story with your games where your progress is recorded on a map with special magical items available to whoever controls certain locations, then so long as you all agree beforehand, that's the way to go. Whether you've just picked up your first Start Collecting! box or are dusting off a collection from days long past, the *General's Handbook* is here to help you find your favourite way of playing and give you the tools to bring the Mortal Realms to life on the tabletop.

The sections of this book provide rules for three different gaming styles: open play, narrative play, and matched play. Open play is the least restrictive because it can be as simple or as complex as you like. Simply pick any Citadel Miniatures and start playing. Narrative play is based around the stories of the Mortal Realms, either those you can read in our books or those you write yourself. Narrative play can involve one-off games fought between mighty heroes, or multiple games linked in a campaign. Matched play allows for armies to be tested against each other under conditions that give no particular advantage to either side, to see which army is strongest and which general is canniest. These styles are fluid, and their component parts can often be used together depending on what you are trying to achieve. There is no right or wrong way to play *Warhammer Age of Sigmar*, so long as everyone adheres to the Most Important Rule. We're all here to have fun, after all!

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play.

When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!).

If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

USING BATTLEPLANS

Battleplans provide a framework to help you fight exciting and diverse battles of *Warhammer Age of Sigmar*. Often based on the stories of the Mortal Realms, they can be used to depict a specific historical battle or adapted to suit one of your own design.

The many battleplans featured in *Warhammer Age of Sigmar* publications let you to play out exciting scenarios. Every battleplan outlines a setting, the forces involved, their objectives and what each commander must do to win. Battleplans offer a variety of challenges, goals and different ways of playing, and present how tactics and terrain can play a part in your games.

Battleplans are designed to be used alongside the *Warhammer Age of Sigmar* rules sheet, and make use of all of those rules unless they state otherwise. All battleplans contain the information detailed below for clarity and ease of use, and many battleplans are very open and have few parameters. Others present a specific battle that took place within the Mortal Realms, and contain many associated details and additional rules – but don't let this deter you. If you don't happen to collect the armies featured, for instance, you can simply set your own version of the fight wherever

you like and play it with whichever forces you do have. Using battleplans as templates for inventing your own scenarios is a great way to customise battles to the particular requirements of you and your opponent, as well as giving you the opportunity to be more creative. Grafting rules or maps from one battleplan into another, identifying specific scenery to fight on, and shrinking or increasing the size of the gaming area are all classic ways to adjust battleplans and ensure that no two games are the same.
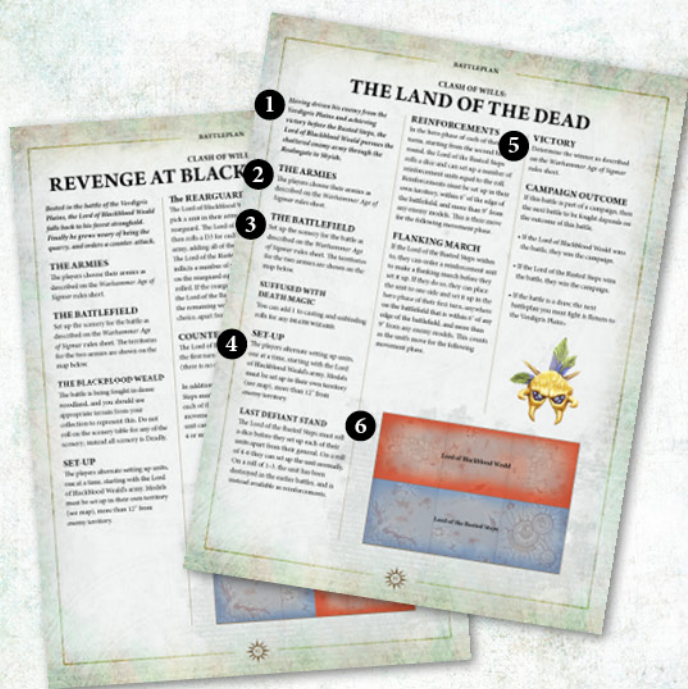
1. **Overview:** Describes the background for the battle and outlines each player's objectives.

2. **The Armies:** Defines the armies and units to be set up and how to assign sides.

3. **The Battlefield:** Describes the field of battle, including any scenery that should be set up.

4. **Set-up:** How to arrange the armies on the tabletop in preparation for the battle ahead.

5. **Victory:** How the winner of the battle is determined.

6. **Map:** Illustrates the territories where you should place your armies on the battlefield, as well as any key scenery items or features.

USING TIME OF WAR RULES

The realms are phenomenal places where strange storms, magical terrain and divine intervention can seal the fate of an army. Time of War rules represent the fantastical landscapes and otherwordly forces at work in the Age of Sigmar, creating an even more immersive tabletop experience.

Time of War rules represent the conditions of a particular time and place in the Mortal Realms. These optional rules can be used in your games to reflect the extraordinary natures of the realms and how they actively affect battles being fought in them. After all, overcoming not only your enemy but also a harsh and unpredictable environment is proof of superlative generalship! Equally, turning the arcane energy that saturates the realms into a boon for your army demonstrates admirable resourcefulness. Time of War rules are designed to be used in isolation or alongside battleplans, so you can use them for any battle you fight, and they provide additional benefits and penalties for each side.

While each set of Time of War rules is designed to depict a particular setting and era, they can all be adapted to represent a variety of battlefields. For example, the vitalising qualities of the Greenglades of Ghyran are not unique, and these rules could be modified to represent a magical healing mist in the Realm of Fire. Similarly, the tumbling fireballs of the Brimstone Peninsula could translate to rolling iron spheres in the metallic realm of Chamon.

Playing out famous battles with these rules adds an extra dimension to your gaming, but why stop there when you can create new Time of War rules of your own? Whether you've read a story that has inspired you, or you've thought up some new landscapes of your own, give it a try. Not only will you add even greater drama to your clashes, but you'll have a huge amount of fun working up your best ideas!

Though each set of Time of War rules is unique, many of these sections contain the following:

1. Rules that represent the way in which the environment interacts with the armies taking part in the battle.

2. Powerful spells that allow wizards to channel the magical energies of the realms in new and exciting ways.

3. Triumph tables that you can roll on instead of the one included on the *Warhammer Age of Sigmar* rules sheet.

TERRAIN AND GAMEBOARDS

From vast floating mountains to colossal pillars of bone and shifting spires of metal, the landscapes of the Mortal Realms are as exotic, bizarre and incredible as the warriors who fight for their control. If you can imagine the place and situation, you can recreate it in a battle of your own.

Be it compact and simple, or sprawling and spectacular, a well-devised gaming board can turn a good battle into a truly great one. Devising a board is always a fun opportunity to get creative, and exciting results are within the reach of every hobbyist.

Not everyone has a dedicated hobby room, and even if you do, space is likely to remain the biggest challenge when building your battlefield. Battleplans are almost always based on a 6' by 4' table, as this gives forces room to manoeuvre

and allows for ample scenery. That said, there are a number of ways to utilise smaller or irregularly shaped areas. For instance, a long, narrow table of 8' by 2' (or longer) is ideal for 'race' type games, where rival armies start at the same short table edge and mount a pell-mell charge to seize a key objective at the far end. The ensuing fight for every bloody step of the advance makes the unconventional board shape a central and exciting element of the game. If space is especially tight, you can always try a skirmish battle with one or two

units on each side. You can have just as much fun, and possibly an even more dynamic game, on a smaller board.

Tables of different shapes and sizes can also be joined together, providing the warring forces with even more tactical options. Connecting sections with bridges or causeways ensures furious close combat at these key choke points, while placing objectives on or around such bridges makes them all the more crucial for deciding who claims ultimate victory.

Using Baleful Realmgate scenery pieces, you can connect two smaller boards that use two different Time of War rules sets to represent a battle taking place in two realms simultaneously! These are just a few examples of ways in which scenery brings gaming tables to life. Many pieces, such as the Ophidian Archway, have their own warscrolls, which give them unique abilities that can impact the outcome of the game.

One principle to bear in mind when devising a battlefield is to place scenery where it has a purpose. So, grouping several trees to form a wood will offer perfect cover for attacking troops. You could then opt to site a watchtower in the middle of the trees, providing an objective for any marauding warband. When recreating urban battles, concentrating ruined buildings in one area will suggest a fallen city, an effect further accentuated by placing a temple at its centre. This, again, creates a focal point and target in one fell swoop.

Many hobbyists like to model their gameboards with built-in features such as rivers, chasms or cliffs. As well as looking fantastic, these details add yet another dimension to games, presenting players with additional challenges to overcome.

A versatile alternative is to create a board with minimal features, and then use separate scenery items to generate a battleground that can be tailored to suit each game. You could, of course, settle on a mix of both, fixing a few buildings and natural features in place permanently, then placing other elements depending on where the battle is meant to take place. Citadel Realm of Battle Gameboards are made for the job. Light, durable and available in a choice of styles, they incorporate ready-made terrain and, thanks to their ingenious modular design, you can alter the layout and size of your battlefields every time you play.

Open play
GAMES

INTRODUCING OPEN PLAY

Are you new to tabletop wargaming? Or are you a battle-hardened veteran looking for a new challenge? Either way, open play games are one of the best ways to get started, providing you with almost limitless options and flexibility.

Brilliant ideas are sometimes the simplest, and open play games of *Warhammer Age of Sigmar* epitomise this. Open play is a style of gaming that allows you to take to the battlefield with any army, made up of any Citadel Miniatures from your collection – no restrictions. It's as straightforward and streamlined as wargaming gets, and it's a great way to begin, as you can be sure of exciting battles from day one.

Many players love the precision and strict rules that have traditionally defined tabletop wargaming, and if that's your thing, then you'll discover plenty of other ways to play *Warhammer Age of Sigmar* right here in this book – but there's also a lot of fun to be found in a more flexible approach.

All you need to play an open play game are your painted miniatures, their warscrolls, the *Warhammer Age of Sigmar* rules sheet, a set of dice, a tape measure, and a flat surface on which to play. Then, just set up your models and start having fun! You can add extra dimensions to your open play games by incorporating any of the rules or guidelines that appear in this and other *Warhammer Age of Sigmar* books, such as battleplans and Time of War rules. Alternatively, you can conjure up your own scenarios, creating new special rules or adapting existing ones to suit your needs.

This style of gaming is perfect for beginners, who may not yet own a complete collection of miniatures. The flexible nature of open play means that you can spend as long or as little time as you like reading rules, and in its

simplest form, it's a great introduction to the world of tabletop games. Also ideal for those thinking of starting new collections, it allows battles to be fought with just a few units of the models you plan to collect, so that you can see how they perform on the tabletop.

Open play games allow the broadest choice of army selection, allowing the greatest degree of freedom for collecting miniatures and building an army. Rather than structuring your collection around a particular allegiance (see page 156), you can be inspired by the diverse and mystical nature of the realms, or simply by the models you most admire. If you're the proud owner of a varied collection of warriors, beasts and war machines, there's nothing to stop you fielding all of them in a single game. You can even deploy every last miniature you own in a battle of apocalyptic proportions, or set yourself unusual challenges. For instance, you could discover how many Stormcast Eternal Liberators it takes to bring down your friend's Khorne Bloodthirster, or maybe see how long a Lord-Celestant could fight off the noxious attentions of a Nurgling horde.

Besides giving you freedom to do more on the battlefield, open play games are also perfect for battles between multiple players. For example, there's a great fight to be had with a three-player ghoul hunt. Here, a third player brings their scavenger packs of Crypt Ghouls into the battle. The creatures rampage around the table, gobbling up the fallen, or perhaps striking a nefarious bargain with one side or the other. In open play, the types of battles you fight are limited only by your imagination.

With so much scope for fun and creativity, open play is one of the most accessible and enjoyable gaming styles, so what are you waiting for? Grab your miniatures and give open play a try!

MULTIPLAYER GAMES

The Mortal Realms are inhabited by myriad diverse races and factions, each with their own agendas, alliances and enmities. Multiplayer games help tap into this incredible variety and invite exciting, radically different styles of battle to boot.

Warhammer Age of Sigmar games are conventionally played between two people, but battling it out with several players lends the game a somewhat different dynamic, and requires only a few easy modifications to the rules on the rules sheet. Gathering around a tabletop in the thick of the action makes for a great shared experience, and including more players offers a host of practical benefits. Should you find yourself with three players on hand, a multiplayer battle means that no one needs to sit it out. Of course, the real joy of multiplayer games is the social aspect. You'll discover true camaraderie with your fellow gamers, and it's always good to know that someone's got your back. Add to this salvos of good-natured banter aimed across the table, and it's clear that this gaming style is fun for friend and foe alike.

One of the quickest ways to arrange a multiplayer game is for two or more players to join up and fight as a team. The Age of Sigmar is, after all, an age of grand alliances, and the Coalition of Death rules in this section are a great representation of this. Every new alliance brings with it a host of new challenges, from making the most of army composition by selecting complementary forces, to seeing that the armies fight in a mutually supportive manner. In the perfect two-army alliance, the strengths of one army will counterbalance the weaknesses of the other, allowing the fighting styles of the two to work in unison to startling effect.

A great example would be a team with Stormcast Eternals and seraphon – both Chaos-hating armies from the Celestial Realm of Azyr. There's no doubt that Sigmar's Stormcast Eternals are devastating shock troops, with their hard-hitting weapons, speed and heavy armour, but they remain vulnerable to spells and field few monsters. By teaming up with the more lightly armed but magically enhanced seraphon, both armies gain power beyond their individual limitations. It's important to bear in mind that your opposition are likely doing the exact same thing. So, if the alliance described above faced a nefarious group of fiendish skaven and fearsome Bloodbound, for instance, the skaven's heavy shooting weapons and warpstone-fuelled magic would work in ideal concert with the Bloodbound's toughness and deadly close-combat expertise.

Team games can also be a boon for new players or those thinking about collecting a new army. Teaming up with a skilled veteran is a great way to learn the nuances of tabletop wargaming, while those dabbling with a new force can see how it might fight and fare in a larger game.

Uneven player numbers also provide the opportunity for one of the players to serve in a role known as 'Games Master'. A Games Master acts as the storyteller and grand manipulator, commanding the elements of the environment and the battlefield itself. Once everyone's agreed as to what's allowed, the Games Master is at liberty to act as they wish. As an impartial participant, they can indiscriminately hinder the warring parties however they see fit, from invoking wild storms and sigmarite comet strikes, to unleashing a stampede of rampaging monsters. It's an enviable position to be in, and every bit as enjoyable as commanding an army.

Finally, the members of your gaming group might decide that they don't like to share victory and prefer that each player goes it alone. The rules for Triumph & Treachery games in this section provide adjustments to the *Warhammer Age of Sigmar* rules sheet that allow three to six players to take the field in several different scenarios, each with their own army. These brutal free-for-alls make for target-rich battlefields, and are great for impromptu mid-game deals and secret strategies. But beware – fighting multiple opponents means you have to always watch your back and defend on multiple fronts. There's loads of fun to be had, in any case, so give it a go!

MULTIPLAYER RULES

The rules for *Warhammer Age of Sigmar* are written for battles fought between two players, each commanding an army. However, it is equally enjoyable to play multiplayer games, either between teams of players, or between three or more players each striving separately to defeat their opponents!

COALITION OF DEATH

Two mighty confederations of warriors face off to do battle. Each consists of a coalition of armies, drawn together with the common purpose of defeating the opposing alliance.

A Coalition of Death battle is fought between two sides, each consisting of a team of players. All of the players in the same team combine their models and units into a single force, and must try to defeat the opposing team's combined army.

To play a Coalition of Death game, you must have three or more players. The battle can be fought using any of the battleplans for *Warhammer Age of Sigmar* – all you need to do is split the players into teams, with each team taking one side in the forthcoming battle. We have also included two new battleplans in this book (pages 16-17) that are designed for use with the Coalition of Death rules.

THE ARMIES

Split the players into two teams, using any method you prefer. The two teams can be made up of different numbers of players. Each of the players then chooses an army as described on the *Warhammer Age of Sigmar* rules sheet.

Each player commands the models they have provided to the coalition, and is allowed to decide what they do, how they move and so on, and they make all of the dice rolls for their own units. Despite this, the armies belonging to the players on the same team are treated as a combined force during set-up and during the battle.

GENERALS AND WARLORDS

Each player picks a general for their army as normal. Each general is allowed to use a command ability in their turn, but it will only affect the units from that general's army.

You must also pick one player from each coalition to be its warlord. This is often the player fielding the largest force. If, at any time during the game, the coalition cannot decide in what order to carry out actions, then the warlord has final say on the order of events. In addition, if a dice needs to be rolled for the team, the warlord makes the dice roll. Finally, any victory conditions from a battleplan that apply to an army general only apply to the warlord's general unless specifically noted otherwise.

FIGHTING THE BATTLE

Instead of each player taking a turn during a Coalition of Death game, each team takes a turn. The teams' warlords roll off against each other to see which team has the first turn each round.

Where individual players would normally alternate taking actions, the teams alternate taking actions, with each player in the team being allowed to carry out their actions. For example, in the combat phase, each player on one team would be allowed to attack with one of their units, then each player on the other team, and so on.

The same principle applies during set-up. For example, if you are fighting a battle where the players take it in turns to set up units, then in a Coalition of Death battle, the teams would take turns to set up, with each player in a coalition setting up a unit when it is their side's turn to do so.

Finally, it is worth noting that attempts to unbind a spell are limited to one attempt per team, rather than one attempt for each player on the team. There is only ever one chance to unbind a successfully cast spell!

HINTS & TIPS

You will find that fighting a Coalition of Death battle is quite different to fighting a battle between single opponents. You will soon learn that the key lies in co-ordinating your efforts. It is very easy to focus on your own goals and desires, while not noticing that helping an ally could give your team victory.

Because of this, a wise warlord will always take some time at the start of each round to look at the bigger picture and talk to their sub-commanders, in order to lead the alliance to victory.

TRIUMPH & TREACHERY

Several armies converge on the same battlefield, each determined to capture it for themselves. All are hated foes, and there can be only one winner.

A Triumph & Treachery battle is very different to a Coalition of Death battle, because instead of there being only two sides, there can be as many sides as there are players! Each player must attempt to defeat all of their opponents, using any means at their disposal, in order to win the battle.

THE ARMIES

To play Triumph & Treachery, you must have three or more players. Each player then chooses an army as described on the *Warhammer Age of Sigmar* rules sheet. The models belonging to all of the other players are treated as enemy models – you have no friends in a Triumph & Treachery battle!

BATTLEPLANS

Triumph & Treachery battles can only be fought using battleplans that are specifically designed for them. We have included four Triumph & Treachery battleplans in this book (pages 18-21). Enterprising players will find it is easy to modify many of the 'two-player' battleplans published for *Warhammer Age of Sigmar* for use in Triumph & Treachery games by following these guidelines:

BATTLEROUNDS

Each battle round is split into three or more turns – one for each player. At the start of each battle round except the first, players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round.

After the first player has finished their turn, the players that have not yet had a turn roll a dice, rolling again in the case of a tie. The player that rolls highest decides who will take the next turn in that battle round.

After that player has finished their turn, the remaining players roll again to see who gets the next turn, and so on, until all of the players have had a turn. Then, the battle round is over and a new one begins.

HERO PHASE

The player whose turn is taking place decides in what order abilities are used during their own hero phase.

Remember that only one player is allowed an attempt to unbind a successfully cast spell – if several players wish to do so, then the player whose turn is taking place can choose which one gets the privilege of making the attempt.

COMBAT PHASE

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with. After these attacks are resolved, the remaining players each pick a unit to attack with, in an order decided by the player whose turn is taking place. Models can be used to attack any enemy models, not just those belonging to the player whose turn is taking place.

The players attack in this order until all eligible units have attacked. If one player completes all of their units' attacks first, then the other players complete all of their remaining attacks, one unit after another, in the same order. No unit can be selected to attack more than once in each combat phase.

BATTLESHOCK PHASE

In the battleshock phase, all players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first, and they then decide the order in which the other players will take their battleshock tests.

HINTS & TIPS

In a battle fought between three or more opponents, each general taking part must learn to be cunning! You must be able to set your foes against each other, form temporary alliances, and know when to stab someone in the back before they do the same thing to you. In other words, a successful general needs to be willing to use underhand ploys and tactics in order to win a battle!

COALITION OF DEATH:

KING OF THE HILL

One army, horribly outnumbered and surrounded on all sides, must hold out as long as possible against a host of foes. The defenders know that, although they are almost certainly doomed, if they fight well their tale will enter legend.

King of the Hill consists of a series of games that carries on until all the players have taken their turn being the 'doomed defenders'. It is best played over the course of several sessions, though dedicated players could complete it in a single day. The players must use the same army in each game that they play, and if any Time of War rules are used, the same ones should be used in all of the battles.

THE ARMIES

This is a battleplan for three to five players. Each player can field an army consisting of up to six units. The units being used cannot be larger than double the minimum size shown on their warscroll, and only one model in each army can have a Wounds characteristic greater than 10.

THE BATTLEFIELD

Generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet. If a terrain feature representing a hill is available, set it up at the centre of the battlefield. The same battlefield is used for all of the games.

SET-UP

At the start of each game, split the players into two teams. One team commands the doomed defenders, and consists of a single player and their army. The player chosen must be one that has not yet commanded the doomed defenders. The other team, known as the righteous avengers, consists of all the other players.

The doomed defenders set up first, so that all models in their army are wholly within 12" of the centre of the battlefield. The righteous avengers set up second. Each player in the team picks a different edge of the battlefield, and must set up all of their models wholly within 9" of that edge, and more than 9" from any other edge.

THE GENERALS

Each player picks a general, as described on the *Warhammer Age of Sigmar* rules sheet. The righteous avengers must also pick a warlord. After picking their general, each player can roll on any allegiance abilities tables that they are allowed to use (page 156).

TRIUMPHS

Only the doomed defenders can roll on the triumph table in this battle, and can do so even if they didn't win a major victory in their last battle.

VICTORY

Keep a tally of the number of wounds the doomed defenders inflict on the enemy during the battle. The battle continues until all of one team's starting models have been slain. If the doomed defenders manage to win the game, then they have achieved the most legendary of victories! Their commander immediately wins a **major victory**. If, as is considerably more likely, the righteous avengers win the day, record how many rounds the battle lasted, and how many wounds the doomed defenders were able to inflict on the opposing armies, and then start the next battle in the series.

If no player wins the series outright, the player who lasted longest as the doomed defenders is considered to be the winner of the series, and earns a **major victory**. In the case of a tie, the player who inflicted the most wounds as the doomed defenders achieves a **major victory**. If also tied for wounds inflicted, the tied players are considered to be joint winners, and each earns a **minor victory**.
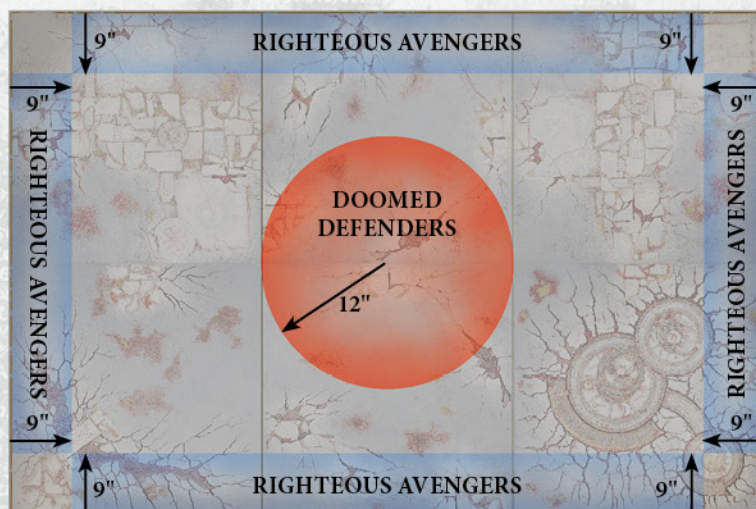
COALITION OF DEATH:

THE FOG OF WAR

Two forces march through the night to a foggy battlefield. As the mist lifts, the armies find that they have become intermingled with units from the other side…

THE ARMIES

This is a scenario for three to six players, who are split into two teams after the armies have been set up (see Creating the Coalition below).

THE BATTLEFIELD

Generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet. The battlefield is split into six territories as shown on the map below.

SET-UP

All of the players roll a dice, and the player who rolls highest must set up their army first. If there is a tie for the highest roll, all of the tied players roll again, until one player has the highest roll. After their army has been set up, the remaining players roll off again to see who sets up next. Continue doing this until all of the players have set up their armies.

All the units that a player sets up must be placed in one unoccupied territory more than 6" away from any enemy models.

THE GENERALS

Each player picks a general, as described on the *Warhammer Age of Sigmar* rules sheet. After picking their general, each player can roll on any allegiance abilities tables that they are allowed to use (see page 156).

CREATING THE COALITION

After all players have set up, they must split into two coalitions. Take a number of dice equal to the number of players. The dice must be in two different colours (we have used red and white below, but any two will do).

Players	Red Dice	White Dice
3	2	1
4	2	2
5	3	2
6	3	3

Place the dice in a mug or similar container, and then have each player draw one out at random. All of the players with a red dice are members of one coalition, and all of the players with a white dice are members of the other coalition. Each coalition now picks a warlord, and then the battle begins!

TRIUMPHS

Do not use the normal rules for triumphs. Instead, if one coalition has fewer players, then each player in it can roll on the triumph table.

LAURELS OF VICTORY

Laurels of Victory are awarded during the battle as described below. The side with the most Laurels of Victory at the end of the fifth battle round achieves a **major victory**.

Cut off the Head: Each coalition gains 1 Laurel of Victory each time an enemy HERO is slain (gain 3 instead if an enemy general is slain, or 5 if the enemy warlord's general is slain).

Bloody Slaughter: Keep track of how many wounds each player inflicts during each battle round. At the end of each battle round, the player who inflicted the most wounds during that battle round earns 2 Laurels of Victory for their coalition. In the case of a tie, each of the tied players earns 1 Laurel of Victory.

The Centre Ground: At the end of each battle round, the coalition with the most models within 6" of the centre of the battlefield earns 3 Laurels of Victory.

TRIUMPH & TREACHERY:

FIELD OF BLOOD

Several armies converge on the same battlefield, each one determined to control the area by cutting down their enemies and holding the centre ground. Within moments, a bloody conflict erupts on all sides.

THE ARMIES

This is a scenario for three to six players, each with an army consisting of up to six units. The units being used cannot be larger than double the minimum size shown on their warscroll, and only one model in each army can have a Wounds characteristic greater than 10.

THE BATTLEFIELD

Generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet. The battlefield is divided into six equally sized territories, as shown on the map below.

SET-UP

All of the players roll a dice, and the player who rolls highest sets up their army first. If there is a tie for the highest roll, all of the tied players roll again, until one player has the highest roll. After the player that rolled highest has set up their army, the remaining players roll off again to see who sets up next. Continue doing this until all of the players have set up their armies. All the units that a player sets up must be placed in one unoccupied territory, and must be placed more than 3" away from any enemy models, and more than 12" from the centre of the table.

TRIUMPHS

Each player who won a major victory in their last battle may roll on the triumph table on the *Warhammer Age of Sigmar* rules sheet.

LAURELS OF VICTORY

Laurels of Victory are awarded throughout the battle for slaying enemy forces, accomplishing heroic deeds, and capturing the centre ground.

Bloody Slaughter: Keep track of how many wounds each player inflicts during each battle round. At the end of each battle round, the player who inflicted the most wounds during that battle round gains two Laurels of Victory, and the player who scored the second highest total gains one Laurel of Victory. In the case of a tie, all of the tied players earn the Laurels of Victory (so if two players tied for the most wounds, both would earn two Laurels of Victory).

The Centre Ground: At the end of each battle round, the player with the most models within 3" of the centre of the battlefield earns one Laurel of Victory for each other player taking part in the battle. For example, in a battle with five players, a player would earn four Laurels of Victory for controlling the centre ground.

Cut off the Head: Players gain one Laurel of Victory each time an enemy HERO is slain (gain three instead if an enemy general is slain).

VICTORY

The battle continues for five battle rounds. If only one player has models remaining at the end of any round, they win a **major victory**. Otherwise, the player with the most Laurels of Victory wins a **major victory**.
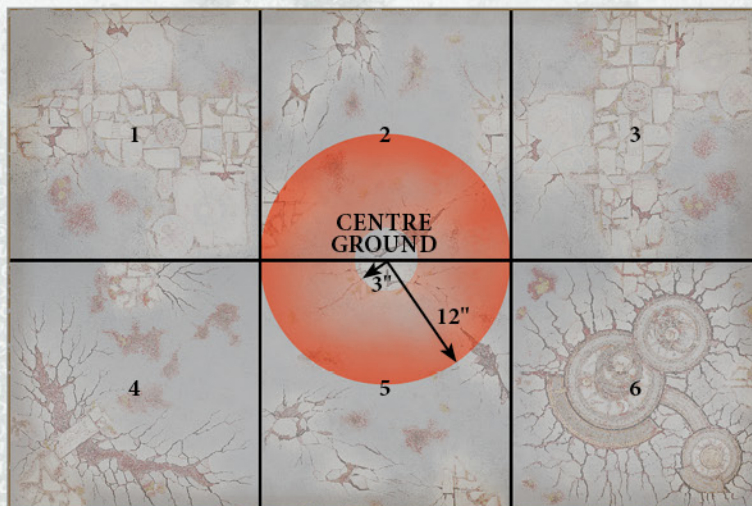
TRIUMPH & TREACHERY:
ARTEFACT OF ULTIMATE POWER

Several armies have been led to the same location by a general seeking divine power, a gift from the gods prophesied to be granted to the one who holds high the sacred artefact before them at the appointed hour.

THE ARMIES

This is a scenario for three to six players.

THE BATTLEFIELD

Generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet. The battlefield has six territories, each of which stretches 12" onto the battlefield, as shown on the map below.

THE ARTEFACT

The artefact that is being fought over should be represented by a small counter, no larger than 1" by 1". A coin will do, but a suitable model representing the artefact is even better! Place the artefact at the very centre of the battlefield.

SET-UP

All of the players roll a dice, and the player who rolls highest sets up first. If there is a tie for the highest roll, all of the tied players roll again, until one player has the highest roll. The player that rolled highest sets up three units from their army, and then the remaining players roll off again to see who sets up next. Continue doing this until all of the players have set up three units from their armies. The three units that a player sets up must be placed in one unoccupied territory. All remaining units enter play as reinforcements as described below.

TRIUMPHS

Each player who won a major victory in their last battle may roll on the triumph table on the *Warhammer Age of Sigmar* rules sheet.

REINFORCEMENTS

Each player is allowed to bring on one unit of their reinforcements in each of their hero phases. The unit must be set up in the territory in which the player set up their army, with all models within 6" of the edge of the battlefield and more than 3" from any enemy models. This counts as the unit's move for the subsequent movement phase.

IT'S MINE!

If, at any point during their movement phase, a player's general moves within 1" of the artefact, they must pick it up. Put the artefact next to the general to show that they are now carrying it. A general with the artefact keeps it until they flee or are slain, at which point they immediately drop the artefact in the exact position they occupied prior to being removed. Once dropped, the artefact can be picked up again.

VICTORY

At the end of each battle round, the players check to see whether the game ends. To do this, add the current round number to the number of players and then add the roll of a D3 – if the total is 12 or more then the game ends.

When the battle ends, the player whose general is carrying the artefact wins a **major victory**. If the artefact is not being carried by a general, the player with the most models within 6" of the artefact wins a **minor victory**. If no player has the most models within 6" of the artefact, the game is a tie.

THE ARTEFACT

12" 12" 12" 12" 12" 12"

MIGHT IS RIGHT

A strategically important piece of land is coveted by several different warlords. Their armies converge on the location, and the prize will go to the general who proves their overwhelming might in the resulting battle.

THE ARMIES

This is a scenario for three to six players.

THE BATTLEFIELD

Generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet. The battlefield is divided into seven territories, as shown on the map below.

SET-UP

All of the players roll a dice, and the player who rolls highest sets up first. If there is a tie for the highest roll, all of the tied players roll again, until one player has the highest roll. After the player who rolled highest has set up their army, the remaining players roll off again to see who sets up next. Continue doing this until all of the players have set up their armies.

All of the units in a player's army must be set up in one unoccupied territory. Each player can roll a dice to determine their territory, or simply choose. No models may be set up in the central territory (marked '7' on the map).

TRIUMPHS

Each player who won a major victory in their last battle may roll on the triumph table on the *Warhammer Age of Sigmar* rules sheet.

VICTORY

At the end of each battle round, the players must check to see whether the game ends. To do this, add the current round number to the number of players and then add the roll of a D3 – if the total is 12 or more then the game ends.

When the battle ends, you must determine who controls each territory. To do this, each player adds up the Wounds characteristics of the models they have in the territory (a model on the border must be allocated to one of the territories it is in, it does not count for more than one). The player with the highest total controls the territory. In the case of a tie, no player controls the territory.

The player who controls the most territories at the end of the battle wins a **major victory**. If there is a tie, the player who controls the central territory wins a **major victory**, even if they control fewer territories than any other players. If there is a tie, and no player controls the central territory, the battle is a draw, and nobody wins!
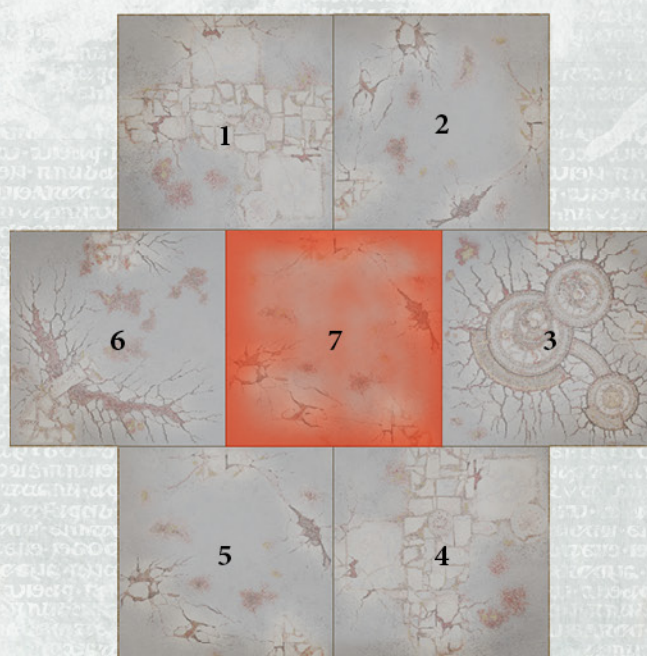
TRIUMPH & TREACHERY:

TOWER OF SCREAMING DEATH

At the centre of the battlefield is a tower, at the top of which lies a powerful talisman called the Crown of Command. The wearer can use the crown to unleash death and destruction upon anyone nearby.

THE ARMIES

This is a scenario for three to six players.

THE BATTLEFIELD

Generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet. The battlefield is divided into seven territories, as shown on the map below.

THE TOWER

At the centre of the battlefield stands a tower – the Tower of Screaming Death – which is best represented by one of the following models: Deathknell Watch, Overlord Bastion, Skull Keep, Watchtower, or Witchfate Tor.

SET-UP

All of the players roll a dice, and the player who rolls highest sets up first. If there is a tie for the highest roll, all of the tied players roll again, until one player has the highest roll. The player who rolled highest sets up their army, and then the remaining players roll off again to see who sets up next. Continue doing this until all of the players have set up their armies.

All the units in a player's army must be set up in one unoccupied territory. Each player can roll a dice to determine their territory, or simply choose. No player is allowed to set up in the central territory (marked '7' on the map).

TRIUMPHS

Each player who won a major victory in their last battle may roll on the triumph table on the *Warhammer Age of Sigmar* rules sheet.

THE TOWER OF SCREAMING DEATH

A player that has a garrison in the Tower of Screaming Death in their hero phase is allowed to use the Crown of Command. When they do so, they must inflict D3 mortal wounds on each and every enemy unit on the battlefield!

CAPTURING THE TOWER

If a unit attacks the garrison of the tower in the combat phase and, as a result, the tower is left with no garrisoning models, then the attacking unit can immediately move into the tower and garrison it itself.

THE BETTER PART OF VALOUR

Because of the carnage that they can unleash, the garrison of the Tower of Screaming Death are likely to find themselves under attack from all sides. Sometimes, they may decide it is prudent to evacuate the tower rather than be overwhelmed by a horde of angry foes.

To represent this, if the garrison is chosen as the target of an enemy attack in the combat phase, after the attack has been resolved, and providing the garrison unit was not slain, the garrison can abandon the tower. If they do so, they immediately exit the tower as if doing so in their own movement phase. The unit that was attacking them can then immediately take their place in the tower.

VICTORY

The battle continues until only one player has any models on the battlefield or in the tower. That player wins a **major victory**.

NARRATIVE PLAY GAMES

INTRODUCING NARRATIVE PLAY

With a cast of indomitable heroes and fearsome villains, a plot of conquests, zealous loyalty and ruthless betrayals, and of course spectacular battle scenes, every *Warhammer Age of Sigmar* legend tells an epic story. Narrative play is all about enacting such tales on your own battlefield.

Throughout the Mortal Realms, relentless battles of conquest and survival are being fought between the forces of Order, Chaos, Death and Destruction. Just as you might expect, recreating these sprawling conflicts on the tabletop is a hugely popular part of the Games Workshop hobby, allowing you to make the sagas truly your own. Put simply, narrative play is a gaming style that ties the battles you play on your tabletop to the stories of the Mortal Realms. In this section you will find guidelines to help you build a themed army, play battles based on historical tales, and structure campaigns of linked games to tell an even more epic story.

Most games of *Warhammer Age of Sigmar* tell a story. Every time players get together and talk about why their armies might be fighting each other, they are working out a narrative game. Once objectives have been decided, there are endless ways to build that story into the game. Armies might be modified to better reflect the story, specific scenery might play a part in recreating the landscape, 'house rules' might be invented to represent the consequences of victory and defeat, even the paint schemes can be developed to reflect the narrative the players are trying to create. This element of planning and storytelling sets narrative play apart from open play, embedding the games firmly into the worlds of the Mortal Realms.

The stories set out in the various *Warhammer Age of Sigmar* publications are there to provide a setting for your collections of Citadel Miniatures. Some of these tales are about specific individuals, like the famous Vandus Hammerhand of the Hammers of Sigmar, and some present events in a more open context. All of them, however, can provide inspiration for games you might want to play. Recreating a battle from the history of the Mortal Realms is a great place to start, as there are so many different types of battles to choose from, such as fighting to retrieve a relic, stop a ritual or take control of a Realmgate. Recreating the battle just as it happened in the narrative is great fun, and as we've already created many battleplans that do this, it's very easy as well. With only a little effort, however, it is just as satisfying to use those battleplans as frameworks for making up your own stories, tailored particularly to your own collections.

Planning a narrative game is often just as fun as playing the game itself, as it lets you really unleash your imagination. Maybe you're battling it out in the Realm of Beasts where the land itself is alive. Angered by the presence of strange armies, it shakes like a cornered animal, causing earthquakes, landslides and buildings to crash down upon the armies who march across it. Once you've conjured up a scenario, you can work out where your forces will fight and the aspects of that environment which could help or hinder the warring parties. The battleground could be a volcanic lair in a monster-filled forest, or a barren plain in the middle of a magic-draining blizzard. You can use any of the optional rules in this book to give tactical significance to these story elements and really embed the battle into the scenario you've imagined.

And that's just the beginning. It's only a short step from planning a story for one game to planning a story that extends across several. Linking games together in a campaign provides scope for you to create your own saga. Once they have captured the sacred relic in one game, for example, the victor might find themselves being challenged to a rematch. This time, however, the victor has access to the power of the sacred relic and can use it against their foe! We've provided plenty of guidance on creating and playing campaigns a bit later in this section, with lots of different ideas to try.

The only limitations to a narrative game are those of the narrative itself – which you get to create! Small and large armies, one-off games or campaigns, simple or complex additional rules – all of the parameters are up to you and your opponent, ensuring that the games you play build on and support the legends of your collections.

FORGING A NARRATIVE

There are already many great resources for narrative play, and more are coming all the time. *The Realmgate Wars* series of books are a great example of this, and they provide a perfect jumping-off point for anyone interested in recreating events from that tumultuous period of the Age of Sigmar. These books provide battleplans that allow you to play narrative games based on the tales you read there, but they can also serve another purpose. With minor tweaks, these battleplans can help you construct your own narratives. Whatever models you have in your collection, and whatever stories you'd like to tell, narrative battleplans can be easily adapted to suit. Over the next few pages, we've included four iconic battleplans from the Realmgate Wars to inspire you. For example, Battleplan: Raging Fury

(see page 26) describes a clash between the mighty Skarbrand and a force of seraphon, but if you wish, you can use it to represent any battle between a powerful beast and an army of smaller, but resilient, opponents. Perhaps a stranded Stardrake is fighting off a brutal mob of Bonesplitterz, or a band of Fyreslayers are attempting to bring down a lone Terrorgheist. This battleplan can also be played as part of a narrative campaign. If you're planning a map campaign (see page 86), it can be used to represent a monster's lair that must be invaded to secure a great prize. Examples like this highlight the degree to which battleplans serve as flexible tools for whatever story you're interested in telling with your collection, making them perfect for your narrative play games.

REALMGATE WARS:
RAGING FURY

Battles are usually fought between two armies, but this is not always the case in the Mortal Realms. Some battles will see a single monstrous opponent take on an army of foes – one gargantuan creature against a horde of smaller enemies! The blows that the monster strikes will smash down a score of its foes, but there will be plenty more to take their place, each one stabbing and slashing at the huge creature and slowly wearing down its mighty strength.

In such a battle, the monster must rely on its brutal killing power, while its opponents will need to use more guile and planning, sacrificing some units in order to allow others the freedom to attack from range or use spells to bring the monster down. However, no army can be expected to keep fighting against a monstrous foe indefinitely. Unless the monster is slain before too long, the warriors opposing it could start to lose heart, and eventually quit the battle altogether.

Skarbrand's single-handed demolition of Lord Xen'phantica's reinforcements is one example of just such a confrontation, but this battleplan can be used to recreate a battle between any monstrous creature and a more numerous foe.

THE ARMIES

This battle is fought between a single terrifying monster and an army of more numerous foes. Decide who will command each side before picking your armies.

The player who wishes to command the monster army simply picks one MONSTER to be their army. The foe's army can consist of any models they choose, but it cannot contain any MONSTERS – in other words, one side has a MONSTER and the other does not have any!

MONSTER'S OBJECTIVES

You are a raging beast of pure destruction. All around you stands an army of foes, but they are as ants to you, and you will punish them for the effrontery of challenging you. You will smash them down, not giving them a chance to catch breath, until they realise the foolishness of fighting you in open battle and flee from your wrath.

FOES' OBJECTIVES

Standing at the centre of the battlefield is a single monstrous creature – it must be slain for you to win this battle! Although nothing in your army is capable of achieving this deed on its own, between you the monster can be cut down. You will have to sacrifice some of your warriors in order to slow the creature down, holding it in place by selling their lives as the rest of your army moves into position to deliver a final killing blow.

THE BATTLEFIELD

The battlefield represents a small square area that is part of a larger battlefield. A piece of scenery must be placed at the centre of each quarter of the battlefield, as shown on the map below.
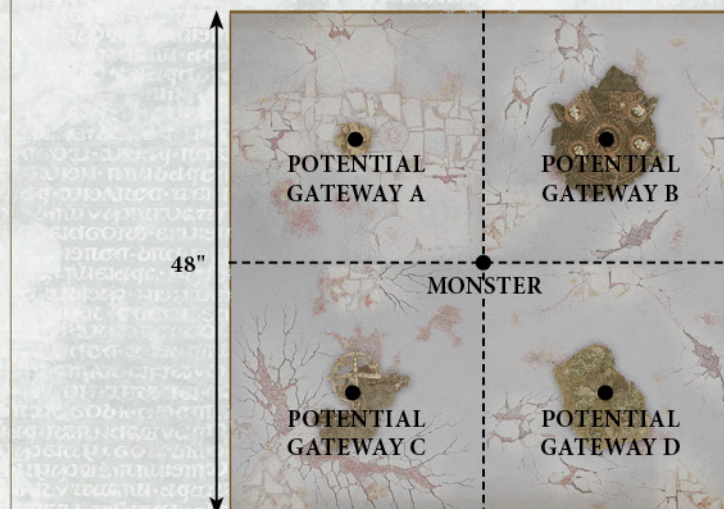
BANISHMENT

The general in command of the army of foes has a choice if the battle is going against them – either carry on and try to slay the monster, or instead banish it from the realm so it can do no more harm.

In order to banish the monster, it must be lured towards a point on the battlefield where a gateway can be called forth to transport it away.

These points are each represented by a piece of scenery, as shown on the map on the previous page. Before setting up, the player commanding the army of foes must pick one of the pieces of scenery, and secretly note down their choice on a piece of paper. Their choice is revealed if the gateway is used.

The gateway can be called forth once during the battle, if the monster is within 6" of the selected piece of scenery in a hero phase. Roll a dice, and measure the range from the monster to the scenery. If the roll is equal to or greater than the range between the two in inches, the monster is drawn through the gateway and the battle ends. Otherwise, the battle continues, and the gateway cannot be called forth again.

SET-UP

The monster is set up first, at the centre of the battlefield. The opposing player then sets up one unit from their army within each quarter of the table. All the models from the units must be set up within their quarter, and more than 8" away from the monster. All of the remaining units from the army of foes are set up in reserve, and will arrive during the battle as described below.

FIRST TURN

Each player rolls a dice, and whoever rolls highest decides who will have the first turn in the first round. In the case of a tie, the monster player chooses.

AN ARMY OF FOES

The monster is surrounded by its foes. Although only a handful of foes are on the battlefield at the start, more units keep on arriving all the time.

The player in command of the army of foes is allowed to bring on units from their reserves each turn after their first. One reserve unit can be set up in each of the four areas in the foes' movement phase – at least one unit must arrive each turn if any are available, and the maximum number that can arrive is four (one per area). The units that arrive must be set up with all models within their area and within 6" of the edge of the battlefield, and more than 8" away from the monster. This counts as their move for that movement phase.

RAGING FURY

The monster has been driven into a state of fury, and the sight of more enemies arriving upon the battlefield fuels the monster's rage and revitalises it even further. The monster can pile in and attack twice in each combat phase, instead of only once. In addition, the monster immediately heals one wound each time an enemy unit is set up on the battlefield.

THE BETTER PART OF VALOUR

It is a terrifying prospect to fight an opponent many times your own size, and the challenge only gets worse as casualties mount and the foe's might becomes more obvious. The Bravery of all units in the army of foes is reduced by 1 on the second battle round, by 2 on the third round, by 3 on the fourth round, and so on. A unit's Bravery can never be reduced to less than 0.

VICTORY

Do not use any of the victory conditions from the *Warhammer Age of Sigmar* rules sheet. Instead, keep track of the number of models that are slain or that flee during the battle. The game ends and the monster wins a **major victory** if 30 or more enemy models have fled or been slain. If there are no foes on the battlefield at the start of a battle round, the monster has total command of the battlefield and also wins a **major victory**.

The army of foes wins a **major victory** if the monster is slain, and a **minor victory** if it is banished.

REALMGATE WARS:
HOLD OR DIE

Few tales are as dramatic as the heroic last stand. Outnumbered, facing desperate battle against an overwhelming foe, one force must dig in their heels and hold on until reinforcements arrive.

This battleplan is perfect to reflect the courageous stand of Jactos Goldenmane's Stormcast Eternals against Khul's Goretide, but you can also use it to tell a new tale all your own – maybe a sylvaneth Branchwraith and her handmaidens find themselves surrounded amid the Golden Glades by a seething tide of skaven, and must hold out until their tree-spirit kin can rush to their rescue, or perhaps an expedition of duardin must hold out amid the ruins of ancient Nheilm against howling hordes of orruks. Whatever you decide, this is sure to be a battle loaded with tense, desperate drama.

THE ARMIES

Each player picks an army, and then they must decide who will be the invader and who will be the custodian. If one player has at least a third more models than their opponent, then they must be the invader. Otherwise, each player rolls a dice, and whoever rolls higher is the invader.

The general of each army has a unique command ability, shown opposite, in addition to any others they have.

INVADER'S OBJECTIVES

You are deep in enemy territory, and have just discovered that you are surrounded on all sides by a much larger force. Fortunately, help is near at hand, but you must still hold out long enough for it to arrive. You will need to balance aggression with tenacious defence. Your objectives are for your surrounded force to survive, and for the enemy that surrounds you to be annihilated!

CUSTODIAN'S OBJECTIVES

You are the commander of a mighty warhost. The lands around you have long been subjugated, and you did not expect to suddenly find an enemy force in your midst. How or why it has arrived you do not know, but that matters very little to you – the enemy are outnumbered and surrounded, and will shortly all be dead! Your plan is a simple one, destroy the foe before any help can arrive to save them.

INVADER'S COMMAND ABILITY

All-out Defence: The general orders his men to stand firm and concentrate on repelling the enemy's attacks. If your general uses this ability, he, and all units from your army that are within 12" of him, cannot move, charge or pile in until your next hero phase. However, until then you can re-roll all failed save rolls for these units.

CUSTODIAN'S COMMAND ABILITY

Destroy At All Costs: The general orders his followers to ignore thoughts of their own safety and turn all their efforts to slaying their foes. If your general uses this ability, pick D3 units from your army that are within 12" of him. Add 1 to all hit rolls and subtract 1 from all save rolls that you make for the units that you pick until your next hero phase.

CUSTODIAN'S TERRITORY

INVADER'S TERRITORY

9"
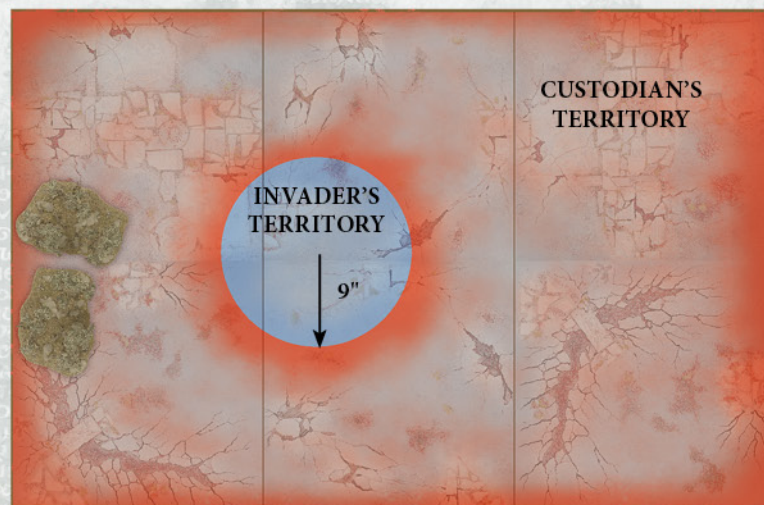
THE BATTLEFIELD

The battle takes place on one of the many broken plains scattered across the realms. Broken plains are dotted with the ruins of long-destroyed settlements. The only vegetation that remains are small stands of deformed trees – no other living thing can survive in this desolate landscape for long.

You can either generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map on the previous page.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, before setting up, the invader must split their army into a starting force and a set of reinforcements. There must be at least twice as many reinforcing models as there are starting models.

Next, the invader must determine their starting territory. To do so, the invader chooses any point on the battlefield. The invader's territory is the circular area within 9" of that point. The remainder of the battlefield is the custodian's territory.

The players then take it in turns to set up units. The invader can only set up units from their starting force, anywhere in their territory. The custodian can set up units anywhere that is more than 12" from the invader's territory.

INVADER'S GENERALS

The invader is allowed to pick 2 army generals rather than 1. One must be part of the starting force, and the other part of his reinforcements.

DEFIANT STAND!

After set-up, the invader can select a TOTEM in their army and declare that this model will not move until the enemy are defeated. If the invader does so, that model cannot move during the battle, but whilst it is alive, friendly units do not have to take battleshock tests. In addition, when damage is inflicted upon the TOTEM, the invader can inflict that damage on a friendly unit within 3" instead.

FIRST TURN

In the first battle round the invader decides who will have the first turn (there is no need to roll).

INVADER'S REINFORCEMENTS

The invader's reinforcements arrive in the movement phase of their second turn. The invader must pick an edge of the battlefield after set-up is complete, secretly noting their choice on a piece of paper. All the models in the reinforcement units must be set up within 6" of that edge, more than 3" from the enemy. This counts as their move for that movement phase.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the custodian immediately wins a **major victory** if all of the invader's starting models are slain or have fled. The invader immediately wins a **major victory** if all of the custodian's starting models are slain or have fled.

REALMGATE WARS:
WAR OF STORMS

When the Stormhosts led by Lord-Celestant Gardus descended into the Hidden Vale, they were followed by a vast host of Rotbringers. The great battle that followed was accompanied by the warring thunderheads that roiled in the sky above, Nurgle's putrescent deluge crashing against the mighty tempest of Sigmar. This battleplan provides a set of rules for recreating such a battle, one in which the war in the heavens is as key to victory as the one taking place on the ground.

The magics of the realms are myriad and strange, and this battleplan can represent any number of alternative situations. Perhaps a dread coven of Soulblight Vampires seeks to invade the Glimmersand Isles under a pall of arcane darkness, while a powerful aelven archmage must do his best to drive it back?

THE ARMIES

Each player picks an army, and then must decide who will be the corruptor and who will be the guardian. If one player has at least a third more models than their opponent, then they must be the corruptor. Otherwise, each player rolls a dice, and whoever rolls higher may choose which they will be.

The general of each army has a unique command ability, shown opposite, in addition to any others they have.

CORRUPTOR'S OBJECTIVES

After many long years of searching for the last hidden enclave of your rival, total victory is finally within your reach. You have been granted the honour of delivering the decisive blow. Cut down your enemies and slay the storm-empowered avatar that leads them to achieve ultimate victory this day and ensure that your master can wrest control of the heavens.

GUARDIAN'S OBJECTIVES

The enemy have forced a passage into your most sacred lands. Such an affront cannot be allowed. You must meet the enemy in battle and destroy them utterly. As otherworldly storm fronts writhe overhead, victory on the battlefield will aid your immortal master's defeat of his rival in the heavens as surely as it will see your enemies crushed on the ground. Your enemy's commander bears the favour of his god – slay him to ensure your master's dominance of the firmament.

CORRUPTOR'S COMMAND ABILITY

A Fell Voice on the Air: Your general can use this ability if your territory is larger than your opponent's (see the set-up instructions on the next page). If he does so, subtract 2 from the Bravery of any enemy units within your territory until your next hero phase as they are tormented by ethereal voices and horrific visions.

GUARDIAN'S COMMAND ABILITY

Heralds of the Storm: Your general can use this ability if your territory is larger than your opponent's. If he does so, set up a new unit of up to 10 models in your territory so that it is more than 12" from the enemy. This unit is added to your army and must share at least two keywords with your general. It cannot move in the movement phase of this turn.

THE BATTLEFIELD

The battle takes place on the threshold of a long-hidden sanctuary, now revealed at last. Death and decay follow in the wake of the corruptor's advance, the groves of trees that scatter the battlefield, once lush and vibrant, are now left barren and withered as the army marches further eastwards.

You can either generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map on the previous page.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, split the battlefield into two halves across its width (as shown on the previous page). The guardian chooses one half as their territory; the other half is the corruptor's territory. First the guardian sets up their entire army, more than 12" from enemy territory, then the corruptor does the same.

FIRST TURN

Use the instructions on the *Warhammer Age of Sigmar* rules sheet to determine who takes the first turn.

THE STORM FRONT

The skies above the battlefield heave in conflict as godly powers vie for supremacy, their unearthly might bolstering the strength and resolve of the warriors fighting below.

The dividing line between the two players' territories is the storm front, the point where the two warring thunderheads meet. As the battle progresses, this will move, causing one player's territory to grow and the other's to shrink as one of the divine powers gains an advantage over the other.

At the start of each battle round, before rolling to see who takes the first turn, each player rolls a dice and adds 1 to the result if there are any PRIESTS in their army. If one player rolls higher, the storm front moves 6" away from their edge of the battlefield (see map), increasing the size of their territory. The storm front can also be moved if the enemy general is killed or wounded (see Avatar of the Storm).

The guardian adds 1 to the result of any hit rolls he makes in the combat phase for models that are entirely within his territory. The corruptor adds 1 to the result of any wound rolls he makes in

the combat phase for models that are entirely within his territory.

AVATAR OF THE STORM

At the end of each player's battleshock phase, the storm front moves 6" away from their edge of the battlefield if any of their models inflicted any wounds on the enemy general during the turn. If they slew the enemy general during the turn, the storm front moves 18" instead of 6".

For each wound a general heals, the storm front immediately moves 3" away from his edge of the battlefield.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet.

If the storm front ever reaches one player's battlefield edge, their opponent immediately wins a **major victory**.

If this has not happened by the end of the sixth battle round, the player whose territory is the largest wins a **minor victory**. If both players have equally sized territories, the result is a draw.

REALMGATE WARS:
CONSUMED

Comradeship and bloody sacrifice are part and parcel of life in the Mortal Realms. In some battles, these two fundamental tenets are brought into stark relief, with one army risking everything to rescue a captured comrade in arms, while their enemy attempts the use their prisoner's life force to empower a deadly sacrificial ritual.

Battles such as this are a race against time. The rescuers must cleave their way through the enemy forces arrayed against them in order to reach their comrade before it is too late. The ritualists must try to keep the rescuers at arms length, blocking their advances and holding them in place long enough for the ritual to be completed. Neither side can afford to pause or hesitate, for to do so will quickly hand victory to a more aggressive opponent.

The attempted rescue of the Fyreslayer champion Baelsson is typical of such a battle. This battleplan can be used to recreate the Fyreslayers' desperate attempt to save Baelsson from a hideous death, and can also be used to represent similar battles fought between two different armies.

THE ARMIES

This battle can be fought using any two armies. After the players have picked their armies, decide who will be the rescuer and who will be the ritualist. If one player's general is from the forces of ORDER, and the other player's general is not, then the player with the forces of ORDER general should be the rescuer.

RESCUER'S OBJECTIVES

One of your battle comrades has been captured by a hated enemy, and you have learnt that they plan to sacrifice him in a bloody ritual. This cannot be allowed to happen! You have gathered your army and set forth to save your comrade from this ignoble fate. However, when you arrive at the sacrificial site, you find that the ritual is already underway. No time remains – you must attack now, fight your way past any of the enemy that try to stop you, and rescue your comrade before he is slain.

RITUALIST'S OBJECTIVES

You have captured one of your enemy's mightiest champions. He is just the victim needed to complete a blood ritual that will empower you and your followers, allowing you to defeat the rest of the enemy army once and for all. However, just as the ritual starts, an enemy rescue force has arrived. These upstarts must be held off long enough for the ritual to be completed so that ultimate victory can be yours!

THE SACRIFICIAL SITE

The land around the sacrificial site is steeped in the blood of the unfortunates, and is haunted by their screams. Set up a suitable piece of scenery in a corner of the battlefield to represent the sacrifice site, as shown on the map on the previous page. We recommend using a Dragonfate Dais if one is available.

PRIESTS from the ritualist's army can draw on the power of the site, revelling in the death screams of the victims and using the power that this bestows to strike down their foes. Add 1 to wound rolls for any of the ritualist's PRIESTS who are within 12" of the sacrificial site when the wound roll is made.

On the other hand, PRIESTS from the rescuing army are sickened by what they feel and hear. Such is their desire to smite down those responsible that they are driven into a battle frenzy! Add 1 to the Attacks characteristic of any melee weapon used by a PRIEST from the rescuer's army who is within 12" of the sacrifice site when the weapon is used.

THE BATTLEFIELD

This battle takes place at a sacrificial site drenched in the blood of countless victims. In one corner of the battlefield lies the sacrifice site, which is surrounded by an area of rocky ground.

SET-UP

Set up the two armies as described on the *Warhammer Age of Sigmar* rules sheet, but using the territories shown on the map on the previous page.

THE PRISONER

Before set-up begins, the rescuer must choose a model from their army to be the prisoner they are attempting to rescue. Any model can be chosen as long as it is not the army general, and as long as it does not have a Wounds characteristic greater than 6.

The prisoner must be placed on the sacrificial site. The victim is bound hand and foot, and so cannot move, attack, cast spells or use abilities during the battle.

SWEEPING ADVANCE

Instead of setting up a unit from their army on the battlefield, the player in command of the rescuers can place the unit to one side and say that it is sweeping round to arrive on the flank of the main battle force. These units arrive in the movement phase of the rescuer's first turn. All of the models in these units must be set up within 6" of the table edges indicated on the map (this counts as their move for that phase). Units can be brought into battle from either or both of the available table edges.

FIRST TURN

The rescuer has the first turn in the first battle round (do not roll dice to decide).

THE RITUAL

In each of the ritualist's hero phases, the ritualist's general or a ritualist PRIEST can perform the next step in the ceremony. The model performing the ritual must be within 1" of the sacrificial victim. Each time a step of the ritual is performed, roll a dice; on a 1 nothing happens this turn, but on a 2 or more the victim suffers a mortal wound that cannot be stopped in any way and cannot be healed (even by abilities that normally allow mortal wounds to be negated or wounds to be healed). This is the only way the victim can be harmed – they cannot lose wounds or be affected by spells or abilities in any other way.

The stolen life force can be used by the general or PRIEST to empower themselves or a unit from their army that is within 16" of the victim. Add 1 to all hit, wound and save rolls for the unit fed by the victim's life force until the next ritualist hero phase.

The ritual is completed when the victim loses their last wound and is slain.

RIGHTEOUS FURY

All units in the rescuer's army are incandescent with rage about what is happening to their comrade, and are determined to rescue him at all costs. You can re-roll failed charge rolls for units from the rescuer's army.

VICTORY

Do not use any of the victory conditions from the *Warhammer Age of Sigmar* rules sheet. Instead, the ritualist wins a **major victory** if the ritual is completed. The rescuer wins a **major victory** if the ritualist is unable to complete the ritual – this occurs once the enemy general and all ritualist PRIESTS have been slain.

THEMED ARMIES

If your battles tell a story, your collected miniatures are its lead characters. Building the narrative of your collection is a hallmark of the Games Workshop hobby, and opens the gates for all sorts of building and painting opportunities for making your miniatures look great on the tabletop.

Themed armies are collections that are built around a common backstory or unifying concept, often one inspired by the tales of the Mortal Realms. For example, you might wish to represent a force you have read about in a *Warhammer Age of Sigmar* novel or battletome, such as those described in the following story about a clash between Nagash and Archaon. Equally, you can base your collection on a story entirely of your own creation.

You can also theme your collection around more specific aspects of a narrative, such as a particular character or location. If you found a story about Mannfred von Carstein enthralling, you might wish to create an army with his model as a focal point. Or, if you enjoy stories set in the Realm of Fire, you can make your collection up out of the creatures that are often found roaming Aqshy's fiery landscapes. Some hobbyists might be intrigued by the possibilities of more abstract themes, such as an army made entirely of flying models or cavalry. Whatever theme you choose for your army, you will find it a useful tool for making your collection look and feel like an organised force on the tabletop.

Sometimes the chosen theme is expressed in the army's heraldry, with each model bearing a rune or icon that unites them. This might be a horde of Blood Warriors tattooed with the mark of Khorne, or a clan of sylvaneth decorated with the whorls of Harvestboon Glade. Similarly, an army might be visually themed around a colour scheme you find particularly eye-catching, such as the turquoise and gold armour of the Celestial Vindicators Stormhost. *Warhammer Age of Sigmar* battletomes and painting guides provide a wealth of information on heraldry and painting schemes to inspire your collections and support their background.

FORGING ALLIANCES

Alliances can be formed for many reasons: out of necessity, to ensure the survival of both parties; for honour; to repay a debt; to acquire an elusive treasure; or to take down an opponent too powerful for one force alone. The Grand Alliance books offer a great starting point for these alliances.

While a themed army may well be made up entirely of models from the same Grand Alliance, this does not always have to be the case. The Mortal Realms are constantly shifting and changing, presenting surprising new challenges and opportunities all the time. As such, forces that may once have been sworn enemies might suddenly find themselves fighting side by side in the name of death and glory. These arrangements might be alliances in name only, the participants coming together solely to achieve their goal. In such an instance, it would make sense for them each to retain their unique heraldry and colour schemes. Other alliances are more permanent, however, and are built upon a lasting bond. Such armies can be painted to have a common theme that will make them look like a coherent force.

You could make your army out of two or more distinct groups within the same faction: mixing different Stormhosts, Fyreslayer lodges or sylvaneth glades, for example. It might require a combined force of Astral Templars and Hammers of Sigmar to take down a rampaging Orruk Megaboss, or the duardin of the Vostarg and Greyfyrd to defeat a devious Gaunt Summoner. You can draw upon the colour schemes of these different collections to maintain their distinct appearance, using the appropriate battletomes as reference.

One way to tie allied models together is to paint their bases in the same style. Not only do well-detailed bases transform a unit of painted miniatures, but all the models will be linked in a subtle but effective way. If you want the theme to be more pronounced, you can create cross-faction banners or heraldry, which allow you to identify your forces in the heat of battle.

RECREATING BATTLES OF THE PAST

Tales from the Age of Sigmar are filled with heroic deeds and legendary battles. With a little imagination you can recreate these battles with your armies on the tabletop and find out if history will repeat itself, or if your command can alter the course of fate.

After reading about a specific battle, many players become inspired and wish to use similar themes in their own games. Perhaps they will attempt a heroic last stand or adopt terrain or victory objectives in line with what they have read. Some players may even take their inspiration a step further, wanting to replicate not just the flavour of the battle that inspired them, but recreate the conflict exactly. Such 'historical' battles offer many unique and rewarding challenges.

For example, perhaps you have read *The Realmgate Wars: Quest for Ghal Maraz* and wish to refight the last battle of the Heldenhammer Crusade. It was in that battle that Lord-Celestant Vandus Hammerhand seized Sigmar's hammer, Ghal Maraz, from the clutches of a coven of Tzeentch daemons led by Kairos Fateweaver. To replay it, you would need one army of Stormcast Eternals and another of Lords of Change accompanied by their minions. Vandus Hammerhand would be represented by the Lord-Celestant on Dracoth warscroll, while the warscroll for Kairos Fateweaver can be found in *Grand Alliance: Chaos*. You can keep the action focussed on these two characters if you wish, or expand the conflict to involve a wider army. This is just one example of a historical battle you can fight, and you will find inspiration for countless others in

our books, from battletomes to Black Library novels. There might be a whole chapter dedicated to the battle you want to fight, or you might only be working from a brief story hinted at on the pages of *White Dwarf*. Crossed swords on maps mark the sites of past battles, their names receding into legend. Artwork provides a window into the Mortal Realms, offering astounding details that can be translated to tabletop games. The stories of the Age of Sigmar are filled with such material, a treasure trove of clashes between great armies, and the meeting of gods, heroes and monsters in battle.

There are myriad ways to approach recreating a battle from the past. There is no right or wrong method, and players should experiment to find what works best for them and their gaming groups. Unlike a pick-up-and-play match against a regular opponent, replaying a historical battle takes some degree of planning. How much depends on the scale of the battle you are trying to bring to life.

In many cases, there will already be a battleplan that represents the event. Effectively a ready-made historical battle, battleplans feature all you need to recreate the clash on the tabletop. Conversely, if a battle is recounted in less detail, further research and perhaps a little innovation is called for.

If there is no battleplan for the battle you wish to enact, you may want to make up your own rules to suit the scenario. For example, in the battle between Vandus Hammerhand and Kairos Fateweaver, it might be fun to introduce a rule for Ghal Maraz that matches the way the legendary weapon is described in the story. Ultimately, the more details you discover or create about the armies, terrain, strategies employed, and any special circumstances, the more enjoyable your historical battle will be. Inventing rules, army lists and a modelled battlefield is part of the fun.

On the following pages you will find two stories that have been taken from our books and turned into playable battleplans, to serve as examples of how this process can play out. You will see how the narratives have been expanded and rules created to suit them. At the end of this section, you will find an illustrated guide to the highlights of one of these battles, complete with photography, to inspire your own storytelling.

THE CLEARING OF THE WAY

The Realmgate Wars were marked by countless battles as the Stormcast Eternals were hurled from the Heavens to seize key locations across the Mortal Realms. Herein lies one of those tales – an account of one of the first battles fought by Sigmar's greatest champion.

There is plenty of inspiration for historical battles in our range of *Warhammer Age of Sigmar* books. This extract, taken from the Stormcast Eternals battletome, is a great example:

'Eleven times lightning struck before Black Chasm Bridge, each time delivering an entire chamber of Stormcasts. Eleven times were they defeated. Upon the twelfth lightning strike came the Celestant-Prime and none could stay his wrath. Soon the way was cleared.'

With that alone to go on, the following details of the story, location, army, and terrain were added to create not just an evocative battle from the Stormcast Eternals' glorious history, but a challenging scenario to play…

The Black Chasm Bridge was the final defence of the Emberport Realmgate. Located in the Sunderflats of the Realm of Aqshy, the Realmgate had long ago fallen into the hands of Chaos. The Sunderflats were rich in mortal tribes, and the Blood God saw that

these peoples could serve him – either corrupted into the ranks of his legions as slaves, or as yet more skulls to pile at the foot of his throne. Khorne, ever hungry to assert his dominance over his brother gods, sent forth his legions to hold the Emberport, allowing none but his own minions access to the Realmgate and the rich lands surrounding it. Thus, for many centuries, daemon legions and Bloodbound war throngs descended upon the Sunderflats until the land was fraught with incessant war.

Shortly after re-opening the Gates of Azyr and sending forth his Stormcast Eternals to the Brimstone Peninsula, Sigmar next directed his armies in the direction of the Emberport Realmgate to retake it. Too long had Khorne held an iron grip upon the region.

Across the Mortal Realms, the Stormcast Eternals claimed many triumphs. Such was not the case at the Emberport. There, Khorne's legions held. Eleven times the skies thundered, each sending forth a new assault. A chamber of Celestial Vindicators fought past the eight guard towers, and a Lions of Sigmar chamber extinguished the Lake of Fire. Yet all fell at the last defence before reaching the Realmgate. There, upon the sole bridge to cross the Black Chasm, stood the Helfire Legion led by Khaaraks, the Bloodthirster tasked by Khorne as gatekeeper.

Since the time of the first Stormcast attack on the gates of the Emberport, long months had come and gone while the Emberport was assaulted time and time again. Ghal Maraz, the lost warhammer of Sigmar himself, had been found and was now borne to battle by the God-King's greatest champion, the Celestant-Prime. When the twelfth stroke of lightning stuck outside the Emberport, none other than the avatar of Sigmar himself emerged from the blinding flash. Behind the Celestant-Prime came a single retinue of winged Stormcast Eternals. To Khaaraks, this was simply too few. After all, he and his Helfire Legion had massacred chamber after chamber. This latest effort was either an insult or an effort beneath disdain – there would be no challenge here. The Bloodthirster's roars of fury caused the air around him to ignite with curls of flame.

To confront the minions of Khorne was to face death itself, but to offer even the slightest affront to the martial pride of those that served the Blood God only stoked their red-hot hatred to incandescent levels. Khaaraks strode out onto the narrow bridge and clashed his weapons, roaring in challenge.

Rushing out to stand at the flanks of the hulking greater daemon were the Red Reapers – the twin Bloodmasters of the Helfire Legion. Their long tongues snaked out, tasting the air for blood and hoping Khaaraks did not single-handedly dispatch the entirety of so puny an offering. Behind them massed the rest of the legion.

Shining in the gloom of the Black Chasm Bridge, the Celestant-Prime spread his wings, lifting high into the air before diving down to battle…

Ringed by volcanoes, the region of the Sunderflats was subject to frequent earthquakes. The lands bore countless rifts, of which the Black Chasm was the deepest. Indeed, it was said to be a bottomless gateway to oblivion. The only point at which the Black Chasm could be crossed on foot was the bridge that led to the Emberport. The arch was wide enough for perhaps ten men to stand abreast, but as it had no rails and shook so frequently, typically only a single file dared traverse its span.

Now, however, the Celestant-Prime came diving down, swinging Ghal Maraz so that a contrail of celestial energy blazed behind it. Khaaraks was not one to wait, and so launched into the air on his bat-like wings to meet the oncoming foe. Wreathed in flame, the head of Khaaraks' bloodflail met Ghal Maraz, and the resulting explosion blasted both combatants back. The Bloodthirster slammed back down onto the bridge, splintering the stone. The Celestant-Prime tumbled higher into the air before righting himself. Down hurtled Sigmar's champion once more, this time alighting upon the bridge to stand before Khaaraks. That he allowed the fallen daemon to rise instead of pressing his advantage was a noble act, and just enraged his foe further.

The Helfire Legion and the Prosecutors held their ground, watching the radiant blue of the heavenly champion strive against the fiery blaze of the Blood God's gatekeeper. Back and forth they went, first with Khaaraks pressing forward, his axe and bloodflail whirring in a flurry. With flawless skill, the Celestant-Prime dodged every blow, always seeming to know where and when the next strike would fall. At last, the Azyrite avenger had taken his foe's measure and now shifted to offense. Three times Ghal Maraz came down, each impact cracking like thunder against the Bloodthirster's upraised weapons. Staggered, Khaaraks faltered. The Celestant-Prime used his sceptre to call down a streak of azure power from the Heavens – a meteoric strike that blasted the daemon, toppling his crumpled form into the chasm.

Even bereft of their leader, the Helfire Legion pressed forward. Undaunted, the Celestant-Prime charged, sweeping ranks away with every swing of Ghal Maraz. Mighty as he was, the lone warrior would have been overwhelmed by the swarming minions of Khorne had not the Prosecutors flown in to provide support, their celestial hammers helping to clear the path. They summoned the rest of their Hammerstrike Force down from the Heavens, and the indomitable Retributors helped clear the bridge. The hammer blows ended only when the last of the Helfire Legion had fallen and the Embergate Realmgate was secured.

Lord-Celestant Oberon could feel the call of the Heavens. What was left of his broken body lay in agony upon the far side of the Black Chasm Bridge. It had been his task to lead the eleventh strike to seize the Emberpoint Realmgate. His entire Warrior Chamber had been slaughtered. Oberon himself had been cut nearly in twain by the gatekeeper, Khaaraks. The force of the blow had sent Oberon flying, but the searing heat of the greater daemon's axe had cauterized the horrific wound. Already a great light had left the Lord-Celestant, streaking towards Azyr.

Yet for some reason, Oberon had not fully returned to Sigmaron to be reforged as was the way of Stormcast Eternals. Instead, consciousness clung to his battered body. He feared the worst – that some foul device of the foe was holding him in check, forcing him to suffer endlessly. How long he writhed in undying torment he did not know – it could have been years or just a moment – but then it came! Another bolt, a flash more brilliant than any Oberon had ever seen. At once, the pain left his body as he beheld a winged angel – the Celestant-Prime – emerge from the lightning strike.

Oberon was filled with awe. On the bridge, Khaaraks spread his wings, launching himself upwards, but Sigmar's herald shone like a star above the fiery cloud of the Bloodthirster. Ghal Maraz glowed with the azure light of righteous fury, and the Celestant-Prime smote down his foe, sending the Bloodthirster's ruined form into the black abyss. The Red Reapers – the twin Bloodmasters – were next to fall, their blades no match against the radiant warhammer.

Hissing in rage, the Helfire Legion rushed at the hated warrior on the bridge. Beneath their banner of carnage, the first among the daemon horde, known as the Dripblade Bloodletters, sought to swamp the Celestant-Prime. Behind them, rival formations pushed, eager to claim the kill for themselves. Even though he swept multiple foes off the bridge with each swing, the Celestant-Prime could not win free. And then the Hammerstrike Force arrived, the swift Prosecutors and indomitable Retributors clearing the bridge of foes entirely. This was the reason for his prolonged stay – a gift from Sigmar that allowed him to witness the glory of retribution.

OVER THE ABYSS

THE ARMIES

The two armies that fought on the Black Chasm Bridge are described below; one player commands each army. If you wish to refight the battle, you should try to recreate the two armies as closely as possible. If you don't have enough models for the two armies, just use as many as you do have or modify the battleplan to work with the models you have in your collection.

STORMCAST ETERNALS

The Stormcast Eternals army consists of the following units and warscroll battalions:

- Celestant-Prime
- 1 Hammerstrike Force (see *Order Battletome: Stormcast Eternals*)

HELFIRE LEGION

The Helfire Legion consists of the following units:

- Khaaraks – Bloodthirster of Unfettered Fury
- 2 Bloodmasters – Heralds of Khorne
- 1 Skullmaster – Herald of Khorne
- 1 unit of Bloodcrushers
- 8 units of Bloodletters
- 2 Blood Thrones
- 1 unit of Flesh Hounds

THE TWELFTH ASSAULT

The Helfire Legion has fought a series of bloody battles to defend the Black Chasm Bridge, suffering heavy casualties in the process. Because of this, none of the units in the Helfire Legion army can be larger than the minimum size shown on their warscroll. For example, the units of Bloodletters have a minimum size of 10 models, and therefore cannot have more than 10 models each in this battle. This restriction does not apply to the Stormcast Eternals, who are freshly arrived on the battlefield.

READY TO STRIKE

The Celestant-Prime must be set up on the battlefield at the start of the battle. However, he has had time to prepare for the battle, and has already filled Ghal Maraz with energy. To represent this, Ghal Maraz is treated as if the Celestant-Prime had spent three rounds in the Celestial Realm imbuing it with energy, as described in his Retribution from On High ability.

OBJECTIVES

The objective for both sides in this battle is to annihilate the opposing army and capture the Black Chasm Bridge. The side that does so will gain control of the Emberport Realmgate.

THE BATTLEFIELD

The battle is fought on a bridge that is the only way to cross Black Chasm and reach the Emberport Realmgate. The Black Chasm Bridge is narrow and featureless, and has been made extremely treacherous by the frequent earthquakes that shake the bridge and the surrounding lands.

The battle takes place on the bridge's central arch, which is represented by a 12" wide area of ground that stretches from one edge of the battlefield to the other, as shown on the map on the next page. The rest of the battlefield represents the Black Chasm, and can only be moved onto by models that can fly. No other scenery is present; the Black Chasm Bridge is constructed of featureless black stone.

SET-UP

The Helfire Legion player sets up Khaaraks on the Black Chasm Bridge and wholly within 7-12" from one edge of the battlefield. This edge is where any reinforcements from the Helfire Legion will arrive from. Then they set up the two Bloodmasters behind Khaaraks, on the Black Chasm Bridge and wholly within 6" of their edge of the battlefield.

Next, the Stormcast Eternals player sets up the Celestant-Prime at the other end of the Black Chasm Bridge and wholly within 7-12" from the other edge of the battlefield. Finally, they set up a unit of Prosecutors behind the Celestant-Prime, on the Black Chasm Bridge and wholly within 6" of their edge of the battlefield.

THE GENERALS

Khaaraks is the general of the Helfire Legion, and the Celestant-Prime is the general of the Stormcast Eternals army.

TRIUMPHS

The player commanding the Helfire Legion is allowed to roll on the triumph table on the *Warhammer Age of Sigmar* rules sheet, as they have been victorious in all of the previous battles fought on the Black Chasm Bridge.

FIRST TURN

The Stormcast Eternals army has the first turn in the first battle round.

PRECARIOUS EDGES

To represent the ever-present danger of falling off the sides of the Black Chasm Bridge, both players must roll a dice for each model from their army that is within 3" of the edge of the bridge at the start of their hero phase. Models that can fly do not have to be rolled

BLOODMASTERS

KHAARAKS

12"

CELESTANT-PRIME

PROSECUTORS

for, and neither do Retributors that are within 6" of a Prosecutor (as the Prosecutor will save them if they fall).

On a roll of 1, the model is slain – any casualties are assumed to have fallen to their doom, screaming, off the side of the bridge!

HELFIRE LEGION REINFORCEMENTS

From the Helfire Legion, only Khaaraks and the two Bloodmasters are set up on the battlefield before the battle starts – all of the other units in the Helfire Legion enter as reinforcements.

The player commanding the Helfire Legion must bring on one unit of reinforcements in each of their hero phases, until none are left. The Skullmaster and the Bloodcrushers count as a single choice and must both arrive on the same turn, as do the two Blood Thrones.

Reinforcements must be set up with all models on the Black Chasm Bridge, within 6" of the Helfire Legion's edge of the battlefield, and more than 3" from any enemy models. This counts as their move for the following movement phase.

If the restrictions make it impossible to fit all of the models from a reinforcing unit onto the bridge, you must set up as many models from the unit(s) arriving this turn as you can, and any remaining models are slain as they fall off the side of the bridge attempting to reach the battlefield!

THE RETRIBUTORS

The Retributors in the Stormcast Eternals army are not set up on the battlefield at the start of the game, and must arrive using the Hammerstrike ability from the Hammerstrike Force warscroll battalion. They must arrive on the third battle round, if they have not arrived earlier.

VICTORY

The battle continues until one army has been wiped out. The surviving army scores a **major victory** if their general has not been slain, and a **minor victory** if he has been slain.

THE DEATH OF NAGASH

During the conflict known as the great War of Bones, Chaos forces assailed the Realm of Death for almost two centuries. Everywhere, they drove back the armies of the undead, but at the Battle of Black Skies it was Archaon himself who faced Nagash.

After Sigmar retreated into Azyr, the Age of Chaos entered its most brutal era. It was during that grim time that the Dark Gods turned their eyes towards Shyish. For over a century, the Chaos Gods sent their minions to that deathly realm. Razing and destroying, they drove back all who dared defy them, but final victory eluded them.

Nagash, self-proclaimed ruler of Shyish, was a powerful opponent, a canny commander who wielded necromantic magics like no other. Nagash preferred to lead from afar, but as the noose of Chaos closed around him, the Great Necromancer strode to battle. None could defeat Nagash. Time and again, he destroyed his foe's armies, defying what seemed like certain doom. Given even the least of reprieves, Nagash restored his power, summoning forth new spirit armies and raising countless corpse legions to do his bidding. Thus, even lands that fell before the Chaos invaders were soon reclaimed by Nagash. After countless battles, the control of Shyish still hung in the balance. Everything changed, however, when Archaon, the greatest of Chaos Champions, arrived.

With his Varanguard, Archaon united the disparate Chaos armies, deploying mortals and daemons alike. Even the children of the Great Horned Rat, the skaven, bowed before Archaon. One by one, Nagash's strongholds were toppled, so that the Great Necromancer fled into the Barrowlands, an underworld kingdom haunted by spirits from countless civilisations. There, in what he deemed an unassailable position, Nagash hoped to once more regain his full strength.

Yet Archaon was not daunted by the endless waves of undead, and his Chaos hordes advanced deep into the Barrowlands in search of Nagash's hidden fortress. Smashing down necropolis and dark spire alike, the armies of Archaon sought the Lord of Undeath. One by one, the Mortarchs – Nagash's most powerful lieutenants – marched forth at the head of a vast army. Each army was broken in turn and sent fleeing back into the shadows. Nagash's rage grew great.

As the forces of Chaos encircled Nagash's last stronghold, Helzharr, at the dark heart of the Barrowlands, the Great Necromancer came forth. So vast were his summonings, so powerful his necromantic might, that Nagash's spells doused the sun. All living things withered, and blackest midnight descended over all. As the last spirit host arose, the green witchfire of their supernatural powers radiated across the horizon like some deathly dawn in mockery of true sunrise. And so began the Battle of Black Skies…

The daemon legions were made of the stuff of Chaos itself, so they cared not about cursed air. Within hell-forged armour, the mortal legions – the Chaos Warriors and Varanguard – clove through the life-sapping darkness like blades piercing flesh. The less protected, however, fell in their thousands as lungs blackened and hearts stopped. Before Archaon's Gaunt Summoner could produce a counter-spell, entire skaven clans had fallen and turned to dust. Even so, those Chaos forces that remained were enough to make the ground shake before them.

Four times the Chaos hordes surged – each attack led by a greater daemon of a different Dark God. Each assault drove into the wall of spirits, a barrier of spectral warriors many hundreds deep. Augmented by fell magics, Nagash's army held, but only just. When a fifth army arrived, Nagash's defences were in tatters. The Great Necromancer staggered, for the effort had drained his power. Only then did Archaon sound the horns, leading the final charge himself.

At the fore of Archaon's assault were his vaunted Varanguard. None could stay those black-armoured knights. Alongside the Varanguard came contingents representing each of the Chaos powers, for Archaon carried the blessings of all the Dark Gods.

Nagash, weary from turning back the previous assaults, focussed his empty eye sockets upon this new onslaught. Amongst the broken tombs of Helzharr, the remaining undead formed a ring around their master. Slamming down his staff of power, Nagash strained to the blackened skies, calling forth a last summoning. The dead answered. Upon a chill wind came the rattle of bones and the howling of spirit songs. From the mist marched Nagash's newly arrived Mortarchs, determined to claim revenge for their earlier defeats.

Nagash commanded his legions to advance into the oncoming foe. Lord Morches took wing upon his Terrorgheist, his Crypt Ghouls loping behind. Regiments of skeletal warriors clanked forward, their black banners outlined by green witchfire. Behind the vanguard of his Mortis Engines, Nagash himself advanced, flanked by the last of his Morghasts. It took many undead to pull down a foe, but it mattered little when the fallen bones and hacked corpses rose again through the power of Nagash's spells. The Varanguard, however, could not be slowed. They hurtled through the skeletons, clearing a path to the Great Necromancer more quickly than he could refill their ranks.

Amidst the tumbledown ruins, daemons battled undead. Spectral Hexwraiths charged through walls, a Bloodthirster shattered a Mortis Engine, and the skies above rang with the clash of battle as Lord Taos rode his Zombie Dragon into a spiralling skirmish with a Manticore. It seemed for a moment that Nagash might be overrun by the Varanguard, but they were halted by the Morghasts and withered beneath the blazing gaze of Nagash. Leaving his sacrificial army, the Great Necromancer sought to cleave a path to freedom, yet he had not reckoned upon the speed of his foes. First to reach him was a Lord of Change, but Nagash walked through its warpflames unscathed and swung the Mortis Blade to sever the creature's neck. As the daemon faded, Nagash began a spell that would speed him away into the blackness. He would have escaped, were it not for Archaon.

Spitting forth bursts of magical energy, Dorghar destroyed the Morghasts as Archaon took on Nagash. So great was that final duel that the ground was rent and the black skies torn. At last, Archaon struck a killing blow, sundering Nagash's crown. Thus fell the Great Necromancer, and Archaon rose triumphant, leaving his minions to finish off the rest of the undead. Yet ere that task was completed, the heartbeat of time itself was stilled. Under cover of their spell, Nagash's Mortarchs cleared a path, whisked away their master, and fled beyond the Starless Gates so that he might one day rise again.

Shyish is a realm of endings, but no change or abrupt departure had as devastating an effect upon the lands as did the Battle of Black Skies. The consequences of that conflict touched every kingdom and lasted centuries. Nagash's body and spirit were broken by Archaon, but not destroyed. While his Mortarchs recovered the Great Necromancer's shattered form, Nagash's iron hold over the lands diminished. What was left of his ghastly presence was all but washed away by the tides of the violent invasions that followed.

Archaon, his great foe destroyed, retired to the Allpoints, renaming it the Eightpoints to honour his gods. In his absence, the rival Chaos Gods unleashed their full might upon Shyish, hunting for whatever remained of Nagash. The Cage of Bones was made – a stronghold built from the ruins of Nagash's armies slain at the Battle of Black Skies, death fettered in Chaos-forged iron. From there began the March of Red, Khorne's eight-fronted war which drove through the lands like axe strokes. Nurgle, less bold, concentrated his invasions upon the Morrlands, turning them into his own deathly plague gardens. Tzeentch coveted Nagash's hidden pools of darksome magic and sent his minions forth to find them and absorb their power. Slaanesh's followers, seeking their lost god, were everywhere, searching lands long held against them.

In the wanton destruction that was caused by these campaigns, countless burial mounds of lost civilisations were razed, the black pyramids' power siphons were destroyed, the stronghold of Nagashizzar was levelled, and many gates to the underworlds were breached or corrupted. Greedily, the Chaos Gods consumed all the lost souls they could gather. Yet Nagash was not found. Behind the Starless Gates, in the underworld of Stygxx, Nagash slowly reformed. When, once more, the Great Necromancer could look out upon his realm, Shyish was corrupted, its lands ravished by the armies of the Dark Gods. During those long centuries of the Age of Chaos, Nagash nursed his hatred and set his mind again to plans of almighty domination and vengeance. One day, he vowed, Archaon, and the very gods that empowered him, would pay for their transgressions against him.

One day all would bow before Nagash.

Following the War of Bones, Archaon's host of mortal and daemonic legions attacked Shyish, the Amethyst Realm. At the final battle, Archaon slew Nagash in personal combat, banishing him for many years. The following battleplan allows you to recreate this titanic conflict.

THE ARMIES

The armies that fought at the Battle of Black Skies are described below. If you wish to refight the battle, you should try to recreate the two armies as closely as possible. If you don't have enough models for the two armies, just use as many as you do have, and modify the battleplan so that it works with the models you have in your collection.

This is a large battle, and the battleplan therefore uses the Coalition of Death rules (see page 14). Ideally, Nagash's army will be commanded by four players, and Archaon's by five players. If you don't have enough players, then combine separate contingents under the command of a single player.

FORCES OF DEATH

Player 1: Nagash
Nagash, Supreme Lord of the Undead
(warlord's general)
2 Morghast Archai
2 Morghast Harbingers
1 unit of 12 Spirit Hosts
1 unit of 20 Hexwraiths
5 Cairn Wraiths
2 Mortis Engines

Player 2: Lord Taos
1 Vampire Lord on Zombie Dragon
(general of contingent)
4 units of 30 Skeleton Warriors
1 unit of 10 Grave Guard

Player 3: Lord Morches
1 Abhorrant Ghoul King
on Terrorgheist (general of contingent)
1 unit of 9 Crypt Horrors
1 unit of 40 Crypt Ghouls

Player 4: The Mortarchs
Arkhan the Black, Mortarch
of Sacrament (general of contingent)
Mannfred, Mortarch of Night
Neferata, Mortarch of Blood
1 unit of 10 Blood Knights
1 Coven Throne

ARCHAON'S CHAOS HORDE

Player 1: Archaon
Archaon (warlord's general)
Gaunt Summoner of Tzeentch
1 unit of 24 Varanguard

Player 2: Khorne Contingent
1 Bloodthirster of Insensate Rage
(general of contingent)
1 Lord of Khorne on Juggernaut
1 unit of 12 Mighty Skullcrushers
1 unit of 60 Bloodreavers
1 Bloodstoker
1 Khorgorath
1 unit of 20 Bloodletters

Player 3: Nurgle Contingent
1 Great Unclean One
(general of contingent)
1 unit of 20 Plaguebearers of Nurgle
1 Lord of Plagues
1 unit of 25 Putrid Blightkings

Player 4: Tzeentch Contingent
1 Lord of Change
(general of contingent)
1 unit of 20 Pink Horrors of Tzeentch
1 Chaos Lord on Manticore with Mark
of TZEENTCH
1 unit of 20 Chaos Warriors with Mark
of TZEENTCH
1 Mutalith Vortex Beast
2 Tzeentch Sorcerer Lords

Player 5: Slaanesh Contingent
1 Keeper of Secrets
(general of contingent)
1 unit of 20 Daemonettes of Slaanesh
1 Herald of Slaanesh
1 unit of 10 Seekers of Slaanesh

OBJECTIVES

The objective for both sides in this battle is to annihilate the opposing army and slay the opposing warlord's general.

THE BATTLEFIELD

The Battle of Black Skies was fought on a vast desolate plain studded with the ruins of ancient tombs. You will need a large battlefield to contain all of the troops taking part; the map below assumes that the gaming area is 8 feet wide by 6 feet across. Use any suitable ruined buildings in your collection to represent the ancient tombs.

SET-UP

The map below shows the territories for each contingent in the two armies. Take it in turns, starting with Archaon's Chaos Horde, to set up one contingent at a time. All of the models in the contingent must be set up within their territory.

TRIUMPHS

The warlord commanding the Forces of Death is allowed to roll on the triumph table, as they have been victorious against all of the previous assaults made by Archaon's armies.

THE GENERALS

The generals for the two sides are listed in the Armies section on the previous page. Remember that each general's command ability only applies to units from their own contingent in the coalition.

FIRST TURN

The Forces of Death have the first turn in the first battle round.

NAGASH 12" 24"

LORD MORCHES 24"

LORD TAOS 48"

THE MORTARCHS 24"

24"

ARCHAON 12" 24"

NURGLE 24"

TZEENTCH 24"

SLAANESH 24"

KHORNE 24" 8"
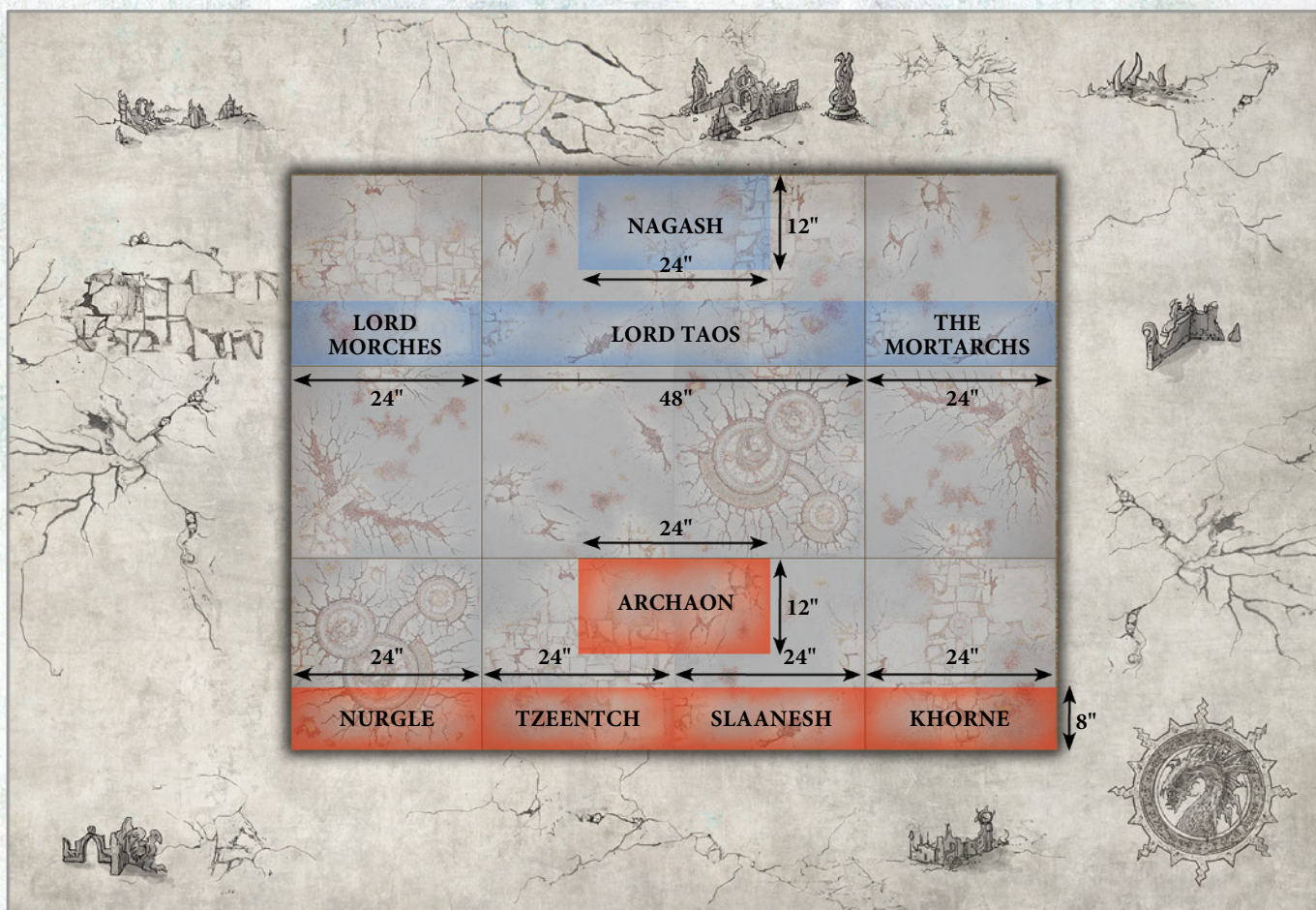
ALMOST SPENT

Nagash's reserves of power have been depleted by the earlier assaults made by Archaon's Chaos hordes. Because of this, you must halve the number of additional spells that the Nine Books of Nagash allow him to cast, and you must halve the casting and unbinding bonus he receives from Alakanash. In both cases, round any fractions down; for example, if Nagash were normally able to cast five extra spells, this would be reduced to two extra spells.

In addition, at the start of the battle, Nagash has summoned all of the warriors he can to fight at his side. Because of this, any spells that can be used to summon new DEATH units to the battle can only summon models from Nagash's army that have been slain earlier in the battle – in other words, you cannot add new models to the army, only recycle slain ones.

VICTORY

The battle continues until one army has been wiped out. The surviving army scores a **major victory** if their warlord's general has not been slain, and a **minor victory** if he has been slain.

▲ At the Battle of Black Skies, Archaon assembled an army composed of forces representing each of the Dark Gods so that the full might of Chaos could be brought to bear against the Lord of Undeath.

Draining his prodigious necromantic powers, Nagash summoned forth a mighty host, calling upon spirits and newly risen dead to stave off the Chaos onslaught.

The red-clad Bloodbound of Khorne engaged Nagash's Morghasts in brutal close combat.

Even the ethereal forms of the malignants could not withstand the charge of the Varanguard.

Relentlessly, the two sides launched assault after assault upon one another.

▲ Four times did Nagash repel the Chaos invaders, becoming the centre of a maelstrom of necromantic might.

▼ As the opposing armies crashed and broke between them, it was inevitable that the culmination of the Battle of Black Skies would be a final confrontation between Nagash and Archaon.

▲ Atop his three-headed daemon-beast, Dorghar, Archaon cleaved a path of ruin.

▼ Beneath the unnatural gloom, the epic battle between the two legendary rivals would decide the fate of all the kingdoms of Shyish for centuries.

CAMPAIGNS

Taking you beyond basic one-off battles, campaigns are a sub-set of narrative play games that add a new dimension to your gaming. Essentially, they tell a story that unfolds with each new engagement, where the result of each battle will be affected by the one before and influence the one after.

Individual battles are great, but why stop there when you can go on to conquer entire realms? If battles are exciting short stories, then campaigns are epic novels, packed with plot twists and cliff-hanging chapters. In essence, a campaign is simply a series of battles that are linked together by a mechanism such as a map, flow-chart or story. Campaigns offer a style of gaming where armies gain battle honours and commanders hone their skills as the action progresses.

One of the best aspects of campaign gaming is the dynamics that develop between the players involved. This begins even before you start playing. There's nothing to stop you from organising a campaign by yourself, but you'll have just as much fun devising one as a group. In fact, some of the best campaigns are created by like-minded hobbyists combining their best ideas, and often the process of planning and developing a campaign becomes as engaging and immersive

as the games themselves. As you play and progress through the campaign, you will get to know and anticipate the strengths, weaknesses and strategies of your fellow players. Friendly rivalries abound, and are all part of the fun. Remember that, as well as giving you the opportunity to capitalise on your victories, campaigns also allow you to seek retribution for your defeats – after all, as any seasoned campaigner will testify, victory is sweet, but revenge is sweeter!

A campaign can be as extensive as you like, from a few battles between two players, to sprawling epic conflicts that involve your entire gaming group. For instance, you could pitch your army against that of a friend and spend a day playing a short campaign that encompasses a skirmish, an epic main battle and a desperate last stand. Several hobbyist friends could use a campaign as a motivating tool for building their armies, where each week the players add a new unit to their forces and play again. There are many different types of campaign, and the following sections provide some examples of campaign structures you can use.

Path to Glory campaigns allow you to create a mighty warband that grows in power with each battle you win. Map campaigns provide a dynamic geographical setting for your battles, which you can explore and conquer as the campaign progresses. Tree campaigns offer a series of linked games, with the outcome of each one affecting the conditions of the next. Matrix campaigns require forward planning, with each battle affected by the choices you make at the start. Some of these methods can be combined for an even more engaging experience. For example, you can incorporate a matrix into a map campaign and use your knowledge of the terrain to make the best strategical choices.

If you're new to campaigning, it's best to start small. While it's tempting to set your sights on conquering an entire realm, a set of linked battles with a manageable objective such as a Realmgate is perfect. On the other hand, if you've already enjoyed battling your way through a few games, then dive straight into an epic narrative campaign. This is the perfect forum for unleashing your creative talents, and a great motivator to finish painting those final troops or even build a whole new tabletop battlefield replete with menacing fortresses, ruined temples and all manner of fantastical scenery.

Campaigns can become great multiplayer battles where pacts are formed and armies expand as the sagas unfold. In fact, stories are at the heart of every successful campaign, and when combined with a sound framework and organisation, they provide the excitement and interest that keeps everyone motivated to win. Once you have developed a taste for campaigning, you can make use of increasingly complex systems. This chapter gives you all the tools you need to put together awesome campaigns.

PATH TO GLORY CAMPAIGNS

Path to Glory campaigns centre around collecting and fighting battles with a warband in the Age of Sigmar. Champions fight each other and gather followers to join them in their quest for glory, taking advantage of this age of unending battle to win glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. All players will need to have at least one HERO, who is their champion, and must then create a warband to follow and fight beside their champion during the campaign.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful.

After gaining enough favour in the eyes of your patron, your champion will be granted a final test. Succeed at the test, and your champion's glory will be affirmed for all time, and you will be crowned as the victor of the campaign.

CREATING A WARBAND

When creating a Path to Glory warband, do not select your army in the normal manner. Instead, your army consists of a mighty HERO battling to earn the favour of the gods, and their entire band of loyal followers. As you wage war against other warbands, your own warband will grow, and existing units will become grizzled veterans.

WARBAND ROSTER

The details and progress of each warband need to be recorded on a warband roster. We've included a roster for you to photocopy and use on page 67, or you can download a roster from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:
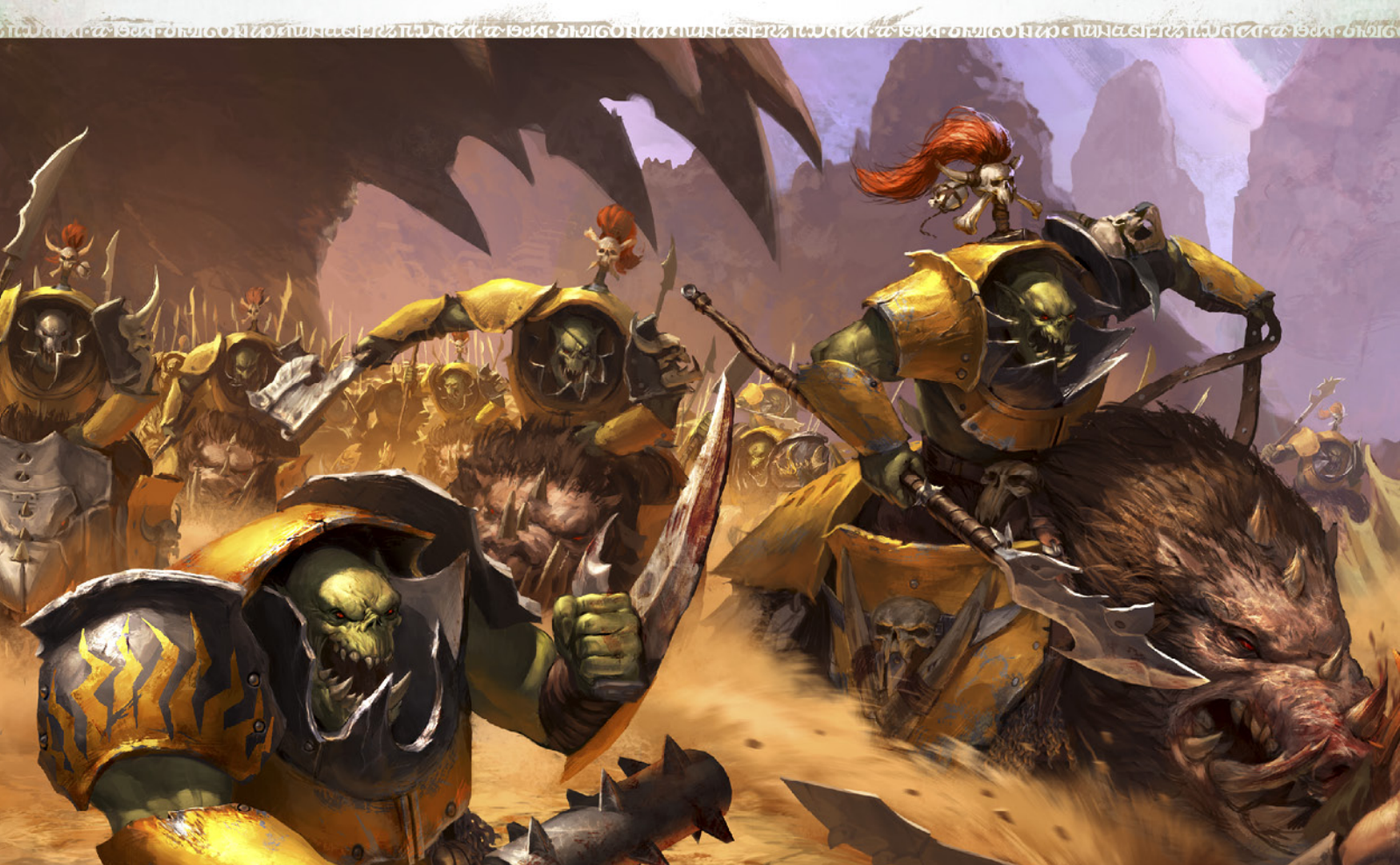
1. First, pick an allegiance for your warband from the following list: CHAOS, STORMCAST ETERNAL, FYRESLAYERS, SKAVEN, IRONJAWZ, SYLVANETH, or DEATH. Each allegiance has its own set of warband tables that are used to generate the units in the warband and the rewards they can receive for fighting battles. If you choose a Chaos warband, you must also pick one of the Chaos Gods as your patron: Khorne, Nurgle, Tzeentch or Slaanesh.

2. Next, choose the champion of your warband by choosing one of the options from your allegiance's champion table. The type of champion you choose will determine the number of rolls you can make for the champion's followers. Give your champion a suitably grand and imposing name, and write this down on your warband roster.

3. Having chosen your champion, the next step is to generate your starting followers. These can be chosen from the followers tables for your allegiance. If your allegiance has more than one followers table you can freely choose which ones you use, selecting all of your followers from a single table or from several. Instead of choosing, you can place your destiny in the hands of fate and roll on the followers tables instead. To make a followers roll, pick a column from one of the followers tables and then roll a dice.

4. Instead of generating a unit of followers, you can choose to gain 1 Glory Point (see page 66). You can sacrifice any number of your starting units of followers in this way. Taking Glory Points instead of a unit makes it easier to gain the 10 points you need to have a chance of winning, but you will have fewer units with which to fight your battles.

5. Your followers need to be organised into units. The follower table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Chaos warband followers can only be given the mark of their champion's patron. Record all of the information about your followers on your warband roster.

6. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!
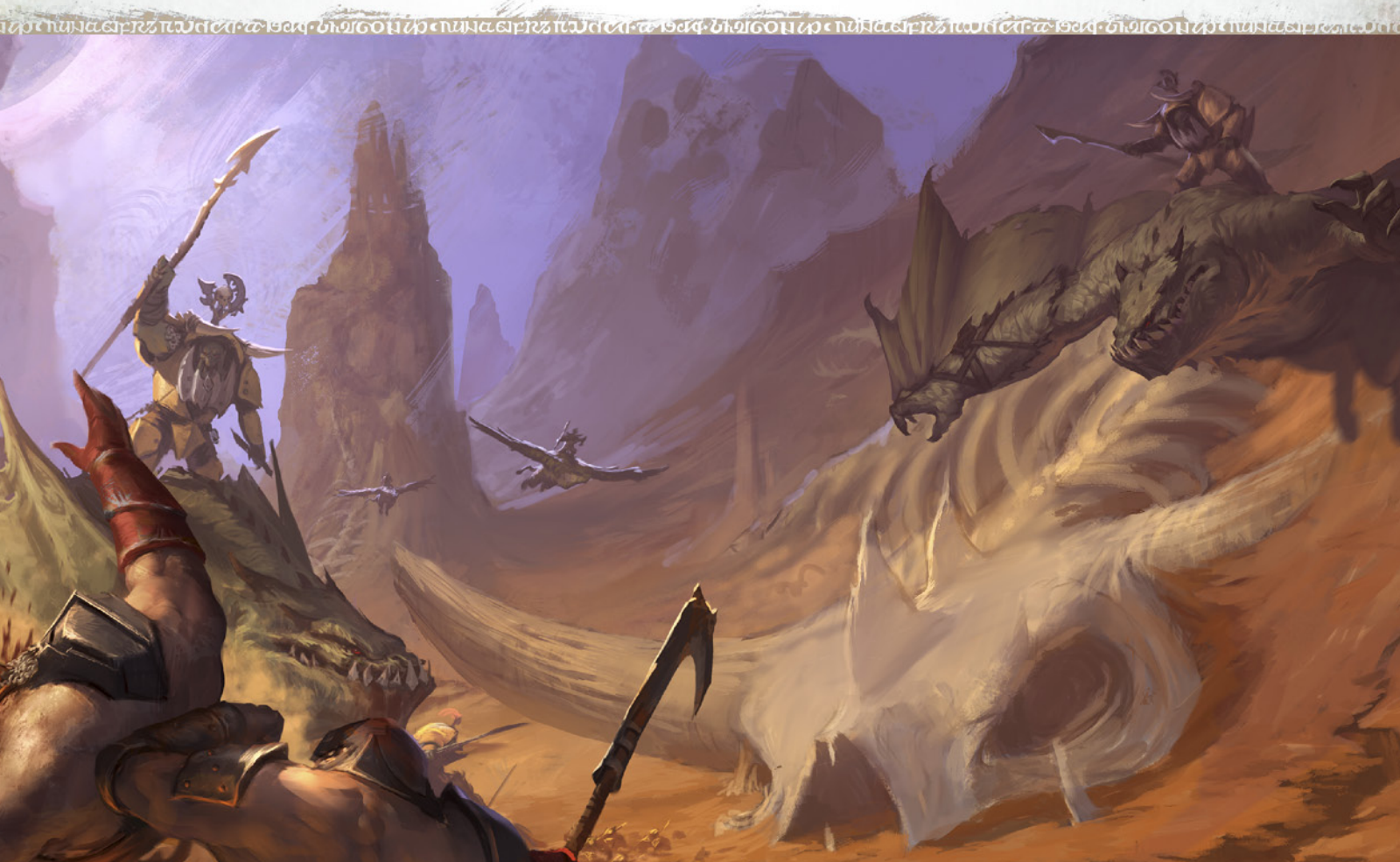
TO WAR!

Having created a warband, you can now fight battles with it. These battles are fought against other warbands taking part in the campaign.

You can arrange to fight battles as and when you wish, and can use any of the battleplans available for *Warhammer Age of Sigmar*. We have included two new battleplans in this book that have been designed for use in Path to Glory campaigns (pages 84-85).

The units you use for a game must be those on your warband's roster. Wizards can summon other units during the course of a battle, but they will vanish once the battle is over (wizards belonging to a **Chaos** warband can only summon the daemons of their patron god). Units can either be fielded at their full roster strength, or broken down into smaller units, as long as no unit is smaller than the minimum size shown on its warscroll.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured or knocked out, and they are back to their full fighting strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. Glory can be increased by fighting and winning battles, as described next. As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband tied or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points. You can re-roll a result of 1 on the D3 roll if the warband won a **major victory**.

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign, as described below.

REWARDS OF BATTLE

Each allegiance has its own set of rewards tables. After each battle you can take one of the three following options. Alternatively, roll a dice to determine which option to take (1-2 = Additional Followers, 3-4 = Champion's Reward, 5-6 = Follower's Reward).

1 **Additional Followers:** More followers flock to your champion's banner. Either select a new unit from one of the follower tables, or roll for a random unit from one of those tables, then add them to your warband roster.

2 **Champion's Reward:** Your champion's prowess continues to grow. Make a roll on the champion rewards table for your allegiance. Make a note of the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

3 **Follower's Reward:** Those who have stood with your champion become renowned for their mighty deeds. Pick a unit in your warband, then make a roll on the followers rewards table for your allegiance. Make a note of the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

ETERNAL GLORY

In order to win the Path to Glory campaign, your champion must first reach 10 Glory Points. You must then fight and win one more battle in order for you to be affirmed amongst the ranks of the immortals and win the Path to Glory campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you either win the campaign… or another player wins first!

You can shorten or lengthen a campaign by lowering or increasing the number of Glory Points a champion must earn. For example, for a shorter campaign, you could say that a champion only needs 5 or 6 Glory Points before fighting their final battle, or for a longer one, say that the demanding gods require them to score 15 or even 20 points!

WARBAND NAME: ....

ALLEGIANCE: ....

GLORY POINTS: ....

CHAMPION

NAME: ....

WARSCROLL: ....

OPTIONS & REWARDS: ....

....

....

FOLLOWERS

NAME: ....   **NAME:** ....

TYPE & SIZE: ....   **TYPE & SIZE:** ....

OPTIONS & REWARDS: ....   **OPTIONS & REWARDS:** ....

....

NAME: ....   **NAME:** ....

TYPE & SIZE: ....   **TYPE & SIZE:** ....

OPTIONS & REWARDS: ....   **OPTIONS & REWARDS:** ....

....

NAME: ....

TYPE & SIZE: ....

OPTIONS & REWARDS: ....

....

NAME: ....

TYPE & SIZE: ....

OPTIONS & REWARDS: ....

....

THE PATH TO GLORY
(Use this however you wish to chronicle
your warband's rise to power)

....

....

....

....

CHAOS WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

ANY PATRON	SUPPLICANTS OF KHORNE	SUPPLICANTS OF TZEENTCH	SUPPLICANTS OF NURGLE	SUPPLICANTS OF SLAANESH	FOLLOWERS
Chaos Lord on Manticore or Chaos Sorcerer Lord on Manticore	Lord of Khorne on Juggernaut	Tzeentch Chaos Lord on Disc of Tzeentch	Harbinger of Decay	Lord of Slaanesh on Daemonic Mount	4 units
Chaos Lord on Daemonic Mount	Mighty Lord of Khorne	Tzeentch Sorcerer Lord	Lord of Plagues	Chaos Lord of Slaanesh	5 units
Lord of Chaos	Lord of Chaos	Lord of Chaos	Lord of Chaos	Lord of Chaos	6 units

RETINUE FOLLOWERS TABLE

D6	ANY PATRON	SUPPLICANTS OF KHORNE	SUPPLICANTS OF TZEENTCH	SUPPLICANTS OF NURGLE	SUPPLICANTS OF SLAANESH
1	2 Chaos Spawn	1 Khorgorath	2 Chaos Spawn	2 Chaos Spawn	2 Chaos Spawn
2	10 Chaos Warhounds	20 Bloodreavers	16 Chaos Marauders	5 Putrid Blightkings	5 Chaos Marauder Horsemen
3	16 Chaos Marauders or 5 Chaos Marauder Horsemen	10 Blood Warriors	12 Chaos Warriors	12 Chaos Warriors	12 Chaos Warriors
4	12 Chaos Warriors	5 Skullreapers	5 Chosen	5 Putrid Blightkings	5 Hellstriders
5	1 Chaos Chariot or 1 Chaos Gorebeast Chariot	5 Wrathmongers	5 Chaos Knights	5 Putrid Blightkings	5 Hellstriders
6	5 Chaos Knights or 5 Chosen	3 Mighty Skullcrushers	5 Chaos Knights	5 Putrid Blightkings	5 Hellstriders

HERO FOLLOWER TABLE

D6	ANY PATRON	SUPPLICANTS OF KHORNE	SUPPLICANTS OF TZEENTCH	SUPPLICANTS OF NURGLE	SUPPLICANTS OF SLAANESH
1	1 Chaos Spawn	1 Chaos Spawn	1 Chaos Spawn	1 Chaos Spawn	1 Chaos Spawn
2	1 Exalted Hero of Chaos	1 Bloodstoker	1 Tzeentch Sorcerer Lord	1 Rotbringers Sorcerer	1 Chaos Lord of Slaanesh
3	1 Exalted Hero	1 Bloodsecrator	1 Tzeentch Sorcerer Lord	1 Rotbringers Sorcerer	1 Chaos Lord of Slaanesh
4	1 Dragon Ogor Shaggoth	1 Slaughterpriest	1 Tzeentch Sorcerer Lord	1 Rotbringers Sorcerer	1 Chaos Lord of Slaanesh
5	1 Chaos Sorcerer Lord	1 Skullgrinder	1 Tzeentch Sorcerer Lord	1 Rotbringers Sorcerer	1 Chaos Lord of Slaanesh
6	1 Lord of Chaos	1 Aspiring Deathbringer or 1 Exalted Deathbringer	1 Tzeentch Sorcerer Lord	1 Rotbringers Sorcerer	1 Chaos Lord of Slaanesh

MONSTER FOLLOWER TABLE

D6	Followers
1	3 Dragon Ogors, 5 Centigors or 3 Razorgors
2	1 Chaos Warshrine
3	1 Slaughterbrute
4	1 Mutalith Vortex Beast
5	1 Chaos Gargant
6	1 Chimera, 1 Cockatrice or 1 Jabberslythe

BRAYHERD FOLLOWER TABLE

D6	Followers
1	10 Ungors
2	10 Ungor Raiders
3	10 Gors
4	10 Gors
5	10 Bestigors or 1 Tuskgor Chariot
6	1 Beastlord or 1 Great Bray-Shaman

WARHERD FOLLOWER TABLE

D6	Followers
1	3 Bullgors
2	3 Bullgors
3	3 Bullgors
4	1 Cygor
5	1 Ghorgon
6	1 Doombull

FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will become renowned across the Mortal Realms.

D6	Reward
1	**Sworn Disciples:** Once per battle, in your hero phase, you can declare that this unit will prove their devotion to your champion. You can re-roll any failed wound rolls for the unit for the rest of the turn.
2	**Acolytes of Darkness:** Once per battle, in your hero phase, this unit can enact a dark ritual which shrouds them in shadow. The unit receives the benefits of being in cover until the start of your next turn.
3	**Avatars of Fury:** Once per battle, in your hero phase, this unit can attack as if it were the shooting or combat phase. This does not stop it from attacking again later in the same turn.
4	**Adepts of the Hidden Path:** Once per battle, in your hero phase, this unit can step through a tear in reality. Remove it from the battlefield and then set it up again anywhere more than 6" from any enemy models. This counts as its move for the following movement phase.
5	**Devotees of the Dark Rite:** Once per battle, in your hero phase, you can roll a dice for each model in the unit that has been slain. On a result of 5 or 6, return the model to the unit.
6	**Twice-blessed Followers:** Roll twice on this table, ignoring further rolls of 6.

CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods… if they are deemed worthy.

2D6 Result

2 What the Gods Give…: Your champion has offended their patron and is punished by being condemned to spawndom. Lose D3 Glory Points (to a minimum of 0), and remove all rewards your champion has gained from this table so far from your warband roster. If your warband has another HERO, that model now takes charge and becomes your new champion (if you do not have any HEROES, immediately generate one from the hero follower table to become your new champion. Note that you cannot select a Chaos Spawn to be your new champion – re-roll these results if rolling randomly). Write down your new champion's name on your warband roster ready for the next battle. Of course, your former champion may still have their uses – you may immediately add a Chaos Spawn to your warband as a follower.

3 Unstable Mutation: Roll a dice for the champion in each of your hero phases. On a roll of 1, the champion suffers a mutating spasm and falls writhing to the ground. They cannot move, attack, cast spells or use any abilities until your next hero phase. On a roll of 4 or more, they are filled with the power of Chaos. You can re-roll hit and wound rolls of 1 for the champion until your next hero phase.

4 Acidic Blood: Roll a dice after any wounds are inflicted upon the champion. On a roll of 2 or more, one enemy model within 1" of the champion suffers 1 mortal wound. If several enemy models are within range, randomly determine which one suffers the mortal wound.

5 Soulscream: Subtract 1 from the Bravery of enemy units within 3" of the champion in the battleshock phase.

6 Dark Patronage (Lesser Reward): Your champion gains the Lesser Reward from the appropriate dark patronage table opposite.

7 Dark Patronage (Greater Reward): Your champion gains the Greater Reward from the appropriate dark patronage table opposite. If your champion already has that reward, count this as a result of 6 (Lesser Reward) instead.

8 Dark Patronage (Exalted Reward): Your champion gains the Exalted Reward from the appropriate dark patronage table opposite. If your champion already has that reward, count this as a result of 7 (Greater Reward) instead.

9 Voice of the Gods: Add 1 to the Bravery of the champion. In addition, add 1 to the Bravery of any units from their warband that are within 8" of the champion in the battleshock phase.

10 Daemonic Armour: You can re-roll failed save rolls for your champion.

11 Ascendancy: Roll a dice before a wound or mortal wound is inflicted upon the champion. On a roll of 6, the wound is negated and is not applied to the champion.

12 Daemonhood Awaits: Your champion undergoes a dark apotheosis, having been judged worthy of daemonhood. Your champion is replaced on your warband roster with a Daemon Prince but retains any rewards they have gained from this table. If you do not have a Daemon Prince model or your champion is already a Daemon Prince, re-roll this result.

DARK PATRONAGE

If you roll a Dark Patronage result on the Chaos champion rewards table, look up the appropriate reward on the table below that matches your patron.

KHORNE

Reward	Result
Lesser	**Brazen Will:** Your champion can attempt to unbind one extra spell in each enemy hero phase. Add 1 to the result of the unbinding roll if they do so.
Greater	**Red Rampage:** Add 1 to all hit rolls for your champion if they are within 3" of more enemy models than friendly models when the attacks are made.
Exalted	**Slaughterer's Rage:** Add 1 to the Attacks characteristic of any melee weapons used by your champion.

TZEENTCH

Reward	Result
Lesser	**Arcane Vessel:** Your champion immediately heals 1 wound if they, or a friendly model within 3" of them, successfully casts a spell (whether it is unbound or not). In addition, the champion heals 1 wound if they are affected by a spell cast by either side. The wound is healed after the effects of the spell have been applied in both cases.
Greater	**Warpcraft:** You can remove your champion from the battlefield in any of their hero phases, and then set them back up anywhere that is more than 7" from any enemy models. This counts as the champion's move for the following movement phase.
Exalted	**Secrets of Sorcery:** Your champion becomes a wizard. They can attempt to cast one spell in each of their own hero phases, and can attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt and Mystic Shield spells. If your champion is already a wizard, they can attempt to cast one extra spell in each of your hero phases, and attempt to unbind one extra spell in each enemy hero phase.

NURGLE

Reward	Result
Lesser	**Fleshy Folds:** Roll a dice for the champion in each of their hero phases. On a roll of 5 or 6, the champion heals 1 lost wound.
Greater	**Corpulent Mass:** Add 1 to your champion's Wounds characteristic.
Exalted	**Cloud of Flies:** Subtract 1 from the hit rolls of enemy models that are within 7" of your champion.

SLAANESH

Reward	Result
Lesser	**Sensory Abundance:** You can re-roll one failed hit roll for the champion in each shooting phase and combat phase.
Greater	**Unnatural Swiftness:** Add 3" to all run and charge rolls for your champion. In addition, they can be selected to pile in when they are within 6" of an enemy unit, instead of 3", and pile in up to 6".
Exalted	**Bedazzling Assault:** At the start of the combat phase, roll a dice for each enemy unit within 6" of the champion. On a roll of 4 or more, add 1 to any hit rolls made for any attacks against that unit in the combat phase.

STORMCAST ETERNALS WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

Champion	Followers
Lord-Celestant on Stardrake	5 units
Lord-Celestant on Dracoth	6 units
Lord Celestant	7 units

INFANTRY FOLLOWERS TABLE

D6	Followers
1	5 Retributors or 10 Liberators
2	3 Prosecutors or 10 Liberators
3-4	10 Liberators
5	5 Judicators or 10 Liberators
6	5 Protectors or 10 Liberators

MOUNTED FOLLOWERS TABLE

D6	Followers
1	5 Gryph-hounds
2	2 Concussors
3	2 Tempestors
4	2 Fulminators
5	2 Desolators
6	1 Drakesworn Templar

HERO FOLLOWER TABLE

D6	Followers
1	1 Lord-Relictor
2	1 Lord-Castellant
3	1 Knight-Heraldor
4	1 Knight-Vexillor
5	1 Knight-Azyros
6	1 Knight-Venator

FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will become renowned across the Mortal Realms.

D6	Reward
1	**Lifted by Lightning:** Once per battle, in your hero phase, this unit can be transported across the battlefield by Sigmar's lightning. Remove it from the battlefield and then set it up again anywhere more than 6" from any enemy models. This counts as its move for the following movement phase.
2	**Iron Discipline:** This unit never has to take battleshock tests.
3	**Furious Avengers:** Once per battle, at the start of your charge phase, you can declare that none will escape this unit's fury. If you do so, the unit can charge up to 12" in that charge phase (you do not have to roll).
4	**All-out Defence:** In your hero phase, you can declare that this unit is adopting a defensive formation. If you do so, the unit cannot run or charge, but re-rolls failed save rolls until your next hero phase.
5	**Smite:** Once per battle, in your hero phase, you can smite an enemy unit that is within 3" of this unit. Roll a dice for each model from this unit that is within 3" of the enemy unit; the enemy unit suffers 1 mortal wound for each roll of 4 or more.
6	**Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.

CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods… if they are deemed worthy.

2D6 Result

2 Dark Destiny: The champion is fated to die an ignoble death. If the champion is ever slain, you lose D3 Glory Points (to a minimum of 0), and must remove all rewards your champion has gained from this table so far from your warband roster. The champion is replaced with a new Lord-Celestant, riding a Stardrake or Dracoth if the original champion had one.

3 Flashbacks: Roll a dice for the champion in each of their hero phases. On a roll of 1, they suffer terrible flashbacks from their previous life and are filled with despair; you must re-roll hit and wound rolls of 6 for the champion until your next hero phase. On a roll of 4 or more, the memories fill them with a terrible fury; you can re-roll hit and wound rolls of 1 for the champion until your next hero phase.

4 Heroic Battle Cry: Once per battle, in your hero phase, your champion can make a heroic battle cry. If they do so, add 1 to hit rolls for your champion and all units from their warband for the rest of the turn.

5 Mighty Blow: You can add 1 to the wounds inflicted by one successful attack made by your champion in each combat phase. Add D3 to the wounds instead if the target is a follower of CHAOS or a MONSTER.

6 Master-crafted Weapon: Pick one weapon used by the champion (it cannot be a weapon used by a mount if they have one). Add 1 to any hit rolls made for attacks with the weapon that you pick.

7 Extraordinary Endurance: Add 1 to your champion's Wounds characteristic.

8 Stalwart: Add 1 to the Bravery of the champion. In addition, add 1 to the Bravery of any units from their warband that are within 8" of the champion in the battleshock phase.

9 Blessed Sigmarite Armour: You can re-roll failed save rolls for your champion.

10 Bounding Leap: Add 2 to all run or charge rolls you make for your champion.

11 Noble Blood: Roll a dice before a wound or mortal wound is inflicted upon the champion. On a roll of 6, the wound is negated and is not applied.

12 Lord of Lightning: Roll a dice in your hero phase if your champion has been slain. On a roll of 5 or 6, they return to the battle in a blinding flash of lightning. Set up the champion anywhere on the battlefield that is more than 9" from the enemy. This counts as their move for the following movement phase.

FYRESLAYERS WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

Champion	Followers
Auric Runefather on Magmadroth	5 units
Auric Runeson on Magmadroth	6 units
Auric Runefather	7 units
Auric Runeson	8 units

FOLLOWERS TABLE

D6	Followers
1-2	5 Vulkite Berzerkers
3-4	5 Auric Hearthguard
5-6	5 Hearthguard Berzerkers

HERO FOLLOWER TABLE

D6	Followers
1-2	1 Grimwrath Berzerker
3	1 Auric Runesmiter
4	1 Auric Runemaster
5	1 Battlesmith
6	1 Auric Runeson

FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will become renowned across the Mortal Realms.

D6	Reward
1	**Oathbound Guardians:** This unit can be selected to pile in and attack twice in the combat phase, but only if they are within 6" of your champion the second time they are selected.
2	**Blades of Fury:** Once per battle, you can add 1 to the Attacks characteristic of any melee weapons used by this unit.
3	**Vendetta:** At the start of the first battle round, pick an enemy unit. This unit adds 1 to all hit rolls for attacks that they make against the enemy unit that you pick.
4	**All-out Defence:** In your hero phase, you can declare that this unit is adopting a defensive formation. If you do so, the unit cannot run or charge, but re-rolls failed save rolls until your next hero phase.
5	**Grim Tenacity:** This unit does not have to take battleshock tests.
6	**Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.

CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods… if they are deemed worthy.

2D6 Result

2 **Hot-blooded:** As long as your champion is alive, you can add 1 to the dice roll that determines who will have the first turn in the battle round. However, if you win the dice roll, you must choose to take the first turn.

3 **Enmity:** Note down the name of the warband you fought the last battle against. Add 1 to all hit and wound rolls made against models from that warband for the rest of the campaign.

4 **Heroic Battle Cry:** Once per battle, in your hero phase, your champion can make a heroic battle cry. If they do so, add 1 to hit rolls for your champion and all units from their warband for the rest of the turn.

5 **The Bigger They Are:** Add 1 to all hit and wound rolls for your champion if the target has a Wounds characteristic of 7 or more.

6 **Master-forged Blade:** Pick one weapon used by the champion (it cannot be a weapon used by a mount if they have one). Improve the Rend characteristic of the weapon that you pick by 1 (e.g. '-' becomes -1).

7 **Extraordinary Endurance:** Add 1 to your champion's Wounds characteristic.

8 **Intractable:** Add 1 to the Bravery of the champion. In addition, add 1 to the Bravery of any units from their warband that are within 8" of the champion in the battleshock phase.

9 **Stubborn Defiance:** In your hero phase, pick your champion or a unit from their warband that is within 10" of them. The unit you pick cannot move, charge or pile in, but you add 1 to all of its save rolls until your next hero phase.

10 **Furious Charge:** Add 1 to all wound rolls made for your champion in the same turn that they charge.

11 **Second Wind:** Once per battle, in your hero phase, you can heal D6 wounds that have been suffered by your champion.

12 **Killing Blow:** Once per battle, your champion can attempt to make a killing blow instead of attacking normally in the combat phase. If they do so, pick an enemy model within 1" of the champion as the target for the attack and then roll a dice. On a roll of 4 or 5, the target suffers D3 mortal wounds. On a roll of 6, the target is slain.

SKAVEN WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle. If your warband uses the Skaven allegiance, you can pick your followers freely from the different clans that are available.

CHAMPION TABLE

MASTERCLAN	CLANS VERMINUS	CLANS SKRYRE	CLANS MOULDER	CLANS PESTILENS	FOLLOWERS
Screaming Bell					4 units
Grey Seer		Arch-warlock	Packmaster	Plague Priest	5 units
	Skaven Warlord				6 units

RETINUE FOLLOWERS TABLE

D6	CLANS VERMINUS	CLANS SKRYRE	CLANS MOULDER	CLANS PESTILENS	CLANS ESHIN
1	10 Stormvermin	5 Skryre Acolytes	6 Giant Rats	5 Plague Censer Bearers	10 Night Runners
2	10 Stormvermin	5 Skryre Acolytes	6 Giant Rats	5 Plague Censer Bearers	10 Night Runners
3	10 Stormvermin	3 Stormfiends	2 Rat Swarms	5 Plague Censer Bearers	10 Night Runners
4	10 Clanrats	3 Stormfiends	2 Rat Swarms	5 Plague Monks	3 Gutter Runners
5	10 Clanrats	3 Warplock Jezzails or 1 Weapon Team (any type)	2 Rat Ogors	5 Plague Monks	3 Gutter Runners
6	10 Clanrats	3 Warplock Jezzails or 1 Weapon Team (any type)	2 Rat Ogors	5 Plague Monks	3 Gutter Runners

HERO FOLLOWER TABLE

A Skaven warband cannot have more than one of each type of HERO (including the champion). Roll again if you get a duplicate result.

D6	CLAN VERMINUS	CLAN SKRYRE	CLAN MOULDER	CLAN PESTILENS	CLAN ESHIN
1	1 Skaven Warlord	1 Arch-warlock	1 Packmaster	1 Plague Priest	1 Skaven Assassin
2	1 Skaven Warlord	1 Arch-warlock	1 Packmaster	1 Plague Priest	1 Skaven Assassin
3	1 Skaven Warlord	1 Arch-warlock	1 Packmaster	1 Plague Priest	1 Skaven Assassin
4	1 Skaven Warlord	1 Warlock Engineer	1 Packmaster	1 Plague Priest	1 Skaven Assassin
5	1 Skaven Warlord	1 Warlock Engineer	1 Packmaster	1 Plague Priest	1 Skaven Assassin
6	1 Skaven Warlord	1 Warlock Engineer	1 Packmaster	1 Plague Priest	1 Skaven Assassin

MONSTER & WAR MACHINE FOLLOWER TABLE

A Skaven warband cannot have more than one of each type of MONSTER or WAR MACHINE. Roll again if you get a duplicate result.

D6	Followers
1	1 Screaming Bell
2	1 Warp Lightning Cannon
3	1 Doomwheel
4	1 Hell Pit Abomination
5	1 Plague Furnace
6	1 Plagueclaw

FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will become renowned across the Mortal Realms.

D6 Reward

1 Children of the Horned Rat: Once per battle, before making a save roll for this unit, you can declare that it is protected by the Horned Rat. You can re-roll any failed save rolls for the unit for the rest of the phase.

2 Verminous Horde: Once per battle, if this unit is destroyed, you can replace it with an identical unit in your hero phase. Set up the replacement unit with all models within 6" of the edge of the battlefield and more than 9" from any enemy units. This counts as their move for the following movement phase.

3 The Menace Below: Instead of setting this unit up on the battlefield at the start of a battle, you can declare it is hiding underground. You can set it up in any of your hero phases, with all models within 6" of the edge of the battlefield and more than 9" from any enemy units. This counts as the unit's move for the following movement phase.

4 Poxed: In your hero phase, roll a dice for each enemy unit that is within 3" of this unit. On a roll of 6, the enemy unit suffers D3 mortal wounds.

5 Cornered Rats: Roll a dice for each model in this unit that flees. On a roll of 4 or more, you can inflict 1 mortal wound on an enemy that is within 3" of the fleeing model.

6 Seething Tide: This unit pours towards the foe, clambering over their comrades in order to attack. Add 1" to the range of all of the unit's melee weapons.

CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods… if they are deemed worthy.

2D6 Result

2 Punished for Incompetence: You lose 1 Glory Point. In addition, your champion cannot gain any further rewards for the rest of the campaign.

3 Uncatchable: Double your champion's Movement characteristic when they retreat.

4 Scabrous: Subtract 1 from the hit rolls made for enemy models within 1" of your champion.

5 Flurry of Blows: Once per battle, double the number of attacks made by your champion.

6 Backstabber: You can re-roll failed hit rolls for your champion if the target has already been attacked by another model in the same phase.

7 Survivor: You can re-roll failed save rolls for your champion.

8 Terrifying Overlord: Add 2 to the Bravery of any units from your warband that are within 8" of your champion in the battleshock phase.

9 Warpstone Weapon: Pick one of your champion's melee weapons and note it down on your warband roster as being made of warpstone. Add 1 to the weapon's Damage.

10 Nefarious: Add 1 to the Glory Points you earn when you win a battle.

11 Blessed by the Horned Rat: Roll a dice before a wound or mortal wound is inflicted upon the champion. On a roll of 5 or 6, the wound is negated and is not applied to the champion.

12 Rewarded for Excellence: You can include a Verminlord in your warband in one battle of your choice.

IRONJAWZ WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

CHAMPION	FOLLOWERS
Megaboss on Maw-krusha	5 units
Orruk Megaboss	7 units

FOLLOWERS TABLE

D6	FOLLOWERS
1-2	5 Orruk Brutes
3-4	3 Orruk Gore-gruntas
5-6	10 Orruk Ardboys

HERO FOLLOWER TABLE

D6	FOLLOWERS
1-3	1 Orruk Warchanter
4-6	1 Orruk Weirdnob Shaman

FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will become renowned across the Mortal Realms.

D6	Reward
1	**Big Boss:** Add 2 to the Wounds characteristic of the leader of this unit.
2	**On Da Rampage:** Once per battle, in your hero phase, this unit can make a charge move as if it were the charge phase. If the charge is successful, pick one enemy unit within 3" of this unit; the enemy unit suffers D3 mortal wounds.
3	**Intoxicating Rhythm:** Add 1 to the hit rolls for this unit if it is within 10" of a Warchanter from the warband at the start of the combat phase. This bonus cannot be used if the Warchanter used their Frenzy of Violence ability on this unit in the hero phase.
4	**'Ere We Go:** In your hero phase, this unit can move D6" as if it were the movement phase, except that it cannot run.
5	**Kunnin' Tricks:** Once per battle, at the start of your combat phase, this unit can play a kunnin' trick on an enemy unit that is within 3" of it. The enemy unit must subtract 1 from all hit rolls for the rest of that combat phase.
6	**Hardened Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.

CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods… if they are deemed worthy.

2D6 Result

2 Too Angry To Die: Do not remove the champion if they are slain. They carry on until your following hero phase, at which point they finally collapse and are removed.

3 Extra-heavy Armour: You can re-roll save rolls of 1 for your champion.

4 Bellowing Battle Cry: Once per battle, in your hero phase, your champion can make a bellowing battle-cry. If they do so, add 1 to the hit rolls for your champion and all units from their warband for the rest of the turn.

5 Might is Right: Add 1 to all wound rolls for your champion if the target has a Wounds characteristic of less than 5.

6 Massive Choppa: Pick one weapon used by the champion (it cannot be a weapon used by a mount if they have one). Increase the Damage characteristic of the weapon that you pick by 1.

7 Big and Tough: Add 1 to your champion's Wounds characteristic.

8 Thunderous Charge: Add 1 to all wound rolls made for your champion in the same turn that they charge.

9 Intractable: Add 1 to the Bravery of the champion. In addition, add 1 to the Bravery of any units from their warband that are within 8" of the champion in the battleshock phase.

10 Don't Stop the Waaagh!: You can re-roll the dice when your champion uses their Waaagh! or Mighty Waaagh! ability.

11 Monster Slayer: Add 1 to all hit and wound rolls for attacks made by your champion where the target is a MONSTER.

12 Blessed by Gorkamorka: Once per battle, in your hero phase, you can heal all of the wounds that have been suffered by your champion. When you do so, you can add 1 to all of the champion's hit rolls, and subtract 1 from the hit rolls for enemy attacks made against the champion, until your next hero phase.

SYLVANETH WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

Champion	Followers
Spirit of Durthu or Treelord Ancient	4 units
Branchwych or Branchwraith	6 units

RETINUE FOLLOWERS TABLE

D6	Followers
1-3	5 Dryads
4	5 Tree-Revenants
5	5 Spite-Revenants
6	3 Kurnoth Hunters

HERO FOLLOWER TABLE

D6	Followers
1-2	1 Branchwych
3-4	1 Branchwraith
5-6	1 Treelord

FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will become renowned across the Mortal Realms.

D6	Reward
1	**Awakened Fury:** You can re-roll hit and wound rolls of 1 for this unit in the combat phase if the unit has made any attacks in an earlier combat phase.
2	**Deadly:** Re-roll hit rolls of 1 for this unit in the combat phase.
3	**Cruel:** Re-roll wound rolls of 1 for this unit in the combat phase.
4	**Swift:** Add 2" to this unit's Move characteristic.
5	**Resilient:** Re-roll save rolls of 1 for this unit.
6	**Ancient Veterans:** You can re-roll one failed hit, wound or save roll for this unit each turn.

SYLVANETH WYLDWOOD

A Sylvaneth warband has a single Sylvaneth Wyldwood in addition to the units it includes. After all other pieces of scenery are set up, but before the battle begins or either side sets up their army, you can place one Sylvaneth Wyldwood anywhere on the battlefield that is more than 1" from any other piece of scenery.

CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods… if they are deemed worthy.

2D6 Result

2 Fatal Ennui: You lose 1 Glory Point. In addition, your champion cannot gain any further rewards for the rest of the campaign.

3 Overcome by Fury: Roll a dice for the champion in each of their hero phases. On a roll of 5 or 6, the champion is overcome by a wild rage – the champion can run and charge in this turn, and you can re-roll hit and wound rolls of 1 for the champion until your next hero phase. However, the champion must finish any moves that they make closer to the nearest enemy than they were at the start of the move.

4 Call the Spirits of the Hunt: Once per battle, in your hero phase, your champion can call upon their followers to hunt down the foe. If you do so, the champion, and all units in their warband, can run and charge this turn.

5 Unleash the Wyldwood: Once per battle, in your hero phase, your champion can command a Sylvaneth Wyldwood anywhere on the battlefield to attack the enemy. If they do so, each enemy unit within 3" of the Wyldwood suffers D3 mortal wounds. A Treelord Ancient can use this ability in the same turn that they cast the Awakening the Wood spell, but cannot use both the spell and this ability on the same Sylvaneth Wyldwood.

6 Vengeful Blow: You can add 1 to the wounds inflicted by one successful attack made by your champion each combat phase. Add D3 to the wounds instead if the target is a follower of CHAOS, or D6 to the wounds if they are a follower of NURGLE.

7 Unnatural Swiftness: Add 2 to all run or charge rolls you make for your champion.

8 Noble Bearing: Add 1 to the Bravery of the champion. In addition, add 1 to the Bravery of any units from their warband that are within 8" of the champion in the battleshock phase.

9 Thick Ironbark: You can re-roll failed save rolls for your champion.

10 Resilient Heartwood: Add 1 to your champion's Wounds characteristic.

11 Spitelings: Once per battle, in your hero phase, your champion can unleash a huge flock of spites upon the enemy. If they do so, pick an enemy unit within 6" of the champion. It suffers D3 mortal wounds.

12 Immortal Defender: Roll a dice in your hero phase if your champion has been slain. On a roll of 4 or more, the champion is reborn. Set up the champion anywhere on the battlefield that is within 1 of a Sylvaneth Wyldwood and more than 6" from the enemy. This counts as the champion's move for the following movement phase.

DEATH WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle. All followers must have the same allegiance as the champion (either Flesh-eater Court, or Soulblight and so on).

CHAMPION TABLE

FLESH-EATER COURTS	SOULBLIGHT	DEATHMAGE	DEATHRATTLE	FOLLOWERS
Abhorrant Ghoul King on Terrorgheist or on Zombie Dragon	Vampire Lord on Zombie Dragon			4 units
	Coven Throne			5 units
Abhorrant Ghoul King	Vampire Lord	Necromancer	Wight King	6 units

RETINUE FOLLOWERS TABLE

D6	FLESH-EATER COURTS	SOULBLIGHT	DEATHMAGE	DEATHRATTLE
1	10 Crypt Ghouls	3 Vargheists	10 Zombies	5 Black Knights
2	10 Crypt Ghouls	3 Vargheists	10 Zombies	5 Black Knights
3	3 Crypt Horrors	5 Blood Knights	10 Zombies	10 Skeleton Warriors
4	3 Crypt Horrors	5 Blood Knights	5 Dire Wolves	10 Skeleton Warriors
5	3 Crypt Horrors	3 Fell Bats	5 Dire Wolves	5 Grave Guard
6	3 Crypt Horrors	1 Bat Swarm	1 Corpse Cart or Mortis Engine	5 Grave Guard

FLESH-EATER COURTS HERO FOLLOWER TABLE

D6	Followers
1-3	1 Varghulf Courtier
4	1 Crypt Ghast Courtier
5	1 Crypt Haunter Courtier
6	1 Crypt Infernal Courtier

FLESH-EATER COURTS MONSTER FOLLOWER TABLE

A Flesh-eater Courts warband cannot have more than one of each type of MONSTER (including any ridden by its champion).

D6	Followers
1-3	1 Terrorgheist
4-6	1 Zombie Dragon

CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards by the gods… if they are deemed worthy. Unless otherwise stated, after each battle, roll a dice and consult the following table. Record each result on your warband roster, and re-roll any duplicate results unless it is Hard to Kill (this result can be taken any number of times).

D6 Reward

1 Lord of Darkness: Each time a model from your warband uses an ability or spell to call forth additional models, you can add 1 to the models that they summon if the summoner is your champion or within 10" of your champion.

2 Blighted Blade: Pick a weapon carried by your champion and note it down upon the roster (it cannot be a weapon used by a mount if they have one). Wound rolls of 6 rolled for the weapon inflict a number of mortal wounds equal to the weapon's damage instead of its normal damage.

3-4 Hard to Kill: Add 1 to your champion's Wounds characteristic.

5 Supreme Monarch: Add 1 to the champion's Bravery. In addition, add 1 to the Bravery of any units from their warband that are within 9" of the champion in the battleshock phase.

6 Stench of Death: Subtract 1 from the Bravery of any units within 6" of your champion unless they have the DEATH keyword.

FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will become renowned across the Mortal Realms.

D6 Reward

1-2 The Danse Macabre: Once per battle, in your hero phase, you can declare that this unit will perform the Dance Macabre. The unit can run and charge in that turn.

3-4 The Restless Dead: Instead of setting this unit up on the battlefield, you can say that it is resting beneath the earth. You can order the unit to rise up in any of your hero phases. When you do so, set it up anywhere on the battlefield that is more than 9" from the enemy. This counts as its move for the following movement phase.

5-6 Undying Legion: This unit does not have to take battleshock tests. Instead, in the battleshock phase, you can heal D3 wounds suffered by a model in the unit. If the models in the unit only have a Wounds characteristic of 1, then you can instead return D3 slain models to the unit.

PATH TO GLORY:
THE MONOLITH

All across the Mortal Realms, champions erect great monoliths to celebrate the deeds they have achieved on their path to glory.

THE ARMIES

Each player must field a warband from a Path to Glory campaign. Each warband may attempt to construct a monolith in their champion's honour once during a Path to Glory campaign. When they decide to do so, then the next battle they fight must be Path to Glory: The Monolith, and they are automatically the gloryseeker, and their opponent is the desecrator.

If both players want to build a monolith, then each player rolls a dice, re-rolling any ties; whoever rolls highest is the gloryseeker, and their opponent cannot build their monolith at that time.

THE BATTLEFIELD

Following a great victory, the champion of a Chaos warband is preparing to erect a monolith to celebrate their deeds. We recommend using a suitable piece of scenery, such as a Baleful Realmgate, or a set of markers, such as small stones or rocks, to represent the monolith. Set it up after the players have chosen their territories (see Set-up, next), in the Gloryseeker's half of the table, within 3" of the centre of the narrow edge of the battlefield.

Generate the rest of the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet.

SET-UP

Both players roll a dice, re-rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use (see the map below). The players take it in turns to set up units. Units can be set up anywhere within their own territory more than 6" from enemy territory..

In the first battle round the desecrator decides who will have the first turn (there is no need to roll).

THE MONOLITH

The gloryseeker can roll a dice in each of their hero phases, as long as there are any friendly models within 3" of the monolith. Add 1 to the roll if there are more than 10 friendly models within 3" of the monolith. Add another 1 if either a PRIEST or your general is also within 3" of the monolith. Keep a note of the cumulative total of these rolls. The monolith's construction is complete when the total is 20 or more.

The desecrator rolls a dice if a unit from their army is within 3" of the monolith in their hero phase. On a roll of 4 or more the monolith has been knocked to the ground and desecrated.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the desecrator immediately wins a **major victory** if the monolith is cast down and desecrated. The gloryseeker immediately wins a **major victory** if the monolith is completed.

GLORY TO THE GODS

The player that wins this battle receives 1 extra Glory Point, in addition to the Glory Points they would receive normally.

GLORYSEEKER'S TERRITORY

DESECRATOR'S TERRITORY

THE MONOLITH

PATH TO GLORY:

BEAST'S LAIR

Two rival champions have learnt the location of a monster's lair. Both seek to slay the creature that dwells there so they can steal away its eggs or capture its infant kin.

THE ARMIES

Each player must field a warband from a Path to Glory campaign.

THE MONSTROUS GUARDIAN

In order to use this battleplan, you need at least one MONSTER. This model represents the monstrous guardian of the lair that is being raided by the two opposing armies. The monstrous guardian is not part of either player's army. You can, if you wish, use a model of a monster that has a rider. If you do this, the rider is ignored during the battle – just use the attacks and abilities that apply to the monster itself.

THE BATTLEFIELD

The battle takes place on a blood-soaked battlefield in one of the Mortal Realms, at the centre of which lies the lair that is protected by the monstrous guardian. We recommend using a suitable piece of scenery, such as a Baleful Realmgate or a Sylvaneth Wyldwood, to represent the monster's lair. Generate the rest of the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet.

SET-UP

First set up the monstrous guardian within 3" of its lair. Then each player rolls a dice, rolling again in the case of a tie. The player that rolls highest must pick one corner of the battlefield. The opposing side sets up in the opposite

corner. The players then alternate setting up one unit at a time, starting with the side that won the earlier dice roll. All units must be set up wholly within 18" of their corner of the battlefield.

If one player finished setting up first, the opposing player carries on setting up units from their warband until they to have set up their entire army. The players then roll-off to see which army has the first turn in the first battle round.

THE GUARDIAN

Check to see which side controls the monstrous guardian at the start of each battle round. After rolling off to determine who will take the first turn in a battle round, roll again, re-rolling ties. The player that rolls highest treats the monstrous guardian as a unit from their army for that battle round. They can choose to attack the monster when it is part of their army if they wish to do so, but if they do, it joins the opposing army until the end of the battle round.

VICTORY

A player immediately wins a **major victory** if, at the end of any battle round, the monstrous guardian has been slain, *and* a model from the player's army was within 3" of the monster's lair at both the start and the end of the battle round, *and* there are no models from the opposing army within 6" of the lair.

The winner of the battle is allowed to add the same type of monster as that guarding the lair to their army. However, the monster is not yet fully grown. To represent this, in the first battle in which it is used, its Wounds characteristic is equal to the roll of a dice. After each battle, add the roll of another dice to the monster's Wounds characteristic until it reaches the value shown on its warscroll.

18"

THE BEAST'S LAIR

18"

MAP CAMPAIGNS

No army ever went to war without its cartographer, and generals have relied on maps for everything from the obvious aspects of terrain, direction and distance to more complex and decisive matters of tactics. They offer tabletop campaigners an equal amount of scope for challenge, conquest and reward.

Map campaigns are set within a particular collection of locations, with each battle allowing players to invade and capture the territories on the map. In any map campaign, the outcome of each battle determines who occupies a designated region. A battle is fought for each territory, using a battleplan that's appropriate for the area – or your own rules if you wish, with the winner planting their flag in that location.

The outcome of the campaign is determined by the number of territories that are controlled. The winner is usually whoever first wins control of a pre-agreed number of areas, or the player that controls the most after a set number of turns.

Structuring your campaign around a map adds a new level of immersion, as you are able to visualise where your army is fighting, where the campaign might take you and how rival armies are faring. If you are inspired by a map you have found in a *Warhammer Age of Sigmar* book, you can adopt it for use in your own campaign. Equally, there's real joy to be had in drawing your own maps. While you'll need to spend some time and effort if you're preparing one yourself, it's also great fun to collaborate as a group. The map can be a simple line drawing, a three-dimensional gameboard, or anything in between.

Raise the stakes by setting the players objectives that must be achieved in each location, or giving the armies accumulating benefits for winning territories. You can even create special rules for the various locations on the map that come into effect when an army arrives there. Time of War rules really come into their own here, as they are great ways to represent different locales.

Opposite is an example of a map campaign that you can play, or use as a framework to make your own campaign based on an exciting location of your choosing.

◀ **The map for Right of Conquest has been built on a Realm of Battle gameboard, with each of its elements skilfully modelled and painted.**

RIGHT OF CONQUEST

Once in every hundred years, the Gate of Stars opens, connecting the regions of Khorvross, Daleshin, Naelmar and Atralium. Scouts are already pouring through the gate, seeking signs of riches, and of massing enemy armies. All know they must act quickly if they wish to seize this chance for power…

Right of Conquest is a map-based campaign that is fought using the map shown on the left. On the map are twelve different locations that the players in the campaign are battling to control. At the end of every month, the players score 10 victory points for each location they control, as well as getting a campaign ability to use in the battles they fight in the coming month. The player with the most victory points at the end of the campaign is the winner.

A Right of Conquest campaign will work with up to six players. If you have more players, you will either need to create your own, larger campaign map, or split the players into teams.

CHOOSING THE BATTLEFIELD

To play a Right of Conquest game, all you need is another player from the campaign who wants to play a game, and to decide which of the 12 locations you want to fight over. If both players want to fight in the same location, all is well. If the players want to fight for different locations, both should roll a D6, re-rolling ties. The player who rolls highest gets to choose which location is being fought for in this battle.

Once your location is determined, it can be resolved using the rules from the *Warhammer Age of Sigmar* rules sheet, or the battleplan of your choice. We recommend basing the scenery and any Time of War rules on the location being fought over, but it is up to the players to decide exactly what they want to do.

CONQUEST

At the end of each month, the player who has won the most battles at a location gains control of it, gaining that location's special campaign ability for the following month and scoring 10 victory points. In the case of a tie, each tied player gets 5 victory points but nobody gains the ability.

VICTORY

A campaign can be fought for any amount of time – we recommend six months for your first campaign. At the end of the final month, total up the number of victory points each player has scored. The player with the highest total is the winner of the campaign.

THE SPOILS

The player that controls a location has the following campaign ability:

Aelfgar: WIZARDS in your army receive a +1 bonus to their rolls to unbind spells.

Bleak Henge: Add 1 to battleshock test rolls for enemy units within 8" of your units.

The City of Hallowguild: Increase the range of your general's command abilities by 6".

The Dome of Seers: Once per battle you can add 1 to your roll to see who has the first turn.

Grimnir's Forge: Pick a HERO in your army at the start of each battle. For that battle they wear ur-gold armour, which replaces their normal Save with a 3+ Save that ignores Rend modifiers.

The Penumbral Fortress: Pick a HERO in your army at the start of each battle. They gain a Chillblade for the battle which adds 1 to their hit and wound rolls.

The Poxrot Sprawl: Pick a HERO in your army at the start of each battle. Once during the battle, they may attempt to summon a unit of NURGLE DAEMONS using the spell on that unit's warscroll. If the model attempting the spell is not a WIZARD, only roll 1D6 to attempt to cast the spell.

Ruins of Ironholt: Pick one unit at the start of each battle. The unit does not take battleshock tests in that battle.

Shimmerglass Spire: Any WIZARDS in your army receive a +1 bonus to their rolls to cast spells.

The Silent City: You have a pool of 3 re-rolls. Each re-roll can be used once per battle to re-roll one of your dice.

Thornwend Sanctum: Once per battle, in your hero phase, you can heal D3 wounds suffered by your general.

Threshfire Dreadhold: Pick one WIZARD in your army at the start of each battle. For that battle, their arcane bolt spells inflict 2D3 mortal wounds.

TREE CAMPAIGNS

As any commander worth their salt will testify, the road to victory has many twists and turns. A defeat at one stage can lead to a rout and disgrace, or inspire retreat, revenge and ensuing victory. As each battle is built on the results of the previous battle, tree campaigns are heavy on strategy.

Tree campaigns add a compelling level of complexity to linked games. Rather than a linear series of engagements, battles are organised by a previously drawn flow diagram – the eponymous 'tree'. The direction of the campaign is usually dictated by victory or defeat. Each time a battle is fought, the diagram will indicate which mission will be next based on the outcome. Usually, the winner will have some sort of advantage in the next game, but it all depends on how your gaming group designs the tree.

For example, the simplest tree campaign could consist of just two battles. In the first, one army must hold its ground (the defender), while the other must assault it (the attacker). If the attacking player wins the battle, the next scenario would entail the defender fighting a rearguard action using a smaller force in order to let the bulk of their army retreat. If the reverse happens, and the defender wins the first battle, they may then go immediately onto the offensive, forcing the attacker to fight a desperate last stand with a smaller force, to account for the casualties suffered in the previous game.

There's no fixed limit to the number of battles, but the longer a campaign is, the larger and more complex the diagram will need to be.

CLASH OF WILLS

Very few wars are decided by a single battle. Much more often, the greater war is made up of a series of conflicts, with each battle being just a single step on the road to victory. A shrewd commander plans far in advance, using each triumph as a stepping stone to their ultimate goal.

The battleplans on the next few pages are designed to allow two players to fight a series of battles, with the outcome of each one determining the battleplan to be used next.

Using the Clash of Wills battleplans is very straight forward: the players fight a battle using the first battleplan in the series, and the outcome of that battle will determine the battleplan used for the next game. After a certain number of games (typically 3, but sometimes more), a final battle is fought and the outcome of the campaign decided.

As you will discover, doing well in earlier battles will give a player advantages in future games, but there should always be the chance of a last minute comeback by the underdog!

THE BATTLE FOR THE REALMGATES

The Clash of Wills campaign is based upon a series of battles for one of the many Realmgates that are used to travel between the different realms. The Dark Gods sometimes use the Realmgates to unleash their daemonic legions upon a land. They are also used by the forces of Order to reclaim the realms and drive the forces of the Ruinous Powers back to the Realm of Chaos.

In our campaign, two such gates lie a short distance from each other, and each is controlled by one of the players. The aim of the campaign is to wrest control of the other gate from your opponent, or die in the attempt!

The setting is the Realm of Metal. One of the Realmgates is known as the Blackblood Weald, a gnarled forest of blackened trees hundreds of feet tall and stunted helthorn groves. The weald can be used to travel between the realms of Aqshy and Chamon. Less than two days' march from the weald lies the Realmgate known as the Rusted Steps, an ancient and decaying staircase over a mile wide that joins Chamon to Shyish.

The plain that lies between the two Realmgates is barren and inhospitable, pockmarked with ruins and toppled monuments, and constantly battered by the ferrous storms for which the region is infamous. But, no matter how bleak the landscape, the two Realmgates are jealously protected by the warriors that have most recently captured them, and these guardians just as jealously covet the other Realmgate that lies nearby.

STARTING THE CAMPAIGN

The campaign is fought between two players, each of whom commands one of the rival armies that control the Blackblood Weald and Rusted Steps Realmgates.

Both players roll a dice, re-rolling ties. The player that rolls higher is the Lord of Blackblood Weald, a general noted for his bold and decisive actions. The other player is the Lord of the Rusted Steps, who is, by contrast, a wily and cunning commander. These distinct command styles are reflected in the battleplans that make up the campaign, and the players retain the same title for all of the battles in the campaign.

To start the campaign, you and your opponent must fight a battle using The Verdigris Plains battleplan (see page 90).


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              ┌──────────────────────┐◄─┐
              │ The Verdigris Plains │  │
              └──────────────────────┘──┘
                  ↙              ↘
   ┌────────────────┐      ┌──────────────────┐
   │ Ambush at      │      │ Revenge at       │
   │ the Rusted     │      │ Blackblood       │
   │ Steps          │      │ Weald            │
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              ↘              ↙
          ┌──────────────────────┐
          │ Return to the        │
          │ Verdigris Plains     │
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   │ The Land of    │      │ Into the         │
   │ the Dead       │      │ Realm of Fire    │
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          │    WIN CAMPAIGN!     │
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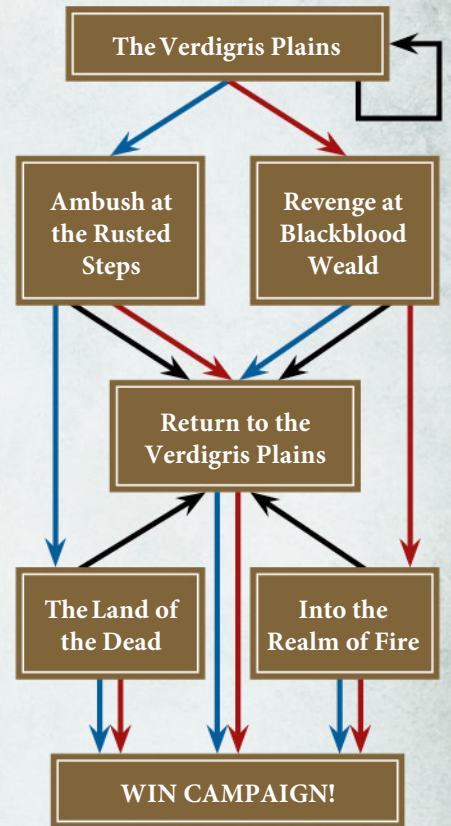
⟶ Lord of the Rusted Steps Victory

⟶ Lord of Blackblood Weald Victory

⟶ Draw

CLASH OF WILLS:
THE VERDIGRIS PLAINS

The Blackblood Weald and Rusted Steps Realmgates have recently been captured by opposing armies. Not content to simply hold their new territories, each starts to probe the enemy's defences, and a pitched battle soon results.

THE ARMIES

The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet.

THE BATTLEFIELD

Set up the scenery for the battle as described on the *Warhammer Age of Sigmar* rules sheet. The territories for the two armies are shown on the map below.

THE VERDIGRIS PLAINS

The Verdigris Plains of Chamon are rightly feared for the terrible ferrous storms that whip across their surface.

At the start of each round, before rolling to see who has the first turn, one player rolls a dice. On a roll of 1, the battlefield is swept by a ferrous storm. If this happens, the maximum range of all attacks and spells is limited to 3" until the start of the next round. In addition, each player rolls 1 dice for each enemy unit. On a roll of 6 the unit being rolled for suffers 1 mortal wound, and cannot charge or run that round.

SET-UP

Both players roll a dice, re-rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use. The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

VICTORY

Determine the winner as described on the *Warhammer Age of Sigmar* rules sheet.

CAMPAIGN OUTCOME

If this battle is part of a campaign, then the next battle to be fought depends on the outcome of this battle.

- If the Lord of Blackblood Weald wins the battle, the next battleplan you must fight is Ambush at the Rusted Steps.

- If the Lord of the Rusted Steps wins the battle, the next battleplan you must fight is Revenge at Blackblood Weald.

- If the battle is a draw, you must fight this battle again.

LORD OF
BLACKBLOOD
WEALD

LORD OF THE
RUSTED STEPS
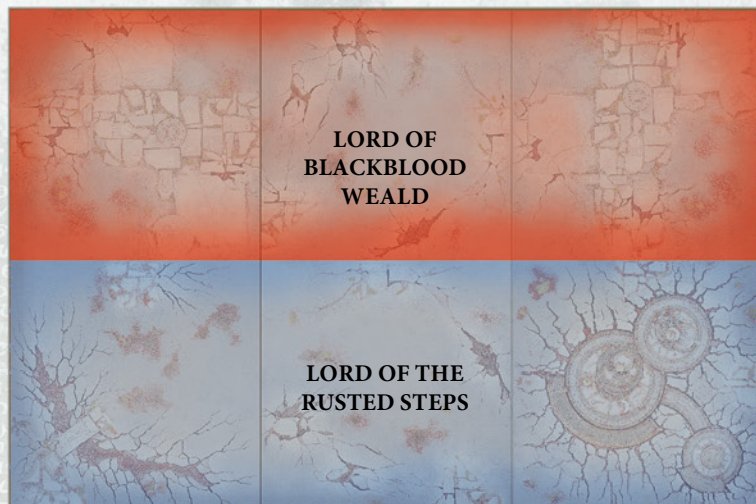
CLASH OF WILLS:

AMBUSH AT THE RUSTED STEPS

The Lord of the Rusted Steps has been driven back across the Verdigris Plains. Falling back towards his Realmgate, he decides to attempt to lure his brash opponent into a trap…

THE ARMIES

The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet.

THE PURSUIT

Each unit in the Rusted Steps army apart from its general suffers D3 mortal wounds immediately after it is set up.

THE TRAP

After set-up is complete, the Lord of the Rusted Steps can pick one unit from their army and set it up again, anywhere on the battlefield that is more than 3" from the enemy.

THE BATTLEFIELD

Set up the scenery for the battle as described on the *Warhammer Age of Sigmar* rules sheet. The territories for the two armies are shown on the map below.

THE RUSTED STEPS

The long edge bordering the Lord of the Rusted Steps' territory leads to the Rusted Steps Realmgate. Any WIZARD within 18" of that edge can cast the Plague of Rust spell.

Plague of Rust has a casting value of 7. If successfully cast, pick an enemy unit within 12" of the caster. The enemy player must subtract 1 from any save rolls they make for that unit for the rest of the battle. An enemy unit can only be affected by Plague of Rust once per battle.

SET-UP

The players alternate setting up units, one at a time, starting with the Lord of the Rusted Steps' army. Models must be set up in their own territory (see map), more than 12" from enemy territory.

VICTORY

Determine the winner as described on the *Warhammer Age of Sigmar* rules sheet.

CAMPAIGN OUTCOME

If this battle is part of a campaign, then the next battle to be fought depends on the outcome of this battle.

- If the Lord of Blackblood Weald wins the battle, the next battleplan you must fight is The Land of the Dead.

- If the Lord of the Rusted Steps wins the battle, the next battleplan you must fight is Return to the Verdigris Plains.

- If the battle is a draw, the next battleplan you must fight Return to the Verdigris Plains.

LORD OF
BLACKBLOOD
WEALD

LORD OF THE
RUSTED STEPS

TO THE RUSTED STEPS

CLASH OF WILLS:

REVENGE AT BLACKBLOOD WEALD

Bested in the battle of the Verdigris Plains, the Lord of Blackblood Weald falls back to his forest stronghold. Finally he grows weary of being the quarry, and orders a counter-attack.

THE ARMIES

The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet.

THE BATTLEFIELD

Set up the scenery for the battle as described on the *Warhammer Age of Sigmar* rules sheet. The territories for the two armies are shown on the map below.

THE BLACKBLOOD WEALD

The battle is being fought in dense woodland, and you should use appropriate terrain from your collection to represent this. Do not roll on the scenery table for any of the scenery; instead all scenery is Deadly.

SET-UP

The players alternate setting up units, one at a time, starting with the Lord of Blackblood Weald's army. Models must be set up in their own territory (see map), more than 12" from enemy territory.

THE REARGUARD

The Lord of Blackblood Weald must pick a unit in their army to be their rearguard. The Lord of the Rusted Steps then rolls a D3 for each unit in their army, adding all of the rolls together. The Lord of the Rusted Steps then inflicts a number of mortal wounds on the rearguard equal to the total rolled. If the rearguard is destroyed, the Lord of the Rusted Steps can apply the remaining wounds to units of their choice, apart from the enemy general.

COUNTER-ATTACK

The Lord of Blackblood Weald takes the first turn in the first battle round (there is no need to roll).

In addition, the Lord of the Rusted Steps must roll a dice before moving each of their units in their first movement phase. On a roll of 1-3 the unit cannot be moved, and on a roll of 4 or more it can move normally.

VICTORY

Determine the winner as described on the *Warhammer Age of Sigmar* rules sheet.

CAMPAIGN OUTCOME

If this battle is part of a campaign, then the next battle to be fought depends on the outcome of this battle.

- If the Lord of Blackblood Weald wins the battle, the next battleplan you must fight is Return to the Verdigris Plains.

- If the Lord of the Rusted Steps wins the battle, the next battleplan you must fight is Into the Realm of Fire.

- If the battle is a draw, the next battleplan you must fight is Return to the Verdigris Plains.

LORD OF THE RUSTED STEPS   LORD OF BLACKBLOOD WEALD
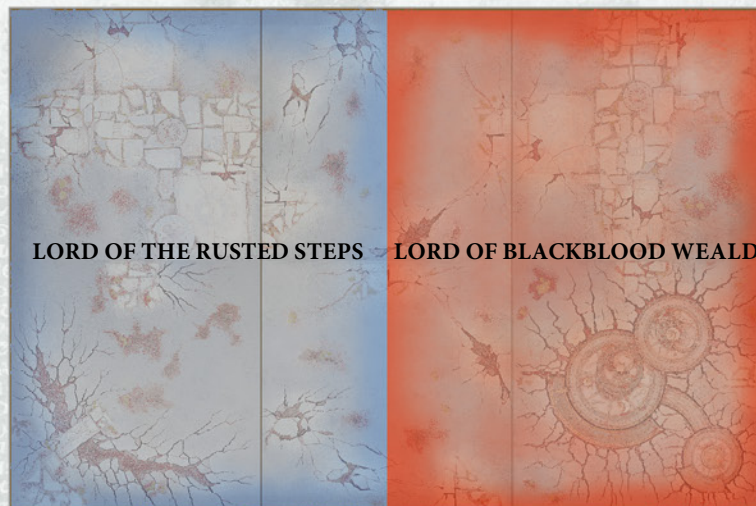
CLASH OF WILLS:

THE LAND OF THE DEAD

Having driven his enemy from the Verdigris Plains and achieving victory before the Rusted Steps, the Lord of Blackblood Weald pursues the shattered enemy army through the Realmgate to Shyish.

THE ARMIES

The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet.

THE BATTLEFIELD

Set up the scenery for the battle as described on the *Warhammer Age of Sigmar* rules sheet. The territories for the two armies are shown on the map below.

SUFFUSED WITH DEATH MAGIC

You can add 1 to casting and unbinding rolls for any DEATH WIZARD.

SET-UP

The players alternate setting up units, one at a time, starting with the Lord of Blackblood Weald's army. Models must be set up in their own territory (see map), more than 12" from enemy territory.

LAST DEFIANT STAND

The Lord of the Rusted Steps must roll a dice before they set up each of their units apart from their general. On a roll of 4-6 they can set up the unit normally. On a roll of 1-3, the unit has been destroyed in the earlier battles, and is instead available as reinforcements.

REINFORCEMENTS

In the hero phase of each of their turns, starting from the second battle round, the Lord of the Rusted Steps rolls a dice and can set up a number of reinforcement units equal to the roll. Reinforcements must be set up in their own territory, within 6" of the edge of the battlefield, and more than 9" from any enemy models. This is their move for the following movement phase.

FLANKING MARCH

If the Lord of the Rusted Steps wishes to, they can order a reinforcement unit to make a flanking march before they set it up. If they do so, they can place the unit to one side and set it up in the hero phase of their first turn, anywhere on the battlefield that is within 6" of any edge of the battlefield, and more than 9" from any enemy models. This counts as the unit's move for the following movement phase.

VICTORY

Determine the winner as described on the *Warhammer Age of Sigmar* rules sheet.

CAMPAIGN OUTCOME

If this battle is part of a campaign, then the next battle to be fought depends on the outcome of this battle.

- If the Lord of Blackblood Weald wins the battle, they win the campaign.

- If the Lord of the Rusted Steps wins the battle, they win the campaign.

- If the battle is a draw, the next battleplan you must fight is Return to the Verdigris Plains.

LORD OF BLACKBLOOD WEALD

LORD OF THE RUSTED STEPS

CLASH OF WILLS:

INTO THE REALM OF FIRE

Having driven his enemy from the Verdigris Plains and defeating him in the Blackblood Weald, the Lord of the Rusted Steps pursues the shattered enemy army through the Realmgate to the fiery lands of Aqshy.

THE ARMIES
The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet.

THE BATTLEFIELD
Set up the scenery for the battle as described on the *Warhammer Age of Sigmar* rules sheet. The territories for the two armies are shown on the map below.

THE LAND OF INFERNO
Flaming missiles explode as they fly through the air. You can add 1 to the wound roll of an attack for a missile weapon if the range to the target unit is 12" or more.

SET-UP
The players alternate setting up units, one at a time, starting with the Lord of the Rusted Steps' army. Models must be set up in their own territory (see map), more than 12" from enemy territory.

LAST DEFIANT STAND
The Lord of Blackblood Weald must roll a dice before they set up each of their units apart from their general. On a roll of 4-6 they can set up the unit normally. On a roll of 1-3, the unit has been destroyed in the earlier battles, and is instead available as reinforcements (see below).

REINFORCEMENTS
In the hero phase of each of their turns, starting from the second battle round, the Lord of Blackblood Weald rolls a dice and can set up a number of reinforcement units equal to the roll. Reinforcements must be set up in their own territory, within 6" of the edge of the battlefield, and more than 9" from any enemy models. This counts as their move for the following movement phase.

FLANKING MARCH
If the Lord of Blackblood Weald wishes to, they can order a reinforcement unit to make a flanking march before they set it up. If they do so, they can place the unit to one side and set it up in the hero phase of their first turn, anywhere on the battlefield that is within 6" of any edge of the battlefield, and more than 9" from any enemy models. This counts as the unit's move for the following movement phase.

VICTORY
Determine the winner as described on the *Warhammer Age of Sigmar* rules sheet.

CAMPAIGN OUTCOME
If this battle is part of a campaign, then the next battle to be fought depends on the outcome of this battle.

- If the Lord of Blackblood Weald wins the battle, they win the campaign.

- If the Lord of the Rusted Steps wins the battle, they win the campaign.

- If the battle is a draw, the next battleplan you must fight is Return to the Verdigris Plains.

LORD OF
BLACKBLOOD
WEALD

LORD OF THE
RUSTED STEPS

CLASH OF WILLS:

RETURN TO THE VERDIGRIS PLAINS

Like two punch-drunk brawlers, the Lord of the Rusted Steps and the Lord of Blackblood Weald face off for a final battle to the death. Both sides have suffered losses in the earlier battles, and have learnt to hate their foe with a deep loathing.

THE ARMIES

The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet.

THE BATTLEFIELD

Set up the scenery for the battle as described on the *Warhammer Age of Sigmar* rules sheet. The territories for the two armies are shown on the map below.

THE VERDIGRIS PLAINS

The Verdigris Plains of Chamon are rightly feared for the terrible ferrous storms that whip across their surface.

At the start of each round, before rolling to see who has the first turn, one player rolls a dice. On a roll of 1 the battlefield is swept by a ferrous storm. If this happens, the maximum range of all attacks and spells is limited to 3" until the start of the next round. In addition, each player rolls 1 dice for each enemy unit. On a roll of 6 the unit being rolled for suffers 1 mortal wound, and cannot charge or run that round.

SET-UP

Both players roll a dice, re-rolling again in the case of a tie, and the player that rolls higher decides which territory each side will use. The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory or any enemy units.

BATTEREDAND BRUISED

Each unit in both armies apart from the two generals suffers D6 mortal wounds immediately after they are set up.

HATRED

Units from both armies do not have to take battleshock tests if they are within 3" of an enemy model.

Each side is determined to smash down the leader of the enemy army and grind them beneath their feet – but nothing less than doing so in hand-to-hand combat will suffice! Because of this, each general only suffers wounds from attacks made in the combat phase.

In addition, if you are making an attack with your general, and the target is the enemy general, then you can add 1 to your general's hit and wound rolls.

VICTORY

The first player to slay the enemy general wins the battle.

CAMPAIGN OUTCOME

If this battle is part of a campaign, then its outcome determines who wins the campaign.

- If the Lord of Blackblood Weald wins the battle, they win the campaign.

- If the Lord of the Rusted Steps wins the battle, they win the campaign.

- If the battle is a draw, the campaign is a draw.

LORD OF BLACKBLOOD WEALD

LORD OF THE RUSTED STEPS

MATRIX CAMPAIGNS

While brute force can win battles, making the right decisions at the right time will always win the war. Matrix campaigns give you the opportunity to pre-empt, forestall and out–manoeuvre your foe in a series of linked games, using guile and cunning to win the day.

In truth, a tabletop battle commences before the first die is cast. Even while miniatures are being set up, their respective commanders are already plotting their tactics. Each player is aware of the size, composition and positioning of their opponent's forces. What happens next, and how each will tackle the opposing army, is a matter of good judgement, calculated risk and decisive action. There will always be an element of dilemma, and any battlefield situation will present the players with a variety of different strategic angles. All of them may be viable, but some will present distinct advantages over

others. For instance, if the enemy is directly in view on the opposite bank of a river, you may decide to ford the river and crash into a full frontal assault, or perhaps flank to the left, sending your vanguard through a dense forest. There may even be another route through the mountainous terrain to the right. Your opponent knows you'll pick one, so they must concentrate their forces on what they believe is the most likely. The wrong decision may well lose them the battle, and might even have consequences in future engagements. This risk and suspense are what make these types of campaigns so compelling.

The mechanics of a matrix campaign are relatively straightforward. Each player picks an option from a list, then cross-references this on a pre-designed matrix. The different strategies chosen will come together on the matrix to determine which battleplan to use.

The matrix presented here is a fine example of a range of possibilities, all of which dictate how the battle will pan out. Once you've played through it, you'll no doubt have some ideas for an amended, or entirely different, matrix of your own, should you want to play additional battles.

VERDIGRIS PLAINS BATTLE MATRIX					
	Lord of Blackblood Weald				
	A	**B**	**C**	**D**	**E**
A	**Both:** None	**Blackblood Weald:** Flank Attack, Delayed	**Blackblood Weald:** Flank Attack, Treacherous Path	**Rusted Steps:** Surprise Attack	**Roll-off:** Surprise Attack
B	**Rusted Steps:** Flank Attack, Delayed	**Both:** Unexpected Encounter	**Pick strategies again!**	**Blackblood Weald:** Reinforcements **Rusted Steps:** Flank Attack, Delayed	**Blackblood Weald:** Ambush **Rusted Steps:** Delayed
C	**Rusted Steps:** Flank Attack, Treacherous Path	**Pick strategies again!**	**Both:** Unexpected Encounter	**Blackblood Weald:** Reinforcements **Rusted Steps:** Flank Attack, Treacherous Path	**Blackblood Weald:** Ambush **Rusted Steps:** Treacherous Path
D	**Blackblood Weald:** Surprise Attack	**Blackblood Weald:** Flank Attack, Delayed **Rusted Steps:** Reinforcements	**Blackblood Weald:** Flank Attack, Treacherous Path **Rusted Steps:** Reinforcements	**Both:** Reinforcements	**Blackblood Weald:** Ambush **Rusted Steps:** Reinforcements
E	**Roll-off:** Surprise Attack	**Blackblood Weald:** Delayed **Rusted Steps:** Ambush	**Blackblood Weald:** Treacherous Path **Rusted Steps:** Ambush	**Blackblood Weald:** Reinforcements **Rusted Steps:** Ambush	**Roll-off:** Ambush

Lord of the Rusted Steps (row label)

ON THE VERDIGRIS PLAINS

The lords of the Rusted steps and the Blackblood Weald face each other across the Verdigris Plains. There are a number of different strategies they can choose. Should they attack head-on, outflank their foe, call up more warriors, or send out scouting parties? The decision may affect the whole battle to come.

The Verdigris Plains battle matrix can be used by players that are using the Verdigris Plains battleplan (see page 90) or the Return to the Verdigris Plains battleplan (see page 95) as part of a Clash of Wills campaign. Before each battle, the players secretly pick a strategy. The strategies that have been chosen are then cross-referenced on the battle matrix, which may modify the forces the players can take, and list any special rules that may apply.

As you will see, the strategy you pick will have a profound effect on the battle that is fought. If you think you know what choice your opponent will make, then you will be able to pick the perfect strategy to counter it, and this could give you a vital advantage in the coming game.

STRATEGIES

You face your rival across the Verdigris Plains. On one side of you lies the Grim Crags, a network of hills pock-marked with craters, and on the other side is the dangerous but fordable Stygan River.

Each player must secretly pick one strategy from the list below.

A: Advance across the Verdigris Plains to engage the enemy.

B: Swing round the flank of the enemy by advancing through the Grim Crags.

C: Swing round the flank of the enemy by fording the Stygan River.

D: Hold your position so that you can gather additional troops.

E: Send out scouts to spy on the enemy.

Cross-reference your choice with that of your opponent's on the Verdigris Plains battle matrix to the left, to see which special rules (if any) each player must use. If the table says 'Roll-off', then each player rolls a D6, re-rolling ties, and whoever rolls highest must use the special rule.

SPECIAL RULES

Depending on the strategies picked, one or more of the following special rules may apply to the battle.

Ambush: After set-up is complete, pick one unit from your army. This unit can be set up again, but this time can be set up anywhere on the battlefield that is more than 3" from the enemy.

Delayed: Roll a dice before setting up each unit in your army. On a roll of 1 or 2, place the unit to one side. It arrives in your first hero phase, and must be set up in your territory with all models within 6" of the edge of the battlefield. This counts as its move for the following movement phase.

Flank Attack: When you are setting up, you can say a unit is making a flanking march. If you do, place it to once side and set it up in your first hero phase anywhere that is within 6" of any edge of the battlefield, and more than 9" from any enemy models. This counts

as the unit's move for the following movement phase.

Reinforcements: Once during the battle, in your hero phase, you can replace a unit that has been completely destroyed with an identical reinforcement unit. The reinforcements must be set up in your territory with all models within 6" of the edge of the battlefield. This counts as the unit's move for that movement phase.

Surprise Attack: You can decide who has the first turn in the first battle round (ignore the instructions included in the battleplan you are using). In addition, your opponent must roll a dice for each of their units at the start of their first hero phase. On a roll of 1 the unit being rolled for is surprised, and cannot move, attack, cast spells or use abilities that turn.

Treacherous Path: Roll a dice after setting up each of your units. On a roll of 1 or 2 the unit suffers D3 mortal wounds.

Unexpected Encounter: When setting up, units can be set up anywhere in their own territory – they do not have to be more than 12" from enemy territory. However, the players must roll a dice for each of their units at the start of their first hero phase. On a roll of 1 or 2 the unit being rolled for has been surprised by the sudden appearance of the enemy, and cannot move, attack, cast spells or use abilities that turn.

MATCHED PLAY GAMES

INTRODUCING MATCHED PLAY

In the Mortal Realms, armies come in all shapes and sizes, with unique strengths and weaknesses, but to truly test a general's mettle as a commander, there needs to be a level playing field. This is the goal of matched play.

While narrative play games allow you to assemble your army based on a theme or story, and open play games enable you to include any models you like, matched play games give you the option to fight battles with forces that are intentionally balanced against one another. As you will see, there are a number of ways to choose an army for a matched play game.

Later in this section you will find our Pitched Battle rules, which can be used in thrilling tournaments that

allow you to pit your matched play army against those of fellow players. You will find detailed additional rules for taking part in a tournament, as well as a comprehensive points-based system that assigns a value to every unit available in the *Warhammer Age of Sigmar* range. Using this system, you and your opponent can assemble your armies based on a prearranged total of points specifically designed to ensure that your forces are as equally matched as possible. You don't have to wait for a tournament to use the Pitched Battle

rules, however, as they provide an excellent framework for pick-up games as well. Also included in this section are six battleplans designed to be played as part of a Pitched Battle tournament, but there is nothing to stop you from using them in any of your games.

There are other methods of choosing an army that don't involve adding up points, but still suit the matched play format. For example, you and your opponent could build armies that have a set number of HEROES,

MONSTERS, WIZARDS or named characters. Alternatively, you could use the Wounds characteristics listed on each unit's warscroll as a guideline, either setting an upper limit for the number of wounds a unit can have, or a fixed total of wounds that an army can have as a whole. These are just a few examples of ways you can organise an army for matched play games – you and your opponent can use any system you like, as long as you both agree.

Assembling an army for a matched play game is a more complex process than it is for open play and narrative play games. Firstly, it will involve a conversation between you and your opponent in which you decide on the parameters of your game. Then, whatever your chosen method of army selection, there will be some calculations to make. In matched play games, therefore, the game starts before the first miniature is set up on the battlefield, as your decisions at this stage will likely affect the outcome of the battle. Do you spend a lot of points on a high-powered model and risk potentially being overrun by a larger force? Your knowledge of the units available to you will be pivotal in this army selection process, and knowledge of your opponent's force can be just as important. These choices may be difficult to make at first, but once you've found the perfect balance for your army, you'll be able to use the same formula again and again to great effect, and this in turn can guide you when it comes to expanding your collection.

There are countless benefits to matched play games. A battle between armies that are equally balanced makes for a decisive test of your strategic acumen, and the outcome of such a clash will always be hard to predict. Once you have settled on an army configuration, you essentially have a pick-up-and-play force that you can bring to any table, against any opponent, and there's no need to agree on the setting and story of a battle as you would in a narrative play game. Matched play is ideal for school leagues and tournaments, as it provides clear guidelines on the size and strength of the armies taking part, as well as ensuring that all battles are as fair as they can be. Also, putting limits on an army makes it easier to control how long a game will last, and as such, matched play is perfect for a quick game in your local Games Workshop store.

The following sections offer more details on the various types of matched play games you can try, each offering inspiring methods for building and expanding your army, or coming up with matched play systems of your own. But however fascinating and enjoyable it is to design a perfect army, a true general will only be satisfied after their force has sallied forth and proven its worth on the battlefield. Matched play beckons – and glory awaits you!

WARHAMMER AGE OF SIGMAR GAMING CLUBS AND TOURNAMENTS

A wonderful feature of the Games Workshop hobby is the degree to which it enables collectors to socialise. Hobbyists can connect via organised clubs, meet up, make friends, and play games of *Warhammer Age of Sigmar* in a friendly and supportive environment. The internet makes this process easier than ever, especially for those who can't always get to a Games Workshop store.

A good start would be to search the internet for 'Warhammer clubs' and the name of your town. You'll see which are popular, and chances are there's one close to you.

Throughout the wargaming hobby world, gaming events and tournaments take place virtually every weekend.

Wherever you are, you're likely to find a tournament you can reach in the near future, and they're well worth attending.

Not only will you get to meet up with a warm and welcoming community of fellow hobbyists, but you'll get to play some great games, and see some truly amazing-looking armies. Often, special 'house' rules have been created for the event, and no two tournaments are ever the same, keeping things exciting and interesting.

To find one near you, simply type 'Age of Sigmar tournament' and your town or area into an internet search engine and get ready to go to war.

LADDER CAMPAIGNS

A brilliantly simple, straightforward and highly enjoyable campaign structure, the tried and tested ladder campaign will let you settle old rivalries and make brand new ones – all in the name of friendly competition, of course! Here you'll learn how to fight your way to the top, one rung at a time.

A great way to put your matched play army through its paces is to take part in a ladder campaign. These campaigns are easy to set up and versatile to play, making them ideal for gaming groups and school leagues. With straightforward rules, ladder campaigns are the perfect forum in which to trial your matched play army for the first time – it's also ideal for seasoned players seeking to prove their worth in the crucible of battle!

In its simplest form, a ladder campaign involves participants attempting to battle their way to the top of the 'ladder' by defeating their fellows. The more battles you win, the higher up the ladder you will climb.

The concept sounds simple, but there can be a great deal of strategy involved. Pick your opponents wisely, as your next battle might propel you into top position – or send you right to the bottom! The trickiest part about scaling the ladder's giddy heights is staying at the top. The champion's position is the most precarious, as every other player will be vying to depose them.

You can use any of the rules presented in this and other *Warhammer Age of Sigmar* publications when fighting your battles, but ladder campaigns are particularly well-suited to matched play gaming. Simply choose which matching system you'd like to use and ensure that all participants follow it when assembling their armies. On the opposite page you will find an example ladder campaign that you can play – or use as inspiration for creating your own – as well as some hints and tips for making your campaigns even more exciting.

LADDER OF COMMAND

A *Warhammer Age of Sigmar* ladder campaign is a great way to organise a simple game league at a club. Players challenge each other in battle with the view of climbing the ladder, and whoever is at the top is considered the current reigning champion.

RUNNING A LADDER

The concept of a ladder is really very simple. A list of all of the players taking part is kept, with the first player to join being number one, the second player to join number two and so on. As new players join the ladder, they add their name to the end of the list and take the next number.

So a ladder with six players would have a list of six names numbered from one to six. If two players later joined the ladder, they would be given positions seven and eight, and so on.

When players in the ladder fight a battle, the result will affect their position on the ladder as described in the rules that follow. To play a ladder game, all you need to do is choose a willing opponent from the ladder, and arrange to fight a battle!

THE ARMIES

The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet.

THE BATTLEFIELD

Generate scenery for the battle as described on the *Warhammer Age of Sigmar* rules sheet.

SET-UP

Set up the both armies as described on the *Warhammer Age of Sigmar* rules sheet.

VICTORY

Determine the winner as described on the *Warhammer Age of Sigmar* rules sheet.

CLIMBING THE LADDER

If the winner of a battle is the lower of the two players on the ladder, they swap places with their opponent. If the winner is higher up the ladder, they swap places with the player that is directly above them, unless they are at the very top, in which case the loser drops a rung on the ladder. In the case of a tie, the players remain in their current positions. For example, if player five defeats player three in battle, they swap places. But if player three is victorious over player five, player three swaps places with player two.

In addition to the above, anyone who doesn't play a game for a month drops to the bottom of the ladder, falling below any players who have played games in the last month.

The player at the top of the ladder is the current reigning champion!

HINTS & TIPS

Ladders are a great way to run a simple league, and are very easy to modify if you want to add more detail or complexity.

For example you could allow players to use any of the battleplans presented elsewhere in this book or in any other *Warhammer Age of Sigmar* publication, or stipulate that they use certain Time of War rules for their games.

You may also want to modify the way that players pick their armies. For example, you could say that the players could select warbands using the Path to Glory rules (see page 64), or pick their armies using the Pitched Battles rules (see page 106).

Last, but far from least, you can tie in special games and events that take place at your club or gaming group to the ladder. Perhaps at the end of each month there is a special multiplayer battle fought between the top players (rules for this type of game can be found on pages 14-15). Or, at the end of the year, you could hand out trophies and certificates to players for their achievements, such as holding the top place for the longest period of time, fighting the most battles, advancing the most rungs in a single month, and so on.

TOURNAMENT GAMES

Tournaments are the ideal way to pit your army and your leadership skills against your fellow players, and also to meet new people and pick up great hobby tips. With events all around the world, you are certain to find one that inspires you.

Tournaments are a popular type of structured play, designed to provide players with a forum in which to showcase their army. The Pitched Battle rules presented in this section provide a great example of how to play a tournament, but when it comes to organising a competitive gaming event, the sky really is the limit. If you prefer the storytelling element of *Warhammer Age of Sigmar*, you can create a themed tournament set during a series of events that take place in the Mortal Realms. Or you can put together a simple open play knock-out tournament based on a map campaign. Whatever you and your fellow players are interested in, it can be used to create a thrilling tournament.

On the following pages you will find detailed information on how to take part in, or even run, a tournament. Throne of Skulls is one such legendary tournament event, which takes place each year at Warhammer World in Nottingham, UK. An important date in any hobbyist's diary, players gather from around the world to take part in this immersive event.

The battleplans presented in this section have been devised for use in Pitched Battle tournaments, but they can be used in any game of *Warhammer Age of Sigmar*. As well as being action-packed games in their own right, these battleplans are even more fun when played between matched play armies in a tournament, and you'll find them a perfect introduction to the concept of matched play and competitive gaming.

Warhammer Age of Sigmar tournaments take place right around the world, every week of the year. Many of them are organised by Games Workshop stores, while hundreds of others are the heroic work of local gaming clubs. In these homemade tournaments, the organisers often create exclusive, event-specific battleplans and rules sets. Regardless of whether the tournament you play sticks to the Pitched Battle rules presented on the following pages, or incorporates its own bespoke rules, it's sure to be an exciting competition and a rewarding hobby experience.

Above all else, the key component of all *Warhammer Age of Sigmar* tournaments is fun. While there is certainly friendly competition, the emphasis is on inclusion and engagement. Hobbyists of any age and level of experience are encouraged come along, join in and play. Besides gaming, tournaments are a brilliant way to acquaint yourself with the many aspects of the hobby as a whole, including modelling, painting and collecting.

The focus at every event is on camaraderie and fun, and prizes are awarded as often for sporting fairness, painting prowess and a positive attitude as they are for actually winning games. In fact, it's possible to win some tournaments without being victorious in a single battle!

All you need to attend a tournament is your army and your enthusiasm, but we'd recommend that you also take along a 'tournament toolkit'. It doesn't need to be extensive, but your dice and tape measure are obvious essentials, while plastic glue or super glue come in handy for making running repairs on war machines or carrying out first aid on any grievously wounded miniature warriors.

So, if you're a great gamer, a passionate miniature painter, a keen kit-basher or simply enjoy making new friends and catching up with old comrades, look out for a tournament coming to your town. They'll be delighted to see you, and as soon as you've found out how much fun they can be, you'll find yourself inspired to expand your army, sharpen your generalship skills and upgrade your toolkit for the next exciting *Warhammer Age of Sigmar* event. See you there!

PITCHED BATTLES

The following rules allow you to play a Pitched Battle, either as a one-off game, or as part of a tournament. These rules are designed to allow players to take part with the minimum of fuss, making them ideal for pick-up games at clubs or gaming events.

To play a Pitched Battle, you and your opponent will first need to decide what type of Pitched Battle you want to fight, and then pick your armies. The type of game you pick will determine how big the battle will be – the larger the battle, the more points you will have to spend on units for your army, but the longer the game will take.

There are three different types of Pitched Battle to choose from:

Game Type	Game Length
Vanguard	Up to 1 ½ hours
Battlehost	2 to 2 ½ hours
Warhost	3 or more hours

After you have agreed what type of game you want to play, look it up on the chart opposite. The chart lists the number of points each player has to spend on the units for their army, and what limitations apply to the types of unit you can bring.

Each player must then pick the units they will use for their army as described next. All of the units in a Pitched Battle army must belong to the same Grand Alliance (Order, Chaos, Destruction or Death).

PICKING YOUR ARMY

Each unit in a Pitched Battle is assigned a points value and a minimum and maximum unit size (see pages 129-152).

> ### THE THREE RULES OF ONE
> The following special rules apply to all Pitched Battle games:
>
> *The 1st Rule of One:* Each spell can be attempted only once per turn rather than once per wizard per turn. For example, after you have attempted to cast Arcane Bolt, you cannot attempt to cast it again in the same turn.
>
> *The 2nd Rule of One:* A roll of 1 to hit, wound, or save always fails. This applies to the roll after any re-rolls have been taken, but before modifiers are applied.
>
> *The 3rd Rule of One:* Any extra attacks, hit rolls or wound rolls gained by the use of an ability cannot themselves generate extra attacks, hit rolls or wound rolls. For example, the extra hit roll generated by a Ripperdactyl's Voracious Appetite ability could not also generate further hit rolls.

The game type you have chosen for your battle determines how many points you can spend on the units in your army (see the chart opposite). Spending the appropriate number of points on a unit allows you to include a minimum-sized unit of that sort in your army, with any of the optional upgrades to which it is entitled and which you wish to take.

Units can be taken in multiples of their minimum unit size, as long as the number of models in an individual unit does not exceed the maximum size. Multiply the cost of the unit by the same amount as you multiplied its minimum size. For example, a unit has a minimum unit size of 5 models, a maximum unit size of 20 models,

and a points value of 100 points. It can be taken as a unit of 5, 10, 15 or 20 models, for a cost of 100, 200, 300 or 400 points.

The combined points of the units in your army should not exceed the number of points shown on the chart above. For example, in a Battlehost game, you could each field up to 2,000 points worth of units.

Once you have picked your army, record the details of it on a piece of paper (your army roster). The roster must include the units in your army, details of the upgrades they have, and must also say which unit in the army will be the army general. See page 153 for an army roster you can photocopy.

	Vanguard	Battlehost	Warhost
Points	1,000	2,000	2,500
Leaders	1-4	1-6	1-8
Battleline	2+	3+	4+
Artillery	0-2	0-4	0-5
Behemoths	0-2	0-4	0-5
Other Units	Any number	Any number	Any number

BATTLEFIELD ROLES

Some units are assigned a battlefield role in a Pitched Battle. These can be found on pages 129 to 152 of this book, or will be in the unit's battletome. A unit's battlefield role is based on how it is used in a battle, and how common it is.

The chart above lists the minimum number of Leaders and Battleline units you must include in a Pitched Battle army, and the maximum number of Leaders, Artillery and Behemoth units it can include. An army can include any number of other units.

A model that is a Leader and a Behemoth counts as one Leader and one Behemoth in your army. Any Artillery unit that needs a crew receives the associated crew unit at no additional cost in points.

UNDER-STRENGTH UNITS

Sometimes you may find that you do not have enough models to field a unit at full strength; if this is the case, you must still pay the full cost of the unit.

For example, if you decided to field a unit of 3 Liberators, rather than a full-strength unit with 5 models, the unit would still cost 100 points.

WARSCROLLS

In order to be used in a Pitched Battle, a warscroll or warscroll battalion must have a Pitched Battle profile (pages 129-152). Warscrolls and warscroll battalions from the warscrolls compendiums, battletomes and Grand Alliance books have Pitched Battle profiles.

If a player's army includes the units needed to field a warscroll battalion, then the player can use the battalion's abilities by paying a certain number of points. The points it costs to use a warscroll battalion's abilities can be found on pages 129 to 152 of this book, or in the battalion's battletome. Note that you must pay the cost of the units in the battalion normally – the points value listed for each battalion is an extra cost that allows you to use its abilities.

REINFORCEMENT POINTS

Sometimes a spell or ability will allow you to add units to your army, or replace units that have been destroyed. In a Pitched Battle, you must set aside some of your points in order to be able to use these units. The points you set aside are called your army's reinforcement points, and need to be recorded on your army roster.

Each time a unit is added to an army during a battle, you must first subtract the number of points the unit would cost from your pool of reinforcement points. If there are not enough points in the pool to pay for the unit, you must either decrease the size of the unit until you have enough points for it, or decide not to use it after all. If you decide not to use the unit, then the ability or spell that allowed you to take it in the first place is still considered to have been used, even though no unit actually arrived.

Spells or abilities that allow you to add models to existing units don't cost you any reinforcement points. However, in a Pitched Battle, spells or abilities cannot increase the number of models in a unit to more than it had at the start of the battle (i.e. they can replace slain models but not create new models for a unit).

THE BATTLEFIELD

The Pitched Battle rules assume that the game will be fought on a battlefield that is 4' by 4' in Vanguard games, 6' by 4' for Battlehost games, and 8' by 4' for Warhost games, with 1 or 2 terrain features in each 2' by 2' area of the battlefield. Don't worry if your battlefield doesn't match these requirements exactly, but keep in mind that playing on very small or very large battlefields, or ones that are either a barren wasteland or filled to overflowing with terrain features, may give an advantage to one side or the other.

During your battle, you may use the rules from a scenery model's warscroll if it has one, or generate the rules for the scenery using the table on the *Warhammer Age of Sigmar* rules sheet. In addition, the following rule about Monsters and Cover is used in all Pitched Battles.

Monsters and Cover: The save modifier for being in cover does not apply to MONSTERS.

TRIUMPHS

Triumphs work differently in Pitched Battles. Instead of rolling on the triumph table for a major victory, the players compare the number of points that were left over after picking their armies (i.e. that were not spent on models for their army or used as reinforcement points). If one player has more points left over, they must roll on the following triumph table.

D6	Triumph
1-2	**Inspired:** You can re-roll all of the failed hit rolls made for one unit in your army in one combat phase.
3-4	**Bloodthirsty:** You can re-roll all of the failed wound rolls made for one unit in your army in one combat phase.
5-6	**Indomitable:** You can re-roll all of the failed save rolls made for one unit in your army in one combat phase.

BATTLEPLANS

We have provided six battleplans designed specifically for use in Pitched Battles (see pages 110–115). Each offers a unique set of tactical challenges, and will provide the players with a chance to show their skill when faced with a variety of different sorts of battle. To pick a battleplan, roll a dice, and use the battleplan that corresponds to the dice roll.

D6	Battleplan
1	Take and Hold
2	Blood and Glory
3	Escalation
4	Border War
5	Three Places of Power
6	Gifts from the Heavens

PITCHED BATTLE TOURNAMENTS

A Pitched Battle tournament consists of a number of rounds (usually from three to five). You fight a battle in each round, and score points depending on how well you do in each battle. After the final round, the points that the players have scored will be added up, and whoever has scored the most will be declared the winner!

THE RULES PACK

If you attend a Pitched Battle tournament, the organisers will send you a rules pack. This will let you know how many rounds there will be, how long each round is, and if any special rules apply to the games being fought at their event. The rules pack will also let you know how your opponent is chosen each round, and how points will be awarded to decide the winner of the event.

HOUSE RULES

Many tournaments will include tweaks and changes to the *Warhammer Age of Sigmar* rules sheet by instituting 'house rules'. For instance, one of the most commonly seen house rules asks players to measure distances from base to base, ignoring limbs and weapons that hang over the edge of the model's base. This changes the dynamic of combat slightly, but can prevent carefully painted and modelled bases getting damaged as they are stacked on top of each other. Other house rules might modify how armies are chosen, how scenery works, or anything else, so be sure to check the rules pack for any event you're attending. In your own gaming group, you can decide between yourselves if you will use any house rules, as long as you all agree. If you're playing in a campaign, we recommend having the same house rules apply to all the games.

PITCHED BATTLE:
TAKE AND HOLD

Battles are often fought over territory. In such a battle neither side can afford to give an inch of ground, and must ruthlessly wipe out any enemy incursion while at the same time thrusting deep into the enemy heartland.

SET-UP

Both players roll a dice, re-rolling in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see page 109) after both armies have been set up.

VICTORY

This battle is fought to control two objectives. The objectives are located at the centre of each player's territory 9" from the edge of the battlefield, as shown on the map below. You may wish to show their location on the battlefield with a small marker.

A player controls an objective if, at the end of any turn, they have 5 or more models from their army within 6" of the objective and there are no enemy models within 6" of it. Note that the 5 models can belong to different units. Starting from the third battle round, one player immediately wins a **major victory** if they have control of both objectives.

If neither player has won by the end of the fifth battle round, or the amount of time allocated for the battle runs out, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.

PITCHED BATTLE:
BLOOD AND GLORY

Two armies meet upon a battlefield, ready to deal death and destruction upon a hated foe. The conflict will be settled in blood between the two rivals, with spoils going to the victor, and death and dishonour to the loser.

SET-UP

Both players roll a dice, re-rolling in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below.

The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see page 109) after both armies have been set up.

VICTORY

This battle is fought to control four objectives. The objectives are located at the centre of each quarter of the field of battle, as shown on the map. You may wish to show their location with a small marker.

A player controls an objective if, at the end of any turn, they have more models from their army within 6" of the objective than there are enemy models within 6" of the objective. The objective remains under the player's control until the enemy is able to gain control of it (by having more models within 6" of it at the end of a turn), even if the capturing models later move away.

Starting from the third battle round, one player immediately wins a **major victory** if they have control of all four objectives.

If neither player has won by the end of the fifth battle round, or the amount of time allocated for the battle runs out, then the player that controls the majority of the objectives wins a **minor victory.** If both players control the same number of objectives, each must add up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.

OBJECTIVE •   PLAYER A TERRITORY   • OBJECTIVE

OBJECTIVE •   PLAYER B TERRITORY   • OBJECTIVE
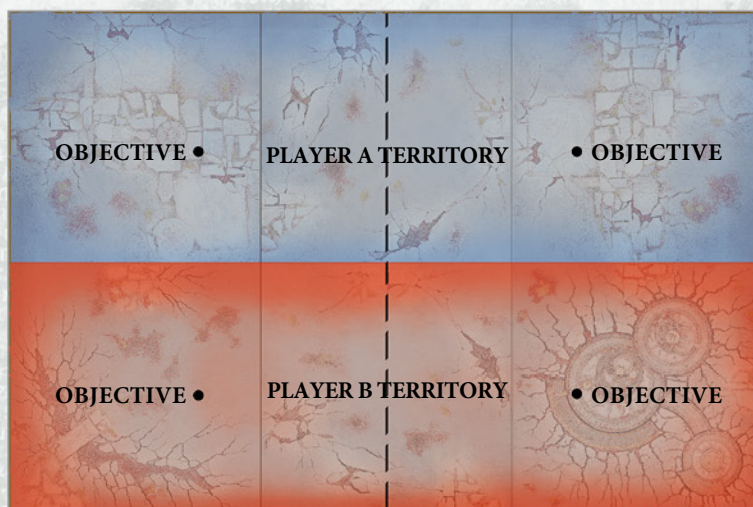
PITCHED BATTLE:
ESCALATION

Sometimes, two deadly foes will stumble across each other, and a bloody engagement will start.

SET-UP

Both players roll a dice, re-rolling in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories are shown on the map below.

Each player must count up the number of units in their army, and divide the total by three, rounding up. The result is the number of units they must set up, and the number of units they will receive in their second turn. Any remaining units from their army arrive in their third turn. *For example, a player with an army of 10 units would set up 4 units at the start of the game, receive 4 units in their second turn, and 2 units in their third turn.*

The players then alternate setting up their starting units, starting with the player that determined territories. Models must be set up in their own territory, more than 12" from enemy territory. The players must set up all of the Battleline units in their army before they can set up any other units.

Continue to set up units until both players have set up their starting units. If one player finishes first, the opposing player must set up the rest of their starting units, one after another. The player that finishes setting up first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left-over than their opponent, then they can roll on the Pitched Battle triumph table (see page 109) after both armies have been set up.

ADDITIONAL UNITS

Both players receive units in their second and third hero phases, as described in the set-up instructions above. You can set up these units anywhere in your territory, as long as all models from the unit are within 3" of the edge of the battlefield and more than 12" from any enemy models. If this makes it impossible to set a unit up, it is delayed until your next hero phase. The units can move normally in the turn they arrive, and do not cost any reinforcement points to set up.

VICTORY

This battle is fought to control three objectives. The objectives are located on the border between the player's territories, one in the middle of the battlefield and the others 12" away from the each corner, as shown on the battle map. A player controls an objective if, at the end of any turn, they have more models from their army within 6" of the objective than there are enemy models within 6" of it.

Starting from the second battle round, each player scores 1 victory point for each objective they control at the end of each of their turns. The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.
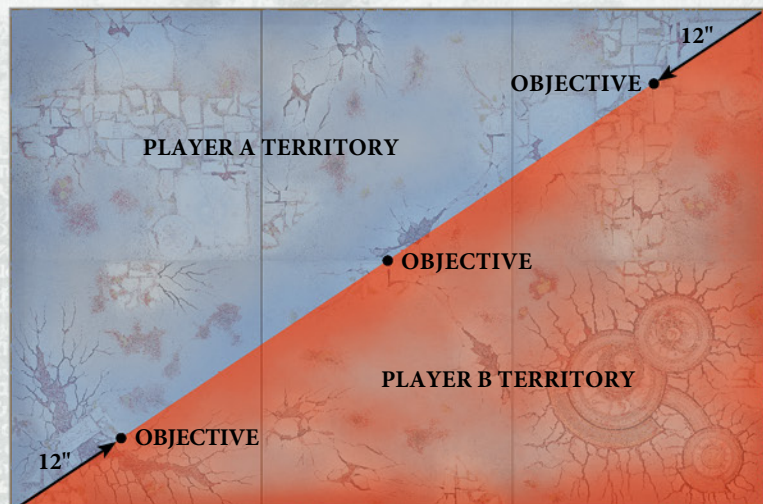
PITCHED BATTLE:
BORDER WAR

Two armies approach the same battlefield, determined to capture the vital ground that separates their territories and, if possible, strike deep into enemy territory.

SET-UP

Both players roll a dice, re-rolling in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories are shown on the map below.

The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left-over than their opponent, then they can roll on the Pitched Battle triumph table (see page 109) after both armies have been set up.

VICTORY

This battle is fought to control four objectives. Two are located at the centre of each player's territory. The other two are located on the border between the players' territories, one at the centre of the left half of the battlefield, and one at the centre of the right half as shown on the map.

A player controls an objective if, at the end of any turn, they have more models from their army within 6" of the objective than there are enemy models within 6" of it. The objective remains under the player's control until the enemy is able to gain control of it (by having more models within 6" of it at the end of a turn), even if the capturing models subsequently move away.

You score victory points for each objective you control at the end of each of your turns. The number of points you receive varies depending on the objective's location:

Objective is in your own territory: 1 victory point

Objective is on the border between the territories: 2 victory points

Objective is in enemy territory: 4 victory points

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.

PITCHED BATTLE:
THREE PLACES OF POWER

The leaders of two rival armies have learned of the location of three places of great power. If a mighty warrior stands upon such a location, they can leach some of the energy and siphon it away. The longer they can remain upon the place of power, the more energy they can steal!

SET-UP

Both players roll a dice, re-rolling in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories are shown on the map below.

The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left-over than their opponent, then they can roll on the Pitched Battle triumph table (see page 109) after both armies have been set up.

THE PLACES OF POWER

Three places of power are located upon the border between the two territories. One lies at the centre of the battlefield, and the others lie halfway between the central place of power and each narrow edge of the battlefield, as shown on the map.

A player controls an objective if, at the end of any move, a HERO from their army is within 3" of the objective. Only one HERO can control each place of power at a time – if more than one is eligible, then the first to arrive controls it. If a HERO slays an enemy HERO controlling a place of power, then they immediately gain control of the place of power if they are within 3" of it.

VICTORY

At the end of each of your turns, you score victory points for each place of power controlled by one of your HEROES. The number of victory points is equal to the number of your turns that the HERO has controlled the place of power; 1 on the turn they gained control, 2 if they controlled it in your last turn as well as this one, and so on.

The player with the most Victory Points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.

PLAYER A
TERRITORY

PLACE OF
POWER ●←————— 18" ————●————— 18" ———→● PLACE OF
POWER

PLACE OF
POWER

PLAYER B
TERRITORY

PITCHED BATTLE:
GIFTS FROM THE HEAVENS

The battlefield is frequently bombarded by meteors of sigmarite and warpstone that fall from the skies. Ambitious warlords are willing to sacrifice any number of their followers to gain control of such a valuable prize. As time goes on, the prize only becomes more coveted.

SET-UP

Both players roll a dice, re-rolling in the case of a tie, and the player that rolls higher decides which territory each side will use. The territories are shown on the map below.

The players alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

TRIUMPHS

If one player has more points left over than their opponent, then they can roll on the Pitched Battle triumph table (see page 109) after both armies have been set up.

THE METEOR STRIKE

Two meteors strike the battlefield in the second battle round, one landing in each player's territory. Each player rolls a dice in their second hero phase, and a meteor lands at the centre of the board section in their territory that has the corresponding number. You may wish to show the location of the meteors with small markers.

A player controls a fallen meteor if, at the end of their turn, they have any models from their army within 6" of the meteor and there are no enemy models within 6" of it.

VICTORY

At the end of each of your turns you score a number of victory points equal to the number of the current round for each meteor you control. For example, if you control 1 fallen meteor at the end of your turn in the third battle round, you would score 3 victory points.

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**. If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (including any summoned units). If one player has a higher total, they win a **minor victory**.

PLAYER A TERRITORY	
1-2	3-4	5-6
1-2	3-4	5-6
PLAYER B TERRITORY	

BATTLE REPORT: GIFTS FROM THE HEAVENS

This battle report is an insightful commentary on an entire Pitched Battle in all its gladiatorial glory. As the action unfolds, you'll see how each commander makes use of tactics to maximise their army's strengths and minimise its vulnerabilities.

Gifts from the Heavens is an objective-based battleplan, in which the goal is to capture and secure two precious meteorites. The longer an army can hold their objective, the more victory points they will earn. The winner is the player whose army has accrued the most victory points. To make things even more challenging, the meteors do not land on the battlefield until the second battle round, meaning that neither commander knows where their objective will be when they set up.

THE ARMIES

One army is a Chaos daemon army, and the other is a Stormcast Eternal army. The army lists for both sides are presented on the right with their points values. As you can see, both armies have been put together to a guideline total of 2000 points. The daemon army's points total is less than 2000, so the daemon player rolls on the Pitched Battle triumph table at the start of the game. The daemon player has allocated 320 points for reinforcements – namely, a Herald of Tzeentch and a unit of three Flamers, which are summoned in the first battle round.

The daemon army has a core of close-combat specialists with a mighty Bloodthirster of Insensate Rage at its centre, supported on the right by mobile cavalry and on the left by a tough defensive line. All elements are given additional aid from a number of spellcasters.

The Stormcast Eternal army is strong in defence and attack, with big units of Liberators and Retributors at its core. Flying units are capable of flanking the enemy quickly, and archers provide support from the back line. The Knight-Vexillor, Knight-Heraldor, and Lord-Castellant possess powerful abilities that assist and enhance other units.

Will the Chaos daemons channel their fury to thwart the Stormcast Eternals, or will the speed and power of Sigmar's elite see them emerge victorious? Read on to find out what happened between these two mighty forces…

ARMY LISTS

STORMCAST ETERNAL ARMY

Unit	Points
1 unit of 10 Retributors	440
2 units of 10 Liberators	400
2 units of 5 Judicators	320
1 unit of 3 Prosecutors	100
1 Lord-Castellant	100
1 Knight-Vexillor	200
1 Knight-Heraldor	120
1 Celestant-Prime	360
Total	**2040**

CHAOS DAEMON ARMY

Unit	Points
1 unit of 15 Plaguebearers	200
1 unit of 10 Bloodletters	100
1 Herald of Nurgle	100
1 Bloodmaster, Herald of Khorne	80
1 Bloodthirster of Insensate Rage	280
1 Skull Cannon	180
2 units of 10 Pink Horrors	280
1 unit of 6 Plague Drones	440
Reinforcement Points	320
Total	**1980**

THE ARMIES SET UP…

The key strategy to keep in mind for this battleplan is flexibility. Because neither player knows where their objective will be until the meteor shower takes place in the second battle round, their priority is to ensure that their units are able to reach any part of their territory quickly so that they can secure their goal as early in the game as possible.

STORMCAST ETERNALS

The Stormcast Eternal army is set up in their territory, with its units spread evenly across the area and using some of the terrain pieces as cover. From left to right, the Stormcast Eternal army comprises one unit of Retributors, one unit of Liberators, a Lord-Castellant (who is the army's general), a Knight-Heraldor, one unit of Judicators, a second unit of Liberators, a Knight-Vexillor, a second unit of Judicators, and a unit of Prosecutors.

Carrying the fabled hammer Ghal Maraz, the Celestant-Prime is the embodiment of Sigmar's wrath. Because of his Retribution from On High rule, the Celestant-Prime is not set up at the start of the battle, but will arrive in a storm of fury in a later battle round.

The general of the daemon army is a towering Bloodthirster of Insensate Rage. Armed with a massive Great Axe of Khorne, this daemonic beast is capable of destroying whole swathes of enemy infantry with a single blow. A formidable opponent indeed!

DAEMONS OF CHAOS

The daemon army's general, the Bloodthirster, is set up in the centre of their territory, surrounded by a core of melee specialists. On the flanks of the daemon territory, spellcasters, flying units and artillery are set up near scenery pieces. From left to right, the daemon army comprises one unit of Plague Drones, one unit of Pink Horrors, one unit of Plaguebearers with a Herald of Nurgle, a Bloodthirster, one unit of Bloodletters with a Herald of Khorne, a Skull Cannon, and a second unit of Pink Horrors.

BATTLE ROUND 1: TURN 1

The daemon player takes the first turn in the first battle round, taking the time to maximise their army's strength. By summoning new models to the battlefield and casting protective spells on some of their units, the daemon player prepares to repel a Stormcast Eternal offensive.

In their hero phase, the daemon player uses summoning spells to add new elements to their army. One unit of Pink Horrors summons a Herald of Tzeentch, which is set up on the steps of the Baleful Realmgate.

The newly summoned Herald then immediately summons a unit of Flamers of Tzeentch, which is set up in the shadow of the Dragonfate Dais. The Flamers target the Knight-Vexillor with warpflame in the shooting phase, but fail to take him out.
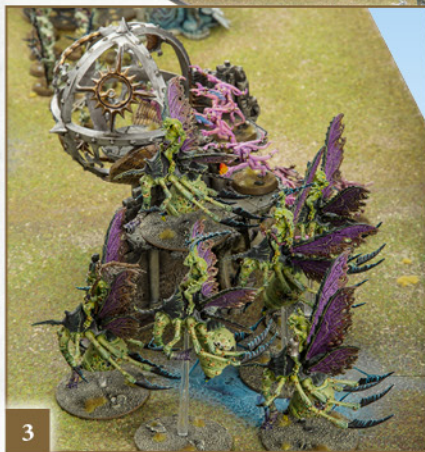
The second unit of Pink Horrors casts Mystic Shield on the nearby unit of Plague Drones to protect them from incoming attacks.

For their final action in the hero phase, the daemon player's Bloodthirster uses the Inspiring Presence command ability to protect the Flamers from battleshock tests. Then, in the movement phase, the Bloodthirster and its entourage of Plaguebearers and Bloodletters advance across the battlefield towards the Stormcast territory.

BATTLE ROUND 1: TURN 2

With the daemon player taking the initiative, the Stormcast Eternal player must take rapid action to avoid being overrun by the advancing horde. Fortunately, the Stormcast army is blessed with the ability to swiftly advance across the battlefield.

In the hero phase, the Lord-Castellant uses his warding lantern to fortify the unit of Retributors against harm.

Then, the Knight-Vexillor uses his pennant of the stormbringer to summon a swirling hurricane, which transports the Retributors across the battlefield to stand directly in front of the Bloodthirster and its accompanying units.
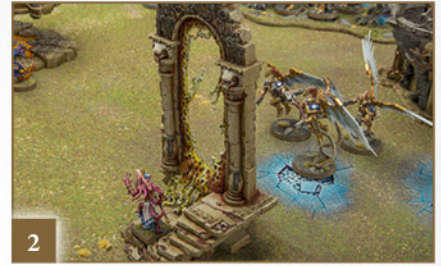
In the charge phase, the Stormcast player rolls to determine the charge range of the Prosecutors. Although they could successfully charge a number of closer targets, the Stormcast player decides to make the most of their speed by moving them across the battlefield to engage the Bloodletters.

After charging into combat, the Retributors pile in to form a battle line blocking the daemon advance. In this way, they are able to engage the Plaguebearers, Bloodthirster and Bloodletters all at once in a furious melee. When the Plaguebearers and Bloodletters take casualties, the daemon player strategically removes models to make way for the Heralds at the rear. The Retributors also lose some models and others are wounded. In the battleshock phase, the Stormcast player purposefully selects the wounded models to flee, leaving those at full strength to continue the fight.

BATTLE ROUND 2

In the hero phases of the second battle round, the meteor shower begins. At this stage, the players' objectives are revealed and they must make all haste to secure them. The daemon player wins the roll-off to determine who takes the first turn, and as such, their objective is revealed sooner, giving them a distinct advantage.

METEOR STRIKES

In the daemon player's hero phase, the first meteor strike is rolled for and a marker is placed in section 3-4 of the daemons' territory. In the Stormcast Eternal player's hero phase, the second meteor is rolled for and a marker is placed in section 5-6 of the Stormcasts' territory.

In the daemon player's shooting phase, they use the missile weapons of the Flamers and Skull Cannon to target the unit of Liberators taking cover in one of the Citadel Woods, causing two casualties. The Stormcast player allocates the wounds one model at a time, continuing to allocate wounds either until a model is slain or there are no more wounds to allocate.

2 In the daemon player's movement phase, the swift-moving Plague Drones advance towards the fallen meteor, although they cannot control it while there are enemy units nearby.

In the combat phase, the daemon player suffers a severe blow as their Bloodthirster is slain by the vengeful Retributors. With their general out of the picture, the daemon player must consolidate their forces for the next push.

The Prosecutors lost a model in the previous turn. In the Stormcast Eternals' movement phase, they take the chance to disengage, retreating from the combat and running to move deeper into the daemons' territory. Here, they prepare to take on the Skull Cannon, which is causing problems for their fellow Stormcasts.

BATTLE ROUND 3

Having taken some losses and suffered some wounds, the Stormcast Eternals must take decisive action if they are to secure their objective before the daemons can wipe them out. By drawing the attention of the Skull Cannon, the noble Prosecutors give their fellow Liberators the chance to advance on their goal.

In the hero phase, the Lord-Castellant takes the opportunity to use his warding lantern to bolster the Liberators under his protection.

In their movement phase, the Liberators and the Knight-Vexillor make progress across the 5-6 section of their territory to reach the fallen meteor. With the vanguard of these models within 6" of the meteor and no enemy models in the area, they successfully control the objective at the end of their turn.

In the shooting phase, the Prosecutors target the deadly Skull Cannon. When many of their shots fail to hit home, they resolve to charge the daemon engine and attack it in the combat phase.

Failing to destroy the Skull Cannon, the Prosecutors are assailed by the burning skulls of the artillery and the magical flames of the nearby Pink Horrors, which result in the winged warriors' demise.

BATTLE ROUND 4

With the Stormcast Eternals' objective secured, and their player already accruing victory points, the daemon army must waste no time in reaching their own prize. Their priority now is to protect the fast-moving Plague Drones as they move into the open to claim their objective.

The Pink Horrors once again cast Mystic Shield on the Plague Drones as they fly out towards the fallen meteor in the centre of their territory.

As they near their objective, the Plague Drones must wipe out the remaining Retributors in order to be able to secure it. With their plague-ridden proboscises and diseased blades, the Plague Drones and their riders make short work of the task.

Meanwhile, the Skull Cannon continues to fire at the Liberators currently encamped around their objective. Destroying them is the best way to ensure the Stormcast player does not earn any more victory points – but the barrage of fire is unsuccessful this time.

BATTLE ROUND 5

As the battle nears its conclusion, the Celestant-Prime makes a dramatic entrance to aid the Stormcasts' mission. The priority of the Stormcast player is to retain control of their fallen meteor while forcing the daemon player to relinquish their own.

In the Stormcast Eternals' movement phase, the Celestant-Prime arrives from the Celestial Realm to smite his foes. The Stormcast player sets him up in the centre of the battlefield, in the perfect position to advance on the Plague Drones in the charge phase. A combination of attacks with the cometstrike sceptre in the shooting phase and a flurry of devastating blows with Ghal Maraz in the combat phase sees the end of the Plague Drones. Having spent four battle rounds imbuing Ghal Maraz with extra power, the Celestant-Prime is able to make a devastating ten attacks with the fabled warhammer!

With the Plague Drones destroyed, none of the daemon units is controlling their vital objective. In the movement phase, the two units of Pink Horrors emerge from the scenery. The daemon player measures vertically downwards as they descend, then horizontally as they advance swiftly across the battlefield towards the fallen meteor.

In the daemon player's shooting phase, the advancing Pink Horrors manage to slay the weakened Celestant-Prime with a storm of arcane fire, successfully taking control of their objective at the end of their turn.

WHO SHALL PREVAIL?

A fast-paced game of furious onslaughts, dogged defences, strange magic and devastating firepower, Gifts from the Heavens has taken a heavy toll from each side. Both commanders have secured their objectives, but who will claim ultimate victory?

STORMCAST ETERNALS FINAL POSITION

The final battle round sees remnants of the Stormcast player's intrepid army surrounding the smouldering meteor. Battered but unbowed after the pitiless battle, and a shadow of their once mighty force, they have reached their objective. But was the price too high?

DAEMONS OF CHAOS FINAL POSITION

By exploiting his force's nefarious brew of aggression and sorcery, the daemon army commander has also achieved their objective, despite losing it for a while in the final battle round thanks to the intervention of the Celestant-Prime. But was it enough?

VICTORY

The Stormcast Eternal player took control of their objective in the third battle round, earning them 3 victory points at the end of their turn. Because they didn't lose control of their objective for the rest of the battle, they earned a further 4 points at the end of the fourth battle round, and a further 5 points at the end of the fifth battle round, resulting in a total of 12 victory points at the end of the game. Because the daemon player didn't reach their objective until the fourth battle round, they have a total of 9 victory points at the end of the game. As such, the Stormcast player wins a major victory.

THE COURSE OF FATE

The Stormcast Eternal army was victorious, but things could have gone very differently. Certain moments proved decisive, where fate took a hand in the action. But it wasn't just chance that secured victory for the Stormcast player – their strategic decisions, too, were tied to their ultimate triumph.

The first pivotal decision the Stormcast player made was to include the Knight-Vexillor in their force. Although this model contributed little to the combat, his Pennant of the Stormbringer ability allowed the Retributors to move across the board and quickly engage the bulk of the daemon player's force. Had the Knight-Vexillor not been included, or had the daemon player succeeded in removing the model in the first turn, one of the Stormcast Eternal's most aggressive and potent tactical advantages would have been lost, and the game's balance could easily have tipped in favour of Chaos. It might have taken the Retributors one or maybe two extra turns to make an impact, during which time the daemon army could have rampaged across the battlefield causing significant Stormcast casualties.

It was fortune that saw the first meteor land in the centre section of the daemon player's territory. Because the Stormcast player had advanced the Retributors into this section, the daemon player was unable to take control of the objective right away. This allowed the Stormcast player to accrue the first vital victory points when they seized their own prize. If the meteor had struck a different section of the battlefield, the daemon player may well have been able to capture it immediately, changing the course of the battle.

The Skull Cannon was a real threat to the Liberators controlling the Stormcast player's objective. It could easily have wiped them out, meaning that the Stormcast player would no longer have earned victory points until another unit could move in to capture the meteor. To prevent this, the Stormcast player moved their unit of Prosecutors in close to take the artillery piece out. Unfortunately for them, they were destroyed before they could cause much damage, but they did succeed in drawing the cannon's fire from the Liberators for a turn. Ultimately, though, it was fate that saved the Stormcasts in the fourth battle round, when the daemon player was unlucky with their rolls and failed to make a dent in the Liberators' formation.

The Stormcast player took a great risk in holding the Celestant-Prime back until the fifth battle round. Had they brought him on earlier, the Stormcast force would have benefitted greatly from the devastating power of his cometstrike sceptre. As it was, though, Ghal Maraz was made so powerful by the Celestant-Prime's absence from the field that it made short work of the Plague Drones that had captured the daemon's objective. Had he remained unopposed in this position, he could have held this meteor himself, thus earning even more points for the Stormcast player and increasing their victory margin. However, after having been destroyed in a bombardment of spells and magical energy, the Celestant-Prime left the meteor open to be recaptured by the daemons in their final turn.

Studying battle reports such as these can help improve your strategies and perhaps earn you future victories, as they allow you to analyse every decision you make. Whether you suffer an ignominious defeat, or soar to a glorious triumph, understanding the path you took is an invaluable tool. Even if the course of fate intervened and snatched victory from your grasp, next time you can be better prepared to thwart it!

PITCHED BATTLE PROFILES

On the following pages you will find the Pitched Battle points values, unit sizes and battlefield roles for the vast majority of the models in the Citadel range. Any not included here can be found in the battletome that includes the warscroll for the model in question.

INDEX

POINTS-ONLY GAMES

If you wish, you can use these points on their own. Just agree with your opponent how many points will be used, which can be as high or as low as you like. When playing a points-only game, ignore the limits on the number of leader, battleline, behemoth and artillery units you can take – you can take any units you like as long as they do not exceed the points limit you have set for your game. Note that some warscroll battalions can only be used in points-only games.

CHAOS
PITCHED BATTLE PROFILES

BRAYHERDS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Gors	10	30	80	Battleline	
Ungors	10	40	60	Battleline	
Beastlord	1	1	80	Leader	
Great Bray-shaman	1	1	100	Leader	
Bestigors	10	30	140		
Tuskgor Chariots	1	4	60		
Ungor Raiders	10	40	80		Battleline if army has **BRAYHERD** allegiance.
Wildstalker Brayherd	-	-	*140*	*Warscroll Battalion*	

CHAOS GARGANTS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Chaos Gargant	1	1	180	Behemoth	

CLANS ESHIN	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Skaven Assassin	1	1	100	Leader	
Verminlord Deceiver	1	1	320	Leader, Behemoth	
Gutter Runners	5	20	60		
Night Runners	10	40	100		Battleline if army has **ESHIN** allegiance.

CLANS MOULDER	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Hell Pit Abomination	1	1	300	Behemoth	
Packmaster	1	1	60	Leader	
Giant Rats	6	36	30		Battleline if army has **MOULDER** allegiance.
Rat Ogors	2	8	120		
Rat Swarms	2	8	80		

CLANS PESTILENS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Plagueclaw	1	1	180	Artillery	
Plague Furnace	1	1	220	Leader, Behemoth	
Plague Priest with Plague Censer	1	1	80	Leader	
Plague Priest with Warpstone-tipped Staff	1	1	80	Leader	
Verminlord Corruptor	1	1	240	Leader, Behemoth	
Plague Censer Bearers	5	20	60		Battleline if army has **PESTILENS** allegiance.
Plague Monks	10	40	70		Battleline if army has **PESTILENS** allegiance.
Virulent Procession	-	-	*80*	*Warscroll Battalion*	
Foulrain Congregation	-	-	*100*	*Warscroll Battalion*	
Plaguesmog Congregation	-	-	*80*	*Warscroll Battalion*	
Congregation of Filth	-	-	*60*	*Warscroll Battalion*	

CLANS SKRYRE	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Warp Lightning Cannon	1	1	180	Artillery	
Warplock Jezzails	3	12	140	Artillery	
Doomwheel	1	1	140	Behemoth	
Arch-warlock	1	1	140	Leader	
Warlock Engineer	1	1	100	Leader	
Ratling Gun Weapon Team	1	1	80		
Warp-grinder Weapon Team	1	1	100		
Warpfire Thrower Weapon Team	1	1	60		
Poisoned Wind Mortar Weapon Team	1	1	60		
Doom-flayer Weapon Team	1	1	60		
Skryre Acolytes	5	20	60		Battleline if army has **SKRYRE** allegiance
Stormfiends	3	9	300		Battleline if army has **SKRYRE** allegiance
Clan Skryre	-	-	*200*	*Warscroll Battalion*	

CLANS VERMINUS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Clanrats	10	40	60	Battleline	
Skaven Warlord	1	1	100	Leader	
Verminlord Warbringer	1	1	300	Leader, Behemoth	
Stormvermin	10	30	140		

DAEMONS OF KHORNE	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Skull Cannons	1	3	180	Artillery	
Bloodletters	10	30	100	Battleline	
Bloodmaster, Herald of Khorne	1	1	80	Leader	
Karanak	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Skullmaster, Herald of Khorne	1	1	100	Leader	
Skulltaker	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army
Bloodthirster of Insensate Rage	1	1	280	Leader, Behemoth	
Bloodthirster of Unfettered Fury	1	1	300	Leader, Behemoth	
Skarbrand	1	1	400	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army
Wrath of Khorne Bloodthirster	1	1	360	Leader, Behemoth	
Blood Throne	1	1	120	Leader	
Bloodcrushers	3	12	160		Battleline if army has **KHORNE DAEMON** allegiance and its general is a Skullmaster, Herald of Khorne
Flesh Hounds	5	20	100		Battleline if army has **KHORNE DAEMON** allegiance and its general is Karanak
Blood Host of Khorne	-	-	*120*	*Warscroll Battalion*	

DAEMONS OF NURGLE	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Plaguebearers of Nurgle	10	30	100	Battleline	
Epidemius	1	1	180	Leader	Only one of this model can be included in a Pitched Battle army.
Herald of Nurgle	1	1	100	Leader	
Great Unclean One	1	1	240	Leader, Behemoth	
Beasts of Nurgle	1	6	60		
Nurglings	3	12	80		
Plague Drones of Nurgle	3	12	220		
Tallyband of Nurgle	-	-	*100*	*Warscroll Battalion*	

POINTS

DAEMONS OF TZEENTCH	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Pink Horrors of Tzeentch	10	30	140	Battleline	
Herald of Tzeentch	1	1	120	Leader	
Herald of Tzeentch on Burning Chariot	1	1	200	Leader	
Herald of Tzeentch on Disc	1	1	120	Leader	
The Blue Scribes	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
The Changeling	1	1	140	Leader	Only one of this model can be included in a Pitched Battle army.
Kairos Fateweaver	1	1	300	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Lord of Change	1	1	260	Leader, Behemoth	
Burning Chariots of Tzeentch	1	3	160		Battleline if army has **TZEENTCH DAEMON** allegiance and its general is a Herald of Tzeentch on Burning Chariot
Exalted Flamers of Tzeentch	1	6	120		
Flamers of Tzeentch	3	12	200		
Screamers of Tzeentch	3	12	140		
Changehost of Tzeentch	-	-	*60*	*Warscroll Battalion*	

DAEMONS OF CHAOS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Soul Grinder	1	1	280	Behemoth	
Be'lakor, Chaos Daemon Prince	1	1	240	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Daemon Prince	1	1	160	Leader, Behemoth	
Furies	5	20	60		

EVERCHOSEN	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Gaunt Summoner of Tzeentch	1	1	120	Leader	No more than 9 Gaunt Summoners can be included in a Pitched Battle army.
Archaon	1	1	700	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Varanguard	3	12	360		Battleline if army has **EVERCHOSEN** allegiance
Archaon's Grand Host	-	-	*200*	*Warscroll Battalion*	
Plaguetouched Warband	-	-	*140*	*Warscroll Battalion*	
Overlords of Chaos	-	-	*120*	*Warscroll Battalion*	
Fatesworn Warband	-	-	*120*	*Warscroll Battalion*	
Bloodmarked Warband	-	-	*80*	*Warscroll Battalion*	
Pleasurebound Warband	-	-	*60*	*Warscroll Battalion*	

POINTS

HOSTS OF SLAANESH	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Daemonettes of Slaanesh	10	30	120	Battleline	
Chaos Lord of Slaanesh	1	1	100	Leader	
Herald of Slaanesh	1	1	60	Leader	
Herald of Slaanesh on Exalted Seeker Chariot	1	1	160	Leader	
Herald of Slaanesh on Seeker Chariot	1	1	100	Leader	
Lord of Slaanesh on Daemonic Mount	1	1	140	Leader	
The Masque of Slaanesh	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Keeper of Secrets	1	1	280	Leader, Behemoth	
Exalted Seekers Chariots of Slaanesh	1	3	140		
Fiends of Slaanesh	1	6	60		
Hellflayers of Slaanesh	1	3	80		
Hellstriders of Slaanesh	5	20	100		
Seeker Chariots of Slaanesh	1	3	80		
Seekers of Slaanesh	5	20	120		

KHORNE BLOODBOUND	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Blood Warriors	5	30	100	Battleline	
Bloodreavers	10	40	60	Battleline	
Aspiring Deathbringer	1	1	80	Leader	
Aspiring Deathbringer with Goreaxe and Skullhammer	1	1	80	Leader	
Bloodsecrator	1	1	120	Leader	
Bloodstoker	1	1	80	Leader	
Exalted Deathbringer	1	1	80	Leader	
Exalted Deathbringer with Impaling Spear	1	1	80	Leader	
Lord of Khorne on Juggernaut	1	1	140	Leader	
Mighty Lord of Khorne	1	1	140	Leader	
Scyla Anfingrimm	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Skarr Bloodwrath	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Skullgrinder	1	1	80	Leader	
Slaughterpriest	1	1	100	Leader	
Slaughterpriest with Hackblade and Wrath-hammer	1	1	100	Leader	
Valkia the Bloody	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Mighty Skullcrushers	3	12	160		Battleline if army has KHORNE MORTAL allegiance and its general is a Lord of Khorne on Juggernaut
Skullreapers	5	20	140		
Wrathmongers	5	20	180		
Khorgoraths	1	6	80		
Bloodbound Warhorde	-	-	*120*	*Warscroll Battalion*	
Bloodbound Warband	-	-	*120*	*Warscroll Battalion*	
Dark Feast	-	-	*100*	*Warscroll Battalion*	
The Gorechosen	-	-	*100*	*Warscroll Battalion*	
Skulltake	-	-	*100*	*Warscroll Battalion*	
Bloodstorm	-	-	*140*	*Warscroll Battalion*	
Brass Stampede	-	-	*80*	*Warscroll Battalion*	
Red Headsmen	-	-	*60*	*Warscroll Battalion*	
Goreblade Warband	-	-	*60*	*Warscroll Battalion*	

POINTS

MASTERCLAN	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Grey Seer	1	1	120	Leader	
Lord Skreech Verminkin	1	1	340	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Screaming Bell	1	1	260	Leader, Behemoth	
Thanquol and Boneripper	1	1	500	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Verminlord Warpseer	1	1	260	Leader, Behemoth	

MONSTERS OF CHAOS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Chimera	1	1	240	Behemoth	
Cockatrice	1	1	120	Behemoth	
Jabberslythe	1	1	140	Behemoth	
Mutalith Vortex Beast	1	1	220	Behemoth	
Slaughterbrute	1	1	200	Behemoth	
Centigors	5	20	80		
Chaos Warhounds	10	30	80		
Harpies	5	20	80		
Razorgors	1	6	60		

NURGLE ROTBRINGERS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Festus the Leechlord	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Gutrot Spume	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Harbinger of Decay	1	1	140	Leader	
Lord of Plagues	1	1	100	Leader	
Rotbringers Sorcerer	1	1	100	Leader	
Bloab Rotspawned	1	1	260	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Morbidex Twiceborn	1	1	260	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Orghotts Daemonspew	1	1	260	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
The Glottkin	1	1	480	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Putrid Blightkings	5	20	180		Battleline if army has **NURGLE MORTAL** allegiance
Blightguard	-	-	*100*	*Warscroll Battalion*	

POINTS

SLAVES TO DARKNESS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Chaos Marauders	10	40	60	Battleline	
Chaos Warriors	10	30	180	Battleline	
Chaos Warshrine	1	1	200	Behemoth	
Chaos Lord on Daemonic Mount	1	1	140	Leader	
Chaos Sorcerer Lord	1	1	140	Leader	
Exalted Hero of Chaos	1	1	80	Leader	
Lord of Chaos	1	1	100	Leader	
Chaos Lord on Manticore	1	1	300	Leader, Behemoth	
Chaos Sorcerer Lord on Manticore	1	1	240	Leader, Behemoth	
Daemon Prince	1	1	160	Leader, Behemoth	
Chaos Chariots	1	3	80		
Chaos Chosen	5	20	160		
Chaos Gorebeast Chariots	1	3	100		
Chaos Knights	5	30	200		Battleline if army has **SLAVES TO DARKNESS** allegiance
Chaos Marauder Horsemen	5	30	100		Battleline if army has **SLAVES TO DARKNESS** allegiance
Chaos Spawn	1	6	60		
Godsworn Champions of Ruin	-	-	*60*	*Warscroll Battalion*	
Godswrath Warband	-	-	*40*	*Warscroll Battalion*	
Ruinbringer Warband	-	-	*80*	*Warscroll Battalion*	

THUNDERSCORN	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Dragon Ogor Shaggoth	1	1	180	Leader	
Dragon Ogors	3	12	160		Battleline if army has **DRAGON OGOR** allegiance

TZEENTCH ARCANITES	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Curseling, Lord of Tzeentch	1	1	140	Leader	
Tzeentch Chaos Lord on Disc of Tzeentch	1	1	140	Leader	
Tzeentch Sorcerer Lord	1	1	120	Leader	

WARHERDS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Cygor	1	1	200	Behemoth	
Ghorgon	1	1	220	Behemoth	
Doombull	1	1	120	Leader	
Bullgors	3	12	180		Battleline if army has **WARHERD** allegiance

DEATH
PITCHED BATTLE PROFILES

DEADWALKERS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Zombies	10	60	60	Battleline	
Corpse Cart	1	1	80		
Dire Wolves	5	30	60		

DEATHLORDS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Arkhan the Black, Mortarch of Sacrament	1	1	340	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Mannfred, Mortarch of Night	1	1	460	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Nagash, Supreme Lord of the Undead	1	1	900	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Neferata, Mortarch of Blood	1	1	440	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Morghast Archai	2	6	240		Battleline if army has **DEATHLORDS** allegiance
Morghast Harbingers	2	6	240		Battleline if army has **DEATHLORDS** allegiance

DEATHMAGES	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Mortis Engine	1	1	180	Behemoth	
Necromancer	1	1	120	Leader	

DEATHRATTLE	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Skeleton Warriors	10	40	80	Battleline	
Wight King with Baleful Tomb Blade	1	1	120	Leader	
Wight King with Black Axe	1	1	120	Leader	
Black Knights	5	20	120		Battleline if army has **DEATHRATTLE** allegiance.
Grave Guard	5	30	80		
Legion of Death	-	-	*60*	*Warscroll Battalion*	

POINTS

FLESH-EATER COURTS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Crypt Ghouls	10	40	100	Battleline	
Terrorgheist	1	1	320	Behemoth	
Zombie Dragon	1	1	320	Behemoth	
Abhorrant Ghoul King	1	1	100	Leader	
Crypt Ghast Courtier	1	1	80	Leader	
Crypt Haunter Courtier	1	1	120	Leader	
Crypt Infernal Courtier	1	1	140	Leader	
Varghulf Courtier	1	1	160	Leader	
Abhorrant Ghoul King on Terrorgheist	1	1	400	Leader, Behemoth	
Abhorrant Ghoul King on Zombie Dragon	1	1	400	Leader, Behemoth	
Crypt Flayers	3	12	160		Battleline if army has **FLESH-EATER COURTS** allegiance and its general is a Crypt Infernal Courtier
Crypt Horrors	3	12	140		Battleline if army has **FLESH-EATER COURTS** allegiance and its general is a Crypt Haunter Courtier
Abattoir	-	-	*60*	*Warscroll Battalion*	
Attendants at Court	-	-	*100*	*Warscroll Battalion*	
Deadwatch	-	-	*160*	*Warscroll Battalion*	
Flesh-eater Court	-	-	*120*	*Warscroll Battalion*	
Ghoul Patrol	-	-	*100*	*Warscroll Battalion*	
King's Ghouls	-	-	*40*	*Warscroll Battalion*	
Royal Family	-	-	*60*	*Warscroll Battalion*	
Royal Menagerie	-	-	*60*	*Warscroll Battalion*	
Royal Mordants	-	-	*20*	*Warscroll Battalion*	

NIGHTHAUNT	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Cairn Wraith	1	1	60	Leader	
Tomb Banshee	1	1	80	Leader	
Black Coach	1	1	120	Leader	
Hexwraiths	5	20	160		
Spirit Hosts	3	12	120		Battleline if army has **NIGHTHAUNT** allegiance

SOULBLIGHT	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Vampire Lord	1	1	140	Leader	
Coven Throne	1	1	260	Leader, Behemoth	
Vampire Lord on Zombie Dragon	1	1	440	Leader, Behemoth	
Bat Swarms	2	8	80		
Blood Knights	5	15	260		Battleline if army has **SOULBLIGHT** allegiance
Fell Bats	3	12	80		
Vargheists	3	12	160		

DESTRUCTION
PITCHED BATTLE PROFILES

ALEGUZZLER GARGANTS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Aleguzzler Gargant	1	1	180	Behemoth	

BEASTCLAW RAIDERS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Stonehorn Beastriders	1	1	360	Behemoth	Battleline if army has **BEASTCLAW RAIDERS** allegiance
Thundertusk Beastriders	1	1	320	Behemoth	Battleline if army has **BEASTCLAW RAIDERS** allegiance
Icebrow Hunter	1	1	160	Leader	
Frostlord on Stonehorn	1	1	460	Leader, Behemoth	
Frostlord on Thundertusk	1	1	420	Leader, Behemoth	
Huskard on Stonehorn	1	1	380	Leader, Behemoth	
Huskard on Thundertusk	1	1	340	Leader, Behemoth	
Frost Sabres	2	12	60		Battleline if army has **BEASTCLAW RAIDERS** allegiance and its general is an Icetooth Hunter
Icefall Yhetees	3	12	120		Battleline if army has **BEASTCLAW RAIDERS** allegiance and its general is a Frostlord on Thundertusk
Mournfang Pack	2	12	200		Battleline if army has **BEASTCLAW RAIDERS** allegiance
Braggoth's Beast Hammer	-	-	*160*	*Warscroll Battalion*	
Olwyr Alfrostun	-	-	*120*	*Warscroll Battalion*	
Svard Alfrostun	-	-	*80*	*Warscroll Battalion*	
Eurlbad	-	-	*60*	*Warscroll Battalion*	
Torrbad	-	-	*60*	*Warscroll Battalion*	
Skal	-	-	*60*	*Warscroll Battalion*	
Alfrostun	-	-	*40*	*Warscroll Battalion*	
Jorlbad	-	-	*20*	*Warscroll Battalion*	

BONESPLITTERZ	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Savage Orruks	10	40	100	Battleline	
Maniak Weirdnob	1	1	100	Leader	
Savage Big Boss	1	1	100	Leader	
Wardokk	1	1	80	Leader	
Wurrgog Prophet	1	1	140	Leader	
Savage Big Stabbas	2	8	100		
Savage Boarboy Maniaks	5	20	160		Battleline if army has **BONESPLITTERZ** allegiance
Savage Boarboys	5	20	120		Battleline if army has **BONESPLITTERZ** allegiance
Savage Orruk Arrowboys	10	40	100		
Savage Orruk Morboys	10	40	120		
Kop Rukk	-	-	*100*	*Warscroll Battalion*	
Icebone Warclan	-	-	*100*	*Warscroll Battalion*	
Savage Warclan	-	-	*60*	*Warscroll Battalion*	
Kunnin' Rukk	-	-	*60*	*Warscroll Battalion*	
Drakkfoot Warclan	-	-	*60*	*Warscroll Battalion*	
Snaga Rukk	-	-	*40*	*Warscroll Battalion*	
Brutal Rukk	-	-	*40*	*Warscroll Battalion*	
Teef Rukk	-	-	*40*	*Warscroll Battalion*	
Bonegrinz Warclan	-	-	*40*	*Warscroll Battalion*	

POINTS

FIREBELLIES	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Firebelly	1	1	140	Leader	

GITMOB GROTS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Doom Diver Catapult	1	1	120	Artillery	
Grot Rock Lobber	1	1	100	Artillery	
Grot Spear Chukka	1	1	120	Artillery	
Grots	20	60	100	Battleline	
Grot Shaman	1	1	80	Leader	.
Grot Wolf Chariots	1	6	40		
Grot Wolf Riders	5	30	100		Battleline if army has **GITMOB** allegiance
Nasty Skulkers	3	12	40		
Snotling Pump Wagons	1	3	60		
Snotlings	2	10	40		

GREENSKINZ	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Orruks	10	40	100	Battleline	
Orruk Great Shaman	1	1	140	Leader	.
Orruk Warboss	1	1	140	Leader	.
Orruk Warboss on Wyvern	1	1	240	Leader, Behemoth	
Orruk Boarboys	5	20	100		Battleline if army has **GREENSKINZ** allegiance
Orruk Boar Chariots	1	3	80		

GUTBUSTERS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Grot Scraplauncher	1	1	140	Artillery	
Ironblaster	1	1	160	Artillery	
Ogors	3	12	120	Battleline	
Butcher	1	1	140	Leader	
Tyrant	1	1	160	Leader	
Gorgers	1	3	60		
Grots	20	60	100		
Ironguts	3	12	220		
Leadbelchers	3	12	160		Battleline if army has **GUTBUSTERS** allegiance

POINTS

IRONJAWZ	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Orruk Megaboss	1	1	140	Leader	
Orruk Warchanter	1	1	80	Leader	
Orruk Weirdnob Shaman	1	1	120	Leader	
Gordrakk, the Fist of Gork	1	1	700	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Megaboss on Maw-krusha	1	1	520	Leader, Behemoth	
Orruk Ardboys	10	30	180		Battleline if army has **IRONJAWZ** allegiance
Orruk Brutes	5	20	180		Battleline if army has **IRONJAWZ** allegiance
Orruk Gore-gruntas	3	12	180		Battleline if army has **IRONJAWZ** allegiance
Gorefist	-	-	*120*	*Warscroll Battalion*	
Weirdfist	-	-	*100*	*Warscroll Battalion*	
Brawl	-	-	*100*	*Warscroll Battalion*	
Brutefist	-	-	*80*	*Warscroll Battalion*	
Ironfist	-	-	*60*	*Warscroll Battalion*	
Ardfist	-	-	*40*	*Warscroll Battalion*	

MANEATERS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Maneaters	3	12	220		.

MOONCLAN GROTS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Grots	20	60	120	Battleline	
Mangler Squigs	1	1	240	Behemoth	
Grot Warboss	1	1	80	Leader	
Grot Warboss on Great Cave Squig	1	1	80	Leader	
Grot Shaman	1	1	60	Leader	
Cave Squigs	5	20	60		
Grot Fanatics	1	6	30		
Grot Squig Herders	2	10	20		
Grot Squig Hoppers	5	20	80		

SPIDERFANG GROTS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Arachnarok Spider	1	1	280	Behemoth	Leader, Behemoth if carrying a Spiderfang Grot Shaman
Grot Big Boss on Gigantic Spider	1	1	100	Leader	
Grot Spider Riders	5	30	100		Battleline if army has **SPIDERFANG** allegiance

TROGGOTHS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Fellwater Troggoths	3	12	200		
Rockgut Troggoths	3	12	200		
Sourbreath Troggoths	3	12	200		

ORDER
PITCHED BATTLE PROFILES

COLLEGIATE ARCANE	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Celestial Hurricanum	1	1	320	Behemoth	Leader, Behemoth if carrying White Battlemage
Luminark of Hysh	1	1	240	Behemoth	Leader, Behemoth if carrying Celestial Battlemage
Battlemage	1	1	100	Leader	
Battlemage on Griffon	1	1	280	Leader, Behemoth	
War Council	-	-	*200*	*Warscroll Battalion*	

DARKLING COVENS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Bleakswords	10	40	100	Battleline	
Darkshards	10	40	100	Battleline	
Dreadspears	10	40	80	Battleline	
Sorceress	1	1	80	Leader	
Sorceress on Black Dragon	1	1	340	Leader, Behemoth	
Black Guard	10	30	180		
Executioners	10	30	200		
Thrall Warhost	-	-	*80*	*Warscroll Battalion*	

DAUGHTERS OF KHAINE	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Doomfire Warlocks	5	20	200		
Bloodwrack Shrine	1	1	140	Behemoth	
Cauldron of Blood	1	1	220	Leader, Behemoth	
Death Hag	1	1	60	Leader	
Sisters of Slaughter	10	30	160		
Witch Aelves	10	30	140		Battleline if army has **DAUGHTERS OF KHAINE** allegiance
Bloodwrack Medusae	1	6	120		
Bloodwrack Sisterhood	-	-	*40*	*Warscroll Battalion*	

DEVOTED OF SIGMAR	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Warrior Priest	1	1	80	Leader	
Witch Hunter	1	1	60	Leader	
War Altar of Sigmar	1	1	300	Leader, Behemoth	
Flagellants	10	40	80		Battleline if army has **DEVOTED OF SIGMAR** allegiance
Pilgrimage of Wrath	-	-	*60*	*Warscroll Battalion*	

POINTS

DISPOSSESSED	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Warriors	10	40	100	Battleline	
Longbeards	10	30	140	Battleline	
Runelord	1	1	80	Leader	
Unforged	1	1	100	Leader	
Warden King	1	1	120	Leader	
Hammerers	10	30	200		
Ironbreakers	10	30	160		
Irondrakes	10	30	220		
Quarrellers	10	30	120		
Thunderers	10	30	120		
Grudgebound War Throng	-	-	*60*	*Warscroll Battalion*	

ELDRITCH COUNCIL	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Archmage	1	1	120	Leader	
Loremaster	1	1	100	Leader	
Archmage on Dragon	1	1	360	Leader, Behemoth	
Drakeseer	1	1	340	Leader, Behemoth	
Swordmasters	10	30	200		Battleline if army has **ELDRITCH COUNCIL** allegiance

EXTREMIS CHAMBERS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Lord-Celestant on Dracoth	1	1	220	Leader	
Drakesworn Templar	1	1	500	Leader, Behemoth	
Lord-Celestant on Stardrake	1	1	600	Leader, Behemoth	
Concussors	2	12	280		
Desolators	2	12	240		
Fulminators	2	12	240		
Tempestors	2	12	240		
Drakesworn Temple	-	-	*100*	*Warscroll Battalion*	
Extremis Chamber	-	-	*160*	*Warscroll Battalion*	
Lightning Echelon	-	-	*140*	*Warscroll Battalion*	
Thunderwave Echelon	-	-	*140*	*Warscroll Battalion*	

FREE PEOPLES	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Freeguild Archers	10	30	100	Battleline	
Freeguild Crossbowmen	10	30	100	Battleline	
Freeguild Guard	10	40	80	Battleline	
Freeguild Handgunners	10	30	100	Battleline	.
Freeguild General	1	1	100	Leader	
Freeguild General on Griffon	1	1	300	Leader, Behemoth	
Demigryph Knights	3	12	200		
Freeguild Greatswords	10	30	160		
Freeguild Outriders	5	20	140		
Freeguild Pistoliers	5	20	140		
Freeguild Regiment	-	-	*100*	*Warscroll Battalion*	

POINTS

FYRESLAYERS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Vulkite Berzerkers	5	30	80	Battleline	
Auric Runefather	1	1	100	Leader	
Auric Runemaster	1	1	80	Leader	
Auric Runesmiter	1	1	100	Leader	
Auric Runeson	1	1	80	Leader	
Battlesmith	1	1	100	Leader	
Grimwrath Berzerker	1	1	100	Leader	
Auric Runefather on Magmadroth	1	1	320	Leader, Behemoth	
Auric Runesmiter on Magmadroth	1	1	220	Leader, Behemoth	
Auric Runeson on Magmadroth	1	1	280	Leader, Behemoth	
Auric Hearthguard	5	30	100		Battleline if army has **FYRESLAYERS** allegiance and its general is a Runemaster
Hearthguard Berzerkers	5	30	100		Battleline if army has **FYRESLAYERS** allegiance and its general is a Runefather
Forge Brethren	-	-	*80*	*Warscroll Battalion*	
Grand Fyrd	-	-	*80*	*Warscroll Battalion*	
Lords of the Lodge	-	-	*160*	*Warscroll Battalion*	
Warrior Kinband	-	-	*40*	*Warscroll Battalion*	

IRONWELD ARSENAL	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Cannon	1	1	180	Artillery	
Helblaster Volley Gun	1	1	120	Artillery	
Helstorm Rocket Battery	1	1	180	Artillery	
Organ Gun	1	1	120	Artillery	
Steam Tank	1	1	300	Behemoth	
Cogsmith	1	1	100	Leader	
Gunmaster	1	1	80	Leader	
Gyrobombers	1	1	80		
Gyrocopters	1	1	80		
Artillery Detachment	-	-	*40*	*Warscroll Battalion*	

LION RANGERS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
White Lion Chariots	1	3	120		
White Lions	10	30	180		

ORDER DRACONIS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Dragon Noble	1	1	100	Leader	
Dragonlord	1	1	400	Leader, Behemoth	
Dragon Blades	5	20	160		Battleline if army has **ORDER DRACONIS** allegiance
Dragonlord Host	-	-	*80*	*Warscroll Battalion*	

ORDER SERPENTIS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
War Hydra	1	1	240	Behemoth	
Dreadlord on Black Dragon	1	1	340	Leader, Behemoth	
Drakespawn Chariots	1	3	100		
Drakespawn Knights	5	20	160		Battleline if army has **ORDER SERPENTIS** allegiance
Ebondrake Warhost	-	-	*60*	*Warscroll Battalion*	

POINTS

PHOENIX TEMPLE	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Flamespyre Phoenix	1	1	280	Behemoth	Leader, Behemoth if ridden by an Anointed
Frostheart Phoenix	1	1	260	Behemoth	Leader, Behemoth if ridden by an Anointed
Anointed	1	1	80	Leader	
Phoenix Guard	10	30	200		Battleline if army has **PHOENIX TEMPLE** allegiance
Spyreheart Warhost	-	-	*100*	*Warscroll Battalion*	

SCOURGE PRIVATEERS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Kharibdyss	1	1	200	Behemoth	
Black Ark Fleetmaster	1	1	40	Leader	
Black Ark Corsairs	10	40	100		Battleline if army has **SCOURGE PRIVATEERS** allegiance
Scourgerunner Chariots	1	3	100		
Realm Reavers	-	-	*80*	*Warscroll Battalion*	

SERAPHON	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Razordons	1	4	60	Artillery	
Ripperdactyl Riders	3	12	140		
Salamanders	1	4	60	Artillery	
Terradon Riders	3	12	140		
Saurus Warriors	10	40	100	Battleline	
Skinks	10	40	80	Battleline	
Bastiladon	1	1	300	Behemoth	
Engine of the Gods	1	1	240	Leader, Behemoth	
Stegadon	1	1	260	Behemoth	
Troglodon	1	1	200	Behemoth	
Lord Kroak	1	1	540	Leader	Only one of this model can be included in a Pitched Battle army.
Saurus Astrolith Bearer	1	1	160	Leader	
Saurus Eternity Warden	1	1	140	Leader	
Saurus Oldblood	1	1	100	Leader	
Saurus Scar-Veteran on Cold One	1	1	100	Leader	
Saurus Sunblood	1	1	120	Leader	
Skink Priest	1	1	100	Leader	
Skink Starpriest	1	1	100	Leader	
Skink Starseer	1	1	160	Leader	
Slann Starmaster	1	1	260	Leader	
Saurus Oldblood on Carnosaur	1	1	320	Leader, Behemoth	
Saurus Scar-Veteran on Carnosaur	1	1	260	Leader, Behemoth	
Chameleon Skinks	5	20	120		
Kroxigor	3	12	180		
Saurus Guard	5	20	100		Battleline if army has **SERAPHON** allegiance
Saurus Knights	5	20	120		Battleline if army has **SERAPHON** allegiance
Skink Handlers	3	12	40		
Bloodclaw Starhost	-	-	*100*	*Warscroll Battalion*	
Eternal Starhost	-	-	*80*	*Warscroll Battalion*	
Firelance Starhost	-	-	*60*	*Warscroll Battalion*	
Heavenswatch Starhost	-	-	*100*	*Warscroll Battalion*	
Shadowstrike Starhost	-	-	*120*	*Warscroll Battalion*	
Starbeast Constellation	-	-	*120*	*Warscroll Battalion*	
Sunclaw Starhost	-	-	*80*	*Warscroll Battalion*	
Thunderquake Starhost	-	-	*120*	*Warscroll Battalion*	

POINTS

SHADOWBLADES	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Assassin	1	1	80	Leader	
Dark Riders	5	20	140		Battleline if army has **SHADOWBLADES** allegiance

STORMCAST ETERNALS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Judicators	5	20	160	Battleline	
Liberators	5	20	100	Battleline	
Celestant-Prime, Hammer of Sigmar	1	1	360	Leader	Only one of this model can be included in a Pitched Battle army.
Knight-Azyros	1	1	100	Leader	
Knight-Heraldor	1	1	120	Leader	
Knight-Venator	1	1	120	Leader	
Knight-Vexillor	1	1	200	Leader	
Lord-Castellant	1	1	100	Leader	
Lord-Celestant	1	1	100	Leader	
Lord-Celestant on Dracoth	1	1	220	Leader	
Lord-Relictor	1	1	80	Leader	
Decimators	5	20	200		
Gryph-hounds	1	4	40		
Prosecutors with Celestial Hammers	3	12	100		
Prosecutors with Stormcall Javelins	3	12	80		
Protectors	5	20	200		
Retributors	5	20	220		
Devastation Brotherhood	-	-	*60*	*Warscroll Battalion*	
Exemplar Chamber	-	-	*140*	*Warscroll Battalion*	
Hammerstrike Force	-	-	*120*	*Warscroll Battalion*	
Harbinger Chamber	-	-	*140*	*Warscroll Battalion*	
Lords of the Storm	-	-	*100*	*Warscroll Battalion*	
The Skyborne Slayers	-	-	*140*	*Warscroll Battalion*	
Thunderhead Brotherhood	-	-	*80*	*Warscroll Battalion*	
Vanguard Wing	-	-	*100*	*Warscroll Battalion*	
Wardens of the Realmgate	-	-	*80*	*Warscroll Battalion*	
Warrior Brotherhood	-	-	*140*	*Warscroll Battalion*	
Warrior Chamber	-	-	*140*	*Warscroll Battalion*	

SWIFTHAWK AGENTS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Skywarden	1	1	160	Leader	
Chariots	1	3	80		
Shadow Warriors	10	30	200		Battleline if army has **SWIFTHAWK AGENTS** allegiance
Skycutters	1	3	120		

POINTS

SYLVANETH	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Dryads	10	30	120	Battleline	
Treelord	1	1	260	Behemoth	
Branchwraith	1	1	100	Leader	
Branchwych	1	1	100	Leader	
Alarielle the Everqueen	1	1	620	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Drycha Hamadreth	1	1	280	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Spirit of Durthu	1	1	400	Leader, Behemoth	
Treelord Ancient	1	1	300	Leader, Behemoth	
Kurnoth Hunters	3	12	180		
Spite-Revenants	5	30	100		
Tree-Revenants	5	30	100		Battleline if army has **SYLVANETH** allegiance
Dreadwood Wargrove	-	-	*100*	*Warscroll Battalion*	
Forest Folk	-	-	*60*	*Warscroll Battalion*	
Forest Spirit Wargrove	-	-	*60*	*Warscroll Battalion*	
Free Spirits	-	-	*40*	*Warscroll Battalion*	
Gnarlroot Wargrove	-	-	*80*	*Warscroll Battalion*	
The Guardians of Alarielle	-	-	*120*	*Warscroll Battalion*	
Harvestboon Wargrove	-	-	*100*	*Warscroll Battalion*	
Heartwood Wargrove	-	-	*60*	*Warscroll Battalion*	
Household	-	-	*20*	*Warscroll Battalion*	
Ironbark Wargrove	-	-	*60*	*Warscroll Battalion*	
Lords of the Clan	-	-	*60*	*Warscroll Battalion*	
Oakenbrow Wargrove	-	-	*80*	*Warscroll Battalion*	
Outcasts	-	-	*40*	*Warscroll Battalion*	
Sylvaneth Wargrove	-	-	*100*	*Warscroll Battalion*	
Winterleaf Wargrove	-	-	*100*	*Warscroll Battalion*	

WANDERERS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Glade Guard	10	30	120	Battleline	
Nomad Prince	1	1	80	Leader	
Spellweaver	1	1	100	Leader	
Wayfinder	1	1	100	Leader	
Waystrider	1	1	80	Leader	
Waywatcher	1	1	100	Leader	
Eternal Guard	10	30	80		
Sisters of the Thorn	5	20	220		
Sisters of the Watch	10	30	240		Battleline if army has **WANDERER** allegiance and a Waywatcher is the army general
Wild Riders	5	20	140		
Wildwood Rangers	10	30	200		Battleline if army has **WANDERER** allegiance and a Wayfinder is the army general
Waystone Pathfinders	-	-	*140*	*Warscroll Battalion*	

COMPENDIUM PITCHED BATTLE PROFILES

BEASTMEN	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Ghorros Warhoof	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Gorthor the Beastlord	1	1	180	Leader	Only one of this model can be included in a Pitched Battle army.
Khazrak the One-Eye	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Malagor, the Dark Omen	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Morghur, Master of Skulls	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Wargor Standard Bearer	1	1	80	Leader	
Bullgor Stampede	-	-	*120*	*Warscroll Battalion*	
Furious Brayherd	-	-	*60*	*Warscroll Battalion*	
Ungor Raiders Ambush	-	-	*100*	*Warscroll Battalion*	

BRETONNIA	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Field Trebuchet	1	1	220	Artillery	
Knights Errant	8	24	200	Battleline	
Knights of the Realm	8	24	220	Battleline	
Men-at-Arms	16	48	120	Battleline	
Bretonnian Lord	1	1	140	Leader	
Damsel of the Lady	1	1	100	Leader	
King Louen Leoncoeur	1	1	400	Leader	Only one of this model can be included in a Pitched Battle army.
Paladin	1	1	80	Leader	
Paladin Standard Bearer	1	1	80	Leader	
The Fay Enchantress	1	1	160	Leader	Only one of this model can be included in a Pitched Battle army.
The Green Knight	1	1	200	Leader	Only one of this model can be included in a Pitched Battle army.
Battle Pilgrims	6	30	80		
Grail Knights	5	20	180		
Mounted Yeomen	5	20	100		
Peasant Bowmen	16	48	200		
Pegasus Knights	3	12	200		
Questing Knights	5	20	180		
Defenders of the Realm	-	-	*40*	*Warscroll Battalion*	
Peasant Militia	-	-	*60*	*Warscroll Battalion*	

DAEMONS OF CHAOS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Daemon Cohort of Khorne	-	-	*80*	*Warscroll Battalion*	
Daemon Cohort of Nurgle	-	-	*100*	*Warscroll Battalion*	
Daemon Cohort of Slaanesh	-	-	*40*	*Warscroll Battalion*	
Daemon Cohort of Tzeentch	-	-	*120*	*Warscroll Battalion*	

DARK ELVES	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Reaper Bolt Thrower	1	1	120	Artillery	
Dreadlord	1	1	100	Leader	
Dreadlord on Cold One	1	1	100	Leader	
Hellebron	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Lokhir Fellhart	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Malus Darkblade	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Master with Battle Standard	1	1	80	Leader	
Morathi	1	1	220	Leader	Only one of this model can be included in a Pitched Battle army.
Shadowblade	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Sorceress on Cold One	1	1	100	Leader	
Beastmaster on Manticore	1	1	140	Leader, Behemoth	
Malekith the Witch King	1	1	640	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Harpies	5	30	60		
Shades	5	20	100		
Exiled Blood Cult	-	-	*80*	*Warscroll Battalion*	
Exiled Warhost	-	-	*60*	*Warscroll Battalion*	

DWARFS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Dwarf Bolt Thrower	1	1	120	Artillery	
Flame Cannon	1	1	200	Artillery	
Grudge Thrower	1	1	180	Artillery	
Belegar Ironhammer	1	1	140	Leader	Only one of this model can be included in a Pitched Battle army.
Dwarf Engineer	1	1	80	Leader	
Grimm Burloksson	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
High King Thorgrim Grudgebearer	1	1	220	Leader	Only one of this model can be included in a Pitched Battle army.
Dwarf Lord with Shieldbearers	1	1	160	Leader	
Josef Bugman	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Kraggi	1	1	20	Leader	Only one of this model can be included in a Pitched Battle army.
Thane with Battle Standard	1	1	80	Leader	
Thorek Ironbrow	1	1	140	Leader	Only one of this model can be included in a Pitched Battle army.
Ungrim Ironfist the Slayer King	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Slayers	5	30	60		
Miners	10	30			
Dispossessed Artillery Battery	-	-	*40*	*Warscroll Battalion*	
Dispossessed Clan Throng	-	-	*60*	*Warscroll Battalion*	

POINTS

HIGH ELVES	UNIT SIZE				
UNIT	**MIN**	**MAX**	**POINTS**	**BATTLEFIELDROLE**	**NOTES**
High Elf Repeater Bolt Thrower	1	1	120	Artillery	
Ellyrian Reavers	5	20	160	Battleline	
High Elf Spearmen	10	40	80	Battleline	
Silver Helms	5	20	140	Battleline	
Alarielle the Radiant	1	1	200	Leader	Only one of this model can be included in a Pitched Battle army.
Alith Anar, the Shadow King	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Caradryan	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Handmaiden of the Everqueen	1	1	100	Leader	
Korhil	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Lothern Sea Helm	1	1	100	Leader	
Prince Althran	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Teclis	1	1	200	Leader	Only one of this model can be included in a Pitched Battle army.
Tyrion	1	1	260	Leader	Only one of this model can be included in a Pitched Battle army.
Eltharion on Stormwing	1	1	340	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
High Elf Prince on Griffon	1	1	220	Leader, Behemoth	
Prince Imrik, Dragonlord	1	1	440	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Great Eagles	1	3	60		
High Elf Archers	10	30	100		
Lothern Sea Guard	10	30	120		
Dragon Host	-	-	*80*	*Warscroll Battalion*	
Glittering Host	-	-	*60*	*Warscroll Battalion*	

LIZARDMEN	UNIT SIZE				
UNIT	**MIN**	**MAX**	**POINTS**	**BATTLEFIELDROLE**	**NOTES**
Oxyotl	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Skink Chief	1	1	60	Leader	
Tehenhauin, Prophet of Sotek	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Jungle Swarms	2	8	120		
Saurus Host	-	-	*140*	*Warscroll Battalion*	
Skink Patrol	-	-	*140*	*Warscroll Battalion*	

OGRE KINGDOMS	UNIT SIZE				
UNIT	**MIN**	**MAX**	**POINTS**	**BATTLEFIELDROLE**	**NOTES**
Bragg the Gutsman	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Bruiser Standard Bearer	1	1	140	Leader	
Golgfag Maneater	1	1	140	Leader	Only one of this model can be included in a Pitched Battle army.
Greasus Goldtooth	1	1	160	Leader	Only one of this model can be included in a Pitched Battle army.
Skrag the Slaughterer	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Beastclaw Avalanche	-	-	*120*	*Warscroll Battalion*	
Gutbuster Wartribe	-	-	*60*	*Warscroll Battalion*	

ORCS & GOBLINS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Black Orc Big Boss	1	1	100	Leader	
Goblin Warboss	1	1	60	Leader	
Gorbad Ironclaw	1	1	160	Leader	Only one of this model can be included in a Pitched Battle army.
Grimgor Ironhide	1	1	140	Leader	Only one of this model can be included in a Pitched Battle army.
Grom the Paunch	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Orc Bully	1	1	40	Leader	
Savage Orc Warboss on War Boar	1	1	100	Leader	
Skarsnik, Warlord of the Eight Peaks	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Wurrzag, Da Great Green Prophet	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Azhag the Slaughterer	1	1	340	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Ruglud's Armoured Orcs	5	30	140		Only one of this unit can be included in a Pitched Battle army.
Bonesplittas Big Mob	-	-	*80*	*Warscroll Battalion*	
Great Gitmob	-	-	*100*	*Warscroll Battalion*	
Great Moonclan	-	-	*80*	*Warscroll Battalion*	
Greenskinz Big Mob	-	-	*100*	*Warscroll Battalion*	
Ironjaws Big Mob	-	-	*40*	*Warscroll Battalion*	
Spiderfang Venom Mob	-	-	*100*	*Warscroll Battalion*	

SKAVEN	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Deathmaster Snikch	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Lord Skrolk	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Packmaster Skweel Gnawtooth	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Queek Headtaker	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Skaven Chieftain with Battle Standard	1	1	140	Leader	
Throt the Unclean	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Tretch Craventail	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Warlord Spinetail	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Skavenslaves	20	60	140		
Eshin Clawpack	-	-	*80*	*Warscroll Battalion*	
Moulder Clawpack	-	-	*40*	*Warscroll Battalion*	
Pestilent Clawpack	-	-	*80*	*Warscroll Battalion*	
Verminus Clawpack	-	-	*80*	*Warscroll Battalion*	

POINTS

THE EMPIRE	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Empire Mortar	1	1	140	Artillery	
Balthasar Gelt, the Supreme Patriarch	1	1	160	Leader	Only one of this model can be included in a Pitched Battle army.
Grand Master	1	1	100	Leader	
Kurt Helborg	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Ludwig Schwarzhelm	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Luthor Huss, Prophet of Sigmar	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Marius Leitdorf	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Markus Wulfhart	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Master Engineer on Mechanical Steed	1	1	80	Leader	
Valten	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Volkmar the Grim	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Karl Franz on Deathclaw	1	1	460	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Empire Knights	5	30	140		
Reiksguard Knights	5	20	140		
Cannon	1	1	180	Artillery	
Brotherhood of Knights	-	-	*80*	*Warscroll Detachment*	
State Troop Detachment	-	-	*120*	*Warscroll Detachment*	

TOMB KINGS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Screaming Skull Catapult	1	1	120	Artillery	
Skeleton Chariots	3	12	140	Battleline	
Skeleton Horsemen	5	30	100	Battleline	
Skeleton Warriors	10	40	80	Battleline	
Bone Giant	1	1	200	Behemoth	
Casket of Souls	1	1	160	Leader, Behemoth	
Khemrian Warsphinx	1	1	280	Behemoth	
Necrosphinx	1	1	400	Behemoth	
High Queen Khalida	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Liche Priest	1	1	120	Leader	
Necrotect	1	1	100	Leader	
Prince Apophas	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Settra the Imperishable	1	1	360	Leader	Only one of this model can be included in a Pitched Battle army.
Tomb Herald	1	1	100	Leader	
Tomb King	1	1	100	Leader	
Tomb King in Royal Chariot	1	1	160	Leader	
Royal Warsphinx	1	1	340	Leader, Behemoth	
Carrion	3	12	80		
Necropolis Knights	3	12	160		
Sepulchral Stalkers	3	12	140		
Skeleton Archers	10	30	100		Battleline if army has **TOMB KINGS** allegiance and High Queen Khalida is the army general.
Skeleton Horse Archers	5	20	140		
Tomb Guard	5	30	80		
Tomb Scorpions	1	3	80		
Tomb Swarm	2	8	80		
Ushabti	3	12	120		
Royal Legion of Chariots	-	-	*140*	*Warscroll Battalion*	
Tomb Legion	-	-	*80*	*Warscroll Battalion*	

POINTS

VAMPIRE COUNTS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Count Mannfred	1	1	160	Leader	Only one of this model can be included in a Pitched Battle army.
Heinrich Kemmler, the Lichemaster	1	1	160	Leader	Only one of this model can be included in a Pitched Battle army.
Isabella von Carstein	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Konrad von Carstein	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Necromancer on Nightmare	1	1	140	Leader	
Vampire Lord on Abyssal Terror	1	1	220	Leader	
Wight King on Skeletal Steed	1	1	120	Leader	
Wight King with Infernal Standard	1	1	120	Leader	
Vlad von Carstein	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Charnel Pit Carrion	-	-	*80*	*Warscroll Battalion*	
Deathrattle Horde	-	-	*60*	*Warscroll Battalion*	

WARRIORS OF CHAOS	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Hellcannon	1	1	300	Artillery	
Galrauch	1	1	340	Behemoth	Only one of this model can be included in a Pitched Battle army.
Great Taurus	1	1	140	Behemoth	
Lammasu	1	1	140	Behemoth	
Archaon, the Everchosen	1	1	320	Leader	Only one of this model can be included in a Pitched Battle army.
Chaos Sorcerer Lord on Chaos Steed	1	1	120	Leader	
Crom the Conqueror	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Exalted Hero with Battle Standard	1	1	80	Leader	
Sigvald the Magnificent	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Throgg	1	1	160	Leader	Only one of this model can be included in a Pitched Battle army.
Wulfrik the Wanderer	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Chaos Familiars	2	8	40		
Chaos Ogres	3	12	120		
Chaos Trolls	3	12	180		
Forsaken	10	30	200		
Chaos Warband	-	-	*80*	*Warscroll Battalion*	
Marauder Raiders	-	-	*100*	*Warscroll Battalion*	

POINTS

WOOD ELVES	UNIT SIZE				
UNIT	MIN	MAX	POINTS	BATTLEFIELDROLE	NOTES
Glade Riders	8	24	200	Battleline	
Waywatchers	3	12	80	Battleline	
Araloth	1	1	80	Leader	Only one of this model can be included in a Pitched Battle army.
Glade Captain Battle Standard Bearer	1	1	80	Leader	
Glade Lord	1	1	100	Leader	
Glade Lord on Great Eagle	1	1	120	Leader	
Glade Lord on Great Stag	1	1	100	Leader	
Mounted Glade Lord	1	1	100	Leader	
Shadowdancer	1	1	100	Leader	.
Spellweaver on Purebred Steed	1	1	120	Leader	
Glade Lord on Forest Dragon	1	1	340	Leader, Behemoth	
Orion, King in the Woods	1	1	380	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
The Sisters of Twilight on Forest Dragon	1	1	420	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Great Eagles	1	3	60		
Hunting Hounds	1	5	20		
Tree Kin	3	12	100		
Wardancers	5	30	60		
Warhawk Riders	1	6	40		
Guardians of the Deepwood	-	-	*100*	*Warscroll Battalion*	
Wanderer Host	-	-	*60*	*Warscroll Battalion*	

PLAYER: ....

GENERAL: ....

GAME SIZE: ....

ALLEGIANCE: ....

SIZE	TYPE	ROLE	POINTS
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ALLEGIANCE ABILITIES & TRIUMPHS
(Fill in at set up)

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REINFORCEMENT POINTS: ....

TOTAL POINTS: ....

LEFTOVER POINTS: ....

LEADERS: ....

ARTILLERY: ....
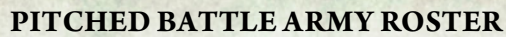
BEHEMOTHS: ....

GRAND
ALLIANCES
OF THE REALMS

ALLEGIANCE ABILITIES

On the following pages, you will find exciting allegiance abilities for your Order, Chaos, Destruction or Death army. These include powerful battle traits, command traits and magical items for you to use in your games of *Warhammer Age of Sigmar*.

ALLEGIANCE ABILITIES

From powerful command traits to arcane items of incredible power, this section provides new rules for your Order, Chaos, Destruction and Death armies.

ALLEGIANCE

Every unit and warscroll battalion in *Warhammer Age of Sigmar* is part of one of the Grand Alliances – either ORDER, CHAOS, DEATH or DESTRUCTION. Many units and warscroll battalions also have more specific allegiances, for example, STORMCAST ETERNALS or SYLVANETH. If *all* the units and warscroll battalions in your army are ORDER, for example, then it has the ORDER allegiance. An army with the ORDER allegiance – sometimes known as an ORDER army – can use the potent allegiance abilities rules found on the following pages.

When your army qualifies for more than one allegiance – e.g. all of the units are ORDER and STORMCAST ETERNAL – you must choose which allegiance your army will use before each game. These restrictions aside, you can use allegiance abilities whenever and wherever you play your games of *Warhammer Age of Sigmar*.

Battle Traits: An army that shares common goals and ideals is much deadlier than a rag-tag force of unlikely allies. To represent this, armies that share the same allegiance benefit from powerful additional abilities.

Command Traits: Whether cunning strategist or berserk butcher, every general has their own unique style of command. You can use the rules and table found in this book to determine which command trait your general has.

Artefacts of Power: These treasures are borne to war by mighty heroes. You can use the tables in this book to determine which magical artefacts the HEROES from your army possess.

NAMED CHARACTERS
Named characters such as Nagash, Archaon and Alarielle are singular and mighty warriors, with their own unique personalities and bespoke items of terrifying power. As such, these models cannot have a command trait or artefact of power.

ALLEGIANCE ABILITIES: ORDER

This section describes the allegiance abilities available to an Order army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLETRAIT

Armies with the ORDER allegiance gain the following battle trait:

Defiant Avengers: The forces of Order are confident of their abilities and are determined to drive the minions of Chaos from the Mortal Realms. When united under one of their generals, they will let nothing deter them from achieving victory. You can re-roll battleshock tests for friendly ORDER units that are within 12" of your general or another HERO from your army in the battleshock phase.

COMMAND TRAITS

In addition to their command abilities, the general of an ORDER army can have one command trait from the list below. Pick the trait that best suits your general's personality. Alternatively, you can roll a dice to randomly determine a trait. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

COMMAND TRAITS TABLE

D6 Command Trait

1 **Strategic Genius:** Once per battle, your general can use two different command abilities in the same hero phase, or can use the Inspiring Presence command ability twice in the same hero phase.

2 **Inspiring:** You can re-roll battleshock tests for friendly ORDER units that are within 24" of your general, rather than only 12".

3 **Reckless:** You can re-roll run and charge rolls for your general, and all friendly ORDER units within 10" of your general.

4 **Tenacious:** Add 1 to your general's Wounds characteristic.

5 **Legendary Fighter:** Add 1 to the number of attacks your general makes with one melee weapon each combat phase. A different weapon can be chosen in different combat phases if desired, but you cannot choose a weapon belonging to the general's mount (if they have one).

6 **Master of Defence:** Roll a dice for each wound or mortal wound inflicted on your general. On a roll of 6 or more the wound or mortal wound is ignored.

ARTEFACTS OF ORDER

These magical artefacts are potent relics of war. They can only be used by ORDER armies.

If an ORDER army includes any HEROES, then one may bear a magical artefact. Declare which HERO has the artefact after picking your general, and then pick which artefact the HERO has. Ideally, that artefact should fit the appearance of the model, or the heroic backstory you have given them. Alternatively, roll a dice and look up the roll on the table below to randomly select one.

You may choose one additional HERO to have an artefact for each warscroll battalion you include in your army. The same model cannot have more than one artefact of power.

ARTEFACTS OF ORDER

Any ORDER HERO from an ORDER army can be given one of the following magical artefacts.

D6   Magical Artefact

1   Quicksilver Potion: This potion is brewed from the liquid metal found in the lakes of Viscid Flux. When drunk before battle commences, it imbues the user with lightning-fast reflexes.

You can use the potion once per battle at the start of a combat phase. This model attacks in the combat phase before any other models, and before the player whose turn is taking place picks a unit to attack with.

2   Obstinate Blade: This enchanted blade is a symbol of supremacy that cleaves through even daemonsteel as if it were gossamer.

Pick one melee weapon that the bearer can use (it cannot be a weapon used by a mount if they have one). Increase the Rend characteristic of any attacks made by the weapon by 1 (i.e. a characteristic of -1 is increased to -2).

3   Relic Blade: Some say the Relic Blade is a remnant of the World Before Time. Whether this is true or not, it can part heads from necks with a single swing.

Pick one melee weapon that the bearer can use (it cannot be a weapon used by a mount if they have one). Increase the Damage characteristic of that weapon by 1.

4   Hoarfrost: Hoarfrost is all that remains of the enchanted glacier Fjoerdos. Those struck by it find their blood freezing solid in their veins.

When you roll this result, pick one melee weapon that the bearer can use (it cannot be a weapon used by a mount if they have one). If an enemy model suffers any wounds from this weapon and is not slain, subtract 1 from its hit rolls for the rest of the battle.

5   Talisman of Blinding Light: The runes on this amulet's multifaceted surfaces blaze with the light of Hysh. It emits dazzling arcs of white light that blind those who look upon it.

You can use the amulet once per battle at the start of a combat phase. Subtract 1 from any hit rolls for attacks made against this model in that combat phase.

6   Phoenix Stone: Phoenix Stones are incredibly rare gems that can be found buried within the blackened granite rock formations of the Brimstone Peninsula. Wearing such a stone against the skin can heal injuries and ward off any disease.

You can heal 1 wound suffered by this model in each of your hero phases.

ALLEGIANCE ABILITIES: CHAOS

This section describes the allegiance abilities available to a Chaos army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLETRAIT

Armies with the CHAOS allegiance gain the following battle trait:

Unpredictable Destruction: The servants of the Chaos gods are bloody defilers that destroy anything in their path. Occasionally their devotion to the ruinous powers will drive them to even greater acts of wanton destruction. Roll a dice when you pick a CHAOS unit from your army to attack in a combat phase if it is within 8" of your general or another HERO from your army. On a roll of 6 or more, you can add 1 to all hit rolls for the unit being rolled for in that phase.

COMMAND TRAITS

In addition to their command abilities, the general of a CHAOS army can have one command trait from the list below. Pick the trait that best suits your general's personality. Alternatively, you can roll a dice to randomly determine a trait. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

COMMAND TRAITS TABLE

D6	Command Trait
1	**Dark Avenger:** The general, and all friendly CHAOS units within 10" of them, add 1 to hit rolls against targets with the ORDER keyword.
2	**Spiteful Destroyer:** Add 1 to the wound rolls made for the general's melee weapons (including their mount if they have one).
3	**Cunning Deceiver:** Subtract 1 from the hit rolls of all enemy attacks made in the first battle round.
4	**Lord of War:** Pick a friendly CHAOS unit within 3" of the general in your hero phase. Add 1 to the hit rolls for that unit until your next hero phase.
5	**Terrifying Presence:** Subtract 1 from the Bravery of enemy units within 3" of your general.
6	**Great Destroyer:** Units are affected by Unpredictable Destruction on a roll of 5 or 6, instead of only on a 6.

ARTEFACTS OF CHAOS

These artefacts are potent relics of war. They can only be used by CHAOS armies.

If a CHAOS army includes any HEROES, then one may bear a magical artefact. Declare which HERO has the artefact after picking your general, and then pick which artefact the Hero has. Ideally, that artefact should fit the appearance of the model, or the heroic backstory you have given them. Alternatively, roll a dice and look up the roll on the table to randomly select one.

You may choose one additional HERO to have an artefact for each warscroll battalion you include in your army. The same model cannot have more than one artefact of power.

ARTEFACTS OF CHAOS

Any CHAOS HERO from a CHAOS army can be given one of the following magical artefacts.

D6 Magical Artefact

1 Daemon Weapon: This weapon is possessed by the spirit of a bound daemon. Furious at its imprisonment, the daemon lashes out with magical fury, sometimes at nearby foes, and sometimes at the bearer of the weapon.

When you roll this result, pick one melee weapon that the bearer can use (it cannot be a weapon used by a mount if they have one). Roll two dice after it is used to attack and add them together. On a total of 7 or more, inflict 1 mortal wound on an enemy model of your choice within 3". On a total of 2, inflict 1 mortal wound on this model.

2 Chaos Runeblade: The blade of this weapon is marked with Chaos runes of damnation that allow the bearer to strike again and again.

When you roll this result, pick one melee weapon that the bearer can use (it cannot be a weapon used by a mount if they have one). Increase the number of attacks made by the weapon by 1.

3 Beguiling Gem: This rough-hewn gemstone glows with an unnatural light, drawing the attention of those nearby, dulling their wits and mesmerizing them into immobility.

Once per battle, at the start of a combat phase, pick one enemy model within 3" of this model. Subtract 1 from all hit rolls for the model in that combat phase.

4 Chaos Talisman: Every Chaos Talisman is marked with the icon of the bearer's patron god, and carries some of their dark power. Depending upon the whim of the gods, the talisman may occasionally protect its wearer from harm.

Roll a dice for each wound inflicted on this model. On a roll of 6, the wound is negated and has no effect. Add 1 to the roll if the wound was inflicted by a model with the ORDER keyword.

5 Favour of the Gods: The Chaos Gods bestow their blessings upon favoured followers, gifting them with some mark or mutation, and strengthening them with the raw energy of Chaos.

Add 1 to the Wounds characteristic of this model.

6 Crown of Conquest: This eight-pointed crown is a mark of the wearer's total devotion to the Dark Gods. The mere sight of a champion wearing this crown fills the followers of Chaos with frenzied bravado.

This model can use the Inspiring Presence command ability even if it is not a general. If this model is a general, it can use the Inspiring Presence ability and another command ability in the same hero phase, or use the Inspiring Presence ability twice in the same hero phase.

ALLEGIANCE ABILITIES: DESTRUCTION

This section describes the allegiance abilities available to a Destruction army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLETRAIT

Armies with the DESTRUCTION allegiance gain the following battle trait:

Rampaging Destroyers: Those that owe allegiance to Destruction are always eager to get to grips with their enemies. They surge forward in seething hordes, overrunning everything that gets in their path. Roll a dice in your hero phase for each unit from your army that is within 6" of your general or another HERO from your army. The unit can move a number of inches equal to the dice roll as if it were the movement phase, but cannot run. This does not affect their ability to move again later in the turn.

COMMAND TRAITs

In addition to their command abilities, the general of a DESTRUCTION army can have one command trait from the list below. Pick the trait that best suits your general's personality. Alternatively, you can roll a dice to randomly determine a trait. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

COMMAND TRAITS TABLE

D6	Command Trait
1	**Nothing Left Standing:** In your hero phase, pick a terrain feature that is within 6" of your general and at least 5 other friendly DESTRUCTION models. That terrain feature no longer provides cover, and any scenery rules it has can no longer be used.
2	**Might is Right:** Add 1 to the wound rolls made for the general's melee weapons (including their mount if they have one).
3	**Wild Fury:** Add 1 to the general's hit rolls if they have lost any wounds. Add 1 to the general's hit and wound rolls if they have been reduced to less than half their starting number of wounds.
4	**Bellowing Tyrant:** Pick a friendly DESTRUCTION unit within D6" of the general in your hero phase. Add 1 to the hit rolls for that unit until your next hero phase.
5	**Big and Brutish:** Add 1 to the general's Wounds characteristic.
6	**Ravager:** Add 2 to the dice roll for Rampaging Destroyers.

ARTEFACTS OF DESTRUCTION

These artefacts are potent relics of war. They can only be used by DESTRUCTION armies.

If a DESTRUCTION army includes any HEROES, then one may bear an artefact. Declare which HERO has the artefact after picking your general, and then pick which artefact the HERO has. Ideally, that artefact should fit the appearance of the model, or the heroic backstory you have given them. Alternatively, roll a dice and look up the roll on the table to randomly select one.

You may choose one additional HERO to have an artefact for each warscroll battalion you include in your army. The same model cannot have more than one artefact of power.

ARTEFACTS OF DESTRUCTION

Any DESTRUCTION HERO from a DESTRUCTION army can be given one of the following magical artefacts.

D6 Artefact

1 Meteoric Hammerblade: The Hammerblade is moulded from a massive lump of compressed meteoric iron. When swung down to smash into the ground, energy explodes outwards from the point of impact.

Pick one melee weapon that the bearer can use (it cannot be a weapon used by a mount if they have one). Instead of attacking normally with that weapon, the bearer can use it to smash the ground. If they do so, roll a dice for each model (friend or foe) within 3" of the bearer. On a roll of 5 or 6, the unit the model belongs to suffers one mortal wound.

2 Talisman of Protection: This once finely wrought gemstone is now a dirt-encrusted, chipped remnant of its former glory, but its defensive powers still activate against powerful attacks.

Roll a dice each time this model suffers a mortal wound. On a roll of 4 or more, the mortal wound is stopped by the talisman and has no effect.

3 Gem of Seeing: The bearer of a Gem of Seeing has plucked out one of their own eyes and replaced it with this rough gemstone, which gives them the power of second sight.

In your hero phase, pick an enemy unit within 12" of this model. Add 1 to all hit rolls made by this model against the chosen unit until your next hero phase.

4 Blade of Vituperation: This blade seems to empower the wielder in proportion to the volume of insults he shouts at the leaders of the opposing army.

In the combat phase, you can re-roll one failed wound roll for each enemy HERO within 12" of this model.

5 Collar of Domination: This studded collar is inscribed with ancient glyphs that have the power to subdue the fiercest monstrous creatures.

At the start of the enemy movement phase, pick an enemy MONSTER within 3" of this model. Then, roll two dice and add them together. If the total is equal to or greater than the enemy MONSTER'S Bravery, it must make a retreat move in that movement phase.

6 Battle Brew: This pungent liquid can rouse the drinker to prodigious feats. If too much is drunk, though, it will quickly rot his innards.

In any of your hero phases, you can declare that this model will drink either one or two swigs of Battle Brew. If the HERO takes one swig, add 1 to all hit and wound rolls for the model until your next hero phase. If the HERO takes two swigs, add 2 to all hit and wound rolls for the model until your next hero phase, but the HERO suffers 1 mortal wound at the start of each of your future hero phases for the rest of the battle.

ALLEGIANCE ABILITIES: DEATH

This section describes the allegiance abilities available to a Death army, including battle traits for the army, command traits for its general and the magical artefacts available to its heroes.

BATTLE TRAIT

Armies with the DEATH allegiance gain the following battle trait:

Deathless Minions: The servants of the rulers of the dead are all but immune to pain, shrugging off wounds that would slay a living creature. This unnatural resilience is bolstered if their lord and master is nearby, making them even more difficult to kill. Roll a dice for each wound or mortal wound inflicted on a DEATH unit from your army that is within 10" of your general or another HERO from your army. On a roll of 6 or more, the wound is negated and has no effect.

COMMAND TRAITS

In addition to their command abilities, the general of a DEATH army can have one command trait from the list below. Pick the trait that best suits your general's personality. Alternatively, you can roll a dice to randomly determine a trait. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

COMMAND TRAITS TABLE

D6 Command Trait

1 **Ruler of the Night:** Add 1 to the dice roll to see if wounds are negated by the Deathless Minions battle trait.

2 **Predator of the Shadows:** Add 1 to hit rolls for your general if they are in cover.

3 **Death Incarnate:** In your hero phase, pick an enemy unit within 3" of your general and roll two dice. If the total rolled equals or exceeds the enemy unit's Bravery, it suffers D3 mortal wounds.

4 **Master of the Black Arts:** Your general is a wizard who knows the Arcane Bolt and Mystic Shield spells. If your general is already a wizard, add 1 to all of their casting and unbinding rolls.

5 **Red Fury:** Roll a dice after your general attacks in the combat phase. If the roll is less than the number of wounds they inflicted, they can immediately attack again.

6 **Supernatural Horror:** Double the number of models that flee from enemy units if they are within 10" of your general in the battleshock phase.

ARTEFACTS OF DEATH

These artefacts are potent relics of war. They can only be used by DEATH armies.

If a DEATH army includes any HEROES, then one may bear a magical artefact. Declare which HERO has the artefact after picking your general, and then pick which artefact the HERO has. Ideally, that artefact should fit the appearance of the model, or the heroic backstory you have given them. Alternatively, roll a dice and look up the roll on the table to randomly select one.

You may choose one additional HERO to have an artefact for each warscroll battalion you include in your army. The same model cannot have more than one artefact of power.

ARTEFACTS OF DEATH

Any DEATH HERO from a DEATH army can be given one of the following magical artefacts.

D6 Artefact

1 Cursed Book: Every Cursed Book is filled with the writings of depraved practitioners of the necromantic arts. They radiate an aura of pure evil, which will affect living creatures that are nearby.

Subtract 1 from the hit rolls of any unit within 3" of this model (friend or foe), unless the unit has the DEATH keyword.

2 Cloak of Mists and Shadows: At a word of command, the wearer of this cloak can transform their body into a cloud of dark mist that swirls swiftly across the battlefield.

This model can use the cloak once per battle in your hero phase. When it does so, remove the model from the battlefield, and then set it up again up to 12" away from its original location, and more than 3" away from any enemy models.

3 Sword of Unholy Power: This blade pulses and glows with dark magic. Its wielder can draw upon this power to summon the minions of Death to the battlefield to fight at their side.

Once per battle, in their hero phase, the bearer is allowed to cast a spell that summons models with the DEATH keyword to the battlefield. This is in addition to the spells the bearer can normally cast. The spell is cast automatically, and cannot be dispelled.

4 Black Amulet: This maleficent ebony jewel can store necromantic magic and then unleash it on the foe.

Once per battle, in your hero phase, this model can unleash the magic stored in the amulet. When it does so, pick an enemy unit within 12" of this model. The unit you pick suffers a number of wounds equal to the number of the current battle round. You cannot pick a unit with the DEATH keyword.

5 Tomb Blade: This evil weapon steals the life energy of those it slays and uses it to vitalise the undead.

Pick one melee weapon that the bearer can use (it cannot be a weapon used by a mount if they have one). If any of the attacks made by the weapon slays an enemy model, you can heal 1 wound suffered by the bearer of the Tomb Blade or by a DEATH model within 6" of the bearer for each enemy model that was slain.

6 Ring of Immortality: If the bearer of this ring is struck down, the ring transports them from danger and restores some of their power. However, once used it cannot be used again until the next moon rises.

If the model bearing this ring is slain, set it up again anywhere on the battlefield that is more than 12" from any enemy models. The model is restored with D3 wounds remaining. Once used, the ring cannot be used again in the same battle.

THE RULES

Warhammer Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES
Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS
All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR
In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD
Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer Age of Sigmar*.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES
The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

| Roll	Scenery
1	**Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
2	**Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
3	**Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
4	**Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
5	**Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
6	**Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

THE BATTLEBEGINS
Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP
Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.
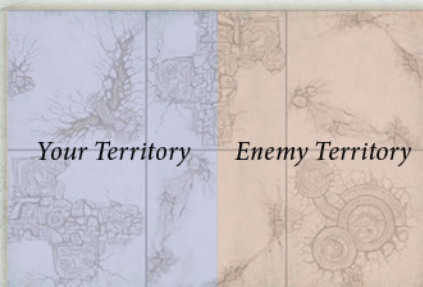
Your Territory
Enemy Territory

Your Territory	Enemy Territory

Your Territory	
	Enemy Territory

The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL
Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY
In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES
Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS
After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE
Assassinate: The enemy player picks a unit with the **HERO**, **WIZARD**, **PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.
Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.
Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.
Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE
Roll	Triumph
1-2	**Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
3-4	**Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
5-6	**Empowered:** Add 1 to your general's Wounds characteristic.

BATTLEROUNDS
Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. *Hero Phase*
   Cast spells and use heroic abilities.
2. *Movement Phase*
   Move units across the battlefield.
3. *Shooting Phase*
   Attack with missile weapons.
4. *Charge Phase*
   Charge units into combat.
5. *Combat Phase*
   Pile in and attack with melee weapons.
6. *Battleshock Phase*
   Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESHOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING
Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS
First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS
Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example, if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLICTING DAMAGE
After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS
Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER
If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS
The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS
All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT
Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD
Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE
In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS...

They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.

Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back story

of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.
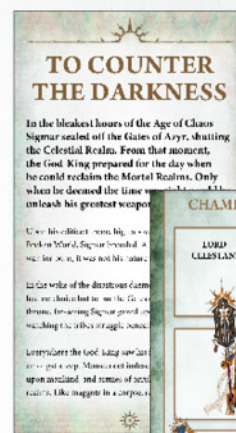
THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper into this epic tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.
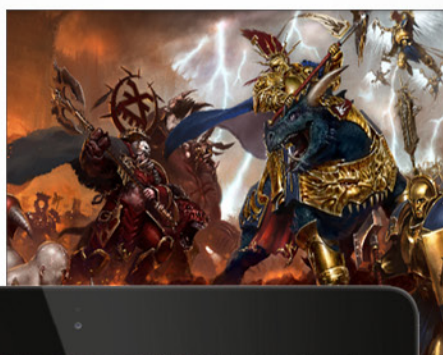
BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome

that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.
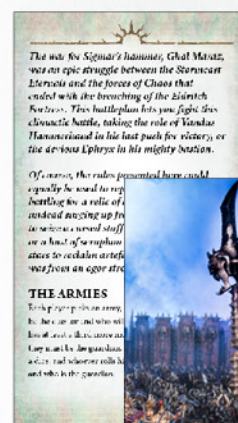
THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.