

# SEASON OF WAR

CAMPAIGN BATTLEPLAN - Week 1

## A CLASH OF BATTLE LINES

There are some clashes in which tactics and strategy are all but impossible to enact in the face of circumstances. Instead, the battle lines of both sides are forced to face off against one another in a swirling melee from which only the strongest or most valiant will emerge victorious. Only by breaking the enemy battle line and driving forward to cut off their reinforcements can victory truly be won.

### THE ARMIES

The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet. Each army must contain at least 3 units that each contain at least 10 models.

### 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.



### SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, before setting up their

armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must pick whether they are Player A or Player B. The players alternate setting up units, one at a time, starting with the player that won the earlier dice roll. All units that have 10 or more models must be set up in their Front Line, more than 3" from any enemy model, whilst all other units must be set up within their own territory.

### Front Line Reinforcements

Every time a unit that began the game with 10 or more models is wiped out, the controlling player can place it to one side as reinforcements. In the hero phase of their next turn, all units placed to one side as reinforcements can be set up anywhere that is wholly within 6" of the long edge of their own territory and more than 9" from any enemy models. If the presence of enemy units makes setting up a unit in this manner impossible, then that unit cannot arrive as reinforcements this turn (but they can attempt to arrive again in your next hero phase).

### Fall Back and Regroup

Each player's general has the Fall Back and Regroup Command Ability, in addition to any others they know. If a general uses this ability, you can select any unit from your army that began the game with 10 or more models. Remove that unit from the battlefield; it is treated as having been destroyed and can, in your next hero phase, return to the battlefield as Front Line Reinforcements (see above).

### GAME LENGTH AND VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the battle lasts for five battle rounds. At the end of the battle, count the number of enemy units in each player's territory. The player that has the most units within their opponent's territory wins a **major victory**. If both players have the same number of units in their opponent's territory, the player that has the most units within their opponent's half of the battlefield (their territory and Front Line combined) wins a **minor victory**. Any other result is a draw.

