

# SEASON OF WAR

CAMPAIGN BATTLEPLAN - Week 2

## A CHAMPION EMERGES

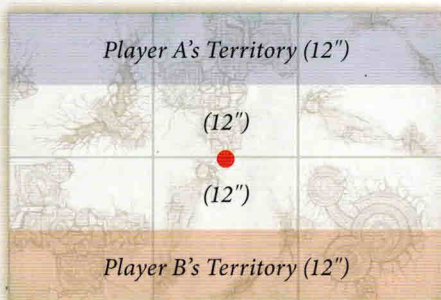
There are times when only the emergence of a mighty hero can turn the tide of battle. As their star rises, so too does the morale of their warriors, who redouble their efforts to honour the deeds of their newest champion. Should one side seize the opportunity granted by their sudden change in fortune, victory will be all but inevitable.

### THE ARMIES

The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet. Each army must contain at least one **HERO**.

### THE BATTLEFIELD

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



### 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 player who chose their territory must then place one of their **HEROES** wholly within 5" of the centre of the battlefield – this is the duelling zone. Their opponent then does the same, but must also place their **HERO** within ½" of their rival's. The

players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll; these models must be set up anywhere within their controlling player's territory.

### Heroic Duel

Often the best way to gain an advantage in battle is for a brave hero to call out an enemy champion and defeat him in personal combat. Before the first battle round starts, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must pick one melee weapon wielded by their model in the duelling zone to make an attack with; in the likely case that the melee weapon in question has more than 1 Attack on its profile, only a single attack is made. Once this attack has been resolved, their opponent repeats this process. The players then alternate picking a melee weapon and making and resolving an attack with it until one model has been slain or both of the duelling models have made their full quota of attacks with all of their melee weapons. At that point the duel ends and the first battle round begins. Treat the duel as a combat phase for the purposes of any abilities the champions may have.

### The Duelling Zone

None dare risk displeasing the gods by interfering in such a contest of might. Models cannot enter or leave the duelling zone until one of the models within has been slain, nor can other

units interfere with the duel in any way (such as with command abilities, spells or shooting); the duelling models are simply ignored if they are in range of any area-of-effect abilities.

### Glory to the Victor!

Should a hero strike down his foe, his victory will inspire not only himself, but also those around him. As soon as one model wins the duel by slaying their opponent, they immediately heal D3 wounds and the rules for the duelling zone described above no longer have any effect. For the rest of the battle, the victorious model and all friendly units within 10" of them can re-roll all failed hit rolls and automatically pass battleshock tests.

### VICTORY

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

**Hints & Tips:** We recommend including several **HEROES** in your army, so that you can choose the champion best suited to defeat your foes in the duelling circle. However, it is wise to remember that, though they may become more powerful, if you select your general to fight in the heroic duel, you risk losing their command benefit(s) should they fall in battle...