

SEASON OF WAR

CAMPAIGN BATTLEPLAN - Week 3

MIGHT OF MONSTERS

Facing down one of the monstrous creatures of the Mortal Realms is a harrowing experience at the best of times, their bestial strength and raking claws making them deadly enough to tear apart entire regiments of warriors. Should you be confronted by a menagerie of such mighty beasts, often the only way to stand a chance of victory is to fight fire with fire.

THE ARMIES

The players choose their armies as described on the *Warhammer Age of Sigmar* rules sheet. Each player must include at least one **MONSTER**.

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

Bestial Fury

When a monstrous creature's blood is up, they are all but impossible to bring down. Halve any wounds, including mortal wounds, inflicted upon any **MONSTER** unless the damage was caused by another **MONSTER**, rounding any fractions up. If a **MONSTER** already has an ability that has this effect (such as a Stonehorn's Stone Skeleton ability), wounds are still halved only once, but any fractions are rounded down instead.

Fearsome Rampage

A rampaging monster is a terrifying sight, but never is its destructive potential more apparent than when

tearing its way through one's comrades. A unit that has any of its models slain by a **MONSTER** must reduce its Bravery by 1 for the battleshock phase of that turn.

GAME LENGTH AND VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. The game ends at the end of a battle round in which all of the **MONSTERS** belonging to one player have been slain. The player that slew all of their opponent's **MONSTERS** wins a **major victory**. If all of the **MONSTERS** belonging to both players were slain in the same battle round, the result is a draw.

Hints & Tips: *Given the victory conditions and benefits offered to **MONSTERS** in this battleplan, we recommend that each player has the same number in their army. We've found including two or three monsters per side makes for a good game, but the more you have the more epic and fun the clash will be.*

