

WARHAMMER

AGE OF SIGMAR



BATTLETOME
THE END TIMES

THANQUOL



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TIME OF WAR

The continent of Lustria is lush, dense and brimming with life. For thousands of years, the Slann have molded the land to be a defensive barrier around their ancient civilization. It is far deadlier, more unpredictable and endlessly inhospitable than any land should be. With the shifting magics and natural phenomena of the lands, every day and every hour may bring something different to the fight.

REALMS OF THE LIZARDMEN

Bastion of the Lizardmen

Having shaped the vast jungles into a defensive bulwark, the mere act of walking across the jungles can be hazardous. Roll a dice at the start of each battleround, and apply its effect until the start of the next battleround.

D6 Result 1 Tide of Snakes

Roll a dice for every model that runs or charges this battleround. On a 1, they are attacked by the vicious snakes underfoot and suffer a Mortal Wound. Reroll if the unit has the Seraphon keyword.

2 Torrential Downpour

All units have -1 on their Hit rolls this battleround as the tropical storm drenches them and drains their spirits.

3-4 All is fine

No effects are applied this battleround.

5 Mysterious Mist

The range of all Missile Attacks, Abilities and Spells are halved as an impenetrable mist descends over the battlefield.

6 Mystical Visions

As the timeless energies of the land passes over them, all beings on the battlefield suffer a vision. Roll two dice for each unit, and compare the result to their bravery. If the result is higher, they have terrifying vision and suffer a -1 to their Move, Run and Charge rolls for the battleround.

If the result is lower than their bravery, they have had a vision of great import. The unit adds 1 to all Move, Run and Charge rolls for the battleround.

Stifling Jungles

To move through the jungles of Lustria is to invite death. Millennia of magic, traps and deadly fauna conspire to slay any trespasser. Only determination, luck and a willingness to suffer extreme casualties allow intruders to pass into this realm. Each time a unit enters a terrain piece that is not an Ancient Temple Ruin, roll a dice and consult the chart below.

D6 Result 1 Hopelessly lost

The unit has lost its way completely, and does not know where it is. The unit is removed from the table and randomly re-appears in a different piece of Stifling Jungle. Your opponent may set up the unit in any way more than 3" from an enemy unit and entirely within 3" of the terrain piece. Any models that cannot fit are lost.

2 Quicksand

Roll a dice for each model touching the terrain piece. If the result is higher than the models movement, the model sinks into the quicksand and is slain.

3-4 Daemonic Wards

The Slann have spent long eons building wards against the arch-enemy. All units of Chaos Daemons touching the terrain piece suffer D6 Mortal Wounds.

5 Massive Carnivorous Plant

Finding more than they bargained for, the unit suffers D3 Mortal Wounds.

6 Native Guide

Following the trail of a helpful guide, the unit may redeploy in any fashion as long as the entire unit is within 3" of the terrain feature.



Ancient Temple Ruins

Spread across Lustria lies the temples and worship sites of the Lizardmen. Many are ruined, overgrown or forgotten, yet others are hives of activity and nodes of power. In each there may be hidden secrets and artifacts of power, waiting for the brave and the enterprising to discover. Agree with your opponent which terrain pieces are buildings. All buildings in the realms of the Lizardmen are Ancient Temple Ruins in addition to any other rule they may have.

Any unit that starts its movement phase within 3" of an Ancient Temple Ruin may search the ruin instead of moving that turn. They may not search the ruin if an enemy unit is within 3" of your unit, they would be too busy fighting! Roll a dice, on a 1-2 they stumble upon a trap, on a 3-4 they find nothing, and on a 5-6, the unit finds an artifact of mystical power! Units with the Seraphon keyword may re-roll a result of 1 or 2. Any unit that has found an ancient artifact may reroll failed Hit and Wound rolls of 1 for the remainder of the game. Only a single artifact can be found in each Ancient Temple Ruin.

If the unit instead stumbled upon a deadly trap, roll another dice and consult the chart below.

D6 Result 1 Annihilation

The temple was built with an unknown defence mechanism, or afflicted by some foul forgotten plague, It causes terrific damage before crumbling into dust. The unit suffers D6 Mortal Wounds, and the terrain feature is removed from the battlefield.

2 Cursed

Ancient words of warning have gone unheeded. Now the violent curses of countless Skink Priests will haunt the survivors for the remainder of the their days. For the rest of the game, the unit must reroll successful hit rolls of 6 or more.

3-5 Rolling Boulder Trap

It seems the lads aren't as good at judging the weight of gold trinkets as they thought they were. The unit suffers D3 Mortal Wounds

6 Horrifying Vision

The Slaan are masters of fate, and have seen horrors beyond the minds of mortals. This place was once used for scrying, and now images of those horrors rest within its walls. The unit must immediately take a Battleshock test with a -2 modifier on their Bravery.

The Mists of Xlanhuapec

Clan Pestilens assaults the City of Mists. Xlanhuapec is older than the Skaven race itself, and since time before time it has been covered in a dangerous and unnatural mist. Buried within this all-encrouching mist lies the city itself, and within the many slumbering Slann. Lord Blistrox seeks to kill them before they can wake. The more of the hated frog-things they can kill, the easier the rest of the Lizardmen will be to defeat.

There is no lack of mysterious and dangerous fogs to fight in. Perhaps the plague god has shrouded a favourite set of plague-roses within a cloying fog, or Malerion has cursed a valley to eternal twilight. Such battles are inevitably fraught affairs. One side can never be sure where their foe is, but the other must maneuver to prevent any accidental destruction of their sacred sites.

THE ARMIES

This battle takes place between two players. One commands the Skaven under Lord Blistrox, whilst the other manages the Lizardmen defenders of Xlanhuapec.

SKAVEN OBJECTIVES

The Skaven have begun their assault on the great Temple-Cities of Lustria. Xlanhuapec is sheathed in a magical mist, confusing its attackers. Yet the defence is weak, for the Slann have been knocked out by their own efforts. Enter the city, slay the cursed frog-things and feast upon the ruins of the city!

DEFENDERS OF XLANHUAPEC'S OBJECTIVES

Though the Slann are comatose, the defenders rally. Saurus Warriors prepare to lay down their lives as the Skink Priests attempt to rouse their masters. As long as the mist remains, the battle is all but won.

SPECIAL ABILITIES

Lord Blistrox

As long as the Warlord is alive, the Skaven will keep besieging Xlanhuapec. In each of Lord Blistrox' movement phases, roll a dice for a single destroyed unit. On a 4 or more, another unit of the same composition arrives as reinforcements. They count as being lost in the mist though, so roll for the chance to deployment as below.

Defenders of Xlanhuapec

Movement in the Mist: The mist is the defenders greatest asset. The ancient, experienced warleaders of the Lizardmen know this, and know how best to use it. If the Warlord uses this ability, nominate one friendly unit within 18". If any reinforcements arrive through the mist during the next turn, that unit may instantly redeploy to the closest Ancient Temple Site to the newly arrived unit, or to within 18" of that unit and more than 9" from enemy units.

THE BATTLEFIELD

Divide the table into six equal squares. Place one building in the center of the table. Take turns placing 6 more buildings on the table, with at least one building per square (ignoring the central building). Place additional terrain to preference.

SET-UP

The Defenders of Xlanhuapec deploy first. They may deploy anywhere within 8" of the center point, or entirely within 3" of any Ancient Temple Ruin.



Before his deployment, Lord Blistrox must roll a dice for every unit except his Warlord and one other, acting as his bodyguard. On a 1-3, they are lost in the mist and arrive during the game as described in the Eternal Mist scenario rule.

Set up the Warlord and his bodyguard in a square of your choice, more than 8" away from any Ancient Temple Ruins, or 18" away from the center point.

Roll a dice for each remaining unit. The unit must deploy in the square shown on the dice, more than 8" from any Ancient Temple Ruin. If a unit cannot fit, it is lost in the mist and arrives later.

FIRST TURN

Roll to see who takes the first turn.

REALM OF THE LIZARDMEN

This battleplan uses the Realm of the Lizardmen Time of War.

THE GREAT VORTEX WEAKENS

This battleplan uses the Great Vortex Weakens Time of War.

ETERNAL MIST

The mists surrounding the Shrouded City are its greatest defences.

Each unit that was lost in the mist has a chance of appearing in each of Lord Blistrox' movement phases. Roll a dice for each unit, starting in the second battleround. On a 4 or higher, the unit has found its way through. Randomize which square of the city they appear in, and deploy them anywhere within that square more than 9" from an enemy unit or Ancient Temple Ruin. Units that fail to appear add 1 for their roll for each turn they are lost (so a 3 or more on turn 3). Such is the thick and magical nature of the mist of Xlanhuapec that all Spells, Abilities and Missile Weapons have their range halved after any modifiers.

The source of the mist is a mortal being and can be slain. If any of Lord Blistrox' units searches the central ruin and finds a Slann, they will slay him and lift the cursed Mist. All ranges are restored to normal. In addition, if Lord Blistrox has any remaining units in the Mist, they may enter the board within 6" from any table edge, more than 9" from enemy models.

This also counts towards the victory conditions.

THE ANCIENT ONES

Lord Blistrox scours the city for the Slann. Comatose and unable to defend themselves, only the mist and the traps in the temples keep them safe. When rolling to search the ancient temple, on a 6 they have found a Slann and slain it. Add 1 to this dice roll if the Eternal Mist has been lifted. If they spring a trap and roll an Annihilation, do not remove the scenery. The Slann has had a single moment of consciousness, and defended itself.

GAME LENGTH

The game lasts five battle rounds.

VICTORY

Lord Blistrox wins a major victory if he finds and slays at least 4 Slann in their temples.

Lord Blistrox wins a minor victory if he can slay 3 Slann.

The Defenders of Xlanhuapec must slay at least half of the enemy models, and prevent more than 2 Slann from being found to score a victory.

If no Slann have been slain, the Defenders of Xlanhuapec score a Major Victory

The Breaking of the Mountains

The last war for Karak Eight Peaks was a long, drawn out siege across countless hallways, tunnels and fortified positions. Though Skarsnik titles himself the Warlord of the Eight Peaks, it is Queek Headtaker and Belegar Ironhammer who will decide this conflict. Belegar is King, and will not relinquish his kingdom. Only by overwhelming numbers, countless tricks and the personal bravery of Queek Headtaker can the skaven hope to dislodge the siegemasters of Clan Angrund, and drive them from their ancestral halls.

This is an unusual battle for more reasons than one. It is split into three distinct phases, allowing for very different parts of an army to shine. Each general must have guile and strength in equal measures if they hope to prevail in this conflict.

THE ARMIES

In this series of battles, one player controls the hordes of Queek Headtaker, and the other commands the stout Dwarfs of Belegar Ironhammer.

QUEEK HEADTAKER'S OBJECTIVES

Using their numbers to draw out the Dwarfs, Queek Headtaker sought to grind down the Belegars defences before going in for the kill himself. All shall know the glory of Queek and Clan Mors!

BELEGAR IRONHAMMER'S OBJECTIVES

Belegar knows it in his bones, the end is near. Only defiance, pride and the stubbornness of a king long denied holds him here. Yet no dwarf will ever do a job by half measures, and they will fight to the very end of their considerable abilities. And in that, there may be hope yet.

ABILITIES

Chain of Command:

Nominate one model in each warband to be your Warlord-by-proxy. These proxy Warlords can use command abilities as normal.

Call for Reinforcements!

If your Warlord (or proxy-Warlord) uses this ability, you may immediately deploy one of your other contingents 6" from any table edge more than 9" from enemy units. If you do this, you cannot get better than a Draw in that battle.

THE BATTLEFIELD

Play the battle on a 4'x4' table. Set up terrain as per the Age of Sigmar rulesheet.

SET-UP

This battleplan represents the series of battles that contested the halls and underway of Karak Eight Peaks. As such, it is actually three smaller battles put together, rather than one single battle.



To represent this, each player must secretly divide their army into three warbands. Each warband should be roughly equal, and contain at least one Hero. In the warbands that do not contain the Warlord, nominate one Hero to act as the Proxy-Warlord. Then secretly write down which warband will fight in which battle (1, 2 or 3).

Divide the board from corner to corner, each deployment zone is 6" from this center line.

FIRST TURN

Roll to see who takes the first turn.

DARKEST DEPTHS

This battleplan uses the Darkest Depths Time of War.

THE GREAT VORTEX WEAKENS

This battleplan uses the Great Vortex Weakens Time of War.

NO QUARTER

Both sides are fighting for their lives, and know the consequence of failure. Do not take battleshock tests for units within 12" of the Warlord or proxy-warlord.

A BATTLE IS NOT A WAR

Both sides know that there can be no victory unless it is total. The Skaven seek nothing less than the total annihilation of their dwarven foe. Likewise, the stout defenders can settle for nothing less than the destruction of their attackers. Only then may they know respite.

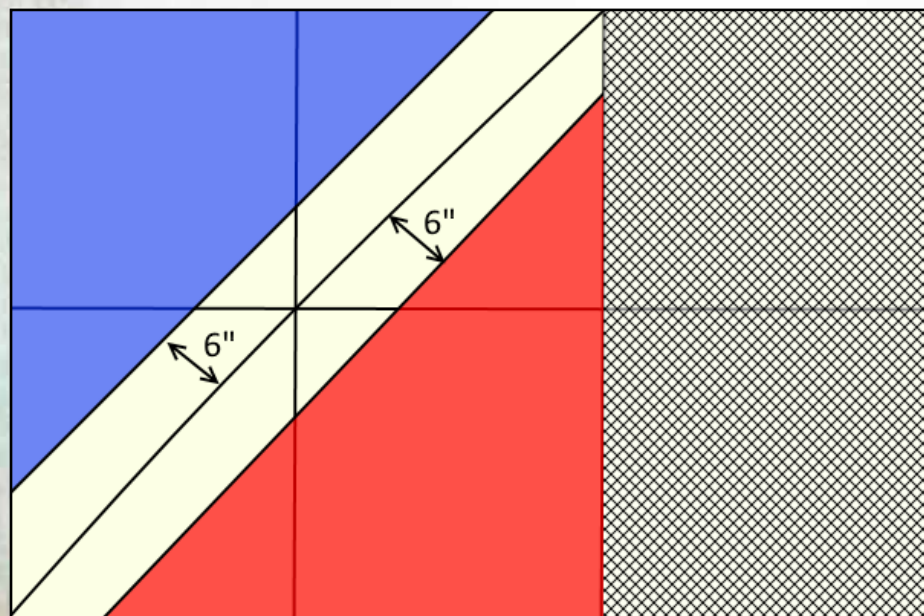
Each battle is fought separately. Deploy one warband each in your own deployment zone. This is the first battle. Once this is won, remove all models remaining on the table (they are not slain). Then set up the next set of warbands, and repeat for the third battle. To win a battle, a player must either wipe out the other player, or slay a larger % of his deployed force and his Warlord (or proxy-Warlord).

GAME LENGTH

Each battle lasts five battle rounds, the battleplan lasts 3 battles.

VICTORY

The winner of this war is the player who won two of the battles, or won one and draw the other two. Slaying the Warlord (not the proxy-warlords) counts as a win as well.



Disaster at Karak Kadrin

Ikit Claw and the migh of Clans Moulder and Skryre march upon Karak Kadrin. The Slayer Hold has been one of the most active and aggressive enemies of the Skaven, and no few plans have been ruined by the intervention of a Slayer. To break such a mighty hold requires a cunning plan. Ikit Claw intends to use the tried and true warpstone gas to turn the hold into a massive tomb. But to do this, he must draw forth the Slayer King's army. Luckily, Ungrim is not known for his patience and neither are his slayers.

This is a battle of wits, with one player needing to trap the other in place. Such battles are not easy for either side, but sacking a dwarven hold shouldn't be! It is easy to imagine such battles taking place throughout the Mortal Realms. A mystical egg carried by a pack of Stegadons to cleanse a Skaven warren could be one version, or a Greenskinz trojan horse, dumping a symbolic victory over their chaos foes could be another.

THE ARMIES

One one side of the battle is the player commanding Ikit Claw, and facing that is the player in command of Ungrim Ironfists's throng.

IKIT CLAW'S OBJECTIVES

Ikit Claw marches on Karak Kadrin. Knowing that a regular siege may take years or decades, he has devised a cunning plan. Draw out the belligerent dwarfs, slay those he can with his Skryre technology, and use the Abominations to charge at the gate. The bearded ones will discover too late the unholy package they contain.

UNGRIM IRONFIST'S OBJECTIVES

Ungrim Ironfist marches. Tired of sitting behind his walls, and with a hold overflowing with Slayers, he seeks to end the siege through violent negotiation. Yet as he marches into a carefully laid trap, any good king knows not to abandon the defences of his hold entirely.

COMMAND ABILITIES

Wrath of the Slayer King:

If your Warlord uses this ability, each friendly unit within 8" may run and charge until your next hero phase.

Unleash the Abominations of War!

If your Warlord uses this ability, your devious trap is sprung. Place the 3 monsters as per the Abominations of War scenario rules.

THE BATTLEFIELD

On the eastern table edge, set a structure to represent the gate of Karak Kadrin (an Ophidian Archway or Malific Gate is ideal). Set up the remaining terrain as per the Age of Sigmar rulesheet.

SET-UP

Each player takes turns placing one unit. The board is divided from the long table edges down the middle. Each player may deploy anywhere on their side more than 9" from this line. Ikit Claw must hold 3 Monsters in reserve.



Ungrim Ironfist always takes the side with the gate of Karak Kadrin. In addition to this, Ungrim Ironfist may set up any of his units with the Warmachine keyword as Gate Defence. Do not place them on the table, and see the Gate Defence scenario rule for more information.

FIRST TURN

Roll to see who takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses the Great Vortex Weakens Time of War.

THE GATE OF KARAK KADRIN

The gate of Karak Kadrin can be charged and attacked by models belonging to Ikit Claw. Like all the gates of Dwarven holds, it has powerful warding runes, and is immune to damage from sources further than 3" away. The gate has a save of 3+, and is broken when it suffers a total of 12 wounds.

No units from Ungrim Ironfist's army may come within 12" of the gate until the Abominations are released. They are too focused on smashing Ikit's army!

GATE DEFENCE

Any Warmachine sat aside during deployment as a Gate Defence cannot be targeted by enemy spells, abilities or attacks. All gate defenders draw their range and line of site from the Gate itself, and cannot move off the gate once deployed.

ABOMINATION OF WAR

Ikit Claw's master plan is unfurling. On the agreed signal, three hideous Hellpit Abominations are unleashed against the gate.

During deployment, place three monsters in reserve. When Ikit Claw's warlord uses its command ability, place the three monsters within 6" of either long table edge, more than 12" from the short edge bordering the gate. All monsters must come from the same table edge.

GAME LENGTH

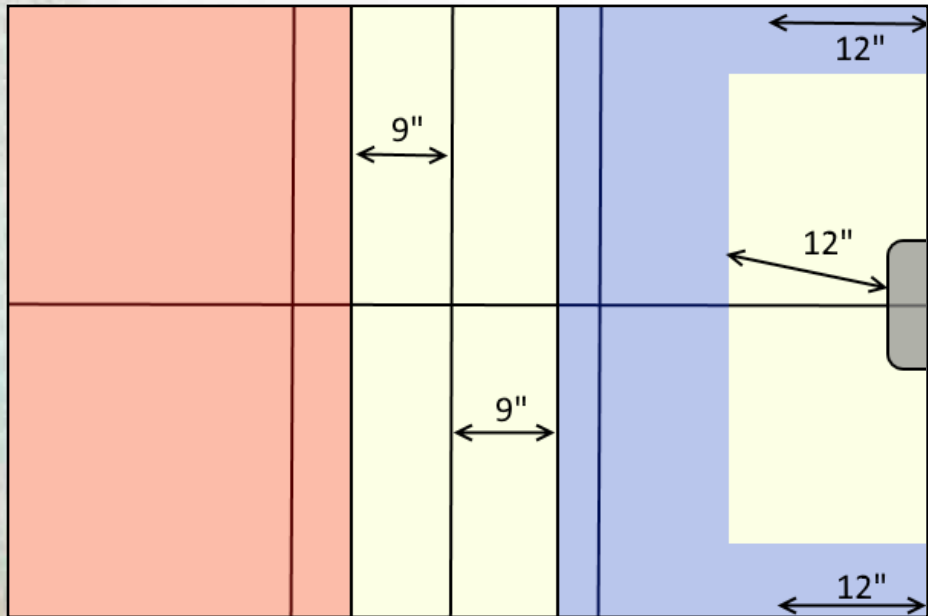
The game lasts 5 battlerounds.

VICTORY

If one of the Abominations of War are within 3" of the broken gate at the end of a battleround, the Skaven gain a crushing victory!

If Ungrim slays more than half the enemy models, and the gate is not breached, he wins a major victory.

Any other result is a draw.



Death from Below

This battleplan lets you recreate the final struggle for Nuln. The city is breached, and a last, desperate defence is all that is left. The defenders have taken up a strong position at the end of an open marketplace, while the attackers pour in from all sides. Knowing that the enemy relies on strength in numbers to hold their line, the defenders hope to break their spirit against ordered ranks and massed firepower. Yet they are oft outnumbered, shaken, and know not what terrible things their enemy bring. This is a battle of morale to see who can endure the horrors of war. The Marktzplatz of Nuln was the center of one such battle. The Imperial defenders sought chose a large, open space to best utilize their impressive artillery fire, and to ensure they could not be flanked. Every gunner had a clear line of sight as the Skaven must march forth under a whittling hail of fire. But the skaven had weapons of terror of their own, and brought them to bear with terrible effect.

THE ARMIES

One player is the Skaven Horde. His troops have succeeded in breaching the city, and are ready to end this battle. Weight in numbers will be their strength, and the horde should have more units to represent this. Their opponent is the Nuln Defenders.

Though outnumbered, the Nuln Defenders have taken a strong defensive position, and should try to bring as much firepower to bear as possible.

SKAVEN HORDE'S OBJECTIVES

Nuln has fallen! The city is broken, and the forges are being sacked even as your army marches forth. Now all that is left is to destroy the last remnants of the city's defenders. Your horde is teeming, but any wise general knows that courage is a fair wind friend. Drive home the advantage, and drive your enemy to an early grave.

NULN DEFENDER'S OBJECTIVES

Your city is sore beset. Outmaneuvered and outnumbered, your only choice was to pick a place to stand. This is as good a place as any. Though the enemy has sacked much of the city, it's defenders still live. They have only burned defenceless civilians and sacked the homes of the innocent. You have had time to rally the defences, and now is the time to break the enemy. Break them upon the steel of your sword and the courage in your heart.

COMMAND ABILITIES

Nuln Defenders: Call in the Reserves: If your Warlord uses this ability, deploy your reserves anywhere in

your deployment zone, more than 6" away from enemy models.

Skaven Horde: Roll forth the bell! If your Warlord uses this ability, the model acting as the bell may immediately move up to 2D6".

THE BATTLEFIELD

Set up the battlefield as per the Streets of Death rules, with the following exception. Along the entire eastern table edge, set up a wall. This should be roughly 6" thick. This is the Old City Wall. If you don't have a wall, just use some paper or appropriate markers.

SET-UP

Divide the map down the center from the northern to the southern table edge. The Nuln Defenders set up their entire army more than 12" east of the center line. During deployment, you may choose two units to act as the Stragglers and one unit to act as the Reserves. These units enter the game later, so do not deploy them on the battlefield.

The Skaven Horde nominates one Hero for the Bell Tolls for Nuln. Deploy this model within 6" of the western table edge. Then deploy the rest of your army anywhere west of the center line, more than 12" away from it.



FIRST TURN

Roll to see who takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses the Great Vortex Weakens Time of War.

STREETS OF DEATH

This battleplan uses the Streets of Death Time of War.

THE OLD CITY WALLS

The old walls mean many things to the defenders and it gives them courage and the will to stand in the face of adversity.

Any Nuln Defenders within 12" of the Old City Walls does not need to take battleshock tests in the battleshock phase.

THE BELL TOLLS FOR NULN

At the end of each friendly hero phase after the first, the Skaven Horde must ring the bell. Keep track of the number of destroyed enemy units, this is the amount of times the bell tolls. Add 1 for any enemy heroes or monsters slain. When the bell tolls, apply each effect in order, each lasting until your next hero phase. The first time the bell is rung, add D3 to the result

1	Craaaaack! The bell is destroyed, the model slain.
2	All enemy units must immediately take a battleshock tests.
3	All friendly models within 12" add 1 to their bravery
4	All enemy units within 24" suffer a Mortal Wound.
5	Enemy units within 13" take a battleshock test with a -1 to the bravery.
6	All friendly models add 1 to their bravery
7	Enemy units within 26" suffer D3 Mortal Wounds
8	Enemy units within 13" take a battleshock test with a -2 to their bravery.
9	All friendly models add 1 to their bravery
10	All enemy units within 24" suffer D6 Mortal Wounds
11	All nemy units must take a battleshock test with a -3 to their bravery.
12	All friendly units are immune to battleshock.
13	Dooooooooooooooooooooom!

THE STRAGGLERS

There were many defenders in the city. Each regiment has made its own way, struggling to pass through the overrun streets. Some of these have made their way to the plaza via alternate roads.

In each of the Nuln Defenders Hero phase, starting from the second, the stragglers may come into play. Roll a dice for each unit, and on a 4+, you may deploy that unit. Place it within 6" of either the northern or southern table edge, within 12" of the center line. They must be placed more than 9" away from enemy units, and each straggler must come from a different side than the other.

GAME LENGTH

The game lasts 5 battlerounds.

VICTORY

The Skaven Horde wins a Major Victory if the bell tolls 13 times. The Skaven Horde wins a minor victory if they slay three quarters of the defending models while losing less than half of their own. The Nuln defenders win a Major Victory if they destroy the Bell and slay more than half the enemy models. They gain a minor victory if the bell does not toll, and they slay at least half the enemy models. Any other result is a draw.

Ambush on the Trail of Bones

It is a long way between temple cities in Lustria, and this battleplan lets you recreate the many ambushes that the skaven had to endure on the march. Knowing the field and the jungle, the Lizardmen were able to set up perfect ambushes wherever they saw fit. Gathering their forces, they set out to whittle down their foe, and perhaps even break them, long before the enemy can ever lay siege to their city. But the enemy host is mighty. While they march on unfamiliar ground, they have tricks of their own. They are determined to reach their destination and destroy their foes, even if it costs them the lives of their comrades. The Trail of Bones was one site for such an ambush. Led by the infamous Skink Tehenhauin, the Prophet of Sotek, it was one in a series of ambushes all the way from Tlanxla to Hexoatl. The ambushes were so successful that Lord Blistrox called upon a Verminlord Corruptor to aid them. Perhaps this desperate gambit will let them score a victory, and free the path to their prize.

THE ARMIES

One player acts as Tehenhauin, the Prophet of Sotek. For years beyond counting he has been the foe of the hated Skaven. In millennia past, it was his actions that brought about the rise of the cult of Sotek. Now he seeks to destroy Clan Pestilens, and rid them from the jungle forever.

Lord Blistrox is on nervous. Though the assault on Lustria has been successful as no assault has ever been,

it has also cost Clan Pestilens enormously. Now only a few temple cities stand between the Clan and total victory, and he intends to be the one to claim it. Even if he has to walk a thousand miles through deadly Lustrian jungle.

TEHENHAUIN'S OBJECTIVES

Clan Pestilens has sacked several sacred Temple Cities. Now they seek to destroy Hexoatl, the most powerful of the remaining Lizardmen sanctuaries. They will pay for all they have despoiled. You have harassed them for countless miles already. Now is the time to strike! Break the enemy army, and do not allow a single one to escape!

LORD BLISTROX' OBJECTIVES

Fear has been your only friend for many miles now, and every inch of undergrowth may hide another poisoned dart. The army is even more ragged than usual, and morale is the end of a whip and the chant of a fanatic. And if all else fails, the curtain between worlds is thin, and dark voices have been speak-soothing you, wanting to fight...

COMMAND ABILITIES

Tehenhauin

Wrath of the Prophet: If your Warlord uses this ability, nominate D3 units within 12". These units may reroll Hit rolls of 1 until the next Hero Phase.

Lord Blistrox:

Verminlord Aid Us!: If your Warlord uses this ability, roll a dice. On a four or better, set up the Monster anywhere within 7" of the Warlord. The Monster may be summoned within 3" of an enemy unit.

THE BATTLEFIELD

Set up the battlefield as per the Realms of the Lizardmen rules, with the following exception. There is a jungle trail along the center of the board from one short table edge to the other. Do not set up any terrain within 6" of the center line.



SET-UP

Lord Blistrox deploys his entire army first. As he is marching towards Hexoatl, his army is in a marching formation. You may deploy units within 3" of the center line, and more than 8" from the eastern table edge. No units may be deployed within 3" of another friendly unit. In addition to this, you may keep one Monster in reserve, to arrive from the Verminlord Aid Us scenario rule.

Tehenhauin deploys anywhere more than 15" from the center line. Roll a dice before deploying each unit, on a 1-3, that unit must be deployed north of the center line. On a 4-6, that unit must be deployed south of the center line.

FIRST TURN

Tehenhauin takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses the Great Vortex Weakens Time of War.

REALMS OF THE LIZARDMEN

This battleplan uses the Realms of the Lizardmen Time of War.

BEST LAID PLANS

It is difficult to coordinate an ambush in such dense terrain. Though the Lizardmen have the home-field advantage, the jungle has a life of its own, and no plan ever survives contact with the jungle for long.

At the start of Tehenhauin's first movement phase, roll a dice for each unit. On a 1, that unit has been delayed, gotten the wrong message or was never reached. That unit may not move in the movement phase, but may shoot or charge as normal.

THE ESCAPE

The Skaven seek to push through the trap an escape. Their goal is elsewhere, and it does them little good to die here. So they fall back on the classic skaven tactic of running away, living to fight another day. Any of Lord Blistrox' units that are within 3" of the eastern table edge at the end of his movement phase can escape the battlefield. Remove the unit, but do not count them as destroyed. They take no further part in the battle.

GAME LENGTH

The game lasts 5 battlerounds.

VICTORY

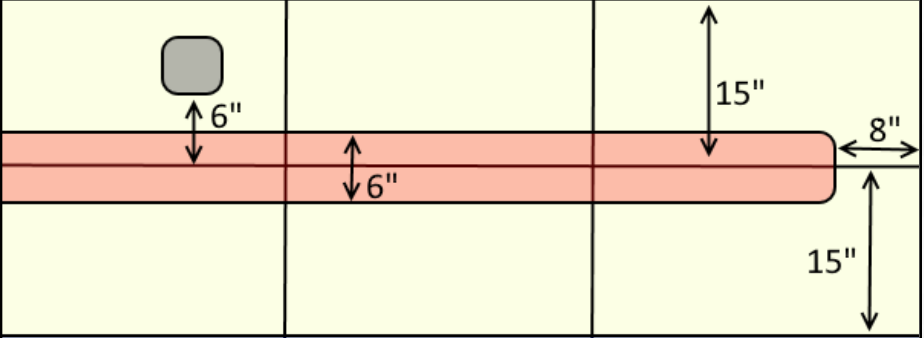
Lord Blistrox wins a Major Victory if more units escape the battle than are destroyed. Heroes does not count towards this count.

Lord Blistrox scores a minor victory if at least 3 units, not counting heroes, escape the battle, and the Warlord is not slain.

Tehenhauin wins a major victory if the enemy warlord is slain and at least half the enemy units, except heroes, are destroyed.

Tehenhauin wins a minor victory if more skaven units, excepting heroes, are destroyed than escape.

Any other result is a draw.

	1-3	
		
	4-6	

The Battle for Karaz-a-Karak

The Dwarf kingdoms lie in ruin. Hold after hold has been sacked and destroyed by relentless attacks. This battleplan recreates the final battle for Karaz-A-Karak, where High King Thorgrim Grudgebearer sallied forth to bring doom to the skaven. Though hopelessly outnumbered, the High Kings seeks to break the back of the skaven army, or meet his death with the axe of his ancestor in his hands. Though Karaz-A-Karak is the last dwarf hold, it is not yet the end of the dwarfs. There may be some out there, ready to help. The Battle for karaz-A-Karak lets you recreate the valiant last charge of the dwarfs. Sally forth from your stronghold into the mouth of the foe. The besiegers may be without number, but hope remains. A single defiant blow, with all the might of your people may be enough. And to fail to do so, to wait behind shrinking walls? That is to invite certain death.

THE ARMIES

One player is the High King, Thorgrim Grudgebearer. Drawing on his strength as a dwarf and the might of his people, he attacks.

Facing the High King stands Queek Headtaker, most feared general of Clan Mors.

THORGRIM GRUDGEBEARER'S OBJECTIVES

For too long have the dwarfs sat behind their walls and watched. Now all the was good is ruined. What was once slow decay has become a rapid fevour. There is not enough blood to write the grudges against the dwarfs, so much has been spilt. So you take to the field. Revenge may be beyond mortal reckoning, but none shall say that the sons of Grimnir, Valaya and Grungni met their doom cowering behind their walls! Khazuk!

QUEEK HEADTAKER'S OBJECTIVES

The Dwarf holds are nearly gone. Only Karaz-A-Karak stands. You were prepared for a lengthy siege, of the mountain, ready to throw endless hordes of slaves until their strength was sapped. But they have struck first and attacked. So much better. Now you can kill-slay the beard-things! Kill them all in one stab-swoop. The council has promised a seat for the one who brings the Dwarf King's head to them, and that head will be Queek's!

COMMAND ABILITIES

Thorgrim: War Songs:

As the world ends, the dwarfs meet it with harsh mountain songs. If your Warlord uses this ability, all friendly units within 8" re-roll failed hit rolls.

Queek Headtaker: For the Glory of Mors!

If your Warlord uses this ability, D3 units within 12" do not need to take battleshock tests until your next hero phase.

THE BATTLEFIELD

Set up the battlefield as per the Age of Sigmar rule sheet.

SET-UP

Alternate deploying units, with Thorgrim deploying first. He must divide his army into two parts. One is the sallying force, and must contain the Warlord, and the other with Bugman and Ungrim, and should contain two heroes. The main contingent should be the larger of the two. Deploy the sallying force anywhere more than 18" from the short table edges and down to the center of the board.



Deployed models must be more than 9" away from enemy models.

Queek Headtaker deploys anywhere on the other side of the center line, more than 9" from enemy models.

FIRST TURN

Queek Headtaker takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses the Great Vortex Weakens Time of War.

GAME LENGTH

The game lasts 5 battlerounds.

THE GREAT ARMOURIES OF KARAZ-A-KARAK

The High King has commanded the treasuries emptied. Every dwarf marches out with a runic weapon in his hand and armour forged by skill unmatched. No army has been armed such since the War of Vengeance, at the height of dwarven power. All models in the Sallying Force reroll failed Wound and Save rolls of 1.

THE FULL MIGHT OF CLAN MORS

The mightiest of the Warlord clans has come to Karaz-A-Karak. With them marches all of their troops and

allies. No horde of skaven has ever been seen like this, and none shall again.

For as long as his Warlord is alive, or until the Dwarf reinforcements arrive, Queek Headtaker may replace his casualties. This does not apply for units with the Hero keyword. In each of his hero phases, place a new unit, matching exactly one that has been destroyed earlier in the battle, within 6" of the long table edge in his deployment zone. This unit must be placed more than 9" from an enemy unit.

THE BREWER AND THE KING

Coming down from the ruined hold of Karak Kadrin, and from wherever Bugman goes, these two unlikely heroes are all that remain of dwarfs outside of Karaz-A-Karak. But each is a warrior true, and ready to fight and die for their people!

Starting from his second hero phase, Thorgrim must roll a dice. On a 5 or better, the reinforcements arrive. If they do not, roll again next turn. They then arrive on a 4 or better. And so on.

When they arrive, roll another dice. On a 1-2, they arrive from the western table edge, in Queek Headtaker's deployment zone. On a 3-4, from the southern, and on a 5-6 on the eastern table edge. Place them anywhere within 9" of the edge, more than 9" away from enemy models.

Nominate one of the Heroes to be Bugman, and one unit to be his rangers. The rangers may reroll all failed hit rolls in the shooting phase.

The other hero must be Ungrim. All other reinforcements are immune to battleshock within 15" of Ungrim.

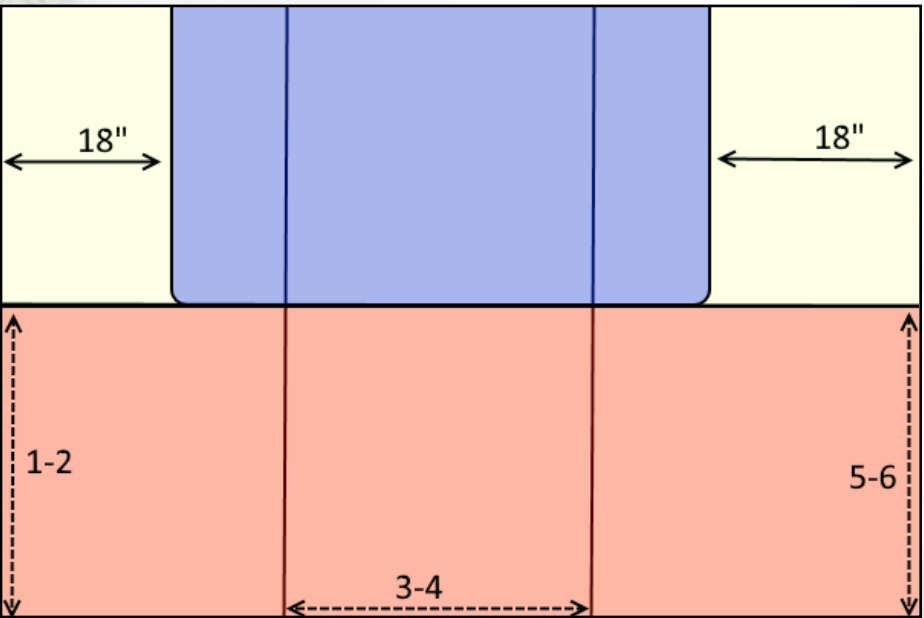
VICTORY

The High King wins a crushing victory if Queek Headtaker's Warlord is slain, and his is not.

If Thorgrim Grudgebearer's Warlord and Ungrim Ironfist are within 8" of each other at the end of the game, Thorgrim wins.

If Queek Headtaker can slay the enemy Warlord and destroy more than three quarters of the Sallying force, he wins.

In any other circumstance, tally up the number of destroyed units. The side which destroyed the most units wins the battle.



Mighty Battles

The Doom of Belegar

ARMIES

One player acts as the Besieged, whilst the other is the Besieger.

Both players must select armies of an agreed upon size. Both players must select a single army for use throughout the entire campaign. Players may switch out 1 Hero and 1 other unit between each battle.

Generate Strategic Characteristics as normal. The Besieged general adds 1 to his planning characteristic, whilst the Besieger adds 1 to his Guile characteristic.



CAMPAIGN SPECIAL RULES

Death Before Dishonour

The Besieged's units need not take any battleshock tests. There is nowhere to run, and they cannot hide. Either they die fighting, or they win.

Endless Hordes

The Besieger has amassed a vast horde and utterly surrounded the citadel. If any Battleline (see the general's handbook) units are slain, an identical unit enters the battle in the Besieger's next movement phase. They may enter anywhere within 6" of the Besieger's table edge, more than 9" from enemy units.

War Beneath the Mountains

Use the Darkest Depths Time of War rules for this campaign.

CAMPAIGN STRATAGEMS

Mercenaries

You may add one additional unit to your army, beyond the limits that were agreed with your opponent. This unit should be roughly one tenth of the full army size. If this unit comes from a different faction or Grand Alliance, it does not break the allegiance of your army.

Defensive Positions

All friendly units count as being in cover until the first time they move.

Secret tunnels

Nominate D3 units before deploying. Keep them in reserve rather than deploying them on the battlefield. You may deploy them in any of your hero phases. Take a Planning test before deploying. If successful, you may deploy the unit 6" from any table edge that is not in your opponents deployment zone. The unit must be more than 9" from enemy models, and this counts as their movement for the turn.

RECREATING THE WAR

This campaign was originally fought between Belegar Ironhammer of the Dwarfs and Queek Headtaker of Clan Mors. To recreate it use the following army restrictions:

The Besieged must include Belegar Ironhammer as the General, and select only units with the Dispossessed keyword.

The Besieger must include Queek Headtaker as the General, and may only select units with the Skaven keyword.

Neither side may have any other named characters than the ones already mentioned.

THE OUTER GATES

Fight the Breaking of the Mountains battleplan. (see Battletome: The End Times: Thanquol)
The Endless Hordes rule may only be used once per "battle".

STRATAGEMS

Before deploying models for each battle, the players must compare their Strategic Characteristics against each other. Before the first, compare Planning, for the second compare Guile, and for the third Persuasion. The winner may select a Stratagem of the relevant type available to them, or a common stratagem. The effects of the Stratagem lasts only for that part-battle.

THE UNDERHALL

Play the Battle of Blight Water battleplan. (see Battletome: The End Times: Nagash)
The Besieger plays as Krell for this battle. The Besieged takes the role of King Phar.

STRATAGEMS

Before playing the battleplan, each player may take a strategic characteristic test of their choice. If successful, they may choose from the list below.

Besieger: Guile: Secret Tunnels, Persuasion: Mercenaries, Planning: A common or Planning stratagem of their ability.
Besieged Guile: One common or Guile stratagem to their ability, Persuasion: Propaganda, Planning: Defensive Positions.

The winner of The Outer Gates may either take an additional test in a different strategic characteristic, or reroll the

Dwarf Victory (or Draw)

Skaven Victory

THE TABLES TURNED

Play the Blood And Glory battleplan. (See the General's Handbook)

STRATAGEMS

Each player must take a strategic characteristic test of their choice. If successful, the player may use a common stratagem or a Stratagem of the correct type, as far as their abilities go. The Besieged player subtracts 1 from this roll.

CAMPAIGN VICTORY!

The Winner of The Tables Turned achieves a Heroic Victory!

HALL OF PILLARED IRON

Play Heffengen: Fire and Iron (See Battletome: The End Times: Glottkin) with the following exceptions: The Hold Steady rule is ignored. In addition to the existing victory conditions, the Warlords of the opposing force must be slain to claim victory.

STRATAGEMS

Each player must take a strategic characteristic test of their choice. If successful, the player may use a common stratagem or a Stratagem of the correct type, as far as their abilities go. The Besieger subtracts 1 from this roll.

The Besieged subtracts 1 from this roll.

CAMPAIGN VICTORY!

If the Besieger wins the Hall of Pillared Iron, they achieve a legendary victory!

If the Besieged win the Hall of Pillared Iron, then he has achieved a narrow victory.

THE WORLD IS ENDING, THOUGH FEW BELIEVE IT.

The Dark Gods have set in motion their final schemes. The dead stirr, as the malignant master of their kind awakens to the world once again. Hordes of barbarians and madmen fall upon the domains of the faithful. The fair isle of Ulthuan is shattered by revelations five thousand years in the making. Far beneath the earth, the vile ratmen rise to consume and defile all before them. Archaon the Ever-chosen has returned to fulfill his destiny.

Far beneath the roots of the world, the gnashing of teeth has ceased. As one, the endless hordes of Skaven pour forth to do battle. In the mountain halls of the Dwarfs and the deadly jungles of the Lizardmen, ancient empires come to an end.

DEATH RISES, KINGDOMS FALL. CHAOS REIGNS.

THESE ARE THE END TIMES.

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