

THE WORLD IS ENDING, THOUGH FEW BELIEVE IT.

The Dark Gods have set in motion their final schemes. The dead stirr, as the 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 revalations five thousand years in the making. Far beneath the earth, the vile ratmen rise to consume and defile all before them. Archaon the Everchosen has returned to fulfill his destiny.

In this tome, you shall find the doom of the World-That-Was. Over five books, the epic story of heroism and villainy is told. Nagash, Glottkin, Khaine, Thanquol and Archaon, names that all have gone down in infamy. Before you are countless battles, each with it's own twists and turns. Within each tome, you will find Time of War rules to better recreate the wars. Each tome contains its own set of battleplans, covering the greatest triumphs and tragedies of that dark age. For the boldest, there are the Mighty Battles, connecting single fights into the larger war. Are you ready to defend the living and the dead, or do you fight for the ruinous powers?

DEATH RISES.

KINGDOMS FALL.

CHAOS REIGNS.

THESE ARE THE END TIMES

Index

MIGHTY BATTLES 4

BATTLETOME NAGASH 12

Time of War: Darkest Depths Time of War: Haunted Battlegrounds The Siege of La Maisontaal Theodoric's Last Charge The Battle of Mordkin Lair The Fall of Heldenhame Death at the Nine Daemons Battle of Skull CHasm Battle of Valaya's Gate: Part 1 Battle of Valaya's Gate: Part 2 The Defence of Alderfen Death of a Traitor Heffengen: River of Undeath Heffengen: Fire and Iron Heffengen: Gurug'ath's Doom The Battle of Blight Water Battle of the Salt Plains Ambush in the Deep Desert Lord of the Vampire Coast The Battle for Ruined Lahmia The Humbling of Settra Mighty Battles: The Rise of Nagash

BATTLETOME GLOTTKIN 58

Time of War: Streets of Death
Time of War: Chaos Ascendant
The Battle of Marienburg
War in the Drakwald
The Battle of Talabheim
The Fall of Altdorf
The Battle at the Temple
Gods and Monsters
Mighty Battles: The Tentacle Lord's Conquest

BATTLETOME KHAINE 76

Time of War: The Great Vortex Weakens
The Battle of Moonspire
Slaughter at Eagle Gate
Battle of Reaver's Mark
Battle of the Blighted Isle
The Battle of Withelan
The Traitor's Due
The Final Battle
Mighty Battles: The Return

BATTLETOME THANQUOL 98

Time of War: Realms of the Lizardmen
The Mists of Xlanhuapec
The BReaking of the Mountains
Disaster at Karak Kadrin
Death from Beneath
Ambush on the Trail of Bones
The Battle for Karaz-A-Karak
Mighty Battles: The Doom of Belegar

BATTLETOME ARCHAON 116

One Last Charge
Siege of the Black Pyramid
Battle for the Chasm
Defence of the Eternal Glade
The Blood Hunt Unleashed
Middenheim: Edge of the Abyss
Middenheim: Massacre in the Middenplatz
Middenheim: The Western Wall
Middenheim: Death comes to Neumarkt
Middenheim: Battle of Ulric's Bones
The End of All Things
Mighty Battles: Death and Plague

MIGHTY BATTLES

WHAT IS MIGHTY BATTLES?

The Mighty Battles is a system for narratively linking your games, creating a campaign for two players. Each battle will have an effect on the overall campaign. These campaigns are short, usually between 3-6 battles, and easy to play using whatever forces you have. Designed to be played over a few weeks, a weekend or even a single day, the Mighty Battles lets you quickly and effortlessly play out great stories. There are many campaigns already included, featuring some awesome moments from the End Times. Also included is a helpful guide to let you build your own campaigns and create your own narrative in Age of Sigmar.



BASIC RULES

All campaigns in the Mighty
Battles have a simple rules section,
divided into three parts. The armies
tab will describe how to set up your
force and whether your general gets
any special abilities. The Recreating
the Battle section is for the most
dedicated narrative players. It details
the exact forces you must include in
order to emulate the original battles.

The Campaign Special Rules tab is where you'll find any rules and stratagems that apply to the entire campaign. Be careful to read these, as much of the flavour of the campaigns will be here!

The battles to be fought are organized in a war chart, acting as the map for your struggles. Each battle of the campaign will have its own battle box with everything you need to know. There will be a battleplan and instructions on where to find it. If you look at a battleplan and wonder who is supposed to be the attacker or defender, don't worry.

Each battle box will clearly state this, if it's relevant for the battleplan. Some battle boxes will even modify the battleplan, adding or changing the rules. This makes each fit better to whatever story is being told, making the campaign even more cinematic. One player may have an advantage or disadvantage based on the result of previous games. The effect will also be right there in the box. Finally, each battle box will instruct you in which stratagems you can use. Depending on the situation, you may have to accept one, or get to choose between all of them.

Once a victor is determined, follow the relevant arrow to the next battle. This might be straight forward, or it may branch. Each branch will be clearly labelled. Usually this depends on who won or lost, but specific campaigns may look for other things. You might end up fighting different battles depending on who won, or the result having an effect on the next one. Then you check the battle box to see what the next battle will be!

Some Mighty Battle campaigns will have one or more phases. Each phase represents battles that happened at the same time, or otherwise do not affect the other battles until all in that phase have been fought. Play each of the battles in that phase before moving on to the next phase or the next battle. These will be indicated by being in their own square, not connected to the other battle boxes. If each phase have any specific rules, this will be stated in the Campaign Special Rules tab earlier.

In addition to the battleplans and special campaign rules, each general will be unique by the players choosing, and able to use many different Stratagems. This will make every campaign play out differently, even if playing with the same armies!

ARMIES, GENERALS AND STRATAGEMS

ARMIES

To fight in a Lords of War campaign, both players will need an army! Agree to an army size before beginning the campaign. Using points from the General's Handbook is usually the simplest way of doing so, though do not feel restriction by the Three Rules of One or restrictions on your army building (unless you two agree to it, of course!). Armies should be at least 1000 points from the GHB, though 2000 points or more is often a more ideal size.

Players will use the same army throughout the entire campaign, but most campaigns will allow you to switch out a single Hero unit and one other regular unit between battles. Note that you can never change your general, unless specifically stated!

Some Mighty Battles campaigns will restrict armies in various ways. Follow these instructions to better follow the narrative presented. They will also come with a "Recreate the Battle" guide, should you wish to play the game with armies from the original story. None of the Mighty Battles presented here are restricted by factions though, so don't be discouraged if you don't have the armies that the story was originally about. Just create your own story, following the same overall guideline. The Glottkin's attack on the Empire can easily be turned into the story of an Orruk Waagh! Rampaging through a collapsing Aelf kingdom, for example.

Units and models slain are all returned in time for the next battle. Imagine this as getting reinforcements, training new recruits etc. Even if you suffer a crushing defeat, your army will be full strength next battle and ready for vengeance!

GENERALS

Each player's leader (the General of the army) has three Strategic Characteristics which determine his ability to lead the army.

The Strategic Abilities are Guile, Planning and Persuasion. Guile represents each general's cunning and their ability to pounce on any given opportunity. Planning is the strength and depth of thought in each leader, allowing them to pull more difficult manoeuvres or complex strategies. Persuasion shows their ability to convince others to help their cause, which can manifest itself in many different ways.

A characteristic will be between 1 and 10, and can go neither higher nor lower than this. When creating your leader, divide 10 points between the three characteristics, with at least one point in each, and no more than 5 in any of them. Some Mighty Battle campaigns will offer additional modifiers. These can never take them below 1, but can take them above 5.

You can use the Strategic Characteristics to either Strategic Characteristic Test or Strategic Characteristic Comparison. If you are asked to test against a characteristic, simply roll a dice. If you roll equal or lower than your general's stats, the test is a success. Rolls of 1 always succeed and rolls of 6 always fail! If you must compare, each player rolls a dice and adds their general's relevant characteristic to the roll. Whoever has the higher result wins! Reroll all draws until a winner is found.

If a general is slain in battle, don't worry. He is also returned to full health in time for the next battle. There's no penalty for losing your general, other than some friendly ribbing by your foe!

STRATEGIC CHARACTERTICS AND STRATAGEMS

Stratagems are tactical or strategic skills that the general can employ during the campaign. It will be stated in rules for that battle which, if any, stratagems can be used. They are divided into Common, Guile, Planning and Persuasion. Some campaigns may have their own Stratagems, but most will draw from the standard pool.

Each characteristic is divided into five levels. In order to use a higher level stratagem, your general must have as many or more points in that same characteristic. Common stratagems are available regardless of strategic characteristics. Each battle box will determine which sort of stratagems you may use. Usually you will need to do a test or a comparison in order to select your stratagem, but you may gain them by other means as well, such as winning a battle or achieving specific objectives.

All stratagems are selected after the players have chosen sides, but before deployment begins. Unless otherwise noted they are applied are after deployment is complete, and before the first battleround begins. Tell your opponent which stratagem you picked, unless it's stated to be a secret! They will all state how long they are in affect. Some are used before the battle even begins, whilst others are activated under certain conditions or are applied for the entire battle.

STRAGATEGMS

Family Heirloom:

Passed down the generations, now it is drawn forth once again to strike at these most unholy foes!

Nominate one of your heroes, that Hero adds 1 to the damage characteristic of one of his weapons for the rest of the game.

Magic Potion:

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Up to D3 units may drink from the Magic Potion. Roll a D3 for each unit. On a 1, the unit adds 1 to its movement characteristic for the battle. On a 2, the unit adds 1 to its save. On a 3, the unit adds 1 to its Hit roll for the rest of the battle.

Historic Landmark:

There are landmarks everywhere with meaning for every race. Today you happen to fight near one of these.

Nominate one piece of terrain on the board to be the Historic Landmark.

All friendly models within 6" of the Historic Landmark may reroll failed Hit and Save rolls of 1.

GUILE STRATAGEMS Level 1: Assassinate

Sometimes it pays well to pay well... Nominate one enemy Hero, that model suffers D3 Mortal Wounds.

Level 2: Deception

Not all is always as it seems.

Two units in your army may switch places. Switch one model in each unit, then deploy the rest of the unit around this model.

Level 3: Night Fight

Early bird stabs the worm.

For the first battleround, all ranges are reduced to a maximum of 12", it's simply too dark to see any further.

Level 4: Steal the Initiative

For when you can't trust the flip of a coin. You may choose whether you or your opponent takes the first turn, regardless of the battleplan rules.

Level 5: Scrying the future Sometimes, natural instinct and outright

cheating looks deceptively similar.

Once per game, in one of your hero phases, you may secretly roll a dice.

This dice is used instead of the normal roll for initiative next battleround.

On a 1, 2 or 3, your opponent has won the roll and may take the initiative. On a 4, 5 or 6, you have won it. Declare that you are rolling for this stratagem before doing so, and keep the dice hidden, but unchanged (under a cup is ideal).

PLANNING STRATAGEMS Level 1: Ambush

When attacking unexpectedly, you can cover a surprising amount of ground.

D3 units in your army may immediately move as if it were the movement phase. They do not count as having moved for any purpose.

Level 2: Training

Peace Through Power.

One unit may add 1 to the Hit rolls of one of their weapons for the rest of the game.

Level 3: Forced March A whip behind is better than a carrot in

3 units in your army count as having double their normal movement characteristic for the first battleround.

Level 4: Outflank

Who ever said that you had to charge in from the front?

Nominate one unit and remove it from the battlefield. It can enter the battle in your second hero phase from any table edge that is not in your opponents deployment zone. They must be more than 9" from enemy models, and this counts as their move for the turn.

Level 5: Prepared grounds Knowing the lay of the land is easy when you've already prepared it.

Secretly note down three terrain pieces. These are rigged with dangerous traps. This may not be terrain pieces which already have enemy models within them! When an enemy unit enters a rigged terrain piece, reveal the trap. The unit suffers D6 Mortal Wounds as a deadly trap goes off.

PERSUASION STRATAGEMS

Level 1: Local Scouts

Knowing is half the battle, or at least a

quarter.

Rather than rolling openly for Mysterious Landscapes, you must roll for each, and secretly write down the results. Reveal the results only when your opponent enters the terrain piece, or if they would be affected by it.

Level 2: Heroic Inspiration Rousing speeches and ruthless threats often achieve the same thing.

Your general may use the Inspiring Presence command ability in addition to any other command abilities it may have. This means you can use Inspiring Presence twice, if you should wish it so.

Level 3: Propaganda

There's nothing like defeating your foes with your reputation alone.

Nominate D3 enemy units. Their Bravery is reduced by 2 for the duration of the battle.

Level 4: Threaten the loved ones Everyone cares for something, the key is pretending you have it.

Secretly nominate one of your opponents Heroes. In any combat phase, reveal your threat. The Hero may not attack in that combat phase. One use only.

Level 5: Bribery

If you can't beat 'em, bribe 'em.

Secretly nominate one of your opponent's heroes, other than the General. At the start of any of your opponents hero phases, you may declare that you have bribed the hero. The Hero may not do any actions for the rest of the turn.

Making your own campaigns

So, you've read all these rules, maybe played a campaign or two. Now you're thinking about making your own. Maybe you've got a specific story in mind, or an idea about a cool battle. To help you out with that, I've written this section to give you some ideas about how to do it and some things to consider. It's really quite simple!

All good campaigns start with a good idea. They're really at their best when the very act of playing the games tell a story. Just like the actions on the table should tell a story, so should the flow of the campaign. Whether you base it on an existing story or make up your own, make sure that the sequence of games flows naturally. A defeat should lead to a desperate last stand, not a triumphant encircling of the foe. This way, everything that happens when you're rolling dice becomes a natural part of the greater story!

Since I can't read your mind through a piece of paper, we'll start with an example idea. The Stormcast Eternals are trying to conquer a Realmgate held by the Bloodbound. It's a story told across countless lands, and never quite the same. However, rather than arriving by Lightning Strike as Vandus Hammerhand did, the Stormcast must march across the land. We want it to feel like armies marching to war, boots on the ground with hammers, swords and axes in hand.

This all goes into the Armies section at the start of any Mighty Battles campaign. We need to define who's fighting. We already had a good idea, so lets name the factions and their leaders. Giving each side a cool name is always a good idea. The Bloodbound belong to the Ashen Slaughterers, and are led by Broota Half-Flayed. They are met by the Nightbreakers warrior chamber, led by Asturias Nightbreaker himself. With that set, it's good to determine whether or not players should build new armies between each battle. The default is to let them switch out a single hero and unit between each. This is a campaign fought by the same force throughout, after all. It also means things go faster and easier, while still letting players switch out things to fit the story or the battleThe last part of the Armies tab is to determine if the generals get any Strategic Characteristic bonuses/penalties. This fits best if you're adapting an existing campaign (so characters match their "actual counterparts"), or using characters with existing backstory. Otherwise just leave this blank, the strategic characteristics skill of each general will be determined by the players instead!

Drawing all of that into one box leads us to this:

The Armies

One player takes the role of the Ashen Slaughterers, whilst the other leads the Nightbreakers

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.

Next rules tab is the Recreating the War. If you aren't adapting an existing story, like the provided battleplans are, fill this with your own! Why is Broota known as the Half-Flayed? What makes the Nightbreakers into the Nightbreakers? The more story you (and your opponent) can write, the more personal and fun the campaign feels.

If you are adapting a story, don't go overboard. Providing full army lists can be cool, but it makes it really hard to play that battle. Try to determine the most important characters or units in the story. These are the things the battle revolve around, everything else can be made to match. It's a good idea to limit how players can choose their army though. By Grand Alliance is the easiest, but will only fit a few stories (and some not at all). Narrowing it down to a Battletome or Compendium is good, since it

still provides players with plenty of options. If you wished to remake the Gates of Azyr, you could limit the Goretide to only models from the Bloodbound battletome, and must include a Mighty Lord of Khorne. Less is usually more, as players still need to play and enjoy themselves! Since this is the first meeting of these two foes, we don't have any story to adapt. Instead, we fill the slot with some more backstory about who our two sides are!

Recreating the War: The Story so far

Broota Half-Flayed was once a simple Aspring Champion. Dogging his Mighty Lord's heels, he was eager to learn the art of slaughter and bloodshed. One the first day h showed a potential to usurp his master, the Mighty Lord had half of Broota's body flayed so he would never be a challenge. This only drove Broota into further violent madness, now driven by eternal pain. So he slaughtere the Bloodstoker who flayed him, then slew all the other leaders of the Ashen Slaugherer before killing the Mighty Lord and becomin their leader.

The Nightbreakers are infamous amongst their Celestical Vindicator brethren for bein thrown into the most dangerous situations, far from the war's front lines. Their first act of the Realmgate wars was to be hurled into a city controlled by Tzeench Arcanites in the middle of the night. So quickly did they act that by the time the light of their arrival had vanished, the city was taken. So they became the Nightbreakers.

The last rules section is the Campaign Special Rules. This is where we add some flavour to the games that we're about to play. Each battle will have its own battleplan and such, but some rules will apply for the entire campaign. These include any special rules and any campaign stratagems. There's shouldn't be a lot of special rules, again more is less. Just a few changes will really give you a unique series of battles. Since we like the Ashen Slaughterers sound like a bunch of guys from the Realm of Aqshy, we'd like something to make every battle feel more fire-and-brimstoney.

The Brimstone Peninsula Time of War rules are perfect for this. They add some flavour without being a huge change. Adding one or two more rules is certainly possible. Just be careful that these add to player's enjoyment rather than restrict them. Rules should be able to be played with or around, and fair to each side. Adding a campaign stratagem can be another cool way to add a unique flavour. You don't need to add one, there's already 18 to choose from for each battle! But it's an option. They can either be used by both sides, or just by one. Match the story here,

allow the player to do something that fits, but isn't recreated in the battleplans or other rules. It should also be something that the generals could reasonably control. Stratagems are supposed to be examples of each general's brilliance after all. Since the Ashen Slaughters are on the defenability. Maybe they are followed by huge clouds of blood and ash, blinding and distracting their foes. Bloodstorm: All enemy models must subtract 1 from their hit rolls in the first battleround. It's easy to use and remember. The Bloodbound player can use it by being really aggressive, while the Stormcast player needs to be more careful.

Campaign Special Rules

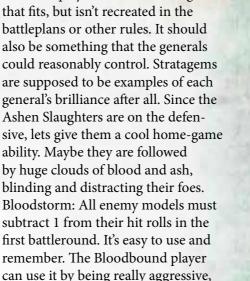
Realm of Aqshy:

Use the Brimstone Peninsula Time of War rules for every battle in this campaign. Campaign Stratagems:

Bloodstorm:

All enemy models must subtract 1 from their hit rolls in the first battleround.

That means we're done with the campaign rules. Not so hard, really. What's next is to pick some battleplans to play!



To make things easier, we won't make custom battleplans for this one. Instead we'll use some of the loads of great ones out there. Looking through the first AoS hardcover book, we find Breakthrough. Both armies start on the table, one trying to break through and get to the other side. Sounds perfect! Lets slot it in as the first battle. Remember to determine which side has which role in the battle. In some battleplans this is interchangeable, but in many it makes a huge difference!

Breakthrough

Invader: Nightbreakers Blocking Force: Ashen Slaughterers Players may take any strategic characteristic test of their choice, and choose a stratagem of the relevant type.

We've faced the Bloodbound in battle, trying to break through their lines. A cool battle was had. Then we have to think about our story. If the Stormcast win, they move on to the Realmgate itself. The story continues, and all is well. But does the campaign change if the Stormcast lose? You could say that they are repelled, ending the campaign. But that's kind of boring. Instead, the Stormcast break through either way, but if they don't win the battle they'll need some sort of penalty for the next battle. They got through, but just not as many! This way, there's a reason in the game and in the story to play really well. It makes your results matter both on the tabletop and in the story. And it makes sense, without bogging down the whole campaign.

For the next battleplan, we want to get to the main battle, the battle for the realmgate! What we want is a game where there's an actual realmgate on the table to be fought over. One side has to defend it, and one side be the attacker. Looking at some available battleplans, we might immediately spot Pre-Emptive Strike. One side defends the realmgate, able to call in reinforcements through it,

while the other side uses its larger army to attack. Perfect! Who to attack and who to defend? Since the Bloodbound are the owners of the gate, it makes sense to make them the defenders this time as well. The names of Sentinel and Trespasser don't really fit, but that's not really important. We'll just leave that as-is. In the rules for the battleplan, the attackers win by destroying the Realmgate. Normally this doesn't sound like what the Stormcast would do. Maybe the Realmgate leads to Khorne's domain? If deamons are pouring out of it, or if it's connected to a much larger force on the other side, then they may have to destroy it.



So the Stormcast take the role of the Sentinel and the story continues! But what about that penalty we thought about earlier? In this battleplan, the Sentinel can use the Wrath Awaked rule to bring in more troops. Usually, it's on a roll of 3 or more. But to show the smaller flow of reinforcements, we can change that to a roll of 4 or more. It's simple, but could be really noticeable. It's important that a penalty isn't so bad that the penalized person can't win or enjoy their games! Likewise a benefit shouldn't be so great that the player is guaranteed to win. A predictable change is also better, because it lets the players play around it. Apply the modifier before the game or consistently through the game to make it something the players can work with. Here's what it looks like:

Pre-Emptive Strike

Sentinel: Nightbreakers Trespasser: Ashen Slaughterers If the Bloodbound won Breakthrough, the Stormcast must subtract 1 when rolling for the Wrath Awakened units. The Nightbreakers may take any strategic characteristic test of their choice, and choose a stratagem of the relevant type. The Ashen Slaughters may take a Guile test. If successful, you may use the Bloodstorm stratagem.

Every story needs a grand finale. This one is no different. Drawing from the same arcane tome as earlier, we can find the appropriately named Hold or Die battleplan. One side must hold out until reinforcements arrive, whilst the other wants to wipe them out. Perhaps the Stormcast are taking a desperate last stand after their failed assault on the realmgate. Or the Mighty Lord gathers his last followers to him for a final attempt to counter attack. Either way its cinematic, fun and a decisive way to end this campaign. The twist here is that it could be either the Stormcast or Bloodbound's last stand. Otherwise it wouldn't make sense. So we need to include a rule about those roles changing, depending on who won the previous battle. The Bloodbound aren't a great defensive faction though, so we'd like to give them a small advantage here. If they are on the defensive, they get to use the Bloodstorm stratagem. Put together, it looks like this:

Hold Or Die

Invader: Nightbreakers Custodian: Ashen Slaughterers If the Nightbreakers won Pre-Empite Strike, the Ashen Slaughterers are the Invader in the battle instead. The Generals may take any strategic char-

acteristic test of their choice, and choose a stratagem of the relevant type. If the Ashen Slaughters lost Pre-Emptive Strike, you may instead take a Guile test. If successful, you may use the Bloodstorm

All combined then, here's what an example-campaign might look like.



Example Campaign: Storming the Gates

THE ARMIES

One player takes the role of the Ashen Slaughterers, whilst the other leads the Nightbreakers.

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.

RECREATING THE WAR: THE STORY SO FAR

Broota Half-Flayed was once a simple Aspring Champion. Dogging his Mighty Lord's heels, he was eager to learn the art of slaughter and bloodshed. One the first day he showed a potential to usurp his master, the Mighty Lord had half of Broota's body flayed so he would never be a challenge. This only drove Broota into further violent madness, now driven by eternal pain. So he slaughtered the Bloodstoker who flayed him, then slew all the other leaders of the Ashen Slaugherers before killing the Mighty Lord and becoming their leader.

The Nightbreakers are infamous amongst their Celestical Vindicator brethren for being thrown into the most dangerous situations, far from the war's front lines. Their first act of the Realmgate wars was to be hurled into a city controlled by Tzeench Arcanites in the middle of the night. So quickly did they act that by the time the light of their arrival had vanished, the city was taken. So they became the Nightbreakers.

CAMPAIGN SPECIAL RULES

Realm of Agshy

Use the Brimstone Peninsula Time of War rules for every battle in this campaign.

Campaign Stratagems

Bloodstorm

All enemy models must subtract 1 from their hit rolls in the first battleround.

Breakthrough

Invader: Nightbreakers

Blocking Force: Ashen Slaughterers

Players may take any strategic characteristic test of their choice, and choose a stratagem of the relevant type.

Pre-Emptive Strike

Sentinel: Nightbreakers

Trespasser: Ashen Slaughterers

If the Bloodbound won Breakthrough, the Stormcast must subtract 1 when rolling for the Wrath Awakened units.

The Nightbreakers may take any strategic characteristic test of their choice, and choose a stratagem of the relevant type. The Ashen Slaughters may take a Guile test. If successful, you may use the Bloodstorm stratagem.

Hold Or Die

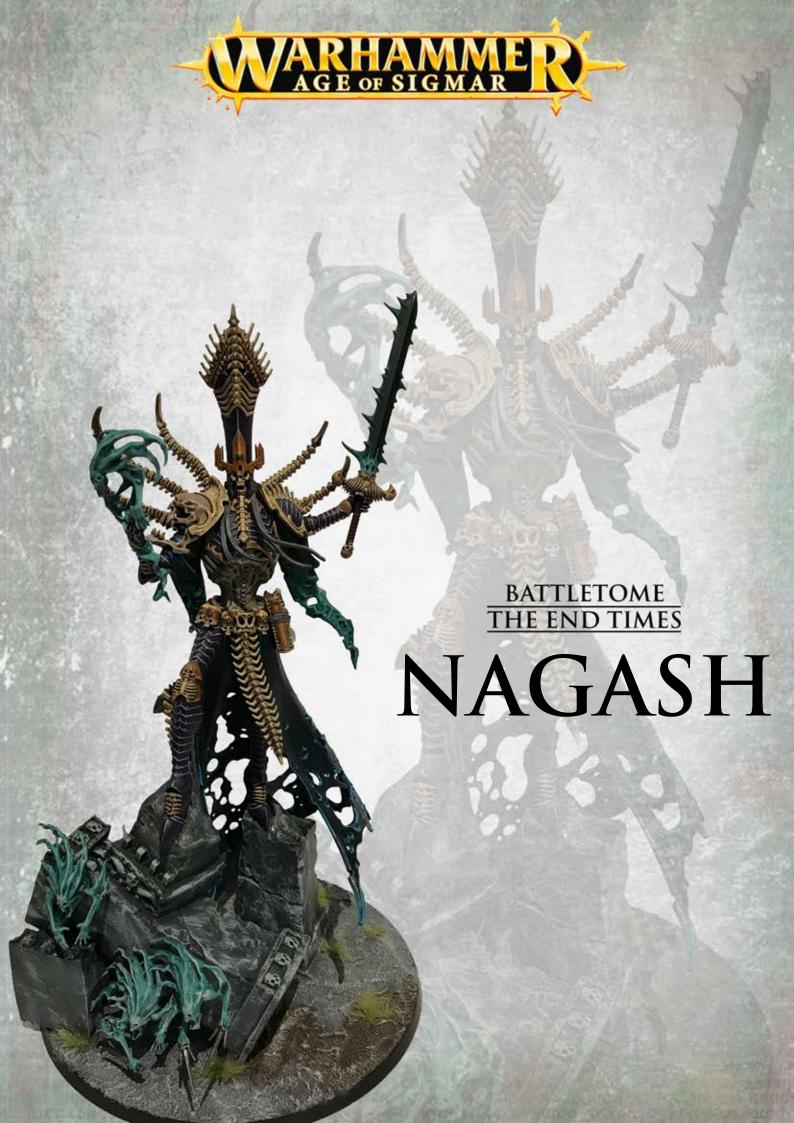
Invader: Nightbreakers

Custodian: Ashen Slaughterers

If the Nightbreakers won Pre-Empite Strike, the Ashen Slaughterers are the Invader in the battle instead. The Generals may take any strategic characteristic test of their choice, and choose a stratagem of the relevant type. If the Ashen Slaughters lost Pre-Emptive Strike, you may instead take a Guile test. If successful, you may use the Bloodstorm stratagem.

I hope that was instructive! As you can see, making a campaign using the Mighty Battles system is easy. Remember, always leave room for the player to act!





Index

HAUNTED BATTLEGROUND	3
DARKEST DEPTHS	4
THE SIEGE OF LA MAISONTAAL	6
THEODORIC'S LAST CHARGE	8
THE BATTLE OF MORDKIN LAIR	10
THE FALL OF HELDENHAME	12
DEATH AT THE NINE DEAMONS	14
BATTLE OF SKULL CHASM	16
BATTLE OF VALAYA'S GATE: PART 1	18
BATTLE OF VALAYA'S GATE: PART 2	20
THE DEFENCE OF ALDERFEN	22
DEATH OF A TRAITOR	24
HEFFENGEN: RIVER OF UNDEATH	26
HEFFENGEN: FIRE AND IRON	28
HEFFENGEN: GURUG'ATH'S DOOM	30
BATTLE OF BLIGHT WATER	32
BATTLE OF THE SALT PLAINS	34
AMBUSH IN THE DEEP DESERT	36
LORD OF THE VAMPIRE COAST	38
BATTLE FOR RUINED LAHMIA	40
THE HUMBLING OF SETTRA	42
MIGHTY BATTLES: THE RISE OF NAGASH	44

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Aaron Bostian - Ben Curry - Chuck Moore - Dan Mitchell - David Witek - Davy Calkins - Kye Baker - Elric Edge - Eric Oakland - James Swarth - Mark Mitzman - Mark Wildman - Ming Lee - Paul Buckler - Sam Pearson - Sean Houghton - Steve Foote - Steve Wren - Tyler Mengel

TIME OF WAR

The dark magics haunt many regions of the world. Foul necromancers, vile vampires or rank ghouls stalk these places, and leave their mark. Dark magic seeps into the soil, and the dead rest uneasily. Some are remains of battlefields were great armies of the undead once marched, whilst others are cursed cities or haunted ruins of those who practiced the magic of Shyish. Death becomes these places, and the living dread to walk these grounds. When Nagash arose, so too did the foul magics of these lands. Once quiet cairns and solemn fields became haunted with the living dead, though they need a creature of strong will to guide them.

HAUNTED BATTLEGROUND

If you decide a battle is taking place in a place rich with the dead, then you can specify that it is occurying in a Haunted Battleground. If you do, the following rules apply.

Undeath Ascendant

The magics that bind the undead are strengthened by the power of the wind of Shyish. Roll a dice for every wound suffered on a Death model. On a 6, that wound is ignored.

Death on the Winds

The winds of death blow strongly, and the dead rise in response. All Death Wizards get an additional +1 on their Casting rolls.

Haunted Terrain

Many horrors have been committed in the ages of this

world. Many places still bear those scars. These are haunted by the spirits of the dead, and are especially dangerous for mortals.

After setting up terrain, but before rolling on the scenery table, roll a dice for each terrain piece. On a 5 or a 6, the terrain is Haunted and has the following special rules.

Heavy with Death

When a Death Wizard is within a Haunted terrain piece and attempts to cast a spell, he may cast three dice and select the two highest.

Shade Haunt

Death units within 3" of a Haunted terrain piece add 1 to their bravery. Any unit without the Death keyword with 3" of the haunted terrain piece suffers D3 Mortal Wounds in the beginning of each Hero phase.

RAISE ZOMBIES

As the dead walk uneasily, those who understand the flow of magic can bind them to their will. All wizards on Haunted Battlegrounds know the following spell, in addition to any other spells they know.

Raise Zombies has a casting value of 4. If successfully cast, you can set up a unit of up to 10 Zombies within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. If the result of the casting roll was 8 or more, set up a unit of up to 20 Zombies instead.



TIME OF WAR

The world is filled with deep caverns, tunnels and burrows. Skaven, Night Goblins and Dwarfs endlessly struggle over these domains. Others who dare venture into the underways might find great treasure, or their doom. This Time of War ruleset represents the unsound caverns beneath the surface. Perhaps they were once noble dwarven tunnels, intricately carved. Maybe they are natural caverns, inhabited by sneaky Night Goblins. If you are truly unlucky, these are the Skaven burrows, and no tunnel is safe. No matter the origin, these realms are shoddy, derelict and highly dangerous. Only the bravest, most desperate or the entirely unknowing would voluntary venture into these depths.

DARKEST DEPTHS

If you decide a battle is taking place underground, then you can specify that it is occurying in the Darkest Depths. If you do, the following rules apply.

Unstable Caverns

Divide the game board into six equal parts. At the start of each players turn, before any actions are taken, roll a dice to see which square is becoming dangerously unstable. Then roll another dice and consult the chart below.

Gloom and Darkness

The caverns are dank and dark. No natural light ever shines here, and the few glowing rocks have been mined already. Only by light of torch and good eyesight can the enemy be found. No attack may be directed at an enemy more than 18" away. Nor may you draw line of sight to any unit more than 18" away. It is simply too dark! This includes spells, attacks made in the shooting phase and any other sort of targeted ability. In addition, and attacks made in the shooting phase aimed at targets more than 12" away suffer a -1 on their Hit rolls.

Low Ceilings

Though the Underway may have high ceilings and clear roofs, most tunnels beneath the earth do not. Any sort of indirect fire is useless as any shot that goes too high smashes into the cavern roof.

Likewise, flying is no harmless affair when stalactites, pillars and falling stones threaten any who would take to the sky. Attacks made in the shooting phase must have line of sight. This includes units that would normally not need line of sight (such as a Duardin Grudge Thrower).

Models with the Skaven, Moonclan or Duardin keywords ignore the effects of Pitfalls and Underground Maze, and may reroll the first dice of the Noxious Fumes result.

1. Cave-ins are a constant danger in these poorly-supported caverns. These are feared by all who travel underground. Simple and brutally effective, few things can survive being crushed by tons and tons of rock and gravel.

Each player takes turns placing numbered markers within the affected square. Markers cannot be within 5" of each other. Once there are 6 markers in the square, roll a D6. All models within 3" of that marker must roll a 4 or more, or be slain! Heroes and Monsters instead take D6 Mortal Wounds.

- 2. Stalactites hang lazily from the ceiling, threatening to fall down at any moment. Any man who passes beneath one is sure to offer extra prayers to their guardian god.
- 3 Stalactites fall from the ceiling. Take turns marking units by placing a dice next to them.

Starting with the 2 facing upwards. Keep marking units within the square, increasing the facing each time, until you run out of units to mark or have marked 5 units. A unit may only be marked once. If there are fewer units than dice to mark them with, discard any additional dice. Then roll a dice for each stalactite. If the dice roll matches a marked unit, the unit suffers D3 Mortal Wounds. Any roll that does not match a marked unit is discarded, the stalactite has smashed harmlessly (but noisily) into the ground.

3. Gasses leak slowly out of the ground in some places. In others, it bursts out in dangerous clouds of chocking filth, or pools into invisible deathtraps.

Roll a dice for every unit in the square. On a 6, that unit is affected

by the airborne toxins. Roll a dice for every model in the unit, on a 6 the unit suffers a Mortal Wound.

4. Heaving with the breath of the earth, the cavern cracks open and pitfalls threaten every step.

Any unit within the square which runs or charges must take a test as if the whole square was Deadly terrain.

- 5. Small sidecaverns, winding pits and disorientating geometry are among the challenges of underground fighting. Roll a dice for every unit in the square. On a 1, the unit may not move is it attempts to reorientate itself.
- 6. Nothing happens! The caverns is stable, for now.

In addition, any unit with the Fly special rule must pass a check if it wishes to fly over an enemy unit or terrain piece. On a roll of 1 or 2, the unit suffers D3 Mortal Wounds.

Cave Monsters

There are dark and dangerous creatures in these caverns. Though they spend long days slumbering, the sound of battle and smell of blood may awaken them. Roll a dice at the end of the turn if any model has been slain within 3" of a terrain piece.

On a roll of a 6, the beast awakens! Set up a Monster within 3" of the terrain piece, more than 3" away from any unit. The monster moves D6" in each players movement phase, towards the closest unit. The monster will always use it's abilities and attacks on the closest enemy unit, if possible. If the Monster is within 12" of any unit in any Charge phase, it must attempt to charge the closest unit. The monster treats all other units as enemies, and both players treat the monster as an enemy unit.

DARKEST DEPTHS TRIUMPHS

If you win a Major Victory in a battle fought in the Darkest Depths, you can roll on the following table instead of the Triumph table on the Warhammer: Age of Sigmar rules sheet in your next battle.

- 1. **Hammer of Drazh.** Pick a hero to carry this weapon. When your opponent selects a unit within 3" of the model carrying this weapon to pile in and attack in the combat phase, you can immediately select the the model carrying this weapon to pile in and attack before the enemy unit, even though it is not your turn to do so. This model can only do this if it has not already attacked in this phase. In addition, units that suffer one or more wounds from a model carrying this weapon cannot be chosen to pile in and attack until all other units that are eligible have done so.
- 2. **Strange Brassy Orb**. Pick a Hero unit to carry this orb. Once per game in any of your hero phases, you may throw this at an enemy unit within 6". Roll a dice, on a 2 or more the unit suffers D6 Mortal Wounds. On a roll of a 1, you have somehow dropped the orb. Your unit takes D6 Mortal Wounds.
- 3. **Vile Crescent Banner.** Pick a Hero to carry this odd crescent-shaped relic. Units attacking the bearer and units within 6" of the bearer in the shooting phase must detract 1 from their Hit rolls.

- 4. **Magnificent Beetle Armour**. Pick a Hero to carry this armour. Add 1 to the save rolls of this model. In addition, when surring wounds from an attack that does more than 1 damage, roll a dice, on a 3 or more, that attack does 1 damage.
- 5. **Ratbrew**. Pick a Hero unit to carry this brew. Once per game in your hero phase, roll a dice. On a 1, take D3 Mortal Wounds. On a roll of 2 or 3, you may reroll all failed Hit rolls. On a roll of 4 or 5, you may reroll all failed Wound rolls. On a 6, the Hero doubles his attack characteristics for Melee weapons (not his mount!). The drinker suffer 1 Mortal Wound each friendly Hero phase after the one in which he drank the brew.
- 6. **Skull Wand**. Pick a Wizard to carry this skull-topped wand. In your Hero phase, nominate an enemy model within 3" of the bearer. The enemy must then roll 2d6, if the result is higher than the model's bravery characteristic, that model is slain! If the result is the same or lower than their bravery, you must take the same test. If you roll higher than your own bravery, your model is slain! If you roll the same or lower, nothing happens...

The Siege of La Maisontaal

There are many places that hold valuable relics throughout the land. La Maaisontaal is one such place, and this battleplan recreates how such a battle may look. Interested only in the contents of the site, the attacker pays little heed to casualties. Only the resolute and prepared position of the defenders ensures that whatever valuable relic is kept safe. Defence and offence both stand strong, so only the most cunning general can win such a battle.

Much lies in the survival of the heroes. No relic has value without heroes to wield them, after all. With such a narrow-minded focus, the attacker needs only slip a single hero through the lines to claim victory. Such battles are fought in countless areas across the realms, where desperate champions or brutish warlords ignore all else in favour of their own ascendancy.

THE ARMIES

One player is the Undead, who seeks to seize the relic hidden behind enemy lines. Their opponent are the Bretonnians, proud knights and unsheveled peasants who have sworn to defend this land, even if they do not know their opponents true objective.

UNDEAD'S OBJECTIVES

The Undead march on La Maisontaal. Hoping to cease the artifacts within, Krell and Arkhan assault the well defended abbey. Though your foe does not know what you seek, they are prepared to sell their lives dearly, and have called upon valuable allies. Break through the lines, sieze the prize. The Undead must gain access to the abbey and steal the artifact.

BRETONNIAN'S OBJECTIVES

The Knights of Brettonia have set up in defence of their holy abbey. They have pledged their oaths and said their vows, and now nothing shall move them. Using its walls and barricades to aid them, they must hold the line, lest the Undead sneak past them to their unknown prize. The Brettonians must hold the line at all costs.

COMMAND ABILITIES

Undead

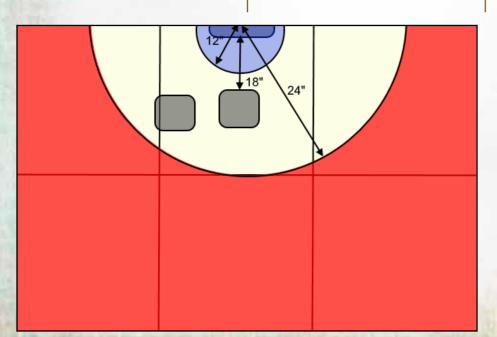
Sacrificial assault: If the general uses this ability in the hero phase, nominate a single unit within 12. That unit may reroll failed to hit and to wound rolls, but must also reroll successful save rolls.

Brettonians

Hold!: If the general uses this ability in the hero phase, no units of 20 or more models need take battleshock tests this turn.

THE BATTLEFIELD

There must be at least one terrain feature in contact with the centre of the northern table edge (such as an Orphidian Archway). An additional two terrain features must be placed within 18 of this point, representing the defensive position. The remainder of the board may be set up a as described in the Age of Sigmar rules sheet, ignoring the upper central square for generating terrain.







SET-UP

The Brettonians set up first, deploying their entire army within 12" of the center of the northern table edge. The undead must deploy no closer than 24" from the center of the northern table edge. All units, with the exceptions listed below, must be deployed in a column 24" from the eastern and western table edge. Monsters and all models with the Fly special rule must deploy within 18 of either the eastern or western table edge.

FIRST TURN.

Undead have the first turn.

DARK ENCHANTMENTS

Players must roll off in the first hero phase of each battle round. Both players add 1 to the roll for each wizard in their players army. If the Undead player wins the roll off, he gains an additional +1 to all casting and dispel rolls for the battle round. If the Brettonian players wins, the Undead players suffers -1 to all casting and dispel rolls for the battle round.

THE SISTERS OF ANCELIOUX

The Bretonnians gain an additional +1 to all casting and dispel rolls for each wizard if they are within 3" of another friendly wizard.

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VICTORY

The Undead player gains a major victory if he manages to get a hero model in contact with the center of the northern table edge. The hero has then stolen into the abbey and gained his prize!

The Undead player scores a minor victory if he has at least one hero model remaining by the end of the fifth battle round, and there are no heroes alive on the Brettonian side.

The Brettonian player immediately scores a major victory if all Undead heroes are slain.

The brettonian scores a minor victory if he has at least one hero left at the end of the fifth battle round.

Theodoric's Last Charge

It is no easy thing, to keep an army marching. For those who guide their forces by magic, much time is spent simply moving a thousand feet in front of the other. The reinforcing column has been struck, the defenders valiantly striking out to behead its commander. Without their leader, surely they will falter. The overwhelming advantage that is just beyond this battle can be turned, if only this force can be delayed or destroyed.

Desperate charges are not unknown upon the battlefield. There may come a time when the battle hinges on a single moment, a single charge of brave men. Such attacks are gambits, and this battleplan lets you recreate Theodoric's moment of heroism. Had he broken Arkhan upon his axe, the siege might have been lifted and victory grasped from the jaws of defeat. Though a bold move, daring such as this comes at a price. Should their moment falter, their foes will press in close and slay them. Death or glory awaits, for the dice have been thrown.

THE ARMIES

One player is Theodoric, riding into his final battle against the hordes of Undead. The second player is the undead, whose horde is controlled by a single leader.

THEODORIC'S OBJECTIVES

Everyone knows that to defeat the undead, you must slay the vile creature animating them. Only be ending the source of necromancy can the undead truly die. You have seen this ruler of the night, and vowed to end it before the abbey falls!

UNDEAD'S OBJECTIVES

The forces of the Undead have been flanked, and the very necromancer who keep their army together are threatened. This attack must be repelled if the abbey is to fall. Above all else, protect the Warlord! Encircle these fools and teach them the meaning of eternal life. Their service should start shortly, sacking that which they once held dear.

COMMAND ABILITIES

Undead

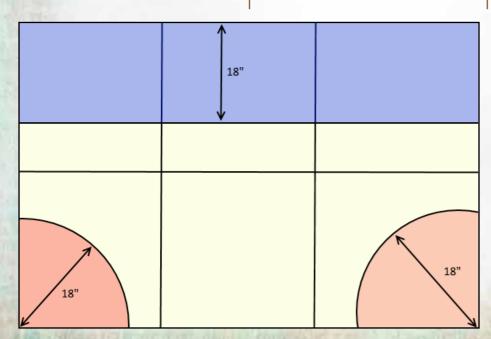
Siphon life: If the warlord uses this ability in the hero phase, nominate a friendly unit within 6". That unit suffers D3 mortal wounds, and the warlord heals the same amount of wounds.

Bretonnian

Thundering Charge: If the warlord uses this ability in the hero phase, nominate a friendly unit within 12". That unit adds 1 to their run and charge rolls, and may reroll failed to-hit rolls of 1 until the players next hero phase.

THE BATTLEFIELD

Place terrain as described in the Age of Sigmar rules sheet.







SET-UP

Players alternate between setting up models.

The Brettonians set up first, deploying one unit within 18" of either corner in his deployment zone. The next unit he sets out must be deployed in the other corner, and all further units must be alternated in this manner.

The undead deploy within 18" of the table edge of his deployment zone.

FIRST TURN

Brettonians may choose who has the first turn.

DESPERATE FOR REDEMPTION

The Brettonian warlord hates the Undead warlord, and may reroll failed to wound rolls of 1. His attacks also have an additional -1 rend.

CASTING THE ENCHANTMENT

The Undead player must choose a Wizard as his Warlord (and must therefore include one in his army). The Warlord may not cast spells during the game.

VICTORY

The Undead player immediately gains a major victory if the Brettonian Warlord is slain in the close combat phase.

The Undead player scores a minor victory the Brettonian warlord is slain in any other way.

The Brettonian player immediately scores a major victory if the Undead Warlord is slain by the Brettonian warlord in the close combat phase.

The Brettonian scores a minor victory if the enemy warlord is slain in any other way.

If neither warlord has been slain by the end of the fifth battle round, the game is a draw.

THE RESIDENCE OF THE PARTY OF T

The Battle of Mordkin Lair

Battles in the deep, dark places of the world are a confusing affair. Millennia of cave-ins, digging and monsters burrowing may turn even solid rock into a web of passages and deadly falls. This was how Mannfred experienced his sack of Mordkin lair, and this battleplan lets you experience that as well. Only those who are prepared for the unplanned will succeed in these dark caverns. Yet all is not in darkness, for each host rallies to its leader. Travel towards the sharpest noise and the foulest stench, and you will inevitable find your quarry.

Battling in such confused circumstances is hardly rare. Chase a Sylvaneth force into the roots of their woodland realms and you shall find nothing but branching paths.

Likewise those who seek plunder or glory in the Shadowlands will find their paths misted and their prospects dark. Any number of forces and regions may play host to such a battle, but one thing remains true; there is always a foe on the other end.

THE ARMIES

Mannfred Von Carstein is controlled by one player, seeking to find and slay the opposing warlord. Clan Mordkin is controlled by the other, and they seek to defeat the interlopers in their realm. Mannfred Von Carsteins's Warlord should be the more powerful of the two.

MANNFRED VON CARSTEIN'S OBJECTIVES

Mannfred Von Carstein seeks out the Fellblade, the bane of Nagash. He has broken through the outer defences of clan Mordkin, and now fights to recover that dread weapon. Despite the dark and dreadful surroundings, he has no fear. What threat could lowly Skaven pose him? Seek out every rat and slay them, the most cowardly one will no doubt have your prize.

CLAN MORDKIN'S OBJECTIVES

Clan Mordkin rallies to its own defences. But nothing comes easy when handling a Skaven army, and reinforcements are slow to come. Facing such a terrible foe, Warlord Feskit had brought out his most prized possession, and intends to show Mannfred why this blade is so rightly feared.

COMMAND ABILITIES

Mannfred von Carstein

Faster! Find them: If the Warlord uses this ability in the hero phase, nominate two units within 12", they may add D3 to their run or charge roll until the players next hero phase.

Clan Mordkin

This is our lair: If the general uses this ability in the hero phase, Nominate one friendly unit, excluding the Warlord, within 15". That unit may immediately redeploy as per the Dark Tunnels rules below.

THE BATTLEFIELD

Generate as described in the Age of Sigmar rules sheet.

SET-UP

The table is divided into six equal squares. Players alternate between setting down one non-hero unit in each square, until there is a single unit in each square. Mannfred von Carstein must deploy a Monster in one of these squares, and acts as Ithragar.

1	2	3
4	5	6





Once there is one unit in each square, Mannfred von Carstein deploys his Warlord in any of his squares. Clan Mordkin then deploys his Warlord in any of his squares. All other units deploy on the board as per the Dark Tunnels rules below.

FIRST TURN

Roll to see who has the first turn

DARKEST DEPTHS

This battleplan uses the Darkest Depths Time of War rules.

DARK TUNNELS

Each army may be reinforced by up to three units per turn from the remainder of their army. Destroyed units may also be redeployed as reinforcements.

Mannfred von Carstein receives his reinforcements from the table edge(s) of the square he deployed his warlord on. These units arrive in his movement phase, and may deploy up to 9 inches from the table edge, counting as that units move for that turn. This must also be more than 9" from enemy units.

Clan Mordkin receives more troops from the tunnels that make up their lair. Assign each square the Clan Mordkin player initially deployed in a number from 1-3. The reinforcements arrive in each of Clan Mordkin's movement phases. For each unit of reinforcements, roll a D3 for each unit to determine which of the squares they arrive in. A unit may not deployed closer than 9" to an enemy model.

ITHRAGAR

Once the gate to the Mordkin fortress, the mighty Ithragar has been reanimated by Mannfred. It now hungers after the blood of the Skaven The Monster representing Ithragar re-rolls Hit rolls of 1.

THE FELLBLADE

The Clan Mordkin Warlord carries the Fellblade in addition to any other weapons he may have. Unlike other close combat weapons, the warlord may choose not to use it in any given combat phase. The weapon has the following profile:

VICTORY

Mannfred Von Carstein scores a Major victory if he manages to slay the enemy Warlord with his own warlord.

Mannfred Von Carstein scores a minor victory if he slays the enemy warlord in close combat with a Hero.

Clan Mordkin wins a major victory if the Warlord slays the enemy warlord in close combat, or the Warlord survives until the end of the sixth battle round.

Clan Mordkin gets a minor victory if his own warlord has been slain outside of combat or survives, and the enemy warlord is slain by the end of the sixth battle round.

If neither warlord has been slain by the end of the sixth battle round, the game is a draw.

Туре	Attacks	Range	Hit	Wound	Rend	Damage
Melee	3	1"	4+	2+	-2	4

For any 1's on the roll to Hit, the Warlord suffers D3 mortal wounds. In each of the Clan Mordkin hero phases, the wielder of the Fellblade must roll a dice. On a 4+, the Warlord suffers a Mortal Wound.

The Fall of Heldenhame

There are many cases of ambushes and surprise attacks, few as cunning as Mannfred's assault on Heldenhame. While the outer walls are beseige d by hordes of shambling undead, he has taken a fast force to capture the keep and the treasure within. Using this battleplan, the defenders will have a hard time of repelling the foe. Yet such is the nature of any cunning strike, it would not be so wise if it was easy to prevent! The dangers are many however, for only a small force has arrived to aid Mannfred, and he must rely on himself as much as possible to achieve his goal.

The defenders must rally quickly, for time is short and the threats many. If they can hold off their foe for long enough, overwhelming numbers will count and victory may be secured. This could as easily be a lightning strike of Stormcast dropping within the walls of a Dreadfort, or a band of Skryre tunnelers emergin within the confines of a Magmahold. Such attacks are rare, for it calls for a callour or brave disregard for the lives of the distracting force, and a suitably quick and powerful strike team to deal the decisive blow.

THE ARMIES

One player controls the Imperial Army, the last garrison of the keep. They have limited numbers at first, but as the forces of their opponent, Mannfred Von Carstein, assault them, further men will be called.

IMPERIAL ARMY'S OBJECTIVES

The Imperial Army is steadfastly defending the outer wall. Rudolph Weskar has seen Mannfred's sneak attack, is now rallying the inner keeps defenders to repel this dastardly attack. Hold the line, do not allow the enemy within the keep! Losing it may cause the outer defences to falter, and all will be lost.

MANNFRED VON CARSTEIN'S OBJECTIVES

Mannfred Von Carstein has distracted the imperial garrison with an attack on the outer walls. Using this distraction, he has assaulted the inner keep with a small band of fast and flying troops, eager to steal his final prize. He is outnumbered, but if he can strike quickly his enemy will not have time to rally their forces.

COMMAND ABILITIES

Mannfred von Carstein

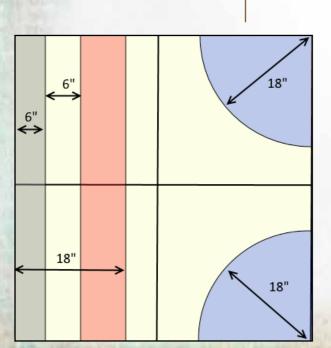
Slay the defenders: If the warlord uses this ability in the hero phase, nominate a friendly unit within 12". That unit rerolls failed to hit and to wound rolls on enemy units within 6" of the Keep.

Imperial Army

No time to lose: If the warlord uses this ability in the hero phase, choose one unit that has been destroyed during the game, or is held in reserve. That unit may immediately deploy according to the Rally the Keep rule below.

THE BATTLEFIELD

The game is played on a 4'x4' table, rather than the usual 6'x4'. Along the eastern table edge lies the Keep. This is represented by a 6" thick wall that stretches the entire length of the table. No other terrain is used.







SET-UP

Players alternate between setting up models.

The Imperial Army set up first, deploying one unit within 18" of either corner in his deployment zone. The next unit he sets out must be deployed in the other corner, and all further units must be alternated in this manner.

The undead deploy within 18" of the table edge of his deployment zone, at least 6" away from the keep.

FIRST TURN

The Imperial Army may choose who has the first turn.

RALLY THE KEEP

The Imperial Army player may choose to hold up to three units in reserve during deployment. At the start of any friendly movement phase, you may roll to see if they appear, on a roll of a 4 or more for each unit, these may enter the field during any Imperial movement phase. They must then be deployed within 6" of the Keep. Any reinforcements that arrive due to the No time to lose command ability must be deployed in the same way, but do not need to roll to check if they arrive.

VICTORY

The Undead player gains a major victory if the Warlord ends a battleround within 6" of the keep, but more than 12" from the closest enemy unit.

The Undead player scores a minor victory the if Warlord is within 6" of the keep at the end of the 5th battleround.

The Imperial Army player immediately scores a major victory if the Undead Warlord is slain by the Imperial army warlord in the close combat phase.

The Army player scores a minor victory if the enemy warlord is not within 6" of the keep at the end of the 5th battleround.

Death at the Nine Deamons

In this battleplan, relive the desperate fight to prevent the ressurection of Nagash. Mannfred von Carstein and Arkhan the Black have begun an ancient ritual of terrible potency. At the ritual site, Arkhan has seal himself beyond a powerful barrier, leaving the matter of war to Mannfred. Charging down into the crater are the forces of Eltharion the Grim, seeking to end the ritual and save the daughter of the Everqueen. Assaulting a foe in a prepared position is never an easy task, especially one that has barricaded themselves with magic. It will take great heroism to succeed, and much sacrifice.

There are many sorts of rituals and rites performed across the realms. The most dangerous or pwoerful are performed only by the mighty or the unknowing. In this case, it is a case of supreme might. Knowing the full burden of the task, a powerful barrier has been erected. The ritual is long and slow, so time is not of the essence. But it cannot be stopped unless the ritualist dies, and so it must be. Whether it is a Wierdnob Shaman calling upon the might of Gorkamorka or the summoning of an endless host of daemons, the ritualist must die.

THE ARMIES

Mannfred and Arkhan seek to resurrect Nagash. They have chosen the crater known as the Nine Deamons, and have erected a powerful magical barrier around it. If they succeed, an ancient evil may once again return to the world.

Eltharion the Grim leads his warhost in a desperate attempt to save the child of his friend. Though he cannot succeed in this, his heroism may yet prevent the return of Nagash.

MANNFRED AND ARKHAN'S OBJECTIVES

Years of planning have come to fruition. Nagash will soon return to the world. All the stands between you and this necessary fate is the puny force before you. Arkhan, mightier of the two, has sealed himself away to complete his ritual. Now Mannfred must muster their forces and drive off the foe. Preferably in time to slay Arkhan and take over the ritual for himself.

ELTHARION THE GRIM'S OBJECTIVE

Eltharion, friend of Prince Tyrion, seeks to save his friends daughter. Unbeknownst to him, her fate is already sealed, slain at the hands of Arkhan. Yet he is determined, and his force prepared, for no matter what the undead intend with her they must be stopped. If Arkhan kan be slain, the ritual is stopped, and Eltharion may have a chance to save the world.

36"

COMMAND ABILITIES

Mannfred and Arkhan

Reality weakens: If the Warlord uses this ability, nominate a friendly unit within 12". That unit may ignore wounds and mortal wounds on a roll of 5+.

Eltharion

Swift Like the Storm: If the Warlord uses this ability, nominate 3 units within 16". These units may run and charge for this turn.

THE BATTLEFIELD:

Place a Dragonfate Dias (or other suitable round summoning site) in base contact with the center of the eastern table edge. This represents the Summoning Site. Generate all other terrain as per the Age of Sigmar rule sheet, with the following exceptions. When rolling for the terrain properties, reroll any result that is not an Arcane or Deadly terrain piece. Do not roll for terrain properties for the summoning site, even if you do not use the Dragonfate Dias.





SET-UP

Arkhan and Mannfred must deploy one Hero with the Priest or Wizard keyword on the Summoning Site. No other model may be placed upon the Summoning Site. The rest of the army must be deployed within 36" of the eastern board edge. Eltharion may deploy anywhere within 24" of the center of the western board edge. Alternate between placing models.

FIRST TURN

Eltharion takes first turn.

PIERCE THE VEIL

If a Hero is within 3" of the summoning site, he may break through the summoners defences. The Magical Barrier around the Summoning Site is broken. The hero who broke through takes D3 Mortal Wounds.

THE SUMMONING SITE

One terrain piece, as chosen during Set-Up, will act as the summoning site. No model, excepting The Summoner, may be deployed in, summoned into, fly over, or otherwise enter the summoning site. Nor may any attacks in the shooting phase or hero phase be directed towards The Summoner.

Pierce the Veil ability has not been used, though The Summoner cannot leave the summoning site for any reason.

THE SUMMONER

Arkhan and Mannfred must nominate one model to be the summoner. This model must be deployed as per the Set-Up section. The Summoner cannot move beyond the Summoning Site for any reason, even if there are special circumstances that would be able to force him. Nor may the summoner target any model beyond the summoning site in the Hero or Shooting phase.

MASTER OF MAGIC

One Hero on the side of Eltharion with the Wizard keyword may have this ability. All friendly wizards withing 12" of this model add 1 to all cast and dispel attempts. May not be the Warlord or the model with Mistress of Blades.

MISTRESS OF BLADES

On Hero on the side of Eltharion may have this ability. All units within 12" of this model may reroll 1's to hit in the combat phase. May not be the Warlord or the model with Master of

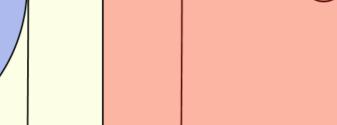
VICTORY

Mannfred and Arkhan win a Major victory in the enemy Warlord is slain and the barrier still stands at the end of the 6th battleround.

Mannfred and Arkhan win a minor victory if the barrier is broken and the enemy warlord is slain by the end of the 6th battle round.

Eltharion gains a major victory if The Summoner is slain, and neither the Warlord, Master of Magic and Mistress of Blades is slain.

Eltharion wins a minor victory if The Summoner has been slain, but either the Warlord, Master of Magic, or the Mistress of Blades has been slain



Battle of Skull Chasm

Traps, reinforcements and monsters all add to the dangers of fighting battles. This battleplans lets you recreate a battle with all three elements in play. It is easy enough o find yourself in a an ambush against a suitably cunning foe, as Neferata has. Grulsik is as cunning as any Goblin, and has seized his chance. But not all things can be prepared for, and Neferata has aid coming to here side. Krell marches with his legion, and will put an end to any who threatens his charge. The battlefield itself will also play its part, for the Underway is infested with dangerous monsters. No matter how brave or bound, battle will inevitably draw forth the shadows in the dark.

It is a desperate battle for survival, as every plan goes awry. As Neferata, you must slay the enemy ambushing you for his impudence, whilst making sure to escape the ambush. This sort of battle can be found anywhere from the glades of Ghyran to the valleys and hills of Ghur. Anywhere where there are wild creatures unbound by either army, a catastrophic conflict such as this may occur.

THE ARMIES

In this battleplan, one player takes the role of Neferata, the ambushed, and Gruslik, her dastardly ambusher. Each player should choose a suitable leader for their forces. In addition, there are many monsters in the dark, so make sure that there are additional non-aligned monsters available to ambush the players later.

NEFERATA'S OBJECTIVES

Neferata, seeking an artifact to bring her favour with Nagash, has been ambushed. She must hurry out of the ambush site and continue on her quest. If she cannot, then the Great Necromancer may look upon her with displeasure. She will be aided by Krell's Doomed Legion, so there is no excuse for failure.

GRUSLIK'S OBJECTIVES

Gruslik has finally threatened, cajoled, bribed and murdered his way to a sizable army. Using his knowledge of the caves and passages through the World's Edge Mountains, he intends to launch an ambush that will destroy the vampire and secure his position as the greatest Goblin this side of the dark lands. There are only two things unaccounted for; how hard it is to kill the dead, and the countless monsters lusting for blood. Surely the mighty Gruslik kan overcome such minor obstacles!

COMMAND ABILITIES

Neferata

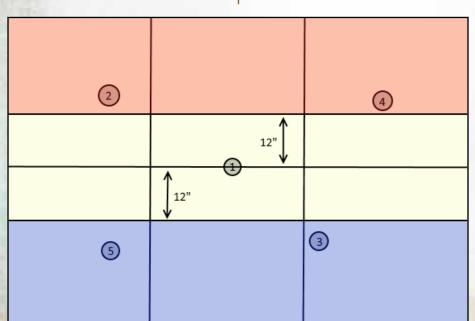
Protect me you fools: If the Warlord uses this ability, on a 2+ the Warlord may redirect any wounds suffered, including Mortal Wounds unto a friendly unit within 6". These count as being Mortal Wounds on the redirected unit.

Grulsik

Arduous Authority: If the Warlord uses this ability, nominate a friendly unit within 8" and inflict D3 mortal wounds on it. For every model slain, one unit within 12" does not take battleshock tests until the players next Hero phase.

THE BATTLEFIELD

Generate as per the Age of Sigmar rule sheet. In addition to this, players alternate between placing two monster tokens, as well as one in the center of the board. Number these from 1-5. These will interact with the The Monster Awakens rule listed below.







SET-UP

Players must deploy at least 12" from the center line, running from the long table edges. Neferata deploys first. Alternate between setting up units.

Gruslik must have an additional force of ambushers ready to strike. These enter play from a randomly determined long edge. This force must include at least one Monster. This force is activated by the The Trap is Sprung rule below.

Neferata must also have a small force in reserve. This force enters play from a randomly determined long table edge. A hero must be present in this reserve force. These units are activated by the Doomed Legion rule below.

FIRST TURN

Gruslik takes first turn.

DARKEST DEPTHS

This battleplan uses the Darkest Depths Time of War rules.

THE MONSTERS AWAKEN

In the start of each battleround from the second, roll a dice. On a 1-5, deploy a unit with the Monster keyword on that token. Then remove the Token. On a 6, or a roll on a removed token, nothing happens. The Monsters that arrive using this rule are treated as enemy models by both sides. They move 3D6 in each movement phase, fire their weapons in each shooting phase, charge in each charge phase if possible, pile in and attack the closest unit in each combat phase. Activate the monsters before any units under player control have acted in each phase.

THE TRAP IS SPRUNG

At the beginning of Gruslik's third turn, the reserve force arrives from a randomly determined table edge. Deploy them anywhere within 8" of the table edge, more than 9" away from an enemy model.

DOOMED LEGION

At the beginning of Neferata's fourth turn, the reserve force arrives from a randomly determined table edge. Deploy them anywhere within 8" of the table edge, more than 9" away from an enemy model. If a Hero is deployed with these rules, that hero rerolls all failed to-hit and to-wound rolls on enemy Monsters.

GAME LENGTH

The game lasts 6 battlerounds.

VICTORY

Neferata wins a major victory if she ends a battleround in base contact with Gruslik's table edge, and the enemy Warlord is slain.

Neferata wins a minor victory if she ends a battleround in base contact with Gruslik's table edge.

Gruslik gains a major victory if the enemy Warlord is slain.

Gruslik wins a minor victory if the enemy Warlord has not ended a battleround in base contact with the his table edge by the 6th battleround, and the friendly Warlord has not been slain.

Battle of Valaya's Gate: part 1

When multiple parties seek the same objective, it is not always best to be there first. Thorek Ironbrow has found an ancient gate bound by runes older than many holds. This is the greatest task he has given himself, for if his suspicions are true, no prize can be greater. Arriving only shortly thereafter, Neferata and Krell find the dwarfs have not dug into their battlelines. Haste has made the dwarfs vulnerable, even if that same haste has prevented their own lines from forming orderly ranks. Such battles are not uncommon when time is of the essence, or caution thrown to the wind.

The battleplan can be used to represent any number of situations in the Mortal Realms. Perhaps the Bloodbound are ambushing Stormcast attempting to open a closed Realmgate, or Ironjaws assaulting an Arcanite cult trying to pry apart a portal to the Realm of Chaos? The defender must in any case rearrange his battleline before his strung out position is smashed aside by the attacking force.

THE ARMIES

Each player picks an army, then decides who plays as Neferata and Krell and who plays as Thorek Ironbrow. If one player wishes to have the larger force, that player should act as Neferata and Krell.

NEFERATA AND KRELL'S OBJECTIVES

Neferata and Krell have arrived at their destination. They seek now to complete their task, and seize the power behind sealed dwarfen doors, and defended by dwarfen arms. Neferata and Krell must prevent the Gate of Valaya from being opened.

THOREK IRONBROW'S OBJECTIVES

Thorek Ironbrow has found a treasure of incredible value. A gate, so well wrought and well sealed that it has not been disturbed since the beginning of the Dwarf empire. He seeks to open the gate, and uncover the great secrets within (though their nature is unknown to him).

COMMAND ABILITIES

Neferata and Krell

Gloom and Darkness: If the Warlord uses this ability, nominate one enemy unit within 8". That unit suffers an additional +2 on their battleshock test. If they suffer no casualties that round, they must still take a test if it possible for them to fail it.

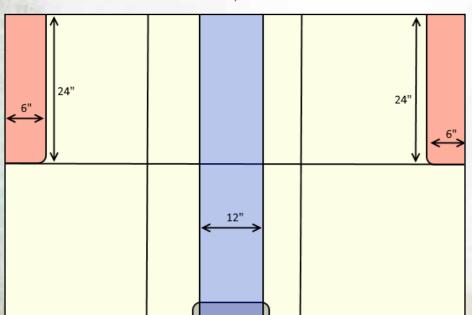
Thorek Ironbrow

Riddle of the Runes: The Warlord may use this ability from the beginning of battleround 3. If he is within 6" of Valayas Gate, roll a dice. On a 6, the gate opens. If used in battleround 4, on a roll of 5 or 6, the gate opens. If used in battleround 5, the gate opens on a 4 or more.

If the Warlord is slain, nominate a second hero to act as Warlord in his stead. This model may use the Riddle of the Runes command ability. If this model is also slain, then Thorek Ironbrow cannot win the game.

THE BATTLEFIELD

Generate as per the Age of Sigmar rule sheet. In addition to this, place a single structure in the center of the southern board edge.







An Orphidian Archway or a
Baleful Realmgate is ideal for this.
This represents the Gate of
Valaya, and follows the rules below.
In addition, leave space open in the
northeastern and northwestern table
corners, as these will interact with the
Tunnels of Death rule listed below.

SET-UP

Neferata and Krell must deploy within 6" of western or eastern table edge, in a corridor which stretches 24" from the northern edge. Units must alternate between being deployed in the western or eastern deployment zone.

Thorek Ironbrow may deploy his force anywhere within 12" of a center axis, running from north to south. In addition, the Warlord must be deployed within 6" of the Gate of Valaya.

FIRST TURN

Neferata and Krell take the first turn.

DARKEST DEPTHS

This battleplan uses the Darkest Depths Time of War rules.

MAGICAL DEARTH

Due to the effects of Valayas becalming runes, all spells require an additional 2 on their casting value.

TUNNELS OF DEATH

No units belonging to Neferata and Krell may enter the battlefield from any point other than northeastern and northwestern table edges. This does not apply to models who do not need to enter within a certain distance of the table edge. (For example: units that must deploy within 9" of the table edge with arriving as reinforcements may only arrive within 9" of the specified corners. Summoned units may be summoned as normal)

Units belonging to Thorek Ironbrow may only enter the battlefield from the eastern or western board edge within 24" of the southern table edge.

GATE OF VALAYA

Place the Gate of Valaya in base contact with the center of the southern table edge. The Gate of Valaya does not use any terrain-specific rules (such as the ruled for the Orphidian Archway or Baleful Realmgate), nor does it roll on the scenery table. The Gate of Valaya always counts as Inspiring for the forces of Thorek Ironbrow. It has no effect for the forces of Neferata and Krell.

VICTORY

Neferata and Krell win a major victory if slays the enemy Warlord, and any secondary Warlord if applicable.

Thorek Ironbrow gains a major victory if the Gates of Valaya are opened by the end of the fifth battleround.

If there is any other result, the game is drawn.

Battle of Valaya's Gate: part 2

When an artifact of surpassing power or worth is found, it always draws the attentions of vile things. Such was the case for the Battle of Valaya's gate, when armies of Dwarfs, Undead and Goblins clashed. Thorek Ironbrow has unearthed the greatest treasure in Dwarven history, but finds himself trapped and assailed by two foes. Neferata and Krell, who have been relentlessly fighting the dwarfs also find themselves ambushed by Gruslik's return. Only the strongest, most cunning and most desperate can survive such a battle. And in this case, the dwarfs are desperate indeed. This is a truly chaotic battle, worthy of the prize they seek. It is not unthinkable to see such a confusing series of events happening in the glades of the Sylvaneth, assaulted by Rotbringers and drawing the attention of a nearby Orruk clan perhaps. These battles are rare, but no doubt each side considers it well worth the fight.

THE ARMIES

There are three players for this battleplan. Decide between you who shall be Neferata and Krell, who shall be Thorek Ironbrow and who shall be Gruslik.

THOREK IRONBROW'S OBJECTIVES

Thorek Ironbrow has achieved his lifes greatest triumph. He has found one of the lost ancestor Gods, and must now defend her body with all that he has, lest this victory become a tragedy.

NEFERATA AND KRELL'S OBJECTIVES

Neferata and Krell continue to push their relentless attack. Their prize must be secured before the cursed dwarfs realise what they might achieve.

GRUSLIK'S OBJECTIVES

Grulsik strikes back. Drawn by the fighting, and eager for revenge, Grulsik intends to spare neither dwarf nor undead, even if he doesn't know why they're fighting.

COMMAND ABILITIES Neferata and Krell

Gloom and Darkness: If the Warlord uses this ability, nominate one enemy unit within 8". That unit suffer an additional 2 on their battleshock test. If they suffer no casualties that round, they must still take a test.

Thorek Ironbrow

The Power of Valaya: The Warlord may use this ability if he is within 6" of the Gate of Valaya. If he uses this ability, no spells may be cast within 24" of the Warlord until the Warlords next hero phase.

20

Grulsik

Sneak Attack: Nominate three friendly units within 18". These may reroll 1's to hit on either Neferata and Krell's forces or Thorek Ironbrow's forces until Grulsiks next hero phase.

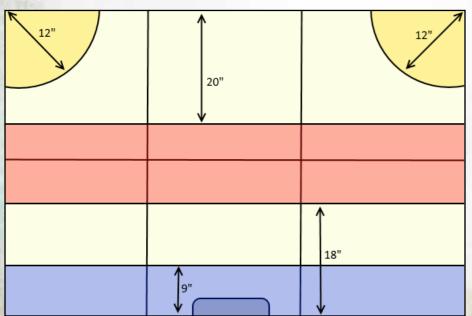
THE BATTLEFIELD

Generate as per the Age of Sigmar rule sheet. In addition to this, place a single structure in the center of the southern board edge. An Orphidian Archway or a Baleful Realmgate is ideal for this. This represents the Gate of Valaya, and follows the rules below. In addition, leave space open in the northeastern and northwestern table corners, as these will interact with the Tunnels of Death rule listed below.

SET-UP

Thorek Ironbrow sets up his forces within 9" of the southern table edge.

Neferata and Krell set up their forces more than 18" away from the southern table edge, and more than 20" away from the northern table edge. Gruslik deploys as per the Waaaaagh! Grulsik rule beneath.





In addition, Thorek Ironbrow should prepare a reinforcement force, led by King Kazador. See the Royal

FIRST TURN

Roll to see who takes first turn.

Reinforcements rule below.

DARKEST DEPTHS

This battleplan uses the Darkest Depths Time of War.

MAGICAL DEARTH

Due to the effects of Valaya's becalming runes, all spells require an additional 2 on their casting value.

WAAAGH! GRULSIK

Grulsik and his army enters the battlefield at the beginning of his first movement phase. Deploy the army within 12" of either the northwestern or northeastern table corner. If there is no space left in either zone, the remaining units will stay as reinforcements, and will deploy in Grulsiks next movement phase.

TUNNELS OF DEATH

No units belonging to Neferata and Krell or Grulsik may enter the battlefield from any point other than northeastern and northwestern table edges. This does not apply to models who do not need to enter within a certain distance of the table edge. Units belonging to Thorek Ironbrow may only enter the battlefield from the eastern or western board edge within 24" of the southern table edge

ROYAL REINFORCEMENTS

King Kazador marches to the defence of Thorek! During setup, Thorek Ironbrow should set aside a force roughly half as large as the other forces. This must include a Hero. This force enters the battlefield during Thorek Ironbrows third movement turn, following the rules for Tunnels of Death described above. As Kazador enters the field, he blows the legendary Thunderhorn. None of Thorek Ironbrows forces need take battleshock tests until Thorek Ironbrows next hero phase.

GATE OF VALAYA

Place the Gate of Valaya in base contact with the center of the southern table edge. The Gate of Valaya does not use any terrain-specific rules nor does it roll on the scenery table. The Gate of Valaya always counts as Inspiring for the forces of Thorek Ironbrow. It has no effect for the forces of Neferata and Krell or the forces of Grulsik.

Now that the Gate of Valaya is open, the Warlord of Neferata and Krell may enter it. Agree before the start of the game which point counts as the entrance, the doorway of the Orphidian Archway, or the gateway of the Baleful Realmgate are ideal for this. Due to the low ceiling of the gate, models may not use their fly move (if any) to enter the Gate of Valaya, if defenders are blocking the way they must be slain first!

THE ANVIL'S DOOM

In any of Thorek Ironbrows hero phases, within 6" of the Gate of Valaya, the warlord may elect to strike the anvil. If he does so, the warlord is slain. Every unit within 3D6 suffers D6 Mortal Wounds. Any unit within 3" suffers 2D6 Mortal Wounds instead.

VICTORY

Neferata and Krell win a major victory if the Warlord enters the Gate of Valaya by the end of the fifth battleround.

Thorek Ironbrow gains a major victory if the Warlord is still alive and the Warlord of Neferata and Krell have not entered the Gate of Valaya. Grulsik gains a major victory if both the enemy Warlords have been slain by the end of the fifth battleround.

Any other result is a minor victory to Thorek Ironbrow (such is his accomplishment).

The Defence of Alderfen

The gates are breached! That is at least something one might say playing this battleplan. The Auric Bastion, a vast shield of faith, has opened, and now daemons pour forth through it. All is not lost, for the faith is strong, and the wall will heal. The defenders must hold the line for as long as possible, hopefully pushing back the attackers before they can get through. Slowly the wall will close, and crush any who stand in its way.

Vast, self-healing walls may be rare, but both the woodcraft of the Sylvaneth and the works of the Duardin could create such a bastion. Indeed, Vandus Hammerhand himself fought to breach such a bastion at the Bloodcombe, where only the might of the Godbeast Ignax could penetrate the defences.

THE ARMIES

This scenario may be played as either a two-player or a three-player game. If it is played as a two-player game, use only the rules for Valten and Gurug'ath, with the exceptions noted below. Once the number of players has been decided, each player must choose to be either Valten, Vlad Von Carstein (in the case of three-player games) or Gurug'ath.

VALTEN'S OBJECTIVES

The Auric Bastion has been breached, and only Valten stands in the way of the forces of Chaos. He prepares his defences for a battle he may not survive. Valten must hold until the Auric bastion closes.

VLAD VON CARSTEIN'S OBJECTIVES

Vlad Von Carstein has arrived to shore up the defences and buy time for the lord of undeath. The Empire cannot fall, and that means the Auric barrier must be held! Vlad Von Carstein seeks to destroy any threat to the Empire

GURUG'ATH'S OBJECTIVES

Barging through the cursed wall of faith, the Great Unclean on Gurug'ath seeks to spread nurgles rot to the Empire beyond it. Gurug'ath must sweep aside any opposition.

COMMAND ABILITIES

Valten

Push them Back!: If the Warlord uses this ability, nominate one enemy unit within 12", and within 3" of a friendly unit. That unit must move D6 back towards the Gurug'ath table edge.

Vlad von Carstein

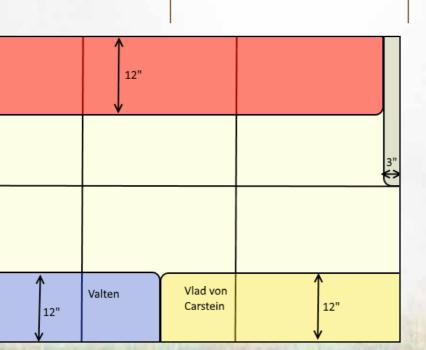
Haunted battlegrounds: If the Warlord uses this ability, nominate a piece of terrain within 16" (not included the Auric Bastions). Any enemy unit within 3" of that terrain piece suffers D3 Mortal Wounds as the undead stir to life and attack.

Gurug'ath

Plague Horde: If the Warlord uses this ability, you may deploy one unit, previously destroyed in the game, within 6" of your table edge. This counts as their move for the turn.

THE BATTLEFIELD

Generate as per the Age of Sigmar rule sheet, with the following exceptions. Do not generate or deploy any terrain on the northern half of



22





the table. This is the place of the Auric bastion, and is completely barren. To represent the Auric bastion, place two markers on the center line (running east-to-west), each 3" from the short table edges.

SET-UP

Valten deploys in an area along the southern board edge, 12" from the center line, on the left half of the table.

Vlad Von Carstein deploys along the southern board edge, 12" from the center line, on the right half of the table.

Gurug'ath may deploy anywhere between the northern table edge and 12" from the center line. You may not deploy on or within the Auric Bastion.

Note on two-player games: If only one player is the defender, alternate deployments between Valten and Vlad Von Carstein's deployment areas.

FIRST TURN

Roll to see who takes first turn.

THE AURIC BARRIER CLOSES

The Auric Bastion is a magical wall of supreme power. Draw a line between the markers and the northern ta-

ble edge, this represents the Auric barrier. Anything between this line and the corresponding short table edge is also the Auric barrier. Any model which touches or is within the bastion is destroyed.

In the beginning of each Hero Phase, the Bastion closes further. Roll two dice to determine the distance the barrier moves. Apply the highest result to one marker, and the lowest result to the other. Move the markers along the center line towards the opposite table edges (so one barrier-half may move past the half-way point should the other half be slow). The player whose turn it is determines which result is applied to each marker. If the two markers meet, the Barrier is sealed.

HOLD THE BARRIER

Gurug'ath wizards know the following spell:

Hold the Barrier:

The wizard bends mind and will to hold back the holy wall, if only for a while. The spell has a casting value of 4. You may target a single half of the Auric bastion within 10". If the spell goes of successfully, the Auric bastion retreats D3".

VICTORY

Valten wins a Major Victory if the Barrier is sealed and two thirds of the enemy force have been slain by the end of the fifth battleround.

Valten gains a minor victory if the Barrier is sealed, but less than two thirds of the enemy force have been slain by the end of the fifth battleround.

Vlad Von Carstein gains a Major Victory if the enemy Warlord has been slain and the Barrier is sealed by the end of the fifth battleround.

Vlad von Carstein wins a minor victory if the barrier is sealed, but the enemy Warlord has not been slain by the end of the fifth battleround.

Gurug'ath wins a major victory if the Barrier has not been sealed, and he has slain at least one enemy Warlord by the end of the fifth battleround.

Gurug'ath wins a minor victory if the barrier is not sealed by the end of the fifth battleround, and his Warlord is still alive.

Any other result is a draw.

Death of a Traitor

Balthasar Gelt, Supreme Patriarch of the Colleges of Magic, has uncovered a conspiracy to assassinate the Emperor. Perhaps unwisely, he has chosen to accuse Valten of this plot, and to use his newfound skills in Necromancy to slay him. The good people of the Empire do not take kindly to this, and arms are taken up against the Supreme Patriarch. Neither side whishes to slay the most important person on the field! Rather, this is a battle of wills and misdirected fury. A tragic misunderstand pitting good men against each other, such is the ways of Chaos.

In this battle, Gelt seeks not to kill the Emperor, but rather the boy Valten. Such a misunderstanding is easy, for the ways of chaos are mysterious. It might as well be a Runeson accusing another of a plot to murder their father, or a Lord-Veritant accusing a Freeguild General of harbouring sympathies for Tzeench. In either case, there is a true assassin at large, but neither side knows who it is.

THE ARMIES:

One player acts as Balthasar Gelt, whilst the other controls the forces of Valten.

BALTHASAR GELT'S OBJECTIVES

Balthasar Gelt has rushed to Castle Von Raukov to reveal a plot to assassinate the Emperor. Mistaken in his accusation, but correct in his fears, Gelt takes desperate measures to save Karl Franz. Balthasar Gelt is must slay Valten, for he believes the young boy to be an assassin.

VALTEN'S OBJECTIVES

Valten, falsely accused of treason, is now rushing to defend his Emperor against the true traitor. He must reach the Emperors side to protect him from the rogue wizard, though he does not know that there is still an assassin amongst the Emperors ranks.

COMMAND ABILITIES

Valten

Kill the Wizard, end the Battle: If the Warlord uses this ability, all friendly models within 6" may reroll 1's on their Hit and Wound rolls when attacking the enemy Warlord.

Balthasar Gelt

A Demon! A Demon!: If the Warlord uses this ability, nominate one enemy unit within 20". That unit suffers -3 bravery until your next hero phase, as the accusations of Gelt hit home and their faith is torn between Valten and the Supreme patriarch.

THE BATTLEFIELD

Generate as per the Age of Sigmar rules sheet.



SET-UP

The Valten player may set up the Karl Franz objective marker anywhere within 12" of the center of the northern table edge. Valten has two deployment zones. The northern deployment zone is an area within 12" of the Karl Franz marker. The southern deployment zone is within 18" of the southwestern corner.

Valten must alternate placing models in each deployment zone, starting with the northern. Balthasar Gelt deploys his army within 24" of the southeastern table edge.

FIRST TURN

Roll to see who takes first turn.

PROTECT THE EMPEROR

The Reiksguard have formed an impenetrable barrier around the Emperor. Karl Franz is now well protected from any army, and the Reiksguard will strike at anything that comes too close. Any unit from Balthasar Gelt's army that has comes within 6" of the Karl Franz objective marker suffers D3 mortal wounds. Any such unit that ends its turn within 6" suffers an additional D3 Mortal Wounds.

No unit from Gelt's army may move closer than 3" to the Karl Franz objective marker under any circumstances, including summoning, moving by spells and abilities.

THE TRUE ASSASSIN

Unbeknownst to either side, the real assassin is primed to slay the Emperor. Roll a dice at the end of each battleround and add the turn number. If the result is 8 or more, play one last battleround, then end the game. The Assassin is about to strike!

VICTORY

Valten wins immidietely if Balthasar Gelt's Warlord is slain.

Valten suffers a crushing defeat is he is not within 6" of the Karl Franz objective marker, and the game ends by the True Assassin rule.

Balthasar Gelt wins immediately if the enemy Warlord is slain.

Heffengen: River of Undeath

Heffengen was a massive battle, one of the largest of the latter days of the Empire. Across three flanks, Chaos and Empire clashed in an attempt to hold off the followers of the Archaon. On the Eastern flank, boardering the river Revesnecht, Crom the Conquerer heralds the coming of Archaon. Facing the Herald of the Everchosen is Valten, now wielding the hammer Ghal Maraz. Vlad Von Carstein too has pledged himself to the Empire's defence, and intends to use the Revesnecht to outflank the forces of Chaos.

Using the terrain to one's advantage is always important. This battle lets you use a river to command a flank and strike at your leisure. Any commander would know to use that if they can, such a a Fyreslayer force parting a magmaflow to pass, or a Sylvaneth army growing a bridge across a deadly chasm.

THE ARMIES

The players must each decide which force they wish to play. One must be Crom the Conqueror, the other the Imperial Defenders.

CROM THE CONQUEROR'S OBJECTIVES

Crom the Conqueror leads the army of the dark gods on the eastern flank of the Battle of Heffengen. He is determined to crush his foes and herald the coming of the Everchosen.

IMPERIAL DEFENDER'S OBJECTIVES

Fighting in a massive battle, Valten and Vlad von Carstein rush in to reinforce the eastern flank.

Heffengen is but the first step to the wider Empire, but the forces of Chaos must be held back here, on the banks of the river Revesnacht.

COMMAND ABILITIES

Crom the Conqueror

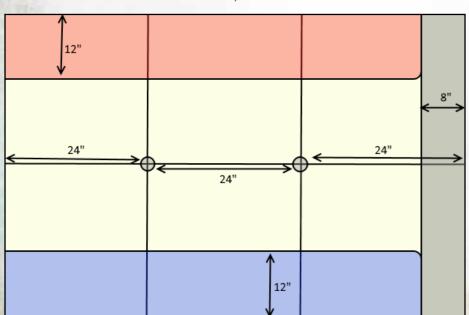
Herald of the Everchosen: If the Warlord uses this ability, all enemy units within 6" suffer an additional -2 modifier to their Battleshock tests until your next hero phase.

Imperial Defenders

We hold them here!: If the Warlord uses this ability, nominate up to three friendly units within 12". Those units are immune to battleshock until your next hero phase.

THE BATTLEFIELD

Generate as per the Age of Sigmar rules sheet, with the following exception. Along the eastern edge of the table, the river Revesnacht flows. Set up a suitable terrain piece to represent it. If you do not have a suitable river, mark the edge of the river with some markers, 8" from the board's edge. No models may move into the river or across it, unless they have the Fly special rule or are arriving as a part of the River Reinforcements scenario rule.







SET-UP

Crom the Conqueror deploys anywhere within 12" of the northern table edge. The Imperial Defenders deploy anywhere within 12" of the southern table edge. Also set up two objective markers, each along the center line of the board, 24" from each other and the table edges. The Imperial Defenders may choose to hold up to half of their units in reserve, to arrive as River Reinforcements

FIRST TURN.

Crom the Conqueror takes the first turn.

RIVER REINFORCEMENTS

The River Revesnecht flows slowly in this part of the world. With cunning and guile, the defenders of the empire have positioned reinforcements on the other side of the bank, hidden and prepared to cross over on a moments notice. Or perhaps it is the undead, hidden in the dark depths of the river who seek to cross and aid their mortal allies? The Imperial Defenders may call upon their allies at the beginning of any movement phase. Deploy then the entire force held in reserve within 6" of the Revesnacht. This counts as their movement for the turn.

CAPTURING THE FIELD OF BATTLE

Both sides seek to take the battlefield for their own. To this end, each side seeks to accomplish deeds that will drive their foe from the field, these deeds are represented by battlepoints.

Consult the following chart to see how many battlepoints each side generates during the battle. These stack if several come into play at once (such as slaying a hero model). An objective marker is held by the side that has the most models within 3" at the end of each turn (so twice per battleround).

Each side gets points for:

- Destroying an enemy unit (1
- Slaying a Hero model or a Monster unit (1)
- Slaying the enemy Warlord(1)
- Holding an objective marker(1)

VICTORY

Crom the Conqueror wins a major victory if he has at least 8 points more than his opponent by the end of the fifth battle round.

Crom the Conqueror wins a minor victory if he has at least 4 points more than his opponent by the end of the fifth battle round.

The Imperial Defenders win a minor victory if they have at least 4 points more than their opponent by the end of the fifth battle round.

The Imperial Defenders win a major victory if they have at least 8 points more than their opponent by the end of the fifth battle round.

Any other result is a draw.

Heffengen: Fire and Iron

The battle of Heffengen hangs by a thread. The center has stalemated, and the eastern half is helf by the Imperial Defenders. To break through and secure victory, the riders of the north have been unleashed. The Western flank holds much of the Empire's artillery, a perfect target for swift-moving forces. Such a reckless battle is common for the forces of Chaos, as they seek glory and blood against prepared, dug-in foes. Not everything can be solved with subtly, and many a Lord of Chaos has risen from battles such as these. Yet as the men of the Empire know, many more hordes of Chaos have been shattered by the cannonade of artillery and shots of muskets.

This battle is between a swift-moving force and a prepared line of artillery and gunmen. It will be brutal, bloody and fast. Either the charging forces reach their foe largely intact, or the weathering hail of gunfire breaks them before they can turn their swords red. Perhaps amongst the most common battles between the forces of Order and Destruction or Chaos, for it has little subtlety.

THE ARMIES

One player acts as the men of Talabheim, whilst the other controls the Northern Cavalry. The player with the most War Machines should play as Talabheim.

NORTHERN CAVALRY'S OBJECTIVES

On the western edge of the battle of Heffengen, the northern cavalry charged true. They aimed to encircle their foe and smash them from all sides. Only their attack could break the stalemate developing in the center. The Northern Cavalry must destroy the Talabheim men.

TALABHEIM'S OBJECTIVES

The men of Talabheim were given the task to defend the western flank. Digging in, they drew up their artillery and gunners. Any foe that dared meet them would bear the full brunt of an imperial cannonade, and the cold, hard steel of Talabheim's finest.

COMMAND ABILITIES

Northern Cavalry

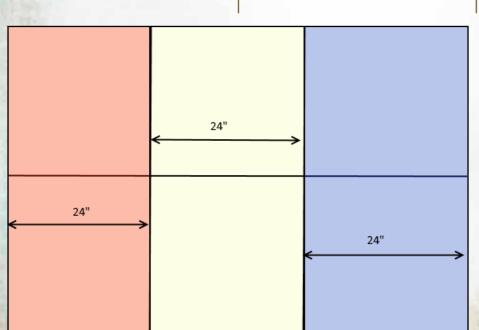
Charge of the Light, medium and heavy brigade: If the Warlord uses this ability, all friendly units within 12" may run and charge in the same turn.

Talabheim

Cannons to the left! Cannons to the right! If the Warlord uses this ability, nominate D3 friendly War Machine units within 12". Those units may fire twice in the following shooting phase.

THE BATTLEFIELD

Generate as per the Age of Sigmar rules sheet.







SET-UP

The Northern cavalry deploys anywhere between the western board edge and 12" of a center line running north-south.

The men of Talabheim deploy between the eastern board edge and 12" of the center line. They must include at least 2 War Machines in their army.

FIRST TURN

The Northern Cavalry takes the first

HOLD STEADY

No Talabheim unit may declare a charge before the third battleround.

TRUST IN FIREPOWER

All Talabheim units may reroll To Hit rolls of 1 in the shooting phase.

HORSEMEN OF THE NORTHERN WASTES

All Northern Cavalry units may reroll failed Hit and Wound rolls of 1 on a turn they have charged.

VICTORY

The Northern Cavalry win if they slay at least two thirds of the Talabheim models by the end of the fifth battle round.

The men of Talabhein win if they slay at least three quarters of the enemy models by the end of the fifth battle round.

Any other result is a draw.

Heffengen: Gurug'ath's Doom

And so it comes to this. At the center, the fate of Heffengen, and perhaps the Empire, is decided. Karl Franz has taken up the center, urging the army to stand firm. Gurug'ath has returned, breaking free from his prison within the Auric bastion. Now he seeks to slay the Emperor and break the back of the imperial army. The battleplan represent the all out slaughter of the battle, revolving around the two mighty heroes.

This is a simple battle of heroes, where the lives of soldiers are spent as currency. Anywhere in the realms where two armies must break each other, this battleplan can be used. It has little room for ploys and tricks, the only measure of success is in blood and skulls.

THE ARMIES

Each player picks and army, then they must determine who shall play as Gurug'ath and who shall play as Karl Franz.

GURUG'ATH'S OBJECTIVES

Gurug'ath has returned after his humiliating defeat at Alderfen. Simmering with rage, the greater demon now leads an all-out assault on the men of the Empire, and their righteous lord. Gurug'ath seeks to destroy the imperial army, and their Emperor too.

KARL FRANZ'S OBJECTIVES

Karl Franz has personally taken command of the center of the Heffengen lines. Now he faces a Greater Demon of Nurgle, and an endless horde of marauders. Only his presence can keep the imperial lines fighting. Karl Franz must repel the enemy attack, and gain the day for the Empire.

COMMAND ABILITIES

Gurug'ath

A plague upon you!: If the Warlord uses this ability, nominate an enemy unit within 14". That unit suffers 1 Mortal Wound, and has a -1 To Hit penalty until your next hero phase.

Karl Franz

Men of the Empire, to me!: If the Warlord uses this ability, all friendly units with 12" are immune to battleshock.

THE BATTLEFIELD

Generate as per the Age of Sigmar rules sheet.

SET-UP

Gurug'ath has two deployment zones. One goes from the northern table edge and 9" into the table. The second goes from that zone and a further 9" into the table. Gurug'ath must alternate between deploying units in the first and second deployment zone.

Karl Franz sets up anywhere within 18" of the southern table edge.

9"





FIRST TURN.

Gurug'ath takes the first turn.

GURUG'ATH'S REVENGE

Gurug'ath inspires a vengeful hatred against the foes that humiliated him. All Gurug'ath units may reroll wound rolls of 1 within 12" of Gurug'ath's Warlord.

KARL FRANZ, MANKIND INCARNATE

All units belonging to Karl Franz detract 2 when rolling for Battleshock within 24" of Karl Franz' Warlord.

VICTORY

Gurug'ath immediately wins a crushing victory if he slays Karl Franz' Warlord.

Karl Franz wins a major victory if he slays the enemy Warlord and two thirds of the enemy models.

Karl Franz wins a minor victory if he slays half the enemy models.

Any other result is a draw.

Battle of Blight Water

At the Battle of Blight Water, Krell met King Phar upon the banks of the Blight Water. In Krell's case, quite literally. Crossing a river is always a dangerous affair, and this battle was no different. Battle order is disrupted as troops are channeled over bridges, wade across shallows or march across the bottom. Krell knew he could rely on his troops making it across, but it was impossible to tell when they would arrive, stuck in mud and debris beneath the waves. So it fell to him tactics and his skill at arms to secure the far side of the river. Only then could he march into Nehekhara proper.

Such a battle often represents a defenders best chance at destroyed their foe. Any army will be vulnerable as it crosses a river. A cunning defender will know to concentrate their entire army against the enemy's piecemeal march across the waters. Though the undead crossed by marching beneath the river, most armies will cross in barges, on bridges or over shallows. An Order Draconis force could easily repell a Clan Verminus horde many times their size by assaulting each warband as it landed. Or a cunning Bonesplitter who attacks a Beastclaw raider force as it crosses a frozen bridge of its own design, tearing into the monsters before they can ready a devastating charge.

THE ARMIES:

In this battle, one player chooses the side of Krell, attack from across the river. The other play acts as King Phar, and must repell the enemy marching on his shores.

KRELL'S OBJECTIVES

Krell, Mortarch of Despair strikes the first blow in Nagash' campaign against Nehekhara. Crossing the Blight Water river, he pits his indomitable will against that of King Phar of Numas. He must strike swiftly, and create a beach head so the full force of his army may pass into the land of the Tomb Kings.

KING PHAR'S OBJECTIVES

King Phar of Numas has been tasked with defending the border. Knowing the Blight Water to be the first obstacle his opponent must pass, he seeks to drive any crossers into its turgid water. Though he has countless miles behind him from which to counter attack his foe, Phar knows that the Blight Water is his greatest chance of stopping the enemy.

COMMAND ABILITIES

Krell

Tactical Acumen: If the Warlord uses this ability, nominate a friendly unit within 12". Select one model in that unit, and reform the rest of the models in the unit around this model. They must be able to deploy within 5" of the nominated model. This does not count as a move for any purposes.

King Phar

"And by the thunder of their hooves...": If the Warlord uses this ability, all friendly units with 6" may run and charge in the same turn.

THE BATTLEFIELD

Generate as per the Age of Sigmar rules sheet, with the following exception. Along the northern table edge, stretching 6" down, lies the Blight Water. The Blight Water always counts as Deadly terrain.

SET-UP

Krell must divide his army into four waves. The first must include all models with the Fly special rule.





Once this group has been made, each of the remaining three waves must have an equal number of units in them, as far as is possible. These will be deployed as per the Attack Waves rule described below. The wave with flyers must be deployed on the table in a deployment zone stretching 18" south from the Blight River. King Phar may deploy anywhere within 24" of the southern table edge.

FIRST TURN

Roll to see who takes first turn.

ATTACK WAVES

Starting from the second battle round, Krell's may deploy one of his attack waves at the start of his hero phase. These must be deployed within the Blight Water. The second wave may not contain the Warlord. If the Warlord has the Fly special rule, he is deployed along with the other Flyers as described above.

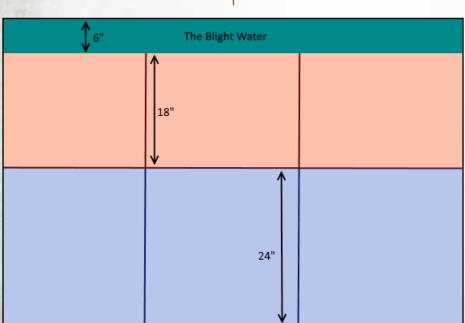
TIME IS OF THE ESSENCE

At the end of each Battle Round, roll a dice. Add this to the current battle round number. If the total is 10 or higher, the game ends.

VICTORY

Krell wins if he has any models without the Fly special rule more than 18" from the Blight Water at the end of the game.

In any other case, King Phar wins.



Battle of the Salt Plains

Across the scorched earth of the Salt Plains, King Phar now runs a campaign of hit and run. Failing to drive Krell back, he now seeks to use his superior mobility to strike deadly blows. Against any other foe, he would expect the desert itself to take its toll, but the dead care not. Krell's undead horde marches as long as its Necromancers keeps it going. Knowing this, King Phar now aims to use the terrain to his advantage, to draw out his foe and strike at their key weakness. Only the will of Krell stands before him.

This battleplan represents a longer series of skirmishes rather than a pitched battle. The armies do not get into orderly ranks, nor do they know exactly where they are in the battle. It is a confused affair, spread out over place and time. The general most able to adapt his troops to the situation will come out on top. The ability to move fast will be the determing factor of this battle.

THE ARMIES

After both players have decided on an army, decide who shall be King Phar, and who shall act as Krell. The player with the most wizards should take the role as Krell for this battleplan.

KING PHAR'S OBJECTIVES

King Phar has failed to drive the servants of Nagash into the Blight Water. Yet all is not lost, for the Salt plains are vast, flat and excellent terrain for fast moving chariots and buried constructs. Aiming to slay the necromancers that keep Krells army marching, the full cunning of King Phar is about to be tested.

KRELL'S OBJECTIVES

Krell's skill at arms and leadership has seen him cross into ancient
Nehekhara. Miles and miles of sunparched plains now stretch before him, and countless foes led by a cunning and clever commander.
Realising his own weakpoint, the frail Necromancers needed to keep his army together, Krell anticipates the ambush to come.

COMMAND ABILITIES

King Phar

Ambushes within ambushes: If the Warlord uses this ability, nominate a friendly unit within 12" that is not within 3" of an enemy. This unit is removed from the battlefield, and may reenter as reinforcements in your next Hero phase.

Krell

Protect the living: If the Warlord uses this ability, nominate a friendly Wizard within 16". Any wounds or Mortal Wounds this model suffers may be redirected unto a friendly unit within 3" on a roll of 3+. That unit suffers an equal amount of Mortal Wounds in the Wizards stead.

THE BATTLEFIELD

Generate as per the Age of Sigmar rules sheet.

SET-UP

Divide the table into six 2x2' squares. Roll to see who deploys first.

1 2 3





The winner must then place one or two units without the Hero keyword in a single square. His opponent then selects a square to deploy one or two units without the Hero keyword.

Continue this until every square has at least one unit in it. Each player may then deploy a single hero in one of their squares. Krell must deploy a Wizard. Any remaining units enter the battlefield as reinforcement

FIRST TURN

Roll to see who takes the first turn.

REINFORCEMENTS

Any units that were held back as reinforcements may enter play in the controlling player's hero phase. The unit must be deployed within 6" of a table edge of one of the player's three initial starting squares. Roll a D3 to determine which square the unit arrives at.

Units arriving via the Ambushes Within Ambushes rule may choose which square to use. Any of Krell's units with the Wizard keyword must enter play by the third turn, or not at all. They are lost in the deserts, perhaps already ambushed and slain!

VICTORY

King Phar wins the game if there are no enemy wizards on the battlefield at the end of a battle round.

Krell wins if he has at least one wizard on the battlefield at the end of the fifth battle round.

Ambush in the Deep Desert

Mannfred Von Carstein is the most cunning of the Von Carstein line. Unfortunately for him, he is also the proudest. Having crossed into Nehekhara without resistance, he now believes his foe to be either cowards or fools. Likely both. King Behedesh will not stand for the children of Nagash enjoying the sun of his lands, and has been waiting for Mannfred. The vain and mighty vampire now marches into a deadly ambush.

Ambushes are difficult to plan and execute. A commander must rely on troops to act on their own, not acting too early or too late. Yet, properly executed, an ambush can devastate a far superior foe, turning the tables of a war. Vanguard Hunters are masters of the ambush, destroying threats before they ever grow strong enough to pose one.

THE ARMIES

One player must choose to play as Mannfred Von Carstein, marching boldly into an ambush. The other player is King Behedesh, springing his trap upon his hapless foe.

MANNFRED VON CARSTEIN'S OBJECTIVES

Mannfred Von Carstein leads the Sylvanian elite into Nehekhara. Choosing the western road close to the sea, he has gone unopposed past the Salt Plains. Confident in victory, Mannfred marches into a well-prepared ambush.

KING BEHEDESH'S OBJECTIVES

King Behedesh lies waiting. Feeling the distaste of letting the cursed vampires and their minions unto sacred Nehekhara, he bides his time. The ambush is well set, and Mannfred shows no sign of caution or suspicion. This should be a crushing victory, unless the vampire himself can salvage it.

COMMAND ABILITIES

Mannfred Von Carstein

Might of the Vampires: If the Warlord uses this ability, any unit of the Sylvanian Elite may reroll failed Hit and Wound rolls in the combat phase.

King Behedesh

Like the desert wind: If the Warlord uses this ability, all friendly units within 10" treat retreats from combat as a normal move. They can shoot and charge as normal after such a retreat.

THE BATTLEFIELD

Generate as per the Age of Sigmar rules sheet.



THE DESERT COMES VICTORY

SET-UP

Mannfred von Carstein is marching his column through the desert. He deploys his force within a rectangle 12" from the northern and southern table edge, and 24" from the eastern table edge. Nominate two non-hero units as the Sylvanian Elite.

King Behedesh deploys his force within 12" of the eastern table edge. He may also choose to hold up to a third of his units in reserve. After deployment, set one marker up for each of these units, anywhere on the battlefield. Each marker must correspond to a single unit.

FIRST TURN.

Roll to see who takes the first turn.

THE DESERT COMES ALIVE

From his second movement phase onwards, King Behedesh may roll to see if his entombed troops dig their way to the surface.

Roll for each marker that you wish to check for. On a 1, the unit remains buried beneath the sands. On a 2-3, the opposing player may choose to deploy the unit anywhere wholly within 8" of the marker. On a 4+, the unit arrives. Set up a model on the marker, and deploy the rest of the unit around him.

THE SYLVANIAN ELITE

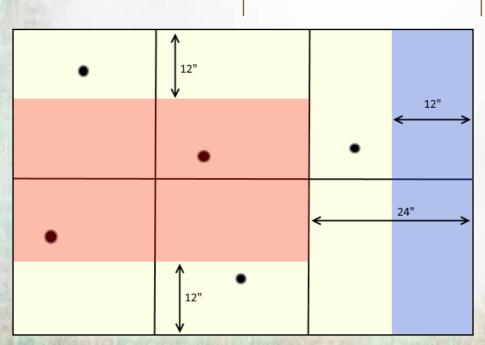
The two units nominated as the Sylvanian elite reroll 1's on all Hit

Mannfred Von Carstein wins a major victory if both Sylvanian Elite units and his Warlord are alive at the end of the fifth battle round.

Mannfred Von Carstein wins a minor victory if either his Warlords and a single Sylvanian Elite, or both Sylvanian Elites but not the Warlord are alive at the end of the fifth battle round.

King Behedesh wins if neither the Sylvanian Elite nor the enemy Warlord is alive at the end of the fifth battle round.

Any other result is a draw.



The state of the s

Lord of the Vampire Coast

King Behedesh has triumphed! The Sylvanian army is in ruins. Mannfred Von Carstein has lost, and has now retreated to make his stand. He is surrounded, and a superior force besieges him upon his hill. Unbeknownst to both, Luthor Harkon sails to Mannfred's aid. The self-serving pirate has responded to Nagash' call, and sails up the river to the aid of his fellow Mortarch.

In this battle, one force is mightily besieged, with a relief force en route. Such battles are always hard fought, for the defender fights for his very life. Only the timely intervention of an outside force can save him, and so the goal is simply to survive. But the besieger too knows that aid may come. If he does not prepare for this, defeat may be snatched from the jaws of victory.

THE ARMIES

For this battle, one player takes the role of Mannfred Von Carstein, the other as King Behedesh. The player with the largest army should take the role of Mannfred and his piratey reinforcements.

MANNFRED VON CARSTEIN'S OBJECTIVES

Mannfred Von Carstein, ambushed and defeated, has retreated to a rocky hill. Making a desperate stand, he is unaware of Luthor Harkon's zombie fleet coming to aid his beleaguered forces. If he can hold on until the Harkons pirates can arrive, he may yet survive.

KING BEHEDESH' OBJECTIVES

King Behedesh has smashed the vampiric army, and now aims to end this invasion. With Mannfred cornered on a small hill, he sets the full weight of his army against him. He does not expect the Pirate lord Harkon to make an impromptu naval assault in his desert.

COMMAND ABILITIES Vampire Forces

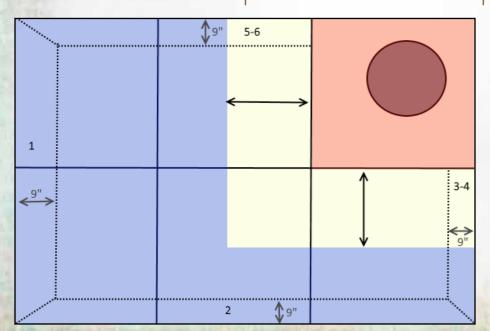
Catapult Fodder: If the Warlord is within the Rocky Outcrop terrain piece and more than 3" from an enemy unit, he may use this ability. Any wounds or Mortal Wounds on the Warlord are deflected to a friendly unit within 3", as the Warlord decides that survival is the better part of valour. The unit suffers a number of Mortal Wounds equal to the amount of wounds the Warlord would have suffered.

King Behedesh

Siege Tactics: If the Warlord uses this ability, any friendly unit within 8" that does not move this turn may reroll failed saves.

THE BATTLEFIELD

Generate as per the Age of Sigmar rules sheet, with the following exception. In the north-eastern square of the table (2x2' square), place one large piece of terrain. This is the Rocky Outcrop that Mannfred has made his stand upon. The Rocky Outcrop is Damned.







SET-UP

The Vampire Forces must divide their army. One third of the units, including the Warlord, must deploy in the north-eastern square of the table. The remainder of the army, including at least one hero, must be held in reserve.

King Behedesh may deploy his army anywhere outside of 12" of the Vampire Force's deployment zone.

FIRST TURN

Roll to see who takes the first turn.

LUTHOR TO THE RESCUE:

From the second movement phase onwards, Luthor Harkon's rescue zombies may enter the fray.

Roll a dice to see which table edge the force appears from. On a 1, they appear from the western table edge. On a 2, they appear on the southern table edge, on a 3-4 they appear from the eastern table edge, and on a 5-6 they appear on the northern table edge.

These reinforcements may be deployed anywhere within 9" of the table edge, and no closer than 9" to an enemy model. They may also not be deployed within the initial deployment zone.

ROCKY OUTCROP

The Rocky Outcrop is a Damned terrain piece. In addition to that, only units from the Vampire Forces may be summoned upon it or deploy on it in any manner. Other units may of course move unto it normally.

VICTORY

The Vampire Forces win if their Warlord and at least a third of their army is alive at the end of the fifth battle round.

King Behedesh wins if he slays the enemy Warlord and at least two thirds of the enemy army.

Any other result is a draw.

Battle for Ruined Lahmia

Lahmia, the city of Queens, is under siege. Neferata has returned to the city where she once slew her cousin, and now the flames of hatred burn bright. Khalida has refused the orders of Settra to return to him, knowing that Neferata would return here. Neferata has played her part, and returned to lost Lahmia once more. Now the duel shall be fought once more, with the stakes being their eternal lives and that of their city.

Lahmia is a ruin, and no longer the strategic position it once was. Yet, it holds strong memories for the two commanders, and they have chosen this battleground to make their stands. Hatred defines this battle, and nothing short of slaying the enemy general is good enough. There is no shortage of such places in the Mortal Realms. Any prince of Helsreach would yearn for a rematch with the destroyers of their city. Likewise no few Stormcast Eternals have met their slayers upon a familiar battleground.

THE ARMIES

In this battle, one player is Neferata, the disgraced vampire queen of Lahmia. The other player is Khalida, the slain cousin and chosen of the Asp Goddess.

NEFERATA'S OBJECTIVES

Neferata, returned to Lahmia after centuries of exile, is prepared to reclaim her kingdom. Though only a distraction in the great assault upon Nehekhara, This meeting has more meaning to her than most. She returns to a burned out city, long decayed from the glory she remembers. And she returns to Khalida, the cousin she once slew and tried to corrupt.

KHALIDA'S OBJECTIVES

High Queen Khalida has defied Settra's order to march here. She knows it is not wise, nor prudent, to stand in the ruins of a city no longer worth defending. Yet she stands to face her destiny, and to face her killer. The Asp Goddess saved her soul once so she may have vengeance, and now she shall claim it.

COMMAND ABILITIES

Neferata

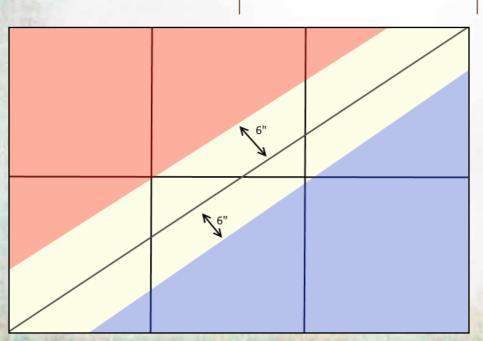
"And behold, the return of the queen!": Drawing upon the ruins of her city, Neferata conjures a terrible spell to bring ruin to her foes. If the Warlord uses this ability, nominate an enemy unit within 16". The whole unit must take a check as if they had run over a piece of Deadly terrain. If the unit has been in a Deadly terrain piece in the preceding movement phase, they fail the check on a 1 or a 2. Does not effect Khalida's Warlord.

High Queen Khalida

Chosen of the Asp Goddess: If the Warlord uses this ability, all friendly units within 12" may run and charge in the same turn, and ignore the effects of Deadly Terrain until your next hero phase.

THE BATTLEFIELD

Generate as per the Age of Sigmar rules sheet, with the following exception. When rolling for Mysterious Landscapes, ignore the regular chart. Instead, roll a D3.







On 1, the terrain is Damned, on a 2 the terrain is deadly, and on a 3 the terrain is sinister.

SET-UP

To determine the deployment zones, draw a line from the northeastern table corner to the southwestern table corner. Each deployment zone is from this line to a corner. Players may not deploy within 6" of this line. Neferata deploys in the north-western corner, and Khalida in the south-eastern. Before deploying their army, each player must roll a dice for every unit. On a result of a 1 or 2, the unit must be held back in reserve. After rolling to see which units end up in reserve, roll off to see who deploys their entire army first.

FIRST TURN

The person who deployed second may choose who goes first, if he manages to roll a six. Otherwise the person who deployed first chooses.

FROM THE ASHES

Units in reserve may enter the battle starting from their controlling player's second movement phase. They may either deploy within 9" from the long table edge of their deployment zone, or wholly within a terrain piece.

Either way, they must be more than 9" away from an enemy model, and this counts as their move for the turn.

KHALIDA'S VENGEANCE

High Queen Khalida's Warlord may single the enemy Warlord out for a duel. If the Warlords are within 3" of each other in the combat phase, Khalida may declare a duel. From that point on, neither model may move further away from each other. Nor may any other model attack or use abilities on either combatants. The duel is to the death, and none may interfere!

FIGHTING OVER RUINS

All terrain pieces may be captured for the purposes of victory conditions. To capture a terrain piece, you must have a unit within 3" of it. If both players have a unit within 3" of the same piece, the player with the most models within 3" controls the terrain. A unit may only control a single terrain piece at the time.

VICTORY

Neferata immediately wins a major victory if her Warlord slays the enemy Warlord.

Neferata wins a minor victory if she controls more terrain pieces than Khalida does at the end of the fifth battle round.

High Queen Khalida immediately wins a major victory if her Warlord slays the enemy Warlord.

High Queen Khalida wins a minor victory if she controls more terrain pieces than Neferata does at the end of the fifth battle round.

Any other result is a draw.

The Humbling of Settra

Settra the Imperishable, the King of Kings, High King of Nehekhara, Lord of the Earth, Monarch of the Sky, Ruler of the Four Horizons, Mighty Lion of the Infinite Desert, Great Hawk of the Heavens, Majestic Emperor of the Shifting Sands, Eternal Soverign of Khemri's legions, stands before Nagash. The will of titans will be tested, as the Master of Undeath conspires to destroy the kingdom he doomed so long ago.

This battle is the ultimate test of will. One side has but a single hero, a colossus of might and power who seeks to overpower and destroy all before it. Against it is arrayed the full panoply of war, glittering and ready to destroy its foe utterly and eternally.

ARMIES

One player wields Nagash, the Usurper. That player picks a single model. The other player may choose as many models as is in their collection.

NAGASH' OBJECTIVES

Nagash has risen. Striking out from his Black Pyramid, Nagash does battle with all of Nehekhara. Having consumed Usirian, the God of the Underworld, Nagash now stands as a God unto men. Nagash faces the full might of Nehekhara. Only Settra stands in his way. Only the will of Settra may defy him, and only the strength of Settra may right this wrong before the world is once more threatened by the Supreme Lord of the Undead.

SETTRA THE IMPERISHABLE'S OBJECTIVES

Fooled, denied, and facing a power not matched since the fall of the Polar Gates, Settra the Imperishable rides for war. His will is indomitable, and he will not bow to the Usurper. Settra is King of Nehekhara, now, and forever more. The Great Usurper has returned. Show him that Settra does not kneel.

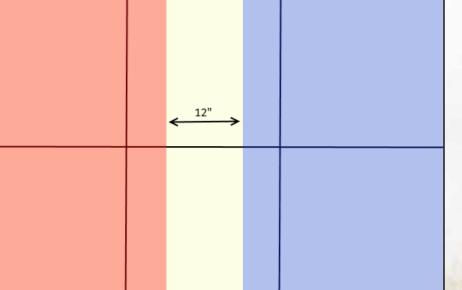
ABILITIES

Nagash

No Gods or Kings, only Nagash: Keep a tally of every model that Nagash slays. If the Warlord uses this ability, he may roll a dice for each model slain the previous turn, to a maximum of six dice. On a 4 or better, Nagash heals a wound on his Warlord or any friendly model within 12".

Settra the Imperishable

There can only be one: If you Warlord uses this ability, nominate a unit within 24". That unit adds 2 to it's Bound to the Will of Nagash rolls, as if it were within 3" of Settra the Imperishable.







THE BATTLEFIELD

Generate as per the Age of Sigmar rules sheet.

SET-UP

The battlefield is divided by a line in the center going from north to south. Nagash deploys in the western deployment zone, and Settra deploys in the eastern. No model may deploy within 6" of the center line. Nagash may only deploy a single model. Nagash is one, and all are one in Nagash.

FIRST TURN

Nagash chooses who goes first.

BOUND TO THE WILL OF NAGASH

Settra the Imperishable must roll a D6 for every unit within 12" of Nagash' Warlord in the beginning of the Hero Phase, and any units that wish to charge the Warlord. On a four or better, nothing happens. On a 1, 2 or 3, the unit has fallen beneath Nagash' indomitable will, and become a part of Nagash' army from then on.

Heroes, and units within 3" of friendly heroes, add 1 to this dice roll. Settra the Imperishable, and units within 3" of Settra, add 2 to this dice roll.

USIRIAN CAST DOWN

The storm of magic released from the Black Pyramid and from Nagash himself is overpowering. Even to move towards him is difficult. No attacks in the shooting phase or any spells may target Nagash' Warlord if they are more than 18" away from him.

VICTORY

If Settra the Imperishable is slain, or is Bound by the Will of Nagash, Nagash wins immediately.

If Nagash' Warlord is slain, Settra the Imperishable wins immediately!

If neither has happened by the end of the fifth battle round, Nagash wins.

Mighty Battles: The Rise of Nagash

THE ARMIES

One player takes the role of the Dark Summoner, and the other is the Destined Defenders.

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 Dark Summoner general adds 1 to his Guile characteristic, whilst the Destined Defenders adds 1 to his Planning characteristic.

CAMPAIGN SPECIAL RULES

Holy Defenders:

The Destined Defenders know that their actions serve a much greater purpose, and will stubbornly fight. When rolling battleshock tests for a Destined Defender unit, roll two dice and select the lowest.

Dark Magic Rising:

Already the blasphemous rituals are having a terrible effect. All Dark Summoner Wizards add 1 to their casting rolls.

CAMPAIGN STRATAGEMS

Embrace the Darkness:

Whenever a model is slain, roll a dice. On a 6, the model ignores the last wound suffered and is not slain.

Strength in Numbers:

At the start of your movement phase, you may place a single destroyed Battleline (see the General's Handbook) unit anywhere within 6" of your board edge, more than 9" from enemy models. This counts as their move for the turn.

RECREATING THE WAR

This campaign was originally fought between Arkhan the Black and Mannfred von Carstein against a variety of foes. To recreate it use the following army restrictions:

The Dark Summoner must include Count Mannfred as the General, and select only models with the Death keyword. In addition, the General in Destroy the Necromancer must be Arkhan the Black, whilst the general in On Holy Ground must be Krell.

In Clear the Lair, Ithragar must be a Zombie Dragon without a rider.

The Destined Defenders must take select their armies from a variety of factions. In Destroy the Necromancer and On Holy Ground, the forces must be chosen from the Bretonnia Warscroll Compendium.

In Clear the Lair, the forces must have the Skaven keyword, and may not include any Daemons.

In To Breach a Vault, the army must be chosen from the The Empire Warscroll Compendium.

In The Ritual, the army must have Eltharion on Stormwing as the general, and may only select units with the Highborn keyword.

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

PATH OF THE LICHE

DESTROY THE NECROMANCER

Play Theodric's Last Charge (See Battletome: The End Times: Nagash)

The Dark Summoner plays as the Undead, whilst the Destined Defenders is the Bretonnians.

Stratagems

Before the battle, the Dark Summoner must take a planning test. If successful, you may select either Embrace the Darkness or a planning stratagem. The Destined Defender must take a Guile test. If successful, he may choose a common or Guile stratagem to his ability.

TO BREACH A VAULT

Play The Fall of Heldenhame (See Battletome: The End Times: Nagash)

The Dark Summoner acts as Mannfred Von Carstein, whilst the Destined Defenders act as the Imperial Army.

Stratagems

PATH OF THE VAMPIRE

CLEARING OUT THE LAIR

Play The Battle of Mordkin Lair (See Battletome: The End Times:

The Dark Summoner acts as Mannfred Von Carstein, whilst the

Stratagems

The Dark Summoner must take a Guile test. If successful, you may

The Destined Defender must take a planning test. If successful, you

choose a common stratagem or a Guile stratagem to your ability.

Nagash). Use the Darkest Depths Time of War rules.

Destined Defenders plays as Clan

gain Strength in Numbers.

Mordkin.

If the Dark Summoner won Clearing out the Lair, they automatically succeed in a Guile test. You may select either Embrace the Darkness or a guile stratagem to your ability. If the Dark Summoner lost Clearing out the Lair, you may not use a stratagem this battle.

The Destined Defenders may take a strategic characteristic test of their choice. If successful, you may take either Strength in Numbers or a relevant stratagem to your ability.

ON HOLY GROUND

Play The Battle of La Maisontaal (See Battletome: The End Times: Nagash).

The Dark Summoner plays as the Undead, whilst the Destined Defenders is the Bretonnians.

The winner of Destroy the Necromancer may add their general and one unit from that battle to their army, in addition to the agreed-upon army.

Stratagems

The Destined Defenders must take a planning test. If successful, they may select Strength in Numbers or a Planning stratagem to their ability.

The Dark Summoner may take a strategic characteristic test of their choice. If successful, you may take either a common stratagem or a relevant stratagem to your ability.

THE RITUAL

Play the Death at the Nine Daemons battleplan (See Battletome: The End Times: Nagash) Use the Haunted Battlegrounds Time of War rule.

If the Destined Defender won On Holy Ground, then the Dark Summoner must roll a dice at the start of each his Hero phases. The Summoner suffers a Mortal Wound on a roll of 1, 2 or 3. If the Destined Defender won Clearing Out the Lair, then The Ritual will last for 7 turns, rather than 6. If the Destined Defenders won To Breach a Vault, then they need only to be within 9" to activate the Pierce the Veil ability.

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. If the Dark Summoner succeeded in a planning test, they may instead take Strength in Numbers. If thy succeeded in a guile test, they may take Embrace the Darkness.

45

CAMPAIGN VICTORY!

If the Destined Defenders won two or more out of On Holy Ground, Clearing the Lair or To Breach a Vault, then they have won a Legendary Victory!

If not, the Destined Defenders have won a narrow victory. Campaign Victory!

CAMPAIGN VICTORY!

If the Destined Defender won On Holy Ground, Clearing the Lair and To breach a Vault, then The Dark Summoner has won a narrow victory.

If not, it is a Legendary Victory!

THE WORLD IS ENDING, THOUGH FEW BELIEVE IT.

The Dark Gods have set in motion their final schemes. The dead stir, 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 Everchosen has returned to fulfill his destiny.

In the Old World, an ancient intelligence sees the true nature of the threat. Plans centuries in the making are set in motion, and the mightiest villains are used as pawns. Nagash, the Great Necromancer has deemed that he must return.

DEATH RISES, KINGDOMS FALL. CHAOS REIGNS.

THESE ARE THE END TIMES.

Inside you will find
The first chapter of the doom for World-that-Was.

- 2 Time of War rules for use in your games.
- 21 battleplans recreating pivotal moments.
- A Mighty Empires campaign for 2 players.











Index

A GOD ASCENDANT	3
STREETS OF DEATH	4
THE BATTLE OF MARIENBURG	6
WAR IN THE DRAKWALD	8
THE BATTLE OF TALABHEIM	10
FALL OF ALTDORF	12
BATTLE AT THE TEMPLE	14
GODS AND MONSTERS	16
THE TENTACLE LORD'S CONQUEST	18

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TIME OF WAR

Like sands through he hourglass, these are the last days of our lives. The Chaos gods stand ascendant, and their power waxes over the world in a sickly flow of magic and power. The followers of the dark gods draw from this power to achieve even greater acts of barbarity. The weave between the worlds weakens, and foul daemons threaten to tear into reality. Only stout hearts and good steel stands between Order and its destruction.

Designers notes: The Chaos Ascendant rules give some pretty heft bonuses to Chaos players. To get the most out of battles in these conditions, the player facing chaos should either have more troops, or be prepared for an uphill struggle. Try balancing things with favorable terrain or scenario rules for a truly epic struggle!

A GOD ASCENDANT

After setting up terrain, but before deployment, check to see if the scenario determines which god is ascendant. If no god is given, roll a dice. On a 1, Khorne is Ascendant, 2 is Nurgle, 3 is Tzeench and 4 is Slaanesh, reroll any results of 5-6. Consult the chart below to see which effects this has.

THE STORM OF CHAOS

If a Chaos Wizard rolls a double whilst attempting to cast a spell, the spell is automatically cast and the Wizard summons a daemon unit of minimum size. The daemon unit must be placed within 15" of the Wizard, and more than 9" away from enemy models. This counts as the summoned unit's move for this turn. What daemons are summoned depends on which god is ascendant, consult the chart to the right.

Ascendant God	Unit placed
Khorne	Bloodletters
Nurgle	Plaguebearers
Tzeench	Pink Horrors
Slaanesh	Daemonettes

KHORNE ASCENDANT

All Khorne models add 1 to their Hit roll. All Chaos models add 1 to their run and charge rolls. All Wizards suffer a -1 to their casting and unbinding rolls.

NURGLE ASCENDANT

All Nurgle models add 1 to their Wound rolls. All Chaos models may reroll save rolls of 1. Nurgle Wizards add 1 to their casting and unbinding rolls.

SLAANESH ASCENDANT

Any Slaanesh models give enemy models within 3"
-1 to their bravery. All Chaos models may reroll failed battleshock tests.
All Slaanesh Wizards add 1 to casting and unbinding rolls.

TZEENCH ASCENDANT

All Tzeench models may reroll failed save rolls. All Chaos models ignore Mortal Wounds on a 6. All Tzeench Wizards add 1 to their casting and unbinding rolls.

SUMMON INFERNAL LEGION

As the fabric of reality weakens, the daemons are easier to drag from their realm into this reality. It is no longer the activity of long rituals and great sacrifice. Any daring follower of the dark gods may attempt to draw demons from the realm of chaos. All Chaos Wizards know the Summon Infernal Legion spell.

Summon Infernal Legion has a casting value of 6. If successfully cast, you can set up a unit of minimum sized of Chaos Daemons within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. This cannot be a Hero. If the result of the casting roll was 11 or more, set up a unit of up to twice its minimum size Chaos Demons or a Hero instead. The unit set up must have the same keyword as the Ascendant Chaos God.

TIME OF WAR

Battles are fought in all corners of the world. Few can match the ferocity and brutality of city battles. Tight corners, unexpected ambushes and assaults on hardened positions make any city fighting an unwelcome affair. That's even assuming one can breach the city walls! As the End Times progress, the forces of Chaos take the battles home to the cities of Elves, Dwarfs and Men. Use these rules to recreate those desperate fights, or use them to create your own stories! Remember to use plenty of buildings when fighting with the Streets of Death rules. That really adds to the flavor of the battle.

Designers note: Use at least one building per 2x2 square. Two or more per square to represent larger, more tightly packed cities. Determining the size of the settlement you're fighting over helps build a good narrative. A small village will have fewer buildings (but more other terrain) than a major city. Deploying the buildings in a manner that looks like a real-ish settlement really ups the ante!

STREETS OF DEATH

Attacker and Defender

Every game must have an attacker and a defender. Certain rules only apply to the attacker or defender, so it is imperative that you figure out who is who. Who is the attacker and who is the defender will be stated in all relevant battleplans.

Generating Terrain

You may set up terrain in three ways. You can agree to an amount of buildings with your opponent, and set up using the Age of Sigmar rules sheet. Or you may simply place buildings in a manner that looks good. Battles in hamlets and villages across the Old World should feature both buildings and other terrain.

For battles in larger cities, you can use the system. Divide the table into 2x2' squares. Roll 2 dice for each square and consult the following chart.

ı	Result	Terrain						
	2-3	1 Building						
ı	4-5	1 Building + 1 other Terrain						
	feature							
	6-7	2 Buildings + 1 other Ter-						
	rain Fe	rain Feature						
	8-9	2 Buildings						
	10-11	1 Building						
	12	1 Non-building Terrain						
	feature							

The buildings should be set up in a manner resembling a part of a city. Perhaps a market square, training barracks or broad avenue? There are countless possibilities. You could also simply set up buildings and other terrain as suits your battle. If you have a particular idea in mind, try that first. These guidelines exist for when you don't have any specific ideas, or need help filling out the rest of your table.

Buildings

A unit of up to 20 models may garrison a building. To do so, they must all begin their movement phase within

6" of one, or deploy within it. Place the unit off to one side (but feel free to place any models on/within it to show that it is garrisoned. The unit may shoot and attack as normal, and all ranges are measured to and from the building model itself. Garrisoned units count as being in cover. In addition to the unit, a single Hero model may garrison the building. Monsters may not garrison buildings. To exit a building, place every model within 6" of the building, and more than 3" from enemy units.

A building can be destroyed. Each building has 10 wounds and a 3+ save. A unit must choose to attack either the garrisoned unit (if any) or the building. Any ability that targets everything within an aura will also hit the building if it is in range. If the building is destroyed, any garrisoned units takes D6 Mortal Wounds, and any garrisoned Heroes takes D3 Mortal Wounds. The unit must then be placed within 6" of the building. Any garrisoners who have fled the building in this manner in the combat phase may not make any further attacks that phase, they are too busy getting out of the wreckage! A Building which has been destroyed is then removed from the battlefield, and should be replaced by a similarly sized piece of rubble. The space it occupied counts as Deadly terrain.

In addition to these rules, the following models have the Building keyword:

Chapel, Deathknell Watch, Garden of Morr, Watchtower, Witchfate Tor, Skullvane Manse, Ophidian Archway, Numenous Occulum



The defender may set up to one unit and one Hero ambushing in a building within his deployment zone, instead of deploying them normally. You can reveal the ambushing unit at any point in your turn. You must reveal the garrisoned unit if an enemy attempts to come within 3" of the building. The enemy cannot come closer than 3" without charging, as usual. Write down or otherwise mark which unit is hiding where. Make sure this is clear, such as describing a particular feature of the building.

Barricades

The defender may set up any number of barricades in his deployment zone during deployment. A barricade stretches from one building to another within 8". If the entire unit is within 3" of the barricade, and on the same side, the unit gets a cover save from attacks coming from the other side.

Sewers

A scenario will state if it uses the Sewer special rule. After deployment, but before rolling to see who may take the first turn, the Sewer Markers must be placed. The side who gets to use the Sewers places the markers. These must be more than 3" away from buildings and enemy models. Reinforcements may deploy from the sewer marker instead of any other deployment method. Place one model on the marker, and the rest of the unit within 6" of the marker. This must be more than 3" away from enemy models. If there are enemy models within 3" of the Sewer Marker, that sewer may not be used.



Death from Above

The defender may do D6 attacks with the Thrown Debris attacks from every building within his deployment zone. If the building is garrisoned, the garrisoning unit gains the Thrown Debris missile weapon, and may use that or the missile weapon the unit is normally armed with. A building loses this ability as soon as an attacking model comes into base contact with the building. Even if the attackers are driven off, the ability no longer applies.

Thrown Debris	Attacks	Range	Hit	Wound	Rend	Damage	
Thrown Debris Missile Weapon	1	8"	4+	4+	-1	1	

Firestorm

Units may attempt to set buildings on fire with a Firestorm attack. This is a special sort of attack made in the shooting phase. Any unit may attempt to do so if they are within 6" of a building, even if they do not normally have missile weapons. Units with missile weapons may attempt a Firestorm attack within the range of their missile weapon.

If a unit makes a firestorm attack, roll 3 dice. If the result is lower than the number of models making a Firestorm attack, the attack is successful. The building has been set ablaze! Mark the building with a suitable token.

If the building has been set ablaze, roll a D6 at the start of each players turn. Add one to the result for every building on fire within 6". Check the result on the table below:

Result Effect

- The fire gutters out. Remove the token.
- 2 3 The building burns. The building suffers 1 Mortal Wound, and any units garrisoning suffers D3 Mortal Wounds
- 4 5 The flames burn higher! The building suffers D3 Mortal Wounds. Any unit garrisoning suffers 2D3 Mortal Wounds. If there are any other buildings within 6", roll a dice for each. On a 4 or more, the fire spreads to that building as well.
- Flaming Inferno! The building suffers D6 Mortal Wounds. Any garrisoning units suffers 3D3 Mortal Wounds. If there are any buildings within 6", roll a dice for each. On a 2+, the fire spreads to that building!



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The Battle of Marienburg

Marienburg is the first step of the Glottkin's plan to destroy the Empire. They must sack the city and march overland to Altdorf. But the city's defenders will not yield, for theirs is a proud history. This brutal city battle is all about capturie and control. The attacker must wither deadly firepower and assault guarded buildings in order to break their foe. Only total control of the city is good enough, for the Everchosen has commanded it so. The city will burn.

This battleplan represents a typical city-fighting battle. Once the defences are breached and the enemy are within the walls, it's down to blood and steel to guard the city. The defenders maintain a strong advantage, able to garrison buildings and prepare palisades. Yet they also know that should they fail, all is lost. This could just as easily be the insides of a Magmahold, or the shimmering towers of the Eldritch Council. For the best battles, place the buildings as if they belong to a structured city, and not just a random collection of terrain!

THE ARMIES

One player fights as the invading Glottkin, intent on taking over the city. The other player must hold the city of Marienburg, player as its defenders. The player with the largest army should act as the Glottkin.

THE GLOTTKIN'S OBJECTIVES

The Glottkin have made landfall at Marienburg. Hurling their plague urn into the ancient walls, all defences have crumbled. Seeking to sack the city and tear it apart, the Glottking will stop at nothing to break through the defending lines.

MARIENBURGER'S OBJECTIVES

The defenders of Marienburg rally!
The living fight until only the dead can stand. Munnvard, lord of
Marienburgs underworld becomes the cities greatest defender. Yet, before him stands a foe almost beyond measure, and behind him the rotting heart of the city.

COMMAND ABILITIES

Marienburg

This is our city they mean to sack! Delivering a rousing speech, the Warlord may nominate three friendly units within 16". Roll a dice for every model in those units that have fled due to battleshock. On a 4 or more, those models return to the unit, ready to fight.

Glottkin

The Plague Urn Cometh: If you Warlord uses this ability, nominate a building within 24". That building counts as having been set ablaze, and immediately suffer D3 Mortal Wounds.

THE BATTLEFIELD

Generate as per the Streets of Death rules.

12"



SET-UP

The battlefield is divided by a line across the middle of the board, east to west. Roll to see who picks which half of the board to deploy on. Before deploying, the Marienburg player places three objectives in his deployment zone. These must be more than 3" away from any building, and more than 18" from each other.

Marienburg then divides it's army into two halves, choosing every other unit to arrive later as reinforcements. Marienburg deploys its entire army first, excepting the reinforcements.

The Glottkin then deploy their entire army anywhere in his deployment zone, more than 12" away from buildings wholly in the enemy deployment zone, and enemy models.

FIRST TURN

Roll to see who goes first.

STREETS OF DEATH

This Battleplan uses the Streets of Death Times of War rules. Do not use the Sewers special rule. The Glottkin are the Attacker, and the Marienburg defenders are the Defenders.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules. If the Glottkin's Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

LAST OF THE MARIENBURGERS

From the third battleround on, the Marienburg reinforcements arrive. They may deploy at the start of the Hero phase anywhere within 6" of the Marienburg long table edge. Units deployed like this may move and attack normally.

CAPTURE THE STREETS

Deploy 3 objectives markers as per the setup rules. To capture an objective marker, The Glottkin must have a model within 3". The objective is not captured if there is a Marienburg model within 3" of the marker.

VICTORY

If the Glottkin have all three objective markers captured at the end of the fifth battle round, they win a Major Victory.

If the Glottkin have two objective markers captured at the end of the fifth battle round, they win a minor victory.

If the Glottkin have one objective marker captured at the end of the fifth battle round, the game is drawn.

Any other result is a victory for the Marienburgers

War in the Drakwald

The Glottkin have begun their three-pronged attack into the Empire. Like a trident gutting a fish, three mighty plaguehosts march on Altdorf. Gutrot Spume has been tasked with marching through the Drakwald, corrupting as he goes. But in amongst the trees, the goblins stir. The children of Nurgle disturb the spider nests, and now they will pay for their transgression.

You never know when you walk into a monster nest. Even a seemingly peaceful valley may harbor Gargants in every cave. Those who dare make their living in such areas often find themselves protected and hunted in equal measure. But when invaders come, the monsters are not slow to react, and will destroy any intruders.

THE ARMIES

Both players should pick an army, then decide who plays what role. One must be Gutrot Spume, invader of the Drakwald, and the other the Forest Goblins. The player with the most Monters in their army should be the Forest Goblins.

GUTROT SPUME'S OBJECTIVES

Gutrot Spume, Lord of Tentacles, has landed his third of the invasion force in Nordland. Driving south through the endless forests, he is reinforced by countless beastmen. Having passed into the deepest, darkest regions of the Drakwald, his army now faces the terrible threat that has long lurked in the shadows. Caught in a trap, the forces of Gutrot Spume must slay the beasts before them.

FOREST GOBLIN'S OBJECTIVES

The Forest Goblins respond to the chaos incursion. None may trespass into the sacred grounds of their spider gods. Drawing up poisoned bows and ragged weapons, the goblin tribes answer the threat with a rare fervor, and giant, monsterous spiders. Springing their ambush, the Forest Goblins seek to slay the invaders.

COMMAND ABILITIES

Gutrot Spume

Get on with the slaying: Twisting and pointing his tentacles, the Warlord drives his followers into the mouth of the beasts. When using this command ability. all friendly units within 12" of the Warlord may roll three dice and choose the highest two when charging, if there are any Monsters visible to him.

Forest Goblins

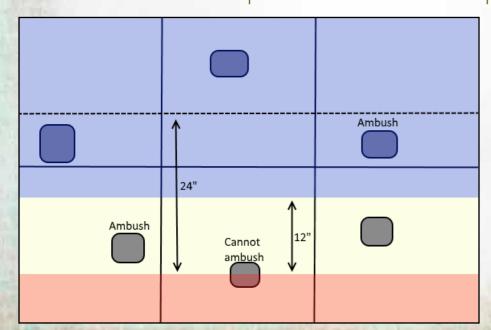
We needz the nasty stuff!: Drawing forth the worst of their poisons, the goblins strike back. If the Warlord uses this ability, nominate three units within 14". Each of these units do an additional Mortal Wound for every Hit roll of 6 or more.

THE BATTLEFIELD

Generate terrain as per the Age of Sigmar Rules Sheet.

SET-UP

Gutrot Spume may deploy anywhere within 8" of the southern table edge.







The Forest Goblins may set up anywhere on the battlefield not in their opponents deployment zone and at least 12" from the enemy. Monsters and War Machines must deploy at least 24" from the enemy units.

The Forest Goblins must deploy at least 3 Monsters. These may be set up normally, or in ambush. If so, make a secret note of which terrain piece each monster is hiding in. There may only one ambushing Monster per terrain piece, and they cannot hide in any terrain wholly or partially within the enemies deployment zone.

FIRST TURN

Forest Goblins take the first turn.

GAME LENGTH

The game lasts five battle rounds.

BLESSINGS OF NURGLE

If one of Gutrot Spume's Wizards attempts to cast Arcane Bolt on an enemy Monster, the spell adds 2 to its casting roll.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules. If Gutrot Spume's Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

AMBUSHING SPIDERS

Deploy the Monsters as per the setup rule. In any of his own movement phases, the Forest Goblin player may reveal his ambushers. He may choose which and how many to reveal. Deploy the Monster wholly within a terrain feature, and no closer than 3" to an enemy unit. This counts as its movement for the turn.

If any enemy models come within 3" of a terrain feature in which a Monster is hiding, the Monster is revealed! Deploy the Monster wholly within the terrain piece, more than 3" away from the enemy. The monster may act as normally after being revealed in this manner.

VICTORY

If Gutrot Spume has slain three enemy monsters by the end of the game, he scores a major victory!

If Gutrot Spume has slain two enemy monsters at the end of the game, he scores a minor victory.

The Forest Goblins must slay two thirds of the enemy models, and prevent the Lord of Tentacles from slaying two Monsters to score a major victory.

Slaying half the enemy models and preventing Spume from slaying two Monsters will give the Forest Goblins a minor victory.

Any other result is a draw.

The Battle of Talabheim

Talabheim has fallen. Drowned in a deluge of offal matter, gore and pus, the city has been abandoned by its people. As they leave the city walls, they find the shambling hordes of Nurgle ready to destroy them. The defenders are scattered across every gate. Only swift action and desperate gambits will stave of the complete destruction of Talabheim and its people.

This is a battle of unfair proportions. One army is divided across the field, whilst the other is ready to march in and destroy them. No doubt such battles were common during the Age of Chaos, as the agents of the dark gods slew millions and brought empires to their knees. No doubt Nurgle has done similar atrocities to the Sylvaneth in their glades, or poisoned the waters of the Scourge Privateers.

THE ARMIES

One player takes the role of Orghotts Daemonspew, commander of the Nurgle forces. The other acts as the Defenders of Talabheim, desperate but resolved.

ORGHOTTS DAEMONSPEW'S OBJECTIVE

Orghotts Daemonspew shattered his Plague Urn upon the city of Talabheim. Grandfather Nurgle has responed with glee, drowing the city in a putrid rain of pus and gore. Turning the city walls against it, Orghotts Daemonspew now awaits the confused and disorganized defenders to rush out the gates and into his awaiting arms.

DEFENDERS OF TALABHEIM'S OBJECTIVE

The Defenders of Talabheim are scattered. Fleeing the downpour that has engulfed their city, the defenders are in disarray. Yet not all is lost, for Talabheim was well defended, and many can still fight. Now is the moment to rally the defenders and save whatever can be saved.

COMMAND ABILITIES

Orghotts Daemonspew

Grandfathers Deluge: Powerful in the blessings of Nurgle, the Warlord may steer the great Deluge to further intoxicate his foes. If the Warlord uses this ability, nominate one enemy unit within 24". That unit suffers D3 Mortal Wounds, and must half its movement, run and charge distances in its next turn.

Talabheim

Rally and Attack!: Using their extensive training and iron discipline, the defenders of Talabheim aim to use what maneuvering space they have to great affect. If the Warlord uses this ability, nominate three units within 20". These units may retreat, run and charge in the same turn. They also add 1 to run and charge rolls.

THE BATTLEFIELD

Generate terrain as per the Age of Sigmar Rules Sheet.

Western Flank 8" 12" 4 Eastern Flank 8" 24" 6



Before setting up any models, Orghotts Daemonspew may place six markers, numbered 1 through 6, anywhere on the table. These are the Nurgle's Deluge markers.

SET-UP

Orghotts Daemonspew may deploy anywhere within 12" of the southern table edge, and deploys his entire army first.

The Talabheim deployment zone is divided in three. All models must deploy within 12" of the northern table edge. The western and eastern flank are each 8" in from their respective table edges.

The Talabheim defenders are scattered by bad luck and a hasty retreat from the city. Before deploying each unit, roll a dice. On a 1, that unit is deployed in the western flank. On a 2, that unit is deployed in the eastern flank. On a 3-5, that unit is deployed in the center, and on a 6 you may choose where to deploy the unit.

FIRST TURN

Orghotts Daemonspew takes the first turn.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules. If Orghotts Daemonspew's Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

NURGLE'S DELUGE

Roll a dice at the start of each Hero phase. Nurgle's putrid rain falls upon the marker matching the dice result. Roll another D6, this is the range of the deluge. Any unit caught within the deluge suffers D3 Mortal Wounds, and has their movement, run and charge distances halved. If a unit with the Nurgle keyword is caught, the deluge instead heals D3 wounds, and does not affect their movement.

BREAKING POINT

In the battle of Talabheim, each army seeks to break their opponents. This means that slaying the enemy is not the only route to victory. As such, each army has fortitude points, representing the collective strength of the army. Each army also has a breaking point, any less fortitude than this represents the army cracking under pressure and fleeing. An army with 6 or fewer units has a breaking point of 3. An army with 7 or more units has a breaking point of 4. If the army has 12 or more units, the breaking point is 6.

FORTITUDE

A unit generates 1 fortitude if it starts the game with 5 wounds or more worth of models. The army loses this fortitude point if the unit falls beneath 5 wounds worth of models. The Warlord generates 2 fortitude points, and the army loses those if he is slain.

GAME LENGTH

The game lasts five battle rounds, or until an army breaks.

VICTORY

Breaking point:
Orghotts Daemonspew immediately wins if the Talabheim defenders breaks.

Any other result is a Talabheim victory!

Fall of Altdorf

The battle rages outside Altdorf. The three-pronged attack of the Glottkin has succeded, and the city is surrounded on all sides. Though besieged and beset, there is much fight left in them. The defenders sally forth to smash their foes and relieve the city. The men of the Empire are joined by the noble knights of Bretonnia and the soulless horde of the undead. They all fight for the survival of the Empire, and for the fall of Chaos.

Turning the tides on one's attacked is never easy. But the benefits of breaking the foe before the wall is great. Supplies, reinforcements and an end to the siege can all be won by a daring assault outside the city. In this battle a main force of defenders sally forth, whilst allies come to their aid. Countless such battles have been fought since the founding of the Great cities, as trade and troops march once again beneath the lightning standards. Stormcast arrive to relieve the Freeguild armies, or Kharadron mercenaries are hired to aid a desperate (and wealthy) city. The besieged has everything to gain, and everything to lose.

THE ARMIES

Decide on your armies, then decide who shall play which role. One must be the Defenders of Altdorf, a motley assembly of warriors, whilst the other plays as the Host of Nurgle. The Defenders of Altdorf should be able to divide the army into three parts.

HOST OF NURGLE'S OBJECTIVES

A ferocious battle rages outside the eastern walls of Altdorf. Orghotts Daemonspew and his demonic allies have descended upon the city with plague and sword. The Host of Nurgle has come to claim its prize.

DEFENDERS OF ALTDORF'S OBJECTIVES

The Defenders of Altdorf are strange bedfellows. In this battle for the heart of the Empire, Men of the Empire fight alongside Bretonnian knights and the living dead. Only together might they hope to triumph.

12

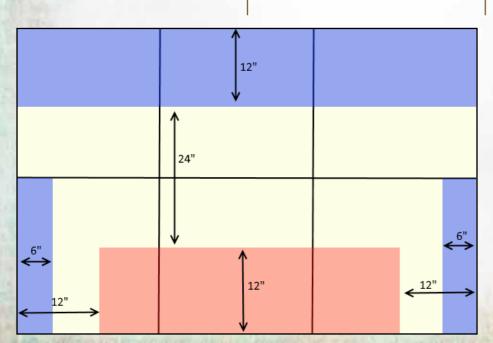
COMMAND ABILITIES

Host of Nurgle

Plagues beget plagues: Driving his own men forward, Orghotts
Daemonspew commands the host to slay and corrupt. Grandfather is pleased, and sends more foul soldiers to join the fight. Nominate a point on the battlefield within 20" of the Warlord. On a roll of 4 or more, you may set up a unit of 10 plague bearers on that point. Place one model on the point, and the rest of the unit within 3" of this model. This must be further than 9" from an enemy unit, and counts as their move for the turn.

Defenders of Altdorf

Only the Faithful: "The Empire stands. Only man, courage and steel keeps it so. The hordes of chaos will be driven back! Hold, men of the Empire! Hold, brave knights of Bretonnia! Today we prevail!". If the Warlord uses this ability, all friendly Heroes may use their command abilities as if they were the Warlord.







THE BATTLEFIELD

Generate terrain as per the Age of Sigmar Rules Sheet.

SET-UP

The Defenders of Altdorf must divide its army into three pieces. One must be the Imperial Defenders, and make up at least one third of the army. The remainder may be split between the Bretonnian Knights and Undead Reinforcements. The Defenders of Altdorf must nominate three units to act as the lynchpins, and must be deployed as an imperial defender.

The Defenders of Altdorf have three deployment zones. The northern deployment zone goes from 12" from the center line all the way to the northern table edge. The Imperial Defenders must deploy here. The Bretonnian Knights must all be deployed in the south-eastern or south-western deployment zones. These are each 6" from the eastern and western table edge, going from the southern edge to the center line. The Undead Reinforcements will arrive in the southern deployment zone not used by the Brettonian Knights.

The Host of Nurgle deployment zone starts from 12" south of the center line, and 12" from the eastern and western table edges.

FIRST TURN

Roll to see who takes the first turn.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules. If Orghotts Daemonspew's Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

DEFENSIVE LYNCHPIN

The men of the Empire have been preparing for this siege. For months, they have marched, trained and drilled under the harshest generals and drillmasters in the world. These units are the lynchpin around which all other plans revolve. Iron hard and irresistible, they will fight to the last man, horse, pot of steam or pint of blood to defend Altdorf. The three Lynchpin units ignore battleshock and reroll failed save rolls.

UNDEAD REINFORCEMENTS

Any unit sat aside as Undead reinforcement enters the battle in the Defenders of Altdorf's second movement phase. They are deployed anywhere within their deployment zone, more than 3" from an enemy model. This counts as their movement for the turn. Any models that cannot fit come back on in the subsequent Defenders of Altdorf's movement phase.

GAME LENGTH

The game lasts five battle rounds

VICTORY

The Defenders of Altdorf win a major victory if they have slain three quarters of the enemy models, and lost less than half of their own.

The Defenders of Altdorf win a minor victory if they have slain half the enemy models, and lost less than a third of their own.

The Host of Nurgle wins a major victory if it can slay all the Lynchpin units and at least half the enemy models, whilst losing less than half of their own.

The Host of Nurgle wins a minor victory if it slays two of the lynchpin units whilst losing less than half of their own.

Any other result is a draw.

Battle at the Temple

The fell sorceror Festus has unleashed a vile magical vortex upon the city. Daemons are loose within the walls, even as men fight and die upon the walls. Now the city is rotting from within, and only the temple of Shallya offers any protection. Festus descends upon the temple to root out the last vestige of hope and purity in the city, even as Louen Loencour, former King of Bretonnia, races to meet his destiny.

This is a defensive battle, where one side seeks to destroy the other's holy site. The defenders are not as well entrenched as they might normally be, as this is a temple district. This makes the fighting all the more desperate, as each building must become a redoubt against all foes.

THE ARMIES

For this battle one player is Festus, seeking out his prize. The other will be the Defenders of Shallya, safeguarding the last hope of the city.

FESTUS' OBJECTIVES

The walls of Altdorf have fallen. Festus, empowered by his maniacal vortex, now advances on the last safe haven in the city. The temple of Shallya stands firm, but cannot withstand the festering corruption of Festus.

DEFENDERS OF SHALLYA'S OBJECTIVES

The Defenders of Shallya rally to the temples defences. Though the city is overrun by demons and barbarians, every man of the empire stands his ground and fights. Louen Leoncoeur, former King of Bretonnia, has come to the temple to meet his destiny. Only the courage of men stand between chaos and this last bastion of

14

COMMAND ABILITIES

Festus

Master of Blights: Chanting hymns of foul words and cursed powers, or throwing vials of terrible concoctions, the Warlord brings the plagues of Nurgle upon his foes. Blinded, binded and distracted, this is the opening they need to slay even the holiest of foes. If the Warlord uses this ability, nominate one enemy model within 10". That model suffers a -1 on all hit and wound rolls until your next hero phase. If that model is a Monster, you may reroll all hit rolls of 1 against that model, but if the model is a Hero, you may reroll all failed hit rolls until your next hero phase.

Defenders of Shallya

Blessing of the godesses: The power of Shallya and the Lady runs through the very veins of the defenders. Divining where their assistance is most needed, this blessing can turn even the foulest blade or cure the vilest disease. If the Warlord uses this ability, nominate three units within 14". Those units may reroll failed save rolls of 1.

24"



THE BATTLEFIELD

Generate terrain as per the Streets of Death Time of War sheet, with the following exception. A model representing the Temple of Shallya must be deployed in the southeastern corner of the table. This model always has the Inspiring rule, and may not have any others.

SET-UP

The Defenders of Shallya must deploy their entire army first, in the southeastern deployment zone. This zone stretches from the center of the southern table edge to the northeastern corner.

Festus deploys his army second, in the northwestern deployment zone. This zone goes from the center of the northern table edge, to the southwestern corner of the table.

FIRST TURN

Roll to see who takes the first turn.

STREETS OF DEATH

This Battleplan uses the streets of Death rules. For the purposes of these rules, Festus is the attacker, and the Defenders of Shallya are the defenders.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules. If Festus' Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

HOLY BLOOD

For each Defenders of Shallya hero slain by an opposing Hero or Monster model, roll a dice. On a 3 or more, the slayer takes D3 Mortal Wounds.

THE TEMPLE OF SHALLYA

The temple of Shallya is a Building which cannot be garrisoned, as it is already filled with wounded soldiers and temple acolytes! The Temple of Shallya has 20 wounds, a 3+ save and ignores Mortal Wounds on a roll of a 5 or 6.

BLESSINGS OF THE TEMPLE

Any Defenders of Shallya units within 12" of the Temple ignore Mortal Wounds on a roll of 5 or 6. Any Festus units within 12" of the Temple of Shallya suffer a -1 on their save rolls.

GAME LENGTH

The game lasts five battle rounds.

VICTORY

Festus wins a Major victory if he manages to destroy the temple of Shallya.

The Defenders of Shallya win a Major victory if they can slay the enemy Warlord and the Temple of Shallya is still standing at the end of the game.

The Defenders of Shallya win a minor victory if the Temple of Shallya is standing at the end of the game.

Gods and Monsters

The Siege of Altdorf reaches its climax. The Glottkin have breached the Imperial palace, even as his minions are beset elsewhere. Though the pests of Nurgle recede before the rightous men, all is for naught if the Emperor is slain. The Undead under Vlad von Carstein march to his defence. In exchange for the position as Elector Count, the once-pretender to the throne sides with the living, against the wishes of his Master. Now the living and the dead must fight off a foe that anathema to both of them.

Designers notes: This scenario is best played with a lot of heroes and a few elite units. This is the all-star brawl for the heart of the Empire, and nothing is to be spared. Though the Glottkin only need to slay some of the Emperor's Heroes, he has to slog through the Undead Legion troops first. Quick and targeted movement, as well as good use of the buildings will be key here.

THE ARMIES

In this battle, one player takes the side of the Emperor, and the other the Glottkin.

THE GLOTTKIN'S OBJECTIVES

Ku'gath and Festus are defeated, and Oghotts Daemonspew is held at the wall. It has fallen to the Glottkin to seize the Imperial Palace and sack the city. Followed by their strongest and most corrupt troops, the Glottkin are ready to confront the Emperor.

THE EMPEROR'S OBJECTIVES

The Emperor is returned! Thought slain after Alderfen, Karl Franz has come home to his city and his people. Now is his most desperate hour, and the Empire needs all that he can offer. Only victory could ever be enough as he defenders Sigmar's city.

COMMAND ABILITIES

Glottkin

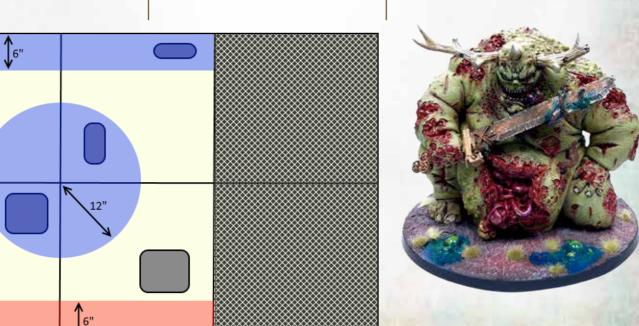
Now, upon the threshold: Enraging themselves and their followers, the Glottkin pour their fury into action. Nominate one friendly model within 6" (including the Warlord). That model may immediately make a 10" Fly move. Any units with 10 or more models that were flown over using this move suffer D3 Mortal Wounds.

The Emperor

Stand your ground: No matter how beaten, no matter how bloody, the Emperor stands. If the Warlord uses this ability, all friendly units within 12" may reroll failed hit, wound and save rolls of 1, until your next hero phase. Should the Warlord use this ability, he may not move or charge until his next hero phase.

THE BATTLEFIELD

Generate terrain as per the Streets of Death Time of War sheet. As this is a smaller confrontation, fought in a limited space, use a 4x4' board rather than the usual 6x4' table.





SET-UP

The Emperor must divide his army into two parts. Each part must be led by at least one Hero, otherwise you may divide the army as you see fit. The first part, the Palace defenders, must be led by the Warlord. The second part, the Undead Legions, are deployed first. They may deploy anywhere within 12" of the center of the board.

The Glottkin then deploys their entire army anywhere within 6" of the southern table edge.

The Palace Defenders deploy last, anywhere within 6" of the northern table edge.

FIRST TURN

Roll to see who takes the first turn.

STREETS OF DEATH

This Battleplan uses the Streets of Death rules. For the purposes of these rules, the Glottkin are the attackers, and the Emperor is the defender.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules. If the Glottkin's Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

DEATH TO THE EMPEROR!:

All attacks directed towards the Emperor's Warlord may reroll failed to hit rolls of 1.

TO THE DEATH:

All units ignore battleshock.

GAME LENGTH:

The game lasts until the victory conditions are met.

VICTORY

The Glottkin win a Crushing Victory if they slay all the Heroes deployed as a part of the Palace Defenders.

The Emperor wins a Crushing victory when they slay all the Glottkin's heroes.

Mighty Battles: The Tentacle Lord's Conquest

THE ARMIES

One player is the Rotbringer, and the other is the Plaguebreaker.

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 Rotbringer general adds 1 to his Persuasion characteristic, whilst the Plaguebreaker general adds 2 to his guile characteristic, but must subtract 1 from his persuasion characteristic.

CAMPAIGN SPECIAL RULES

Blessings of the Grandfather

At the start of each of the Rotbringer's hero phases, roll a dice for each unit within 3" of another Rotbringer unit. On a roll of a 6, the unit heals D3 wounds.

Flames of Defiance

The Plaguebreaker is ready to meet their foe head on. Add 1 to all Run and Charge rolls for Plaguebreaker units.

CAMPAIGN STRATAGEMS

Accidental reserves

They should have been here yesterday, but I'll take them!

Before deployment, secretly note down 3 units. If any of these units have been destroyed, then in your next hero phase you may reveal that you have additional reserves. Place an identical unit to the one destroyed anywhere in your deployment zone, more than 9" from enemy units. This counts as their move for the turn. You may only do this once per game.

The Lay of the Land

The enemy may have scouts, but ours are tougher.

Instead of deploying a unit normally, you may declare that it has hidden itself on the battlefield. Note down a terrain piece in secret. You may reveal the unit in any of your movement phases, or if an enemy unit comes within 3" of the terrain piece. Deploy the unit wholly within the terrain. They may not move that turn.



RECREATING THE WAR

Following the steps of Gutrot Spume, this campaign recreates his campaign of destruction through the Empire.

The Rotbringer must use Gutrot Spume as his General, and all units in his army must have the Nurgle keyword.

The Plaguebreaker must change his army between each battle, but may only use units from the provided list.

In The First Strike, the army must be divided in two. One half must be selected from the Empire Warscroll Compendium, whilst the other half must have the Death keyword. The Death half is the Last of the Marienburgers part of the army.

In Rot in the Deep Woods, all units in the army must have the Spiderfang keyword.

In Failure is not an option!, the army may be a mix of units selected from the Empire Warscroll Compendium or have the Death keyword. If you include any Death units, at least one of these must be a Vampire Lord.

In The Northern Wall, the army must be selected from the Empire Warscroll Compendium, and the general must be Kurt Helborg.

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

THE FIRST STRIKE

Play The Battle of Marienburg (See Battletome: The End Times: Glottkin)

The Plaguebreakers act as the Marienburgers, whilst the Rotbringers take the role of the Glottkin.

STRATAGEMS

Before the battle, the Rotbringer must take a persuasion test. If successful, nominate 1 building. It is Set Ablaze.

The Plaguebreaker must take a guile test. If successful, he may choose either Strategic Reserves or The Lay of the Land.



ROT IN THE DEEP WOODS

Play War in the Drakwald (See Battletome: The End Times: Glottkin).

The Plaguebreaker plays as the Forest Goblins, whilst the Rotbringer acts as Gutrot Spume. If The Rotbringer won The First Strike, that player may use the Accidental Reserves stratagem in addition to any other they gain.

STRATAGEMS

The Rotbringer may take a Persuasion or Guile test. If successful, he may select a stratagem of the correct type to his ability.

The Plaguebreaker may take a persuasion test or a guile test. If the planning test was successful, you may use the Lay of the Land stratagem or a planning stratagem. If the persuasion test was successful, choose a persuasion stratagem.

FAILURE IS NOT AN OPTION!

Play Breakthrough (See Warhammer: Age Of Sigmar)

The Plagyebreaker is the Blocking Force, whilst the Rotbringer is the Invader.

The Plaguebreakers may use the Accidental Reserves stratagem in addition to any other they gain.

STRATAGEMS

The Destined Defenders must take a planning test. If successful, they may select Strength in Numbers or a Planning stratagem to their ability.

The Dark Summoner may take a strategic characteristic test of their choice. If successful, you may take either a common stratagem or a relevant stratagem to your ability.

THE NORTHERN WALL

Play the Border War battleplan (See the General's Handbook 2016)

If the Rotbringer won Rot in the Deep Woods, he may use the Lay of the Land stratagem in addition to any other you may gain.

If the Plaguebreaker won Rot in the Deep Woods, you may nominate D3 of the Rotbringer's units. This may not include their general. Those units are held back, delayed. They enter in the Rotbringer's second movement phase, anywhere within 6" of his board edge more than 9" from enemy models. This counts as their move for the turn.

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. If the Plaguegreaker succeeded in a planning test, they may instead take

CAMPAIGN VICTORY!

If the Rotbringer won The Northern Wall, then he has won a Legendary victory!

CAMPAIGN VICTORY!

If the Plaguebreaker won The Northern Wall, then he has won a Narrow victory! If he also won The First Strike, he has instead won a Heroic victory!

THE WORLD IS ENDING, THOUGH FEW BELIEVE IT.

The Dark Gods have set in motion their final schemes. The dead stirr, as the 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 Everchosen has returned to fulfill his destiny.

The Hordes of Chaos march, and foremost amongst them are the children of Nurgle. The Glottkin have been given the honour of first assault, to bring plague and ruin upon the Empire. Only the steel and courage of Karl Franz' armies stand before the pestulent hordes and total annihilation.

Death rises, Kingdoms fall. Chaos Reigns.

These are the End Times.

Inside you will find
The Second chapter of the doom of the World That Was.

2 Time of War rules for use in your games.

6 battleplans to play the defining moments of this struggle.

A Mighty Battles campaign for 2 players

An unofficial supplement for













Index

TIME OF WAR: THE GREAT VORTEX WEAKENS	4
BATTLE OF MOONSPIRE	6
SLAUGHTER AT EAGLE GATE	8
THE BATTLE OF REAVER'S MARK	10
BATTLE OF THE BLIGHTED ISLE	12
THE BATTLE OF WITHELAN	14
THE TRAITORS DOOM	16
THE FINAL BATTLE	18
MIGHTY BATTLES: THE RETURN	20

Created by Alexander Nygård

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TIME OF WAR

The Chaos Gods wax in power, and Nagash has torn the wind of Shyish from the Vortex. The winds of magic now flow in unsteady rythms, struggling against the wards set long ago. Great power awaits those with the strength to harness it, but great dangers waits as well. Not since the Great Cataclysm has the winds of magic blown with such force.

THE GREAT VORTEX WEAKENS

The Winds Blow

At the beginning of each battle round, roll a dice to see how the winds of magic flow.

Note that the effects of Magic on the Wind, Powerful Gusts of Magic and Storms of Magic all stack.

Roll Result

- 1 Magical Dearth:
 It is the eye of the storm, and no magic
 flows through the battlefield. No Wizards or any other models may attempt
 to cast spells this turn.
- 2-3 Magic on the Wind: All Wizards add 1 to their Casting rolls.
- 4-5 Powerful gusts of Magic: All Wizards may attempt to cast an additional spell. This must be different from one they have already cast.
- 6 Storms of Magic:
 All Wizards may cast one additional spell, without needing to roll a casting attempt. To unbind the spell, enemy wizards must exceed the casting value of the spell with any bonuses to cast added to it.

CATASTROPHIC MISCAST

If a Wizard rolls a double when rolling to cast it suffers a Catastrophic Miscast. The spell is automatically cast, and may only be unbound on an unmodified roll of 12. In addition, roll a dice. On a 1, the Wizard is sucked into the Realm of Chaos. The Wizard is slain, and no abilities may save him. On a 2-4, every unit within 6" suffers D3 Mortal Wounds, and the Wizard suffers a single Mortal Wound. On a 5-6, every Wizard on the table suffers a Mortal Wound.

THE WINDS OF MAGIC RISE

Wizards know the spells on the opposite page whilst the Great Vortex Weakens, in addition to any other spells they know.



BRIDGE OF SHADOWS

Bridge of Shadows has a casting value of 7. Pick a friendly model that is visible to the caster within 24". Place that model anywhere on the battlefield more than 9" from an enemy model. Place the remainder of the unit (if any), within 6" of this model. The entire unit must be more than 9" away from enemy units. This counts as the units move in the following movement phase.

AND THE WEAVE GREW WEAK

And the Weave Grew Weak has a casting value of 7. Target any unit within 24". If the unit has the Order, Death or Destruction keyword, the unit is haunted by daemons. Roll 2D6 and compare it to the units Bravery. If the roll is higher the unit suffers a number of Mortal Wounds equal the difference between the two. In addition, the unit halves it's move, run and charge rolls in its next turn.

If the target unit has the Chaos keyword, the unit is suffused with demonic energy. The unit may reroll run and charge rolls, and reroll all hit and wound rolls of 1.

STORM OF RENEWAL

Storm of Renewal has a casting value of 10. If cast, target any unit within 18". If that unit has the Chaos or Death keyword, that unit suffers 2D6 Mortal Wounds. If the target unit has the Order or Destruction keyword, the unit heals 2D6 wounds. This healing power will first heal any wounds on existing models in the unit. If there are any wounds remaining, you may resurrect models previously slain in the battle. Do this by first resurrecting a single model, healing it to full health, then resurrecting another. Do this until you have healed as many wounds as you rolled, or until the unit has reached the size it was deployed as.

DEADLOCK

Deadlock has a casting value of 9. If successfully cast, target an enemy Wizard within 18". That Wizard may not cast or unbind spells or use any abilities in the Hero phase in its next turn.

SUMMON FULCRUM

Summon Fulcrum has a casting value of 6. If successfully cast, remove the Wizard, place a suitable magical Fulcrum model where the Wizard stood, and place the wizard on top of it. Move any other models away to make room for the Fulcrum. If any units are within 1" of the Wizard when he summons the Fulcrum, they suffer D3 Mortal Wounds. The Fulcrum lasts until destroyed or dismissed. Once the Wizard has summoned the Fulcrum, it now benefits from the following rules:

The Wizard may not move, charge or pile in during his turns, as long as he is on the Fulcrum.

- The Wizard always counts as being in Cover.
- The range of any spell the Wizard casts is doubled.
- The range the Wizard may unbind is doubled.
- The Wizard adds an additional 2 to his casting and unbinding rolls.
- If the Wizard rolls a Miscast, he suffers an additional D3 Mortal Wounds, and the Fulcrum is removed from play.

In any of the Wizards movement phases, he may dismiss the Fulcrum. Remove the Fulcrum from the table, and place the Wizard where it stood. The Wizard may move normally that turn.

The Battle of Moonspire

The pleasurebound daemonhordes of N'Kari have ravaged Ulthuan. While Tyrion's eyes have been elsewhere, countless battles have been fought on the shrouded isle. When Teclis reminded his brother of his duty, the two worked together to defeat the intrusion. Now they have come to the ancient Moonspire, a temple to the goddess Lileath. Here Teclis hopes to cast a spell so powerful it will banish all daemons across Ulthuan. N'Kari herself has come to prevent this fate, and finally get her revenge upon the two brothers.

This is a breakthrough battle. One side guards a site of great power, which the other aims to use. Though the High Elves in this battle are righteous, any number of such battles could occur where the other side was evil. Perhaps the Stormcast defend an ancient holy site from Chaos defilers, or two Orruk forces crash together, each hoping to use a powerful site of Waaagh! Magics.

THE ARMIES

One player commands the daemonic host of N'Kari, whilst the other player must banish them with the host of elves under Tyrion and Teclis.

N'KARI'S OBJECTIVES

The Keeper of Secrets N'kari, eternal foe of the elves, anchors the daemon host on Ulthuan. As long as she remains, Ulthuan will be under siege. Slaanesh desires elven souls, and the greater demon will do whatever it takes to please her master.

TYRION AND TECLIS' OBJECTIVES

Tyrion and Teclis aim at the heart of the demonic host. Teclis figured out that N'kari is the key that binds the demonic assault. If she could be slain, Teclis can use the power of the moonspire to banish the enemy host back to the realm of chaos.

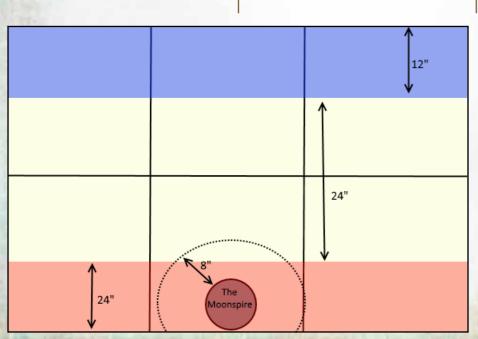
COMMAND ABILITIES

N'kari

For pleasure and pain: The Daemons of Slaanesh feast on the exctacy of pain and suffering. Such is the pleasure they derive that it binds them further to the mortal plane. If your Warlord uses this command ability, nominate a friendly unit within 8" (which may be the Warlord). Roll a dice for each wound that unit suffers. On a 4 or more, that wound is ignored, and another wound is healed. On a 3 or less, the unit suffers the wound as normal, and another friendly unit within 3" takes a Mortal Wound as well.

Tyrion and Teclis

Defend the Prince!: The fabled Phoenix Guard have read their fates, and know their doom. If you Warlord uses this ability, nominate the Body Guard unit. Any wounds suffered by heroes within 3" of them may instead be redirected unto this unit, on a roll of 3 or better. Any wound redirected will be inflicted as a Mortal Wound upon the Body Guard unit.







THE BATTLEFIELD

Generate terrain as per the Age of Sigmar rules sheet, with the following exception. One piece of terrain should be placed at the center of the southern table edge. This represents the Moonspire.

SET-UP

N'kari sets up first. She must first place her Warlord anywhere within 8" of the Moonspire. Then the rest of her army must be set up.
Tyrion and Teclis then deploy their entire army. Nominate one unit to be the Body Guard. You must also deploy at least two Heroes, one of which must be a Wizard. One Wizard in your army must take the role of Teclis, and one other Hero must take the role of Tyrion. The model representing Tyrion must be the Warlord.

FIRST TURN

Roll to see who takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War sheet.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules. If N'kari's Warlord has the Slaanesh keyword, Slaanesh is always the Ascendant God in this Battleplan.

THE MOONSPIRE

An ancient site of mystical power, Lileath empowers her champions upon it. Teclis (or the model representing him) knows the Power of the Moonspire spell if he is within 8" of the Moonspire.

The Power of the Moonspire has a casting value of 10. If successfully cast, all models in the enemy army suffers a Mortal Wound.

DAEMON LOCUS

If the N'kari Warlord is within 8" of the Moonspire, add 3 to the casting value of the Power of the Moonspire spell.

GAME LENGTH

The game lasts for five battlerounds, or until the battle round the Power of the Moonspire spell is cast.

VICTORY

N'kari wins a major victory if she slays both Tyrion and Teclis, and the Power of the Moonspire spell is not cast.

N'kari wins a minor victory if it can slay either Tyrion and Teclis, and the Power of the Moonspire spell is not cast.

Tyrion and Teclis immediately win a major victory if the Power of the Moonspire spell is cast. The Power of the Moonspire has a casting value of 10.

Tyrion and Teclis win a minor victory if they slay N'Kari and do not lose either brother.

If both Tyrion and Teclis are slain, then Tyrion and Teclis cannot claim victory.

Any other result is a draw.

Slaughter at Eagle Gate

The Eagle Gate has stood vigil against the Dark Elfs for thousands of years. As one of the major bulwarks defending the inner kingdoms, it has been besieged countless times. By the might of the Asur upon its walls it has never fallen. Yet Malekith must get through the gates if he is to reclaim his throne. Knowing that any direct assault upon the fortress is folly, he has struck a terrible bargain with the dragon riders of Caledor. Many of the defenders are in truth traitors, and the walls shall fall by treachery, not strength of arms.

This battleplan is difficult for the defenders to win. Beset by a superior local force, the defenders must hold out for reinforcements. Yet those reinforcements may not be as forthcoming as one would think. A full third of the defender's forces may be traitors! This provides a dangerous dilemma, to bring on potential traitors, or hope that whatever forces remain are sufficient to hold out.

Designer's note: It may be a good idea to give the defenders a slightly larger army in total, so that there is a larger risk and reward for summoning each contingent.

THE ARMIES

One player acts as the defender of the gate, Prince Yvarn. The other commands Malus Darkblade, given the honour of first battle by Malekith himself.

PRINCE YVARN'S OBJECTIVES

Prince Yvarn hold the Eagle Gate. Though the walls have been breached, his host is stout, and ready to defend against anything.

MALUS DARKBLADE'S **OBJECTIVES**

Malus Darkblade has the honour of leading the charge against the Eagle Gate. Though a suicidal mission, he knows that there are deadly surprises waiting for the defenders.

ABILITIES

Prince Yvarn

Call for reinforcements!: This ability is available from the second turn. You may deploy one of the two reinforcement contingents.

Malus Darkblade

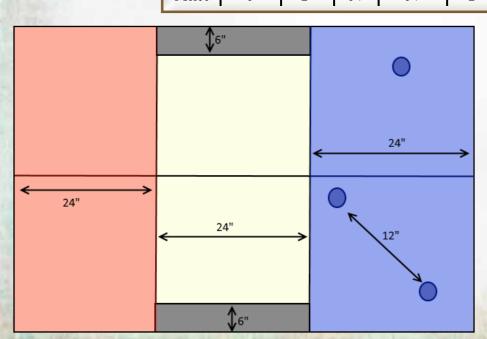
Unleash the Daemon: In his hands is a cursed blade, a blade harboring an angry and vengeful deamon. If your Warlord uses this ability, roll a dice. On a 5 or less, the Daemon within the blade is under control, Add the following weapon to the Warlord's profile:

You must continue to roll for this ability every friendly hero phase after the sword has been activated. If you roll a 6, the daemon is unleashed! Replace your Warlord with a Daemon Prince (or a suitable model representing one). Note that a Daemon Prince set up in such a manner cannot use the Immortal Champion special rule, and must be unaligned to any Chaos God. The Daemon Prince may not wield the weapon above, for obvious reasons.

THE BATTLEFIELD

Generate terrain as per the Age of Sigmar rules sheet, with the following exception. Going 6" in from the northern and southern table edge, 24" in length, is the wall. It is too high to fly above or land on, so treat it for all intents as "off" the board. As this is a large breach in a gargantuan wall, the terrain pieces should be bits of rubble, debris, wall repairs and temporary battlefield fortifications, if possible. Once the terrain has been set up, Prince Yvarn must place 3 objective markers in his deployment zone.

Туре	Attacks	Range	Hit	Wound	Rend	Damage
Melee	3	2"	3+	3+	-2	D3







These must be at least 12" from each

SET-UP

Prince Yvarn must divide his army into three contingents. Each much have at least one unit. If your army has any duplicate warscrolls, then each of these must go into the same contingent. Divide all units except the Warlord in this manner. Once the army has been divided, Malus Darkblade chooses one of the contingents and deploys the Warlord with that group. He must then write down in secret whether one of the other contingents is a traitor group. If so, he must specify which group is loyal and which is traitorous. He may also choose that neither are traitors. The group with the Warlord is then deployed on the battlefield, with the remainders arriving as reinforcements. Prince Yvarn may deploy this contingent anywhere within 24" of the eastern table edge. Malus Darkblade then deploys his entire army, anywhere within 24" of the western board edge.

FIRST TURN.

Malus Darkblade takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War sheet.

REINFORCEMENTS

Starting from the second battle round, Prince Yvran may call for reinforcements. Note that you do not need to call for reinforcements, if you feel you don't need them or fear traitors. These contingents must be deployed within 9" of the eastern table edge, more than 9" away from enemy units. This counts as their move for the phase.

After having deployed the reinforcements, the Malus Darkblade player must declare if they are loyal or traitors. He must speak the truth and have the result written down already (see the Set Up rules). If the first contingent is Loyal, he need not reveal whether the second contingen is loyal or not. When the traitorous contingent has been placed, or both loyal contingents are placed, Malus Darkblade must reveal his note. If either of the deployed contingents are traitors, activate the Infamy! Special rule.

CAPTURING OBJECTIVES:

Each objective can be captured by having the most models within 6" of it. A unit may only capture a single objective. If a unit is in range of several, controlling player may specify which one the unit controls. Heroes and Monsters cannot capture objectives.

INFAMY!

If one of the reinforcing contingents are traitors, then they fall under the control of Malus Darkblade's forces. After deployment, when their status as traitors is revealed, they immediately count as enemy models for Prince Yvarn's forces, for all intents and purposes. Malus Darkblade may command the traitorous reinforcements from his following turn. The traitors may pile in and attack as normal in the combat phase, if they are attacked.

GAME LENGTH

The game lasts for five battlerounds.

VICTORY

Prince Yvarn wins a major victory if he holds two objectives at the end of the game.

Prince Yvarn wins a minor victory if he holds one objective at the end of the game.

Malus Darkblade wins a major victory if slays half or more of the enemy starting models, and he holds all three objectives at the end of the

Malus Darkblade wins a minor victory if slays half or more of the enemy army, and the enemy holds no objectives.

Any other result is a draw.

The Battle of Reavers Mark

Caradryan, Keeper of the Flames, finds his army scattered upon the field. In a display of great power, Morathi has used the magics of the Ellyrion plains to scatter his army. Now Malus Darkblade rides with all haste to shatter the fragmented army before any reinforcements can arrive. Both he and Morathi knows that Prince Tyrion is on his way, and neither wish to face the wroth of the Prince of Ulthuan.

In this battle, using every defensive advantage possible is crucial. Units might have to be sacrificed to secure overall victory. It is rare that a battle is fought under such difficult conditions. One can only imagine that the realm of Shadow or Light may hold regions of such tricky space. In either case, this is a battle of daring heroics and desperate retreats.

THE ARMIES

One player commands Caradryan and his allies, whilst the other is Malus Darkblade, seeking to slay the enemy.

CARADRYANS' OBEJCTIVES

Caradryan has been ambushed! Though outnumbered, outmaneuvered and under the influence of terrible magics, he stands his ground. Only the intervention of prince Tyrion can save the day, though the battle hangs in the balance. Caradryan and his forces must hold out until reinforcements can arrive.

MALUS DARKBLADE'S OBJECTIVES

Morathi has harnessed the powers of the Ellyrion plains to ambush her foes. Scattering the High Elves across the battlefield, Malus Darkblade, commander of the Dark Elf army, now attempts to divide and conquer before reinforcements can arrive.

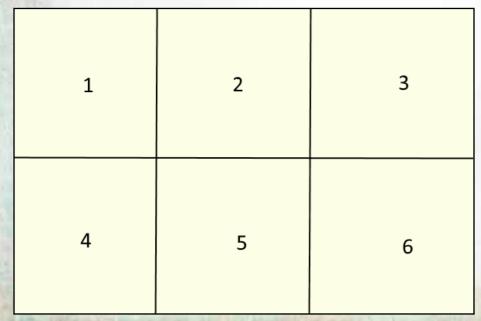
COMMAND ABILITIES

Caradryan:

All-Round Defence: Commanding his warriors to hold firm, Caradryan musters the inner strength of the phoenix guard. If your Warlord uses this ability, all friendly units within 9" of the warlord add 1 to their save roll, and may reroll failed save rolls of 1. Any units affected by this ability may not move or charge, but may pile-in.

Malus Darkblade:

Power of the Plains: The plains sigh with magical energies, and a magician as powerful as Morathi may attempt to harness its powers. Though Malus himself cannot cast such spells, Morathi keeps watch over the battlefield, attempting to aid the Naggarothi without being seen. If your Warlord uses this ability, select one of the table squares (see Set-up). Every enemy model in this square must be moved to another table square of your choosing, as long as it does not have any of your units in it. You may place the models as you see fit. Your opponent may then move the models as if it was his movement phase.







THE BATTLEFIELD:

Generate terrain as per the Age of Sigmar rules sheet.

SET-UP:

Caradryan must divide his army into three contingents. Each much have at least one unit. Every unit with movement 10 or more must be placed in the same contingent. This is Tyrion's Reinforcements, and are not set up during deployment. Once the army has been divided, Malus Darkblade chooses one of the other contingents and deploys the Warlord with that group. This is Caradryan's contingent. The third contingent is Korhil's contingent, which arrives as reinforcements later.

Divide the battlefield into six equal squares. Players alternate between setting up units within these squares. Malus Darkblade starts by deploying one unit wholly within a square. Caradryan then deploys a unit within a square of Malus Darkblade's choice. Caradryan may set up the unit in any way he wishes within that square. Units may only be deployed in squares where there are no enemy units. Keep doing this until both Malus Darkblades entire army and Caradryans forces have been deployed.

FIRST TURN.

Caradryan takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War sheet.

THE DEMON, UNLEASHED

Though Morathi seeks to drain the High Elves of their strength, she cannot allow Tyrion to fall. So she wields the Demon chained within Malus, and will unleash it if he threatens he chosen one.

If Malus Darkblade's Warlord is within 3" of an enemy Hero during his hero phase, the demon is unleashed. Replace your Warlord with a Daemon Prince (or a suitable model representing one). Note that a Daemon Prince set up in such a manner cannot use the Immortal Champion special rule, and must be unaligned to any Chaos God. The Warlord also counts as slain for the purpose of victory conditions.

REINFORCEMENTS:

Tyrions Reinforcements arrive during Caradyans first movement phase. Randomly determine which short table edge they arrive from. You may then deploy the entire force within 9" of that table edge, more than 9" away from enemy models. This counts as their move for the phase.

Korhils reinforcements arrive during Caradryans third movement phase. Deploy them within 9" of the same table edge as Tyrions reinforcements arrived from, more than 9" away from enemy models. This counts as their movement for the phase.

GAME LENGTH:

The game lasts for five battlerounds.

VICTORY

Caradryan wins a major victory if at least half of the models in Caradryans contingent survive the game, and the enemy warlord is slain.

Caradryan wins a minor victory if at least a third of the models in Caradryans Contingent survive the game.

Malus Darkblade wins a major victory if slays two thirds of the models in Caradryans contingent and his Warlord survives, or if he slays all of Caradryans contingent.

Malus Darkblade wins a minor victory if slays half or more of Caradryans contingent and the Warlord survives, or if he slays more two thirds of Caradryans contingent.

Any other result is a draw.

Battle of The Blighted Isle

For five thousand years, Malekith has known that this isle would define his destiny. Here rests his fathers blade, the Sword of Khaine. Upon the Shrine of Khaine, the heirs of Aenerion do battle. Though Malekith is first to the scene, he is met by the indomitable Revenants of Khaine. These warriors have sword an oath to prevent Malekith from reaching the blade. Behind the Witch King rides Tyrion with all his might. One of them shall draw the sword, and claim the legacy of the first Phoenix King.

The moment of fate for the elven races, this battle is a race to claim one of the most powerful artifacts of all, the Sword of Khaine. Within it sits Khaine's essence, ready to be unleashed. Though there are few artifacts in the Mortal Realms as powerful as this, there are some. The pinnacle of the Heldehammer Crusade saw Vandus Hammerhand seek Ghal Maraz itself, in a battle not unsimilar to this. And across the realms, the eight Lamentations awaken. Weapons forged with the souls of mighty daemons, each weapon is itself enough to turn the tides of a war. Fight then, for power unimagined!

THE ARMIES

One player commands the host of Malekith, the Witch King. In hot pursuit is the other player, controlling the Aestyrion.

MALEKITH'S OBJECTIVES

Malekith seeks out his fathers blade. Long drawn to its power, he must now claim it, and the elven kingdoms with it. Though the curse weighs heavily upon him, he is pursued by a foe who craves it higher still.

TYRION'S OBJECTIVES

Tyrion is in pursuit of Malekith. Driven by anger, depression and a rage to blot out the stars, Tyrion intends to finish the elven civil war once and for all. Khaine's curse compels him, and the power of a god is not far from his grasp.

COMMAND ABILITIES Tyrion

A Perfect Word: If your Warlord uses this ability, roll a dice for each enemy unit except the Warlord. On a 5 or 6, that unit immediately falls under your command, and counts as your unit in every way. It may not move in

the following movement phase.

Malekith

Singular Purpose: If your Warlord uses this ability, he and any friendly unit within 6" may retreat and charge in the same turn. If you move units affected by this ability, they must end

their movement closer to the Widowmaker than they began.

THE BATTLEFIELD

Generate terrain as per the Age of Sigmar rules sheet, with the following exception. Place a suitable terrain piece at the center of the southern table edge (a Dragonfate Dias is perfect for this). This represents the shrine of Khaine. Do not place any other pieces of terrain within 12" of the Shrine of Khaine. Place a Marker on the Shrine of Khaine to represent the Widowmaker.

SET-UP

Tyrion must divide his army into two equal halfs. One half, called the defenders, will be deployed on the battlefield and the other half will arrive as reinforcements. The Defenders must have at least two heroes, but may not contain the Warlord. The Reinforcements will have the Warlord.

Alternate placing units. Malekith may deploy anywhere more than 12" north of the center line, and the Defenders may deploy anywhere more than 12" south of the center line.





FIRST TURN

Malekith takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War sheet.

CLAIMING THE WIDOWMAKER

The Widowmaker can only be claimed by the Warlords of either army. To claim the Widowmaker, the Warlord must do either of the following:

Begin your hero phase within 3" of the Widowmaker to pull it from its resting place.

or

Slay the bearer of the Widowmaker in the combat phase.

In addition to the added weapon, the model wielding the Widowmaker must declare a charge if it is able to do so. If the distance rolled allows for a successful charge, then the model must complete the charge, though the player may choose how and where if there are multiple options available. The model that claims the Widowmaker gains the following attack on their profile:

Widowmaker must end its turn closer to the enemy Warlord than it started, it didn't draw this mythic blade to not kill things! If the wielder of the Widowmaker

In addition, the wielder of the

If the wielder of the Widowmaker is slain in any way other than in the combat phase by the opposing Warlord, the blade is lost.

SHADOWBLADE

If a Warlord attempts to claim the Widowmaker by pulling the sword from its pedestal, Shadowblade will attack them. Use the profile from Warhammer Compendium: Dark Elves, and resolve one round of combat from Shadowblade against the model attempting to draw the blade. If this slays the Warlord, the Widowmaker has not been claimed, and is therefore not lost.

Regardless of result, Shadowblade has made his attack. He then disappears into the shadows, do not make any attacks against him. He only gets one shot at preventing the blade from being drawn, he does not try to stop a second attempt.

REVENANTS OF KHAINE

After deployment, Tyrion may declare one unit to be the Revenants of Khaine. The Revenants of Khaine are immune to battleshock within 6" of the Shrine of Khaine.

REINFORCEMENTS:

Tyrion's Reinforcements arrive at the start of his second Hero Phase.

Tyrion's Contingent arrives on the northern table edge. You may then deploy the entire force within 6" of that table edge, more than 9" away from enemy models. This counts as their move for the turn.

GAME LENGTH:

The game lasts for six battlerounds.

VICTORY

Whichever side has claimed the Widowmaker wins a crushing victory!

If the Widowmaker is lost, the side that slays the largest percent of the enemy models wins a minor victory. If the Widowmaker is not drawn, then the side whose Warlord survives wins a minor victory.

Any other result is a draw.

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	24"		
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		12"	
		 	

Weapon
TypeAttacks
AttacksRange
RangeHit
WoundWound
RendDamageMelee
Weapon32"3+2+-2D6

The Battle of Withelan

In the lore of the elves, few conflicts were as devastating as the war between Khaine and Kurneous over the hand of Isha. Now Tyrion and Orion replay this ancient tragedy. They fight as the fates demand, and the prize is the hand of Allarielle. The Everqueen herself wants no part in this brutal conflict. Can she avoid being pulled into this fight to the death?

In this battle, two titans of war face against each other. One seeks a mighty prize, and the other seeks to deny him. Such a conflict with inevitably lead to grueling battles as each side engages in mass slaughter. Yet this is no helpless maiden they fight over. Should her wrath be awakened, then the grounds themselves shall tremble.

THE ARMIES

One one side stands Tyrion, the Avatar of Khaine. Facing him stands Orion, avatar of Kurneous.

TYRION'S OBJECTIVES

Tyrion has come to the forest of Avelorn to claim Allarielle as his wife. Riding at the head of the Aestyrion, his army now comprises both High and Dark elves, and all who are loyal to Khaine.

ORION'S OBJECTIVES

As Allarielle refuses Tyrions offer, she is struck by a spell from Morathi. Put into a coma, Orion takes the task of guarding her from the Avatar of Khaine. The Wood Elves stand firm as they defend their king and queen.

COMMAND ABILITIES

Tyrion

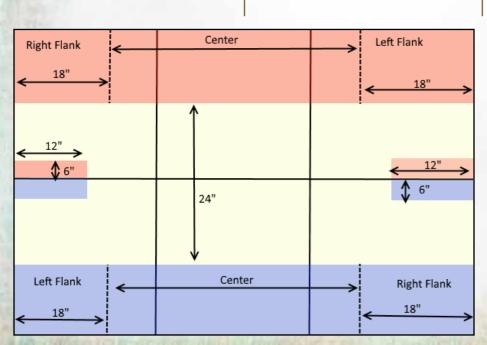
She shall be mine!: Tyrion, raging as Khaine poisons his soul, ushers his armies forward. If he uses this ability, he and D3 other units may run and charge in the same turn, and add 1 to both run and charge rolls.

Orion

The fate of Kourneous: The Elven prince and the remnants of the god both recognize their fate. They must replay the ancient battle, and may end the same. Knowing this may be their last day, they burn all the brighter. All who stand near feel the power and glow of Orion. If your Warlord uses this ability, do not take battleshock tests for units within 16" of Orion.

THE BATTLEFIELD

Generate terrain as per the Age of Sigmar rules sheet. It is recommended that you use as many woods as possible to better represent the forest of Avelorn.







SET-UP

The player must nominate one Hero to represent Orion, who must be your Warlord. He must also nominate one Wizard to be Alarielle. In addition, he must nominate one model to take the role of Araloth. Tyrion's Warlord must be a Hero, and will represent Tyrion in this battle. Alarielle is not deployed at the start of the battle, but instead lies in a coma until the Seed of Darknes rule is activated.

Roll to see who deploys first. Alternate placing units. When deploying a unit, roll a dice and consult the chart below:

Deployment Table

Left Flank Right flank

3-5 Centre

6 Player's Choice

The flanks each go in 18" from the relevant table edge, with the center being the place between these. Models may be deployed anywhere within this area, up to 12" from the center line.

After deploying the rest of the army, Tyrion and Orion are deployed. Roll to see who gets to deploy first. That player may choose whether to place his Warlord on the eastern side or western side. The other model must be placed on the opposite flank. Deploy Tyrion and Orion within

6" of the center line and 12" of the relevant table edge. This places them at the head of their armies, but quite far from one another. Place Araloth in the center of the table.

FIRST TURN.

Orion takes the first turn.

THE GREAT VORTEX WEAKENS This bettleplen uses The Creet Vortey

This battleplan uses The Great Vortex Weakens Time of War sheet.

THE EVERQUEEN'S CURSE

Alarielle is not deployed at the start of the battle, but is instead carried by. Araloth cannot run, fly or charge as long as he protects the Everqueen, but may pile in. Should Araloth be slain, place a marker where he stood. None would dare harm the Everqueen, for Tyrion seeks her. If Tyrion starts his hero phase with a Hero within 1" of the resting Everqueen marker, he has captured her.

You may attempt to awaken the Everqueen in your hero phase. Roll a dice, on a 7 or more, she is awakened. Add 1 to the dice roll for any Wizards within 3" of Araloth.

In addition, if Orion is slain, Alarielle wakes from her sleep, and appears on the battlefield in wrath.

SEED OF DARKNESS

If Alarielle wakes, immediately place her upon a Fulcrum (see The Great Vortex Weakens) anywhere in Orion's center deployment zone. All enemy models within 6" must take a pass a bravery test or suffer a Mortal Wound. After this, all enemy models reduce their bravery by 2 for the remainder of the Battle Round.

GAME LENGTH:

The game lasts for five battlerounds.

VICTORY

If Tyrion captures the Everqueen and his Warlord survives the battle, he wins a crushing victory!

If Orion is not slain, and Alarielle is not captured, Orion wins a crushing victory.

If Alarielle has not been captured or slain, but both Orion and Tyrion have been killed, Orion wins a major victory.

If Orion and Alarielle are both slain, but Tyrion's Warlord survives, he wins a minor victory.

All other results are a draw.

The Traitors Due

Though Tyrion has drawn the Sword of Khaine, there are still those who love him. Korhil, his captain of the White Lions, knows that it is the sword which torments Tyrion. Taking his chance after Tyrion is wounded from battle, he steals the blade and escapes, hoping that its influence will diminish if it is away from the Phoenix King. Morathi cannot accept this. The blade is her lover's by rights, as heir of Aenerion. Enraged by this blazen theft, she marches ahead with the Aestyrion to kill Korhil and regain the Sword.

This is a classic last stand. One brave group of heroes must hold out against overwhelming odds. Though they have reinforcements, they cannot be sure they will arrive in time. Such battles are fought in nearly every corner of the realms. Embattled Kharadron treasure hunters holding off hordes whilst waiting for extractions might be just one example of such a struggle.

THE ARMIES

One player acts as the hunted Korhil and his reinforcements, whilst the other player is Morathi, wrathful in pursuit.

KORHIL'S OBJECTIVES

Korhil, captain of the White Lions, has betrayed Tyrion. Stealing the Widowmaker and escaping, he makes north. Shadowblade arrives ahead of Hellebrons army, and together they must hold off Morathi's army long enough to escape.

MORATHI'S OBJECTIVES

Morathi discovered Korhils betrayal quickly. As Tyrion is too wounded to pursue, she takes to the task personally. The Aestyrion are maddened by this betrayal, and will stop at nothing to return to Widowmaker to their Phoenix King.

16

COMMAND ABILITIES

Korhil

Desperate Stand: Knowing that they face maddened foes, Korhil and his White Lions stand their ground. None expect to survive, but they may yet save their prince if the blade can escape. If your Warlord uses this ability, nominate a friendly unit within 3". Whenever your Warlord suffers a Wound or Mortal Wound, he can ignore it on a roll of 2 or more. If he succeeds, the nominated unit suffers a Mortal Wound for each ignored. In addition, the nominated unit does not need to test for battleshock.

Morathi

Bound by dark magic: If your Warlord uses this ability within 6" of the model carrying the Widowmaker, you may transfer the Widowmaker to your Warlord on a roll of 2 or better.

Analdar's Shrine





THE BATTLEFIELD

Generate terrain as per the Age of Sigmar rules sheet, with the following exception. Place a suitable terrain piece in the center of the board to represent Analdar's Shrine. This terrain piece is always Inspiring, and does not roll on the Mystical Terrain chart.

SET-UP

Korhil must divide his army into two parts. His Warlord, one unit and one additional Hero is deployed within Analdar's Shrine. All other units arrive as reinforcements.

All of Morathi's units arrive as reinforcements.

FIRST TURN.

Morathi takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War sheet.

REINFORCEMENTS

Both armies rush towards the battlefield, speed trumping order. Time is short for either side, and some units are quicker than others. In each player's first hero phase, all models with movement 10 or higher arrive on the battlefield. In each player's second hero phase, all models with movement 6 or higher arrive.

In each player's third hero phase, all remaining models arrive.

Due to the chaotic nature of the battle, roll a D3 for each arriving unit.

On a 1, it arrives in the western third of the battlefield within 6" of the table edge. On a 2, it arrives in the center third of the battlefield within 6" of the table edge. On a 3, it arrives in the eastern third of the battlefield within 6" of the table edge.

Each arriving unit arrives on either the northern table edge for the reinforcements of Hellebron, or the southern table edge for Morathi's army.

THE WIDOWMAKER

Korhil's Warlord carries the Widowmaker at the start of the battle. He cannot wield it, nor can any other model. Its powers are Tyrion's alone, all others seek only to remove it from him or return it to him. The model carrying the Widowmaker cannot run, fly, or otherwise move or be moved further than its movement characteristic.

Should the bearer of the sword be slain, control of it transfers to an enemy model within 3" if present, to a friendly model within 3" if not. If there are no models within 3" when the bearer is slain, place a token where he stood. The first model to come within 3" of that token picks up the sword.

The model carrying the Widowmaker cannot pass it on in any way save death.

GAME LENGTH:

The game lasts for six battlerounds.

VICTORY

The side carrying the Widowmaker at the end of the battle wins.

If neither side holds the Widowmaker, the game is drawn.

The Final Battle

The Great Vortex of Ulthuan. Long has it protected the world against the daemons of the realm of chaos. But it is no longer sufficient, greater champions are needed. Malekith, Phoenix King, knows this. But he too knows that it is Tyrion, the Avatar of Khaine, which stands before him. Not since Caledor Dragontamer has an act been so bold or so dangerous. Even success would doom Ulthuan itself, but it may be the only chance to save the world. Such a burden is Malekith's and Teclis', and Tyrion must deny them.

This battle is fought for control over a mighty magical vortex. One side seeks to break it apart. Should they manage to unbind it, incredible powers will be theirs. The other side will stop at nothing.

THE ARMIES

A player must act as Malekith, seeking to unravel the Great Vortex. The other player is Tyrion, out to slay all before him and prevent the Great Vortex from being destroyed.

| MALEKITH'S OBJECTIVES

Malekith, the Phoenix King, has landed upon the Isle of the Dead. Desperate to end the fighting and prepare for the Rhana Dandra, Malekith has consented to Teclis' plan. To unbind the Great Vortex, to bind the winds of magic into mortal hosts, and to doom Ulthuan in the effort.

TYRION'S OBJECTIVES

Tyrion, Avatar of Khaine, has come to stop him. Ulthuan is his, and all the traitors of the land must die. His brother must die, his lover must die, Malekith must die and so too must all who stand against him. Khaine has returned.

ABILITIES

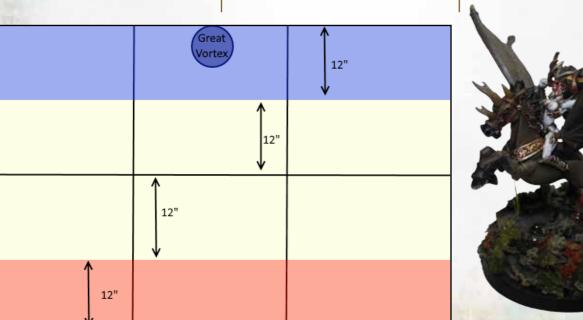
Malekith

Vengeance of Asuryan: Calling upon the righteous power of Asuryan, Malekith commands the spirits of past Phoenix Kings. They owe him a debt beyond repayment, and they repay willingly. Only Aenerion does not heed the call, for he owes nothing to his people. In addition to any other spells the Warlord knows, he knows the Vengeance of Asuryan spell. If the Warlord is not a Wizard, he may still cast this spell as if he were one.

Vengeance of Asuryan has a casting value of 6. If successfully cast, you may summon up to three High Elf Princes, armed with either a Starblade or an enchanted Polearm, or mounted upon a Purebreed and armed with a Star lance. You may also include a High Elf Mage instead of a High Elf Prince. These model ignores Rend when taking saves. You may place each model anywhere within 12" of the caster. If a model is set up within 3" of an enemy unit, the unit takes D3 Mortal Wounds.

Tyrion

The Curse of Khaine: If your Warlord uses this ability, you may place a unit of up to 20 Skeleton Warriors within 18" of you Warlord, more than 9" away from the enemy. You may also set up a Wight King within 3" of this unit. This counts as their movement for the turn.







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THE BATTLEFIELD

Generate terrain as per the Age of Sigmar rules sheet, with the following exception. Place a suitable terrain piece (it should be round and fairly large, a Dragonfate Dias or a Large Blast template can work) at the center of the northern table edge. This is the Great Vortex.

SET-UP

Malekith must set up one wizard within 3" of The Great Vortex, taking the role of Teclis. This Wizard cannot be your Warlord. You may also place any number of Wizards within the Great Vortex. These do not take damage for crossing the Threshold (see The Great Vortex scenario rule). Tyrion's Warlord takes the role of Tyrion.

Alternate placing units. Each unit may be placed anywhere more than 12" from the center line, north of it for Malekith and south for Tyrion.

FIRST TURN.

Tyrion takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War sheet. Add D3 to all rolls to determine the winds of magic.

THE GREAT VORTEX

The Great Vortex at the heart of

Ulthuan has kept the winds of magic at bay for millennium. Caledor Dragontamer's last spell has siphoned the magic out of the world, keeping the teeming hordes of deamons at bay. Now his heirs seek to undo his spell, for it is the only option available to them.

No model may move into, under, over or in any way across the Great Vortex unless they have the Wizard keyword. If they are not Wizards, they are utterly destroyed.

A wizard may attempt to enter the Great Vortex. The Wizard suffers D3 Mortal Wounds as it passes the threshold.

A model that has entered the Great Vortex may not leave it for any reason.

A model within the Great Vortex may not interact with models on the outside in any way. They cannot be targets of spells or attacks, nor may any abilities cross through the Vortex. Models within the Vortex may affect other models within the Vortex as usual.

CONTROLLING THE GREAT VORTEX

At the end of each battle round, Malekith must roll a dice and consult the chart below. This roll cannot be altered or rerolled for any reason other than those stated here. Controling the Vortex chart

D6	Result
1	Slaanesh is released! The game ends immediately as a victory for Tyrion.
2-3	One of the Winds of Magic escape
4-5	The tempest is contained.
6	One of the Winds of Magic is bound.

In addition to this chart, there are numerous modifiers.

Modifiers

	+1	Teclis is within the Great Vortex
	+1	There are at least 3 Wizards in the
		Great Vortex, not counting Teclis or
		Wizards belonging to Tyrion.
١	-1	There are any of Tyrion's Wizards in
1		the Great Vortex
	-1	Malekith has cast Vengeance of
		Asuryan in this battle round
١	-1	Any spell has been cast with a roll of

GAME LENGTH

12 or more

The game lasts for six battlerounds.

VICTORY

Unless Slaanesh is released, the victor is decided by the winds of magic. If more winds are bound than escape, Malekith wins. If more escape than were bound, Tyrion wins. Any other result is a draw.

Mighty Battles: The Return

THE ARMIES

One player is the Pretender, and the other is the Incumbent.

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 Pretender general adds 1 to his Guile and his Persuasion characteristic, whilst the Incumbent general adds 1 to his Planning and Persuasion characteristic.

CAMPAIGN SPECIAL RULES Helpers in High Places

The Pretender may reroll any failed Persuasion tests during the course of this campaign.

Wrath of the Regent

Driving his loyal and mighty cavalry forward through sheer force of presence, the Incumbent adds 1 to the damage of all units who have charged in the same turn.

Uncertain loyalties

Civil war is a terrible thing, and nobody can be trusted. In each of your hero phases, you may roll a dice for any enemy units. On a 6, that unit is a traitor amongst the ranks of the enemy! You immediately take command of the unit as if it were your own, though it cannot move this turn. You may only attempt to do this once for each enemy unit, though you may try for multiple different units during each of your hero phases. You cannot attempt this on the opponents General!

Home of Magic

Use the The Vortex Weakens Time of War rules for every battleplan in this campaign.

CAMPAIGN STRATAGEMS

High Ground

All missile attacks may add 6" to their range, as long the unit is in its own deployment zone. In addition, add 1 to all hit rolls for missile attacks in the first battleround.

Local Allies

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.

RECREATING THE WAR

This campaign allows you to reenact Malekith's final invasion of Ulthuan, and his desperate race to the Widowmaker against Tyrion.

The Pretender must use Malekith the Witch King as his General. However, you may not use him in The Race is On or Rescuing the Phoenix. You must select a different Hero to be your general for The Race is On, and you must use Malus Darkblade as you general in Rescuing the Phoenix.

If, during Rescuing the Phoenix, you choose to use Malus Darkblade's Tza'arkan ability, use the scenario rule The Daemon, Unleashed rule instead.

All units in the Pretender's army must have the Exiles keyword. The army may also contain any of the following units: Prince Imrik, Dragonlord, High Elf Prince on Dragon, Dragon Princes of Caledor.

The Incumbent must use Tyrion as his general. He may not use Tyrion in The Eagle's Fall or The Battle of Whiteweald. His army may not contain any of the following units: Prince Imrik, Dragonlord, High Elf Prince on Dragon, Dragon Princes of Caledor.

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

THE EAGLE'S FALL

Play the Slaughter at Eagle Gate battleplan (See Battletome: The End Times: Khaine)
The Incumbent plays as Prince Yvarn, whilst the Pretender acts as Malus Darkblade.

STRATAGEMS

The Pretender must take a Pursuasion or a Guile test. If successful, choose a pursasion or guile stratagem to your general's ability.

The Incumbent may take a Pursuasion or Planning test. If the persuasion test is successful, select a persuasion stratagem to your ability. If the pursuasion test is successful, you may use the Local Allies stratagem. If the planning test is successful, you may use the High Ground stratagem.

THE BATTLE OF WHITEWEALD

Play The Trap battleplan (see Mighty Battles in an Age of Unending War)

The Incumbent is the Ambusher in this battle, whilst the Pretender is the Invader.

If the Pretender lost The Eagle's Fall, he may not use the Uncertain Loyalties rule for this battle, nor may he use the Local Allies stratagem.

STRATAGEMS

The Pretender must take a planning or a guile test. If successful, they may select Local Allies, or a stratagem of the relevant type to their ability.

The Incumbent may take a strategic characteristic test of their choice. If successful, you may take either Local Allies or a relevant stratagem to your ability.

THE RACE IS ON

Play the Sudden Assault battleplan (See Mighty Battles in an Age of Unending War)

The Incumbent plays as the Custodian, whilst the Pretender must be the Invader.

STRATAGEMS

The Pretender must take a planning test. If successful, they may select High Ground or a Planning stratagem to their ability.

The Incumbent may take a strategic characteristic test of their choice. If successful, you may take either a common stratagem or a relevant stratagem to your ability.

RESCUING THE PHOENIX

Play The Battler of Reavers Mark battleplan (See Battletome: The End Times: Khaine)

The Incumbent acts as Caradryan for this battle. The Pretender plays as Malus Darkblade.

If the Incumbent lost The Race is On, Tyrion's reinforcements are delayed until the third turn.

STRATAGEMS

The Pretender must take a Pursuasion or Guile test. If successful, you may use Local Allies or a relevant stratagem to your ability.

The Incumbent must take a persuasion test. If successful, you may take either Local Allies or a common stratagem.

WIDOWMAKER

Play Battle for the Blighted Isle battleplan (See Battletome: The End Times: Khaine)

The Incumbent plays as Tyrion, whilst the Pretender is Malekith.

If the Pretender won The Battle of Whiteweald, he may take two strategic characteristic tests of his choice, or reroll the first test he takes should he fail it.

If the Incumbent won Rescuing the Phoenix, he may use Local Allies in addition to any other stratagems he gains. This force must belong to Tyrion's Contingent.

STRATAGEMS

The Pretender may take a strategic characteristic test of his choice, and select a relevant Stratagem if successful. The Incumbent may take a planning test. If successful, select a planning stratagem for this battle.

CAMPAIGN VICTORY!

The player who controls the Widowmaker at the end of Windowmaker has won a Legendary victory! The side which wins a minor victory in Widowmaker has won a Narrow victory.

If the battle is a draw, then neither side has won, and the civil war continues!

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 Everchosen has returned to fulfill his destiny.

As daemons and barbarians overrun Naggarond, Malekith launches his final assault on Ulthuan. There will be no retreat, and there can be no surrender. He will stop at nothing to claim his birthright. A new Phoenix King will be crowned, and the Widowmaker lies restless on the blighted isle.

> DEATH RISES, KINGDOMS FALL. CHAOS REIGNS.

THESE ARE THE END TIMES.

Inside you will find
The third chapter of the doom of the Wolrd-that-Was.

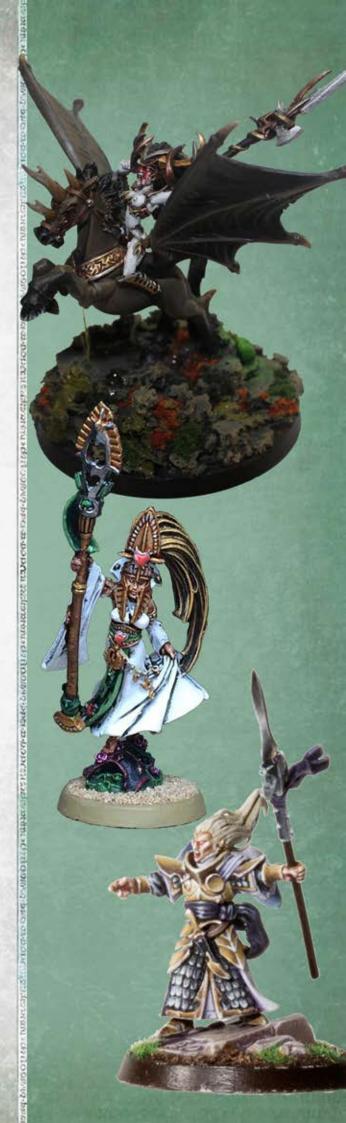
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A Mighty Empires campaign for 2 players.













Index

TIME OF WAR: REALMS OF THE LIZARDMEN	4
THE MISTS OF XLANHUAPEC	6
THE BREAKING OF THE MOUNTAINS	8
DISASTER AT KARAK KADRIN	10
DEATH FROM BELOW	12
AMBUSH ON THE TRAIL OF BONES	14
THE BATTLE OF KARAZ-A-KARAK	16
MIGHTY BATTLES: THE DOOM OF BELEGAR	18

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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 ancenstral 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-byproxy. These proxy Warlords can use command abilities as normal.

Call for Reinforcements!

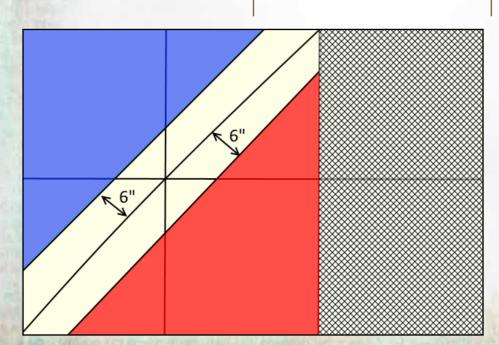
If your Warlord (or proxy-Warlord) uses this ability, you may immediately deploy one of your other contingents 6" from any table edge more than 9" from enemy units. If you do this, you cannot get better than a Draw in that battle.

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.

The state of the s

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.

9"





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

COMMAND ABILITIES

24"

and the courage in your heart.

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

12

them upon the steel of your sword

the of from

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

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	Doooooooooooom!
13	D0000000000000000000000000000000000000

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.

DESCRIPTION OF THE PROPERTY OF

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...

1-3 1-3 15" 4-6

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.

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!

16

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!

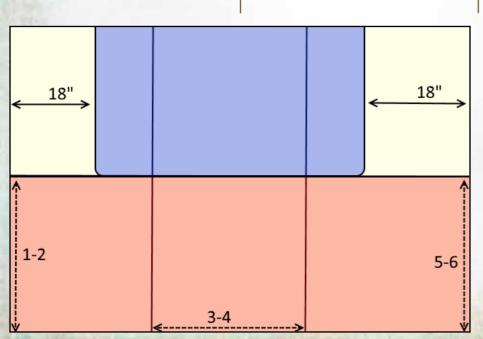
If your Warlord uses this ability, D3 units within 12" do not need to take battleshock tests until your next hero phase.

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 hight 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

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

Dwarf Victory (or Draw)

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.

Skaven 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.

CAMPAIGN VICTORY!

The Winner of The Tables Turned achieves a Heroic 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 Everchosen 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.

Inside you will find
The third chapter of the doom of the Wolrd-that-Was.

A Time of War rule for use in your games.

6 battleplans recreating pivotal moments of the story.

A Mighty Empires campaign for 2 players.











BATTLETOME THE END TIMES

ARCHAON



Index

ONE LAST CHARGE	4
SIEGE OF THE BLACK PYRAMID	6
BATTLE FOR THE CHASM	8
DEFENCE OF THE ETERNAL GLADE	10
THE BLOOD HUNT UNLEASHED	12
MIDDENHEIM: EDGE OF THE ABYSS	14
MASSACRE IN THE MIDDENPLATZ	16
THE WESTERN WALL	18
DEATH COMES TO NEUMARKT	20
BATTLE OF ULRIC'S BONES	22
THE END OF ALL THINGS	24
MIGHTY BATTLES: PLAGUE AND DEATH	26

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One Last Charge

Averheim has fallen. The Everchosen stands triumphant over the last ruin of the Empire. The vast hordes of chaos sack the city, pillaging and burning as they go. Yet the courage of men has not faded. The Emperor gathers to him the last remains of the Empire and Bretonnia. Hope is now their last redoubt, and all is gambled on a single stroke. The final charge goes straight to the heart of the enemy army. They must slay the Everchosen here. Death and revenge are their only options. Honour, glory and victory are all forgotten, for it is only the life of the Three-Eyed King that matters.

This scenario recreates the last true charge of the Empire and Bretonnia. Defeated behind broken walls, they sally forth. They charge down the Steilstrasse, an open clearing in a burning city and Archaon awaits them.

THE ARMIES

One player acts as Averheims defenders. Leading a lessened force of cavalry and shattered troops, they charge forth. Led by the Emperor and Duke Jerrod, they are desperate but committed. They have refused to surrender to despair. Their fate now set, they ride.

Awaiting them stands the Horde of Chaos. Led by Archaon the Everchosen, the legions are spread across the city. At his call, they return to him. Though left without much of a bodyguard, the Everchosen cannot flee. He must face this challenge. In fact, he eagerly awaits the chance to take the Emperor's head.

AVERHEIM DEFENDER'S OBJECTIVES

All is lost. The Empire is no more. Bretonnia has fallen. Only the glorious few remain to stand against the numberless horde. So they seek the only option they have; to slay the Everchosen. If he can be defeated, his horde will shatter. The ruins of this world may yet be saved, even if all they have held dear is destroyed. Fight for tomorrow and ride for the end of the world!

HORDES OF CHAOS' OBJECTIVES

Victory. Sweet. Perhaps a little bitter. The city means nothing; only the Emperor is important. For too long have the lies of the gods dominated this world. The human Emperor represents the worst of all. Even after the end of all things, they challenge me. This shall end today. The warriors return with haste! There will be no escape for them now.

COMMAND ABILITIES

Averheim Defender

Ride for Ruin:

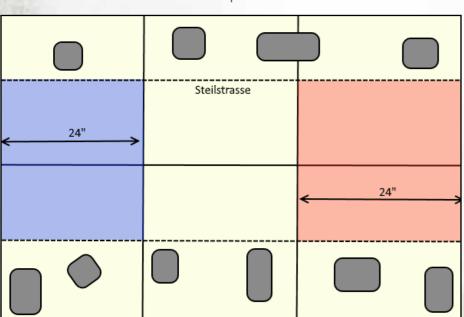
Spurred on by the Emperor, already furious warriors charge with the strength of giants. If your Warlord uses this ability, apply the An Empire to Avenge rule to all friendly units that have charged, not just those who rolled 7 or more. If a charging unit does roll a 7 or more, D3 Mortal Wounds are caused instead of 1.

Hordes of Chaos

Summon the Tribes!: When Archaon commands your presence, it is best to attend with haste. If your Warlord uses this ability, immediately deploy one unit according to the Converging Conquerors rule.

THE BATTLEFIELD

Do not set up any terrain within 12" of the center line which bisects the board, going from east to west. This is the Steilstrasse. Outside of this there should be plenty of burnt out ruins and other broken remains of the city.







SET-UP

Alternate deploying units, with the Averheim Defenders deploying the first unit. They may deploy up to 24" into the Steilstrasse from the western table edge. The Hordes of Chaos must roll a dice when trying to deploy each unit. On a 1, 2 or 3, they are busy sacking the city and are not deployed on the battlefield. They will arrive according to the Converging Conquerors rule. On a 4, 5 or 6, the unit may be deployed up to 24" into the Steilstrasse from the eastern table edge.

FIRST TURN

The Averheim Defenders take the first turn.

THE GREAT VORTEX WEAKENS:

This battleplan uses The Great Vortex Weakens Time of War.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

AN EMPIRE TO AVENGE

Drawing on their last reserves of strength, the Averheim Defenders charge.

If a unit from the Averheim
Defenders rolls 7 or higher on
their charge roll, they do additional
damage. For each friendly model
that finihses a charge within 1" of an

enemy unit, the enemy unit suffers a Mortal Wound.

In addition, all Averheim Defenders can choose not to take a battleshock test. Their fates are sealed and they no longer fear death.

IRRESISTIBLE CHALLENGE

For too long, Archaon has long watched the Emperor eluded him. Now he is cornered and like a mouse it strikes out. There can be no tactical withdrawal, or shrewd strategy now, for the challenge is issued. He shall meet the Emperor head on. The Hordes of Chaos Warlord may not move off the Steilstrasse under any circumstances.

CONVERGING CONQUERORS

Archaon's horde stretches from horizon to horizon. So vast is it, that even now it mostly sits beyond the walls of the city. Archaon's vanguard now sacks the city and spreads itself out. But his will is absolute and he now draws together his army to trap the rallied defenders.

In the beginning of each of the Hordes of Chaos' movement phase, additional troops may enter the battlefield. Roll a dice for each unit not deployed at the start of the battle. On a 4 or more, they may be set up anywhere within 6" of the long table

edges and more than 9" from enemy models.

If any Hordes of Chaos units have been destroyed during the battle, roll a dice for each unit at the start of each Horde of Chaos' movement phase. On a roll of a 3 or more, another identical unit may be deployed as above.

GAME LENGTH

The game lasts five battlerounds.

VICTORY

If the Averheim Defenders can slay the Hordes of Chaos' Warlord, they win!

Any other situation is a victory to the Hordes of Chaos.

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Siege of the Black Pyramid

For millennia, the Black Pyramid stood silent in Nehekhara. It watched over the desolation of Nagash, forever a reminder to the proud Tomb Kings that there was a master greater even than them. For all those long years, the Black Pyramid also served another purpose. It drew in and accumulated dark magic becoming a beacon of vile and forbidden power. Now Nagash rests within it, absorbing powers beyond belief.

The forces of Chaos have arrived to defeat the Great Necromancer before he becomes a true challenger to their dark overlords.

THE ARMIES

One player acts as the Pyramid Defenders, commanded by Arkhan the Black. Besieging the Black Pyramid is Isabella the Accursed and her besiegers. She is controlled by the other player.

PYRAMID DEFENDER'S OBJECTIVES

Nagash slumbers within the pyramid, and he wishes not to be disturbed.

BESIEGER'S OBJECTIVES

Once beautiful and fair, now she is a fallen vampire in service to Nurgle. She commands a legion of daemons, and seeks to destroy the Black Pyramid before Nagash can awaken.

SPECIAL ABILITIES Spring the trap.

If the Warlord of the Pyramid Defenders uses this ability, activate the Lying in Wait special rule.

Besiegers Dual Strike

Isabella's plan requires a two-pronged strike. The first force is her own which must distract the defenders for whilst the other team completes its task. The other force is the Drill Team, which must penetrate into the Black Pyramid and destroy it. Each force has its own Warlord who may use command abilities etc.

THE BATTLEFIELD

Divide the battlefield into two parts. One part is a 4'x4' section representing the outside of the Black Pyramid. The other part is a 2'x4' section representing the inner chambers. There is no crossover between the two sections. No unit may move across from one to another, nor do any attacks or abilities of any kind affect across sections. The walls of the Black Pyramid are too thick and empowered to allow any such trickery.

Along the western walls of the Pyramid (the eastern wall of the table), there lie two great lakes of Death Magic. No models may willingly enter the Lake of Death Magic. Any models that enter it for any reason other than Lying in Wait are destroyed. Only an isthmus allows entrance into the Pyramid. The isthmus is 6" wide and on the center of the eastern table edge. Roll for other terrain as per the Haunted Battlegrounds Time of War. Inside the Pyramid there is little terrain. Do not roll on the Mystical Terrain chart for these.

SET-UP

Before setup, the Besiegers must choose a drilling Team and the Pyramid Defenders must choose a Sanctum Watch. Each of these groups must consist of at least one Hero and one other unit. These two groups cannot be more than a third the size of your total combined army size. Then the Pyramid Defenders must declare who is slumbering within the Pyramid. This must be a model with both the Monster and Hero keywords. He is The Pyramid's Master, and follows the rules with the same name.

Alternate deploying units, starting with the Pyramid Defenders. The Pyramid Defenders deploy within 12" of the eastern table edge (of the Pyramid's Outside), and may deploy any models they like in the Lake of Death Magic. If you choose to do so, place them to the side and activate them as per the Lying in Wait rule. The Besieger deploys within 12" of the western table edge.

Players must also alternate setting up Bomb Markers within the Pyramid. Starting with the Pyramid Defenders, place a marker anywhere within 8" of the centre line (going east-west). The Besieger sets up the second within the same area, more than 6" from the other marker. Then the Pyramid Defenders place the last marker, with the same criteria as above.

FIRST TURN

The Besiegers take the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

HAUNTED BATTLEGROUND

This Battleplan uses the Haunted Battleground Time of War, applied to the battle outside the Black Pyramid.

BATTLE IN THE PYRAMID

At the beginning of any of the Besiegers movement phases after the first, you may elect to start the battle in the Pyramid.

When the battle in the Pyramid starts, the Besiegers deploy the Drill Team within 9" of the southern table edge; this counts as their move for the turn. Having the head start, the Sanctum Defenders are not deployed until their next movement phase. Deploy the sanctum defenders anywhere within 9" of the northern table edge. They may be deployed within 3" of enemy units.

The Warlord of the Drill Team carries warpstone bombs. For each bomb marker he touches, he deploys a bomb. If any unit from the sanctum defenders come within 3" of a deployed bomb, they may attack it in the combat phase as if it were a normal foe. Each bomb has 3 Wounds and a save of 5+. Destroyed bombs are removed and have no further effect. You may place any number of bombs, but only one on each marker at a time. Too many active bombs close together may result in a unplanned, somewhat premature detonation...



Any units deployed in the Lake of Death Magic are put to one side until this ability is active. They are simply too well hidden to be affected by anything on the battlefield.

If the Pyramid Defender's Warlord uses the Spring the Trap command ability, immediately place all of the units set aside within 6" of the Lake of Death Magic, more than 3" from enemy units. Units that have emerged from the lake are super-charged, and may reroll charge and hit rolls.

THE PYRAMID'S MASTER

If the Besieger's Warlord comes within 12" of the center of the eastern table edge, by the isthmus, the power within the Pyramid is awakened. Deploy the Master on the isthmus, or as close to it as possible. This model ignores the Lake of Death Magic. In addition, add 1 to all its Hit and Wound rolls, as it has grown in power whilst sleeping.

Alternately, if the battle in the Pyramid has begun, you must deploy the model within the Pyramid. That is where the true threat lies, and the Pyramid's Master will respond with all its might.

CORRUPTING TOUCH

Isabella has been blessed by Nurgle with a curse so terrible, even Nagash would fear it.

If the Besieger's Warlord attacks the Pyramid Defender's awakened model, or enters the Pyramid, she has infected the Pyramid's Master. To enter the Pyramid, she must end a movement phase within 3" of the centre of the eastern table edge. In each combat phase, when the Warlord makes the rest of its attacks, also inflict D3 Mortal Wounds to an enemy unit within 1".

The gods protect the Pyramid Besieger's Warlord with the lives of their followers. Any wound suffered outside the Combat Phase is ignored, instead a friendly unit within 3" suffers the same number of Mortal Wounds. If there are no friendly units within 3", the wounds are applied as normal.

GAME LENGTH

The game lasts 5 battlerounds.

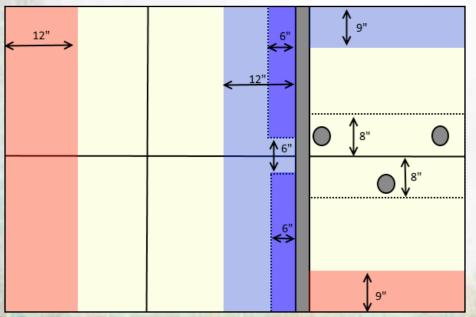
VICTORY

If the Besiegers have at least 2 bombs active, they win a minor victory.

If they can also manage to infect the Pyramid's Master, they win a Major Victory.

If there are not enough bombs planted to destroy the pyramid, the Besiegers can draw the game if they can infect the Pyramid's Master.

Any other result is a victory to the Pyramid Defenders.



Battle for the Chasm

The Zhufbarak flee Averheim. Behind them are the Skaramore, deadliest of Khorne's mortal followers. They have marched long ahead of this terrible foe but at the end of the Chasm of Echoes they were outrun eventually. Turning to face the foe and buy time for the Dwarfs, Balthasar Gelt stood his ground. Let it not be said that any dwarfs fled while a manling stood, for each and every Zhufbarak turned and faced their enemies. Unknown to either party, Caradryan and his host were rapidly approaching and may yet save the Zhufbarak.

Bloodied fanatics, a desperate stand and divine intervention, all the pieces needed for an epic battle. There are many moving pieces in this fight, least of all the Sword of Khorne. This makes it unpredictable and difficult for either side to know if they are winning until the final moment. Though Khorne himself rarely intervenes in the Mortal Realms, there are no few stories of Sigmar's wrath pouring through a Lord-Relictor to smite their foes. Indeed, it was such an event that prevented Khorgos Khul from slaying Vandus Hammerhand by the Red Pyramid..

THE ARMIES

24"

One player is the Zhufbarak. The other plays as the Skaramore.

ZHUFBAR'S OBJECTIVES

The last survivors of the great hold of Zhufbar and perhaps the last dwarfs of the Karaz Ankor. You are entrenched at the end of a dangerous and narrow chasm, ready to fight to the last. Gelt, the Incarnate of Metal, empowers your runes and strengthens the force but you are hopelessly outmatched. Far to the west, help arrives. Raise the shields, take aim and hold out until help arrives!

SKARAMORE'S OBJECTIVES

Assaulting them is the Skaramore. They are led by Skarr Bloodwrath, a deadly champion of Khorne. They seek the glory of blood and a tally of skulls for their mad god. Only the destruction of the Zhufbarak can satisfy their thirst. Should any others intervene, then they too must be destroyed.

SPECIAL ABILITIES Zhufbarak Command Ability:

Runic enhancements

If the Warlord uses this ability, D3 friendly units within 15" may reroll failed wound and save rolls of 1.

Skaramore: The Sword of Khorne

His gaze drawn by the blood sacrifice of his own favoured champion, Khorne acts. Drawing his sword, a power endlessly beyond mortal comprehension, he strikes the battlefield. The true nature of the blade is unknown to most of the soldiers, but those steeped in magic know the terrible truth.

The first time your Warlord is slain, do not remove him. Instead, immediately place a marker anywhere on the battlefield. Then roll 6D6, and place another marker within that distance of the first. Every model (friend and foe) between these two markers suffer D3 Mortal Wounds. Heroes and Monsters suffer D6 Mortal Wounds. Then restore the Warlord to his starting wounds characteristic, ignoring any effects gained during the





battle. Note that this ability can never slay more models than it touches in a unit, any excess wounds are ignored.

THE BATTLEFIELD

The battlefield is restricted to a 6'x2' zone. Divide a regular table in half, or go 12" from the centre line. There are cliff walls all along the northern and southern edges. The western side is higher, and should be hilly if possible. Place one piece of terrain, or 2-3 smaller pieces in the canyon to represent fallen rocks.

SET-UP

The Zhufbarak deploy anywhere within 24" of the western table edge, and the Skaramore do the same from the eastern.

When deploying, the Zhufbarak must hold two units in reserve for each they deploy. These are later deployed under the Timely Arrival rule. Those initially deployed are the Host of Metal, whilst the units held back are the Host of Fire.

FIRST TURN

Each player rolls a dice. The player who rolled the highest can decide who takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

LAST STAND

The Zhufbarak have seen and experienced much. They are determined to meet their ancestors with honour. Models deployed as Zhufbarak do not take battleshock tests.

UNSTEADY FOOTING

The Chasm of Echoes is steep and treacherous, an excellent defensive position.

Any units that make a charge move closer to the western board edge than they started must roll a dice for each model. For each roll of a 1, the unit suffers a Mortal Wound. This does not apply to units with the Fly rule.

TIMELY ARRIVAL

Drawn to the intruder's corrupting presence, the Host of Fire arrives. At the beginning of the Zhufbarak's third movement phase, the Host of Fire enters the fray. Any unit with the Fly rule may appear anywhere on the battlefield more than 9" from the enemy. Units that cannot fly must deploy anywhere within 9" of the western table edge, more than 6" from enemy units. This counts as their move for the phase.

GAME LENGTH

The game lasts 6 battlerounds.

VICTORY

If the Skaramore can slay all of the models deployed as Zhufbarak, they win a Major Victory.

If they can only slay half of the models deployed as Zhufbarak, they win a minor victory.

If more than half of the Zhufbarak survive and more than half of the Skaramore models have been slain, the Zhufbarak score a major victory.

If more than half of the Zhufbarak survive, they win a minor victory.

Any other result is a draw.

Defence of the Eternal Glade

Hellebron, twisted by madness and fate, attacks the Eternal Glade. Guided by the invisible hand of Be'lakor, the imprisoned Coeddil and his throng of vindictive forest spirits join the attack. To make matters even worse, the First-Damned assaults with his demonic minions. These forces have little love for each other, but their hatred of the defenders unites them in purpose, if not in spirit. Raising their armies in defence, the Eternity King Malekith and the Everqueen Alarielle are swift to act. Together, they must defeat the terrible gathering of foes before them.

THE ARMIES

This is a battle for 2, 3 or 5 players. In either case, the Glade Defenders are controlled by 1 or 2 players, whilst the Defilers are controlled by 1 or 3 players.

Designers note: though normally a two-player game, this battleplan scales well up to 3 or 5 players. Use the rules as normal, with the exceptions noted below if you wish to play with multiple players.

GLADE DEFENDER'S OBJECTIVES

None may assault the Eternal Glade and live. Shatter the foes before you.

DEFILER'S OBJECTIVES

Kill the betrayers, slay the intruders and corrupt the Oak of Ages.

SPECIAL ABILITIES United Command

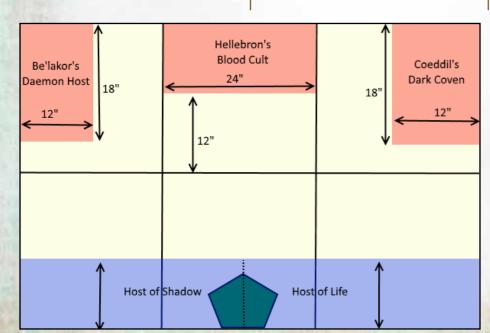
You must select one Hero to be the Warlord for both the Host of Shadow and the Host of Life (see below). If commanded by a single player both Warlords may use their command ability. If commanded by seperate players each Warlord's command ability can affect models in the other host and all models from each host count as friendly models for any purpose.

Divided Command

Hellebron's Blood Cult, Coeddil's
Dark Coven and Be'lakor's Daemon
Host are treated as a separate force.
They must each have a Hero to act as their Warlord. Treat units in different forces as friendly models for movement and combat purposes, but no abilities or spells may affect across forces. They simply don't want to help each other!

THE BATTLEFIELD

Place a terrain piece in the center of the southern table edge. This is the Oak of Ages (use a suitably large and impressive piece!). It is always Inspiring. Place the rest of the terrain as per the Age of Sigmar rules.



SET-UP

The Glade Defenders must divide their army into two parts. One is the Host of Shadow, the other is the Host of Life. These forces should be roughly equal in size.

The Defiler must split their army into three parts. These should be roughly the same size as each other. Each force, Hellebron's Blood Cult, Coeddil's Dark Coven and Be'lakor's Daemon Host should be roughly the same size as either the Host of Shadow or Host of Life. See the map for where to deploy each force.

Designer's note: If you wish to play with three players, two of them should divide command of the Glade Defenders. One player using the Host of Life and the other using the Host of Life. The third player then plays all three of the Defiler armies. For a five-player match, split command of the Defiler armies, letting one player each control one of the forces.

FIRST TURN

The Defilers take the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

ON SACRED GROUND

Standing before their King, Queen and the Oak of Ages, the defenders refuse to yield.

The Glade Defenders roll two dice for their Battleshock rolls and use the lowest.

DEFILING THE OAK OF AGES:

If the Warlord of Be'lakor's Daemonic Host is within 3" of the Oak of Ages in his Hero phase, he can begin to corrupt it. To do so, roll a dice. Keep a tab of the results, adding each to the last. If the total reaches 10 or more,



the Oak of Ages has been corrupted. If Be'lakor's Warlord attempts to corrupt the Oak of Ages, Coeddil's Dark Coven will turn against him. All units in that force are immediately counted as enemy models by the other two Defiler armies. The Glade Defenders then takes command of that force for the remainder of the game. They are still enemy units to the Host of Life and Host of Shadow.

Designer's note: If playing a 3-player game, randomize which of the Glade Defender players takes command of Coeddil's Dark Coven. If playing a 5-player game, the player keeps control of his army, but now treats all other forces as enemy armies. See the Victory rules for updated victory conditions should this occur.

GAME LENGTH

The game lasts 6 battlerounds.

VICTORY

2-player game

If the Defilers succeed in corrupting the Oak of Ages, they immediately win a Major Victory.

If the Defiler manages to slay more than half of each of the Hosts of Life and Shadow and at least one of the Warlords by the end of the game, they win a Minor Victory.

The Glade Defenders win a Major Victory if they slay two of the three opposing Warlords and half of the total enemy forces by the end of the game.

The Glade Defenders win a Minor Victory if they slay at least one enemy Warlord, and do not lose either of their own Warlords.

Any other result is a Draw.

3-player game

If the Defilers succeed in corrupting the Oak of Ages, they immediately win a Major Victory.

If the Defiler manages to slay more than half of each of the Hosts of Life and Shadow and at least one of the Warlords by the end of the game, they win a Minor Victory.

The Glade Defenders win if they slay two of the three opposing Warlords and half of the total enemy forces by the end of the game. Keep a tally of the amount of units destroyed by each player. The player that slew the most gains a Major Victory, while the other play scores a Minor Victory. The Glade Defenders win a Minor Victory if they slay at least one enemy Warlord, and do not lose either of their own Warlords.

Any other result is a Draw.

5-player game

If the Defilers succeed in corrupting the Oak of Ages, Be'lakor's Daemonic Host immediately wins a Major Victory. Hellebron's Blood Cult scores a Minor Victory. If the Defilers manages to kill the Host of Shadow's Warlord and more

than half of each of Hosts of Life and Shadow, Hellebron's Blood Cult gains a Major Victory, and the other Defilers score a Minor Victory. If the Defilers are able to slay the Host of Life's Warlord and more than two-thirds of the Host of Life, Coeddil's Dark Coven scores a Major Victory, while the other Defilers score a Minor Victory.

Should Be'lakor's Daemonic Host attempt to defile the Oak of Ages, Coeddil realizes the deception. He must then seek to slay Be'Lakor's Warlord. If Be'Lakor's Warlord and at least half of his Daemonic Host is slain, Coeddil's Dark Coven scores a Major Victory.

The Glade Defenders win if they slay two of the three opposing Warlords and half of the total enemy forces. Keep a tally of the amount of units destroyed by each player. The player that slew the most gains a Major Victory, while the other play scores a Minor Victory.

The Glade Defenders win a Minor

Victory if they slay at least one enemy Warlord, and do not lose either of their own Warlords.

Any other result is a Draw.

Designer's note: If multiple Major Victory conditions are achieved then both are applied. The Defilers have entirely separate goals, and it is possible for more than one of them to in.

The Blood Hunt Unleashed

Archaon has loosed the Blood Hunt upon the Council of Incarnates. No longer bound to sit idly by as he unearths his prize, the Blood Hunt seeks that which the Everchosen could not claim in Averheim. The Emperor's head and the skulls of the other Incarnates are the chosen mark. The rage and fury of Khorne's most vicious hunters emerges into the King's Glade, breaking up the council. Isolated from their armies, the Incarnates must fend of this terrible attack.

A classic battle of few against many. The Council of Incarnates are outnumbered, outmatched, and must sell their lives dearly. But for such mighty beings, is there no hope of victory? There is, at least, on the tabletop. Such a battle has happened a thousand times in a thousand places. In each of the lost holds of the Dispossessed, kings and heroes made their stands and lost their lives. Likewise, there are no few of the Stormcast Eternals who met their fates in such circumstances. Perhaps now is the age where the scions of Chaos will experience such a doom?

THE ARMIES

The Council of Incarnates is controlled by one player. Until moments ago, they were having heated arguments and reasoned debates. Disrupted by a roar of fury and madness, the Incarnates quickly realize their predicament. Far from their standing armies and guardian sentinels, the greatest heroes of the world must stand together and fight. Unempowered, this would have been slaughter, but they are each an

incarnate, and mighty beyond mortal reckoning. Amongst these gods stride a few good men and dwarfs. Eager to fight and well able to do so, they are nonetheless outmatched in the slaughter to come.

Ka'Bandha leads the Blood Hunt!
Eager to gain glory in the eyes of
Khorne, he now does Archaons
bidding. Sent to claim the skull of the
Emperor, Ka'Bandha is determined to
succeed where the Everchosen failed.
Only then can he draw Khorne's gaze
and ascend to the ranks of second
host. Blood must be spilled. Destroy
the Council of Incarnates and claim
their skulls for the skull throne!

COUNCIL OF INCARNATE'S OBJECTIVES

Survive. Defeat the Blood Hunt. This is not the place that determines the fate of the world.

BLOOD HUNT'S OBJECTIVES

Slay them all! Each skull is worthy in the eyes of Khorne, and even more so if the owner was once mighty and powerful. But above all, slay the Emperor

SPECIAL ABILITIES

Council of Incarnates

The Incarnates are each mighty beyond their mortal forms.
Each model selected to be an Incarnate makes an additional attack with each of their weapons, and may reroll failed save rolls of 1.

Blood Hunt Command ability – Marked for Death.

When the leader of the Blood Hunt marks a prey for death, the insensate rage burns even brighter.

If the Warlord uses this ability, nominate an enemy model within 15". All models in the Blood Hunt may reroll failed hit and wound rolls of 1 when attacking that model.

THE BATTLEFIELD

Generate terrain as per the Age of Sigmar rules sheet.





SET-UP

The Council of Incarnates may only consist of models with the Hero keyword. They are too far from their armies to be assisted and the attendants at court are too insignificant to count. Nominate up to 6 models to be the Incarnates. Your Warlord cannot be an Incarnate. You must specify which model is which Incarnate (Shadow, Life, Light, Fire, Metal or Death).

The Council of Incarnates deploys within 8" of the center of the board. The Blood Hunt can deploy anywhere more than 24" from the center of the board.

FIRST TURN

Blood Hunt take the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

DRAWN TO THE HUNT:

In the start of each of the Blood Hunt's movement phases, roll a dice for each of their units that has been destroyed. On a 3 or more, a new, identical unit is drawn to the battlefield. Deploy this unit anywhere within 9" of a board edge, more than 9" from enemy models. This counts as that units move for the phase.

SUMMON ANCIENT BEINGS

In addition to any other spells the Incarnate of Life knows the Summon Ancient Beings.

Summon Ancient Beings has a casting value of 8. If successfully cast, place a Monster within 16" of the Incarnate of Life, more than 9" from enemy models. This counts as the monsters move for this turn.

GAME LENGTH:

The game lasts 6 battlerounds.

VICTORY

Players each score 1 victory point for each unit destroyed. In addition, the Blood Hunt scores 2 points for each Incarnate destroyed. If the Blood Hunt manages to slay the enemy Warlord, they score 3 points.

If the Blood Hunt has the most points by the end of the game and have slain the enemy Warlord, they win a Major Victory. If they did not catch their prey and slay the Warlord, they win a Minor Victory.

If the Incarnates score the most points and lose only 1 or 2 of the Incarnates, then they score a Major Victory. If they lose 3 or more Incarnates, they score a Minor Victory. Note that unless they nominate at least 3 Incarnates, they can only score a Minor Victory

Any other result is a Draw.

Middenheim: Edge of the Abyss

Teclis' great spell, cast at the cost of his god, succeeded. The Incarnates have been translocated to Middenheim to face the Everchosen once more. The spell has transported Caradryan and his host to the lip of a great canyon. Standing at the top of Archaon's excavation, they have nowhere to run or hide. Yet all is not lost, for their arrival was unexpected. The marauding hordes camped nearby have not yet woken to their peril and need time to be roused to war. Caradryan's only hope is to act quickly and break his foes before their innumerable hordes overwhelm him.

THE ARMIES

One player acts as Caradryan,
Incarnate of Fire. Now empowered as
an Incarnate, Caradryan has found
purpose in destroying the scions of
the Dark Gods. Not an elf for
politics, ruling or arguing, he has sat
uncomfortably at the Council until
this moment. Now his Host of Fire
marches with him, eager in purpose.
A keen battle commander, Caradryan
knows his predicament. He must rally
his troops and drive the norsemen
off, lest he be cornered and thrown
into the pit.

The other player is the Norse Tribes. They are only slowly coming out of their stupor. Encamped in the center of Middenheim, itself surrounded by a numberless horde of troops, no marauder has expected a fight for weeks. Only drunken brawls and challenges for leadership has kept the blood flowing. Now they wake to find a ready army upon them. Eager to fight, but not quite ready, the hordes rally to the slaughter.

CARADRYAN'S OBJECTIVESCounterattack is the only option.

NORSE TRIBES' OBJECTIVES

Awaken, slaughterers of the world. The foe has come, and it is time to slay them!

SPECIAL ABILITIES

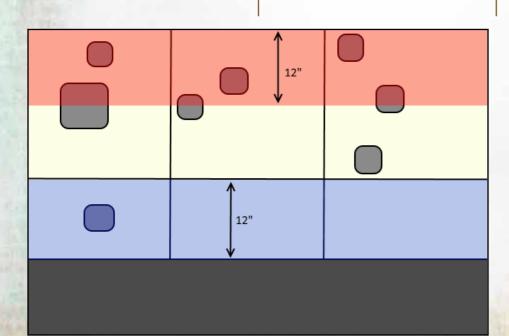
Caradryan: Command Ability The Spreading Fire:

Caradryan has quickly mastered his connection to Aqshy. Now he divides the flame so it may grow stronger. If your Warlord uses this ability, nominate one friendly unit within 14". That unit may reroll all failed wound rolls for the rest of the game.

Norse Tribes: Command ability Sound the horns!

Rally the troops. Let all who wish to be seen by the Everchosen and the Dark Brother heed the call. Here is the foe!

If the Warlord uses this ability, you may immediately redeploy one unit that was previously destroyed in battle, anywhere within 9" of the northern table edge more than 9" from enemy models.







THE BATTLEFIELD

Generate terrain as per the Streets of Death Time of War rules, with the following exception. Stretching up 12" from the southern table edge is the excavation pit. This is a near-bottomless chasm; a hole in the very Fauschlag itself. Do not place any terrain in the pit, but delineate it off with a suitable marker.

SET-UP

Caradryan may deploy anywhere within 12" of the lip of the excavation pit. Only models with the Fly rule may be deployed over the pit. The Northern Hordes deploys anywhere within 12" of the northern table edge.

FIRST TURN

Caradryan takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War rules.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

STREETS OF DEATH

This Battleplan uses the Streets of Death Times of War rules. Do not use the Sewers special rule. Nor may the Defenders use the Ambushes or Barricades special rule. They are simply not prepared to be attacked! Caradryan is the Attacker and the Northern Hordes are the Defenders.

ENDLESS HORDE

In the start of each of the Norse Horde's movement phases, roll a dice for each of their units that has been destroyed. On a 3 or more, a new, identical unit is drawn to the battlefield. Deploy this unit anywhere within 9" of a board edge, more than 9" from enemy models. This counts as that units move for the phase.

INTO THE PIT

If a model is within 1" of a model which is within 6" of the excavation pit, that model may exchange one of its melee weapons for a push in the combat phase. If the model doing the push is not a monster or hero, roll a D3. You may push any model in a unit within 1" up to that many inches, in whichever direction you choose.

If a Monster pushes its foes, roll a D6 and move up to three models in an enemy unit within 1" up to that many inches in whichever direction you choose. Heroes that are not also monsters roll D6, but can only push a single foe. Heroes subtract 2 from the dice roll when being pushed, Monsters subtract 4.

If the model overlaps the excavation pit in any way, it falls in and is removed from the battlefield. Flying units are not removed (but can be pushed) by falling into the pit.

GAME LENGTH

The game lasts 6 battlerounds.

VICTORY

Caradryan wins a Minor Victory if more than half of his models survives the battle.

He wins a Major Victory if more than two thirds survive.

The Norse Hordes win if they slay half or more of Caradryans models.

They win a Major Victory if they slay at least two thirds of the enemy models.

Massacre in the Middenplatz

Though Teclis' mighty spell sent the Incarnates and their armies to Middenheim, they were spread out. Alarielle and her small detachment were translocated to the northern part of the city. Hemmed in by Beastmen and Skaramor, the Host of Life was soon engaged in a desperate struggle. Even worse, leading these crazed followers of the Blood God was Hellebron. Lost beyond all sense and wit, Hellebron now sought nothing but the death of Allarielle. But unbeknownst to both, a mighty throng is about to enter the battle.

Though Alarielle never wished to fight these battles, fight she must. This is a battle where one player finds that they are overwhelmed in the early stages of the game, before the tides are turned. It is a bloody affair that has been played again and again throughout the Mortal Realms.

THE ARMIES

On one side stands Allarielle, Incarnate of Life. Her Host of Life is controlled by one player. Outnumbered by the Beastmen and Skaramor before her, Alarielle aims to put up as much of a fight as she can. Yet she is already tired from her ordeals in the King's Glade and her forces are heavily outnumbered.

Only if the Throng of Metal, led by Balthasar Gelt, can arrive in time does the Everqueen stand a chance of surviving this challenge.

Leading the slaughterfest is Crone Hellebron. She has given herself to the Blood God and has spent her waking hours bathing in the blood of countless lives. Now, faced with the queen who nearly destroyed her, she seeks revenge.

ALARIELLE'S OBJECTIVES

Take up position. Sell your lives dearly, for aid may yet come.

HELLEBRON'S OBJECTIVES

Kill the Everqueen and force the blood from all her followers.

Alarielle:

find them wanting.

battleshock tests.

Hellebron:

Command ability - To the Slaughter

units in the Host of Life take

Guiding her armies to her chosen slaughterground, Hellebron commands the legions. If your Warlord uses this ability, nominate D3 units within 15". Each of these units add 1 to Run and Charge rolls, and may Run and Charge in the same turn.

Protect the Everqueen: Those who

have sworn to guard the Everqueen

now face their destiny. It shall not

As long as the Warlord is alive, no

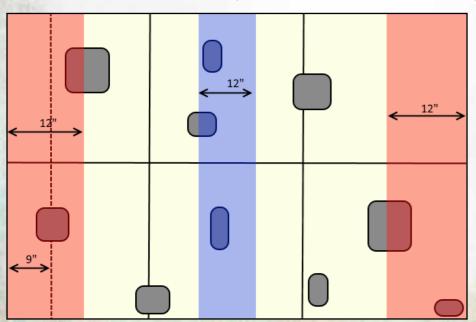
THE BATTLEFIELD

Generate terrain as per the Streets of Death rules.

SET-UP

Alarielle must first divide her troops into two forces of equal size. One will wait in reserve. This is the Throng of Metal.

ABILITIES







The other half must be deployed on the table; this is the Host of Life. The Host of Life may deploy anywhere within 6" of the center line, going north to south.

Hellebron must alternate deploying her units either 12" from the eastern table edge or 12" from the western table edge.

FIRST TURN

Hellebron takes the first turn.

STREETS OF DEATH

This Battleplan uses the Streets of Death Times of War rules. Do not use the Sewers special rule. Hellebron is the Attacker and Alarielle is the Defender.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

ONE WILL STAND, ONE WILL FALL

Both Alarielle and Hellebron know the coming fight to be inevitable. Hellebron is too crazed to do anything but seek out the Everqueen and too powerful to be stopped. Her madness has consumed her.

Hellebron's Warlord must end each turn closer to Alarielle's Warlord, unless she starts the turn within 3" of an enemy unit. Add D3 to any charge roll for Hellebron's Warlord if a valid charge target is closer to Alarielle's Warlord than your Warlord currently is. If the Warlord can charge Alarielle's Warlord, you must attempt to do so. Add D6 to any such charge.

EXPLOSIVE ARRIVAL

Smashing down the western wall, the Throng of Metal arrives with a bang. At the start of Alarielle's second movement phase, the Throng of Metal arrives.

Before deploying them, you may fire all missile attacks in the Throng of Metal, drawing ranges from any point on the western border edge. If they do so, they may not fire in the following shooting phase. Then deploy the Throng of Metal anywhere within 9" of the western board edge, more than 3" from enemy units. This counts as their movement for the turn.

GAME LENGTH

The game lasts 5 battlerounds.

VICTORY

Alarielle wins a Major Victory if she can slay the enemy Warlord and less than half of the Host of Life has been

She wins a Minor Victory if she can slay the enemy Warlord.

Hellebron wins a Major Victory if she can slay Alarielle's Warlord and destroy all units in the Host of Life.

Hellebron wins a Minor Victory if she can slay the enemy Warlord without losing her own.

Any other result is a draw.

The Western Wall

Middenheim's walls were once thought to be impregnable. Vast curtains of stone and mortar surrounded the City of the Wolf, guarding against foes for thousands of years. Now the walls are infested by Skaven, home to countless warrens, dens and fouler places. Once proud guard houses and barracks act as bases for vile Warlords, while the parapet stands unmanned. Into this, the hosts of Tyrion and Karl Franz have arrived near the western wall. Though separated, they are within sight of each other. Tyrions light blazes so brightly it acts as a rallying beacon and the men of the Empire rush towards it. If they are to drive further into the city, they must regroup.

In this battle, one side is surrounded on either side. However, they have the advantage of superior numbers, and do not need to slay their foes quickly. They need only keep them separate, trusting in numbers and time to grind down their enemies. This too, must be the defender's objectives.

THE ARMIES

Tyrion and Karl Franz command the Alliance of Light. They are both great leaders and know what little chance they truly have. Only with haste may they unite their forces and push into the city. Their goal lies far from here and every loss is a death that cannot be avenged.

Rushing out to meet this new foe are the Skaven, led by the Warpseer Visretch. Banished from the site of the Everchosen's focus, they instead squabble and squeak. With the arrival of these new foes, Visretch sees an opportunity to gain favour with Archaon and further the cause of the Horned Rat.

ALLIANCE OF LIGHTS' OBJECTIVES

Regroup the forces of Order.

SKAVEN'S OBJECTIVES:

Slay-kill the Emperor. Slay-kill the Elf. Gain-get much influence and power, yes.

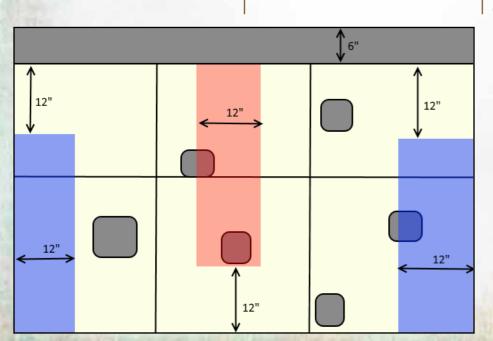
THE BATTLEFIELD

Generate terrain as per the Streets of Death rules, with the following exception. Place a wall along the entire Northern table edge. This represents the Western Wall. The wall should be roughly 6" thick.

SET-UP

The Alliance of Light must first divide their troops into two forces of equal size. Tyrion will command the Elven Contingent whilst Karl Franz commands the Imperial Contigent. Each contingent must contain at least one Hero to represent the two leaders. The Elven Contingent may deploy anywhere within 12" of the western table edge, and more than 12" from the Western Wall. The Imperial Contingent deploys anywhere within 12" of the Eastern table edge, more than 12" from the Western Wall.

The Skaven have streamed out of their warrens in disarray. They may deploy anywhere within 6" of the center line going north-south, and more than 12" from the southern table edge.







FIRST TURN

Skaven take the first turn.

STREETS OF DEATH:

This Battleplan uses the Streets of Death Times of War rules. Do not use the Sewers special rule. The Alliance of Light is the Attacker and the Skaven are the Defender.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

IMPERIAL VENGEANCE

Now is the time for the sons of the Empire to strike back. Long have they suffered and only revenge remains. All units in the Imperial Contingent may run and charge in the same turn, as well as rolling two dice for any battleshock tests and choosing the lowest.

BLINDING LIGHT OF HYSH

As Tyrion's charge picks up speed, a terrible light spills from the elf. Any attacks targeting the Elven Contingent during the first battleround suffer -1 on their Hit roll.

FROM THE DEPTHS OF THE FAUSCHLAG

The Fauschlag is now home to countless Skaven. Sensing a chance for plunder, power and slaughter, they now stream up from the depths of the proud mountain.

If any Skaven units are destroyed, set them aside. At the start of the next Skaven movement phase, each destroyed unit may be deployed anywhere within 9" of the Western Wall, more than 9" from enemy units

GAME LENGTH

The game lasts 5 battlerounds.

VICTORY

The Alliance of Light seeks to regroup. If three separate units from both the Elven Contingent and the Imperial Contingent are within 3" of a unit from the other group at the end of the game, they win a Major Victory.

If 2 separate units from each contingent are within 3" of a unit from the other group at the end of the game, the Alliance of Light wins a Minor Victory.

If only 1 unit from each contingent can reach the other at the end of the game, the game is a draw.

The Skaven seek to slay Tyrion and Karl Franz. If either of them, or the Warlord, is slain, change the victory result one point in the Skaven's favour.

If either Tyrion or Karl Franz is the Warlord, change the result two points if that model is slain.

For example, this may change a Major Victory for the Alliance of Light into a Minor Defeat, should the Skaven slay their targets.

Death Comes to Neumarkt

Nagash has arrived in Middenheim. Brought to the slave pens in the Neumarkt, he quickly ends the suffering of the wretches, adding them to his army. Nagash scatters the resistance of the Kurgan tribes and the Undead Legion marches through the Great Park and unto their greater goal. Finding himself far from his pleasure palace, Sigvald now stands at the head of a demonic force. Seeking glory and great rewards, he throws himself into the battle. Unbeknownst to him, Throgg marches with his monsterous horde, ready to defeat the dead and exact revenge upon Sigvald.

Not all armies bow to the wishes of their commanders. Some lieutenants think themselves better equipped to lead the army. Or in the case of Throgg, not interested in cooperating at all. In such cases, the commander must be wary, lest he get a dagger in the back. Skaven armies are notorious for such antics and many a battle has been lost because of it.

THE ARMIES

In this battle, one player acts as the Undead Legion, whilst the other plays as Sigvald.

UNDEAD LEGION'S OBIECTIVES

The Undead Legion commands an early advantage. Nagash has raised many zombies and Arkhan keeps his Doomed Legion marching. Led by Krell, the force is nighunstoppable. Nagash has chosen to conserve his strength, for he alone knows the nature of the challenge the Incarnates face. So he entrusts his Mortarchs to lead the battle.

SIGVALD'S OBJECTIVES

Charging ahead, Sigvald believes

his god will shower him with gifts. Though he would have preferred to spend the last days of this world in a hedonistic feast, the pleasures of combat have a great allure. He cannot defy his god and so will fight as only his glorious self can. Throgg, king of the Trolls, gathers his forces. Nearly beheaded by Sigvald, Throgg has no intention of sparing his so-called ally.

THE BATTLEFIELD

Generate terrain as per the Age of Sigmar rulesheet.

SET-UP

The Undead Legion deploys anywhere within 12" of the southern table edge.

Sigvald must divide his force into two parts. The first must contain his Warlord and one third of his force. This is Sigvald's Daemonic Host. The remaining two-thirds must contain at least one Hero. This is Throgg's Horde, with the Hero representing Throgg. It will arrive according to the rules below.

Sigvald may deploy anywhere within 12" of the Northern table edge

FIRST TURN

The Undead Legion takes the first





THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

HERE BE MONSTERS

Throgg's Horde arrives at the start of Sigvalds third Movement Phase. They may deploy anywhere within 9" of the Northern table edge, more than 9" from enemy models.

VINDICTION

If Sigvald's Warlord has been wounded during the battle, Throgg will take his chance to slay his rival. Throgg must attack Sigvald's Warlord in the Combat phase. Should Sigvald survive, he must attack back. No other units in Sigvald's army, even from Throgg's Horde, may attack either model. This is a personal grudge!

GAME LENGTH

The game lasts 6 battlerounds.

VICTORY

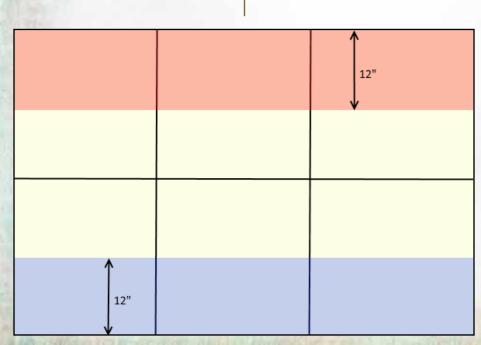
The Undead Legion wins a Major Victory if they can slay two-thirds of Sigvald's Daemonic Host, including the Warlord.

If the Undead Legion can slay twothirds of Sigvald's Daemonic Host, but not the Warlord, then they gain a Minor Victory.

If at least one third of Sigvald's Daemonic Host survives the battle, then Sigvald gains a Minor Victory.

If at least one third of Sigvald's Daemonic Host survives, but Throgg manages to slay Sigvald's Warlord, then Sigvald (or Throgg, rather) gains a Major Victory.

Any other result is a Draw





Battle of Ulric's Bones

Drawn by the blazing inferno surrounding the Host of Fire, the Incarnates make their way to the Ulriksmund. Hard pressed by the Skaramor, Caradryan's forces are making a stand to defend what must surely be the path to Archaon's dread device. Tyrion and the Emperor's forces are the first to arrive, driving hard on their steeds. Nagash, Balthasar Gelt and Alarielle also arrive, running from their own lost battles. Only Grimgor and the mighty Beast Waaaagh! arrives gladdened, for they have found enough foes to give them a good fight! And so the Incarnates are united. Now they must drive the Skaramor from the Ulriksmund before an even more terrible foe arrives... Designers note: This battle is meant to be the largest battle fought in Middenheim. The final battle of armies. Choose a suitably large army of each side.

THE ARMIES

The Incarnate Host is commanded by a single player. It is divided into many parts, arriving scattered across the battlefield. This is the remaining might of the free people, all the remains of hope in the world.

The Legion of the Everchosen opposes the Incarnates. Greatest of those standing against the last free people is the Skaramor. Yet as the Incarnates arrive, Khorne's gaze is drawn to the battle. The Blood Hunt arrives anew, ready to claim the skulls they failed to collect in Athel Loren.

INCARNATE HOST'S OBJECTIVES

Unite the Incarnates and drive the Legion of the Everchosen from the Ulriksmund.

LEGION OF THE EVERCHOSEN'S OBJECTIVES

Slay the Incarnates by the command of Archaon and for the glory of the gods!

THE BATTLEFIELD

Generate terrain as per the Age of Sigmar Rule sheet. Note that the Eastern table edge is the edge of the excavation. No models may enter the battlefield from that side. It is a sheer cliff plunging into unknowable depths, after all.

SET-UP

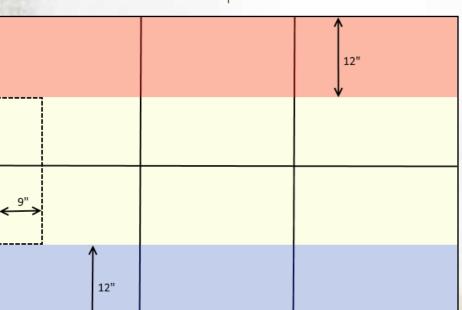
Before deploying, the Incarnate Host player must assign a Hero to each of the winds of Magic; these will be the Incarnates. Assign one hero each to Heavens, Light, Fire, Beasts, Shadow, Life, Death and Metal. The Heroes who have been assigned thusly are the Incarnates for the purposes of this battleplan. The Incarnate of Heavens must be your Warlord.

The Incarnate Host must then divide the army into three equal parts. One is the Host of Fire, which must include the Incarnate of Fire. The second is the Host of Light and Heavens, which must include the Incarnate of Light and the Incarnate of Heavens. The third part is the Beast Waaaaagh!, which must include the Incarnate of Beasts and the Incarnate of Shadow. The remaining Incarnates and Hosts are deployed separately during the battle.

Set up the Host of Fire anywhere within 12" of the southern table edge. The Legion of the Everchosen must divide his force into two parts, none should be more than twice the size of the other. One part is the Hordes of Chaos, and the other is the Blood Hunt. Deploy the Hordes of Chaos anywhere within 12" of the Northern table edge. The Blood Hunt will arrive during the battle.

FIRST TURN

The Incarnate Host takes the first turn.







THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War.

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

COMETH THE LIGHT

Riding to the rescue of their desperate allies, the Host of Light and Heavens comes charging into the battle.

In the Incarnate Host's second movement phase, the Host of Light and Heavens arrives. Deploy it anywhere within 9" of the western table edge, more than 12" from the southern and northern table edge. This counts as their move for that turn.

THE HUNT BEGINS ANEW

Sensing blood and skulls worth the taking, the Blood Hunt enters the battle.

In the Legion of the Everchosen's third movement phase, deploy the Blood Hunt. It may be deployed anywhere within 9" of the northern table edge, and more than 6" from enemy models. This counts as their move for that turn

WAAAGH!

Racing up from the south, Grimgor's Beast Waaagh! seeks more foes to fight. Malekith follows closely behind In the Incarnate Host's fourth movement phase, deploy the Beast Waaagh! and the Shadow Host. They may be deployed anywhere within 9" of the southern table edge, more than 6" from enemy units. This counts as their move for the turn.

LONE SURVIVORS

Together Alarielle and Balthasar Gelt arrive, fleeing a lost battle. Though Nagash would never admit it, he too came from a battle that was lost long before it began.

During the Incarnate Host's fifth movement phase, deploy the Incarnates of Life, Metal and Death. The Incarnate of Life and the Incarnate of Metal arrive anywhere within 9" of the northern table edge. They must be within 3" of each other and more than 6" from enemy models, if possible. The Incarnate of Death must be deployed within 9" of the southern table edge, more than 6" of enemy models if possible. This counts as their move for that turn.

GAME LENGTH

The game lasts 8 battlerounds.

VICTORY

To determine who wins the battle, keep a tally of the score during the course of the game.

The Host of Incarnates scores points in the following way:

1 point for every enemy unit destroyed.

1 point for each friendly unit remaining at the end of the battle.

2 points for slaying the enemy Warlord.

2 points for slaying the leader of the Blood Hunt.

The Legion of the Everchosen score points in the following way:

1 point for every enemy unit destroyed.

3 points for each of the Incarnates slain.

1 additional point for slaying the Incarnate of Heavens.

The player with the most points at the end of the battle wins!

Any other result is a draw.

The End of All Things

The fate of the world rests upon this moment. By the sacrifice of thousands of warriors, the battered remains of the Incarnate Host enters Archaon's excavation site. Stretching across the cavern is an artifact, ancient beyond understanding. It pulses with energy barely contained within. With this arcane device, Archaon the Everchosen means to end this world. Victory is worth any sacrifice, for defeat means the end of everything they have ever known. Reality hangs in the balance and only by the almighty effort of the Incarnates can the doom of the world be stopped. This is the final effort.

THE ARMIES:

The Incarnate Host stands together. One player controls this gathering of heroes. Each is a hero beyond mortal recognition, ready to fight to the bitter end. Sigmar, returned in the body of Karl Franz, denies Archaon. Tyrion, dead and resurrected, knows that hope is barely a glowing ember buried in a long-dead fire. Alarielle is sullen, feeling the very death of the world heavy in her heart. Balthasar Gelt is perhaps the only among them who truly believes the end can be prevented. Grimgor understands nothing of the magics at work, but understands that the best of the best hides in these caves and that's enough for him. Nagash strides into the battle, countless millennia of planning ruined by the machinations

of the dark gods. Malekith, more than any, faces despair, his kingdoms no more, even if the world is his by rights. Teclis was captured shortly after his arrival in Middenheim, and now stands chained to the wall unable to help the fight.

Archaon, the Everchosen, Lord of the End Times, stands upon the precipice of victory. The end has already arrived. The artifact is broken and its ancient power is corrupting the world even now. Yet he faces the greatest heroes ever assembled. Could they prevent the end? Such an outcome cannot happen. So the Swords of Chaos march to battle to serve the will of their master. In the balelight of the arcane device, they draw their swords for the last time.

INCARNATE HOST'S OBJECTIVES

Prevent the end of the world.

ARCHAON'S OBJECTIVES

Finish this miserable existence, deny the gods their prize.

THE BATTLEFIELD

Generate terrain as per the Age of Sigmar Rule sheet, with the following exception.

18"
12"
12"
12"

Place a marker 12" between the center of the board and the center of the northern table edge. This represents the Arcane Device. During setup roll a D3, no models may deploy within than many inches of the Arcane Device.

SET-UP

Before deploying, the Incarnate Host player must assign a Hero to each of the winds of Magic, these will be the Incarnates. Assign one hero each to Heavens, Light, Beasts, Shadow, Life, Death and Metal. The Heroes who have been assigned thusly are the Incarnates for the purposes of this battleplan. The Incarnate of Heavens must be your Warlord. Place a Wizard to represent Teclis along the western table edge, 18" from the northern table edge.

The Incarnate Host may deploy anywhere within 12" of the southern table edge.

Archaon may deploy anywhere within 12" of the northern table edge. In addition to the Warlord, Archaon must have a Wizard in his army to represent the Magister.





Designers Note: you may include an Incarnate of Fire if you played the Battle of Ulrik's Bones in a linked battle and the Incarnate of Fire survived that battle. If not, the Incarnate of Fire is not present in this battle at all.

FIRST TURN

The Incarnate Host takes the first turn.

THE GREAT VORTEX WEAKENS

This battleplan uses The Great Vortex Weakens Time of War

CHAOS ASCENDANT

This Battleplan uses the Chaos Ascendant Times of War rules.

DARKEST DEPTHS

This battleplan uses the Darkest Depths Time of War rules.

CHAINED AND UNARMED

Teclis cannot move or act in any way until he is freed. Nor may he be attacked or targeted by any ability, for Archaon demands his witness. If any model of the Incarnate Host comes within 1/2" of Teclis, he is freed. However, he does not have any of his weapons or other items. He may cast spells, but may not attack or use any other abilities until the Magister is slain.

ENCROACHING DOOM

The rift created by the Arcane Artifact grows. Pulsing outwards, any caught too close are swallowed to a fate unknown.

At the start of each battleround, roll a dice. The Chaos Rift pulsing from the Arcane Device grows by that many inches. In the first battleround, add that to the D3 already rolled before deployment. Each dice roll is cumulative, evergrowing. Any model within the Chaos Rift is swallowed to an endless doom. Remove the model.

LAST CHANCE TO SAVE THE WORLD

All units in the Incarnate Host are immune to battleshock.

THE POWER OF THE INCARNATES

The Incarnates must bend their power and will towards the growing Chaos Rift. If they can gather enough strength, they may perhaps stop Archaon's plan.

If an Incarnate is within 8" of the Chaos Rift in the Incarnate Host's Hero phase, they may attempt to turn the rift back upon itself. Roll a dice for each such Incarnate. On a 3 or better, the Incarnate has successfully channeled his magics to stem the rift. The model may not move for the remainder of the battleround.

ULTIMATE SACRIFICE

If Teclis is free, and an Incarnate dies, Teclis takes control over that Incarnates Wind of Magic. Count Teclis as that Incarnate from that point forward. If a second Incarnate is slain, Teclis will grab that Wind as well. Such power is not meant for any mortal however, and Teclis will suffer one Mortal Wound in each of his subsequent Hero phases. If three Incarnates perish whilst Teclis is freed, his body will disintegrate. Remove Teclis from the game. If Teclis commands any of the Winds of Magic, he may make a roll to stem the rift for each one as per the Power of the Incarnates rule.

GAME LENGTH

The game lasts 7 battlerounds.

VICTORY

If at the end of a battleround five or more Incarnates have successfully bent their winds to stem the chaos rift, the rift is closed!

If Archaon's Warlord has been slain, this is a Major Victory. If Archaon's Warlord yet lives, this is a Minor Victory.

Any other result is a Major Victory to Archaon.

Mighty Battles Plague and Death

THE ARMIES

One player is the Despoiler and the other is the Guardian.

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 Despoiler general adds 1 to his Guile, whilst the Guardian general adds 1 to his Planning characteristic.

CAMPAIGN SPECIAL RULES

Chaos Ascendant

Use the Chaos Ascendant Times of War rules for each battleplan in this campaign.

The Great Vortex is unravelled

Use the The Vortex Weakens Time of War rules for every battleplan in this campaign.

Haunted Battleground

Use the Haunted Battlegrounds Time of War rules for each battleplan in this campaign.

CAMPAIGN STRATAGEMS

Empowered Summoning

Once during per battle, you may summon more troops to the fight. Place a unit anywhere within 18" of your general, more than 9" from enemy models. This unit should be as big as roughly one tenth of your army.

Corrupting the land

Calling upon the powers of their gods, the land or their own resevoirs of might, the general twists the battlefield to his own liking.

Nominate D3 terrain pieces. Each of these are corrupted. If any enemy models attempt to enter them, they suffer D3 Mortal Wounds, as well as 1 Mortal Wound in each hero phase they remain within it.

RECREATING THE WAR

Originally fought between the invading daemon hordes of Nurgle, led by Isabella the Accursed, and the defending Legions of Undeath, this was a struggle that had far greater impact than either side would have guessed.

The Despoiler must use Isabella Von Carstein as the general. She gains the Nurgle and Daemon keyword.

All units in the Despoiler's army must have a Nurgle Daemon keyword, with a few exceptions. You must include at least one Great Unclean One. In addition, in Tomb Raider, the Drill Team must be led by Ikit Claw, all members must have the Skaven keyword, and may not have the Nurgle keyword.

The Guardian must use Mannfred Von Carstein, Mortarch of Night as his general. All models in his army must have the Death keyword. In addition, there are several characters that must be included.

In The Dead and Buried, do not use your pre-chosen army. Instead, your army must have Mannfred von Carstein, Mortarch of Night, Vlad Von Carstein, an Abhorrent Ghoul King, a Varghulf, a Vampire Lord and a unit of Blood Knights. If using The Blood Hunt Unleashed, then for the purposes of this battleplan, Mannfred, Vlad, the Ghoul King, the Varghulf and the Vampire Lord count as Incarnates. Do not use the Summon Ancient Beings rule.

In Tomb Raider, the Pyramid's Master must be Nagash. The units lying in wait must be Morghast Archai or Morghast Harbingers. The Sanctum Defenders must include a unit of Ushabti. In addition, the army deployed outside the pyramid must be led by Arkhan the Black, and include Krell, Mortarch of Despair.

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

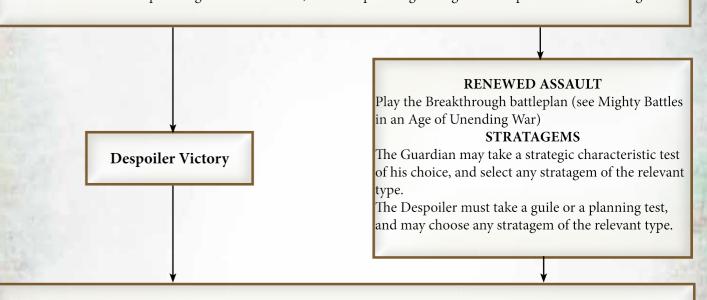
RETURN TO GRIM MOOR

Play the Take and Hold battleplan (See the General's Handbook)

STRATAGEMS

The Despoiler must take a guile test. If successful, choose a common stratagem or Corrupting the Land.

The Guardian must take a planning test. If successful, choose a planning stratagem or Empowered Summoning.



THE DEAD AND BURIED

If the Despoiler won The Battle of Grim Moor, play The Blood Hunt Unleashed battleplan (See Battletome: The End Times: Archaon). If not, play Hold or Die (see Mighty Battles in an Age of Unending War). The Guardian plays as either the Council of Incarnates or the Invader.

STRATAGEMS

The Despoiler may take either a guile or a persuasion test. If successful, choose a stratagem of the relevant type, or Empowered Summoning.

The Guardian must take a planning test, subtracting 1 from the roll. If successful, you gain Corrupting the Land.

TOMB RAIDER

Play the Seige of the Black Pyramid battleplan (See Battletome: The End Times: Archaon).

If the Despoiler wins The Dead and Buried, he gains Empowered Summoning in addition to any other stratagems he may receive.

If the Guardian won The Dead and Buried, add any of the surviving heroes to the army in this battle. They must be deployed outside the pyramid.

STRATAGEMS

The Despoiler must take a guile test and if successful you may choose a guile or common stratagem.

The Guardian must take a planning test and if successful, you may choose a planning or a common stratagem.

CAMPAIGN VICTORY!

If there are two active bombs at the end of the battle, the Despoiler wins a Heroic Victory!

If you also infect the Pyramid's Master, you win a Legendary Victory!

CAMPAIGN VICTORY!

If the Guardins wins Tomb Raider, he wins a Narrow Victory!

If he wins and slays both the Drill Team and the enemy general, he wins a Heroic Victory!

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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 revevelations five thousand years in the making. Far beneath the earth, the vile ratmen rise to consume and defile all before them. Archaon the Everchosen has returned to fulfill his destiny.

Their empires in ashes, the last remnants of men, elfs and dwarfs band together. Even the undead stand together with the living, for Chaos threatens immortality itself. Archaon sits upon a throne in Middenheim, daring the heroes of order to challenge him.

DEATH RISES, KINGDOMS FALL. CHAOS REIGNS.

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