

The Rusted Wastes Expansion



Chapter 1: Fate Stirs

Prologue: Fate Stirs

Order



The forces of order boldly push into the new territory, heedless of the variety of horrors which fate has arrayed against them.

Death



Olynder was displeased. Only 1 small force of her pure spirits had answered the call for reaping. That said, there were plenty of vassals to get the job done.

Destruction



Dat der is sum ornery boyz, thought Guroлга Eyepuncha, dubious that he would be able to fulfill his goal of forming a waaagh fit for the new god of earthquakes.

Chaos



Mmmm, yes. The best laid plans are the ones you needn't get your hands dirty to complete. Fateshatterer had meticulously arrayed the servants of various other gods to make sure he would walk Chamon again.

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Da'kryz shuddered, feeling another wave of reality pulse through the tear. The faint leylines of magic that were emanating from his fingers through the portal undulated as the puppets below moved in indiscriminate harmony. He chuckled at the beauty of his plan. 4 warring and dissimilar groups moved to a singular purpose. Only a blessed son of tzeentch could author this causality. The sweetest part, however, had been a total accident. The champion of his hated foe, Nurgle, had not been meant to get involved. Now, she was the main vector of his freedom. Second only to his transition back to reality would be the end to the infernal everlasting joy that ate at him whenever he looked at Blebomyalgia.

The key was the dead ones. They did not realize in their greed that the hunt for souls was causing an imbalance in the realm. As they expanded and fought the forces of order he had carefully nudged into the area, more and more of these souls contributed to the tear in front of him. The simplistic forces of destruction had been significantly easier to sway; a singular strong leader had been fed visions of a grand warhost and the rest took care of itself.

The varied hosts of chaos had been another story. Ever had these been difficult to sway to a common cause. That is where the blasted joyful one had proved useful. She had sensed him working in the area and thought to block his machinations without understanding them. To this end she had enlisted the help of other warlords in the area, via coercion, proffered gifts, or violence when necessary (always with that forsaken smile). All he had had to do was wiggle some energy in the area he wanted her, and watch the events play out.

That energy, meanwhile, had solidified into shards of fate magic. As forces converged on the site, the victorious were able to make use of these cast offs.

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Event Information

Required Materials:

AOS 3.0 Core Rulebook
TTS and relevant army mod(s)
Army Battletome for your faction

Rules Set/Battlepack:

AOS 3.0 Core rules and related FAQs

General Schedule/Format:

DM Thaddeus03 on discord for registration into the event by **Sunday 8/1**.
Matchups will be posted **Monday 8/2**.

This will be a narrative event in which Rusted Wastes warbands will be eligible to “Opt in” for participation. Warbands that opt in will be paired randomly with another participant, and will have 1 week to schedule and play their match. The matches will be played on a preset table (linked later in the pack).

Both armies will execute the typical aftermath sequence after completion of the battleplan. The winner will receive the following armywide enhancement:

Fateshard (artifact): This unit has a 5+ ward save. In addition, this artifact can be sacrificed during the aftermath sequence of a battle. If the player sacrifices the artifact, they remove it from their order of battle. The player can then perform one of the below options:

- Ignore an injury roll on 1 hero
- Remove all casualty counters from 1 unit

The defeated warband can still focus the fate energy in the area immediately after the conflict. They may use one of the two options above in the aftermath sequence immediately following this event, but do not receive the artifact for future use.

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Battleplan

The battleplan for this event can be found at the below link:

<https://steamcommunity.com/sharedfiles/filedetails/?id=2557292742>

No faction terrain can be used during this battle. You are in foreign territory after all!

Matchups

The Gathering Renewal (Glory Haster) vs The Stormwall (Blooper)

Snizzar's Dankbringer Crusade (Forty Two) vs The Pretender and The Chosen (Johnny)

Lichemaster's Legion (Lit Torch) vs The Rust Warriors (Kohrah)

Shen An Calhar (Old Man) vs Banished Realmkrushaz (Wilhelm)

Okrul Zharr (Veritas Templar) vs The Shattered Legion (Vito Gunhilder)

Bonus

Each general will be responsible for posting a narrative version of the battle from the viewpoint of their general. Once all players have played their matches, the CO will award a narrative bonus to the best overall retelling of the glorious conflict. The narrative bonus will be revealed alongside the announcement of the winner.

Narrative bonus

Warlords that completed a story to summarize their experience in this event will get an additional reward in the form of an available quest. The requirements to complete this quest scale based on the below rankings. The quest can only be completed 1 time.

Fate Tamed:

Before players roll off to determine order of battle setup, predict the winner and loser of the battle. If you are correct, you gain a quest point.

Once you have gained quest points equal to your rank, you may add a "Transmuting Landscape" to your order of battle in an available territory slot.

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Narrative bonus cont.

Rankings:

1:

Vito

Zirix

Kohrah

2:

Forty-Two

Johnny

Veritas Templar

3:

Lit Torch

Wilhelm

Old Man

Transmuting Landscape:

This territory can raise your army limit by 1 for one of the following options: Hero, Monster, Wizard, or Priest. The territory can be transmuted to modify a different keyword cap in the aftermath sequence of the game, but only if the player has sufficient territory to cover the existing members of their warband after transmutation.