

The Rusted Wastes Expansion



Prologue: Dawn Breaks

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Order



Vindicarum lies smoking, and the Gate of White Gold is in ruins. Sigmar musters his forces and propels the harbingers of a new Dawnbringer Crusade into the Rusted Wastes

Death



Lady Olynder looks upon the darkening sky and smiles. The necroquake may be over, but the soul wars are still very much alive.

Destruction

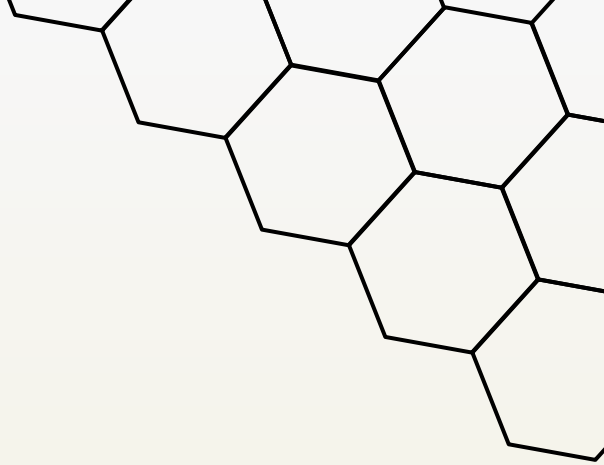


Guroлга Eyepuncha grimaces, feeling the throbbing at the back of his 'ead. Sumptin special just woke up and deserves a proper Waaaaagh as a greeting.

Chaos



Da'kryz Fateshatterer can feel the new tear in reality pulsating. Just a little wider, and he can finally taste the intoxicating aroma of Chamon once more.



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Campaign 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:

This will be an open play “sandbox” style campaign in which players will use 3.0 core rules to play each other or players outside the campaign. There will also be regular scheduled narrative events that players can opt into which will give opportunity for greater glory and expanded riches.

Army rosters will be managed via google sheets. If interested message Thaddeus03 for setup in the campaign. Starting date and other logistical information will be communicated via the Path To Glory channel in AOSCoach Discord Server

Force Building Rules:

- Vanguard level (600 points) starting list
- Anvil of Apotheosis Heroes allowed at 10pts/dp. **GHB 2020 and all White Dwarf supplements are allowed.*
- Available Narrative Bonuses

Army Name and Backstory *Backstory to be confirmed sufficiently detailed by CO(s)	This army gains an additional core enhancement as outlined in the EXTRA ENHANCEMENTS section of the PTG Rules (pg 308)
All Heroes are named	This army gains the strategist battalion ability
Named Units	All named units are treated as part of a single battalion with the Expert battalion ability, in addition to any other battalions they are a part of on the army list

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Terrain Rules:

AOS Core rules 3.0 terrain table may be used at both players' agreement

Realm Rules: Chamon

Players may either choose to use the Rusted Wastes Region Rules below, or the Ghur Matched play rules published in GHB 2021

Special Rules

Locus of Transmutation: *Chamon is a realm of shifting realities, constantly morphing and redefining itself. Scale can often be deceiving for armies trying to take control of ground in the rusted wastes.*

At the start of the Third battle round, after the players roll off to determine who has the first turn, the player taking second turn in that battle round can place 1 objective marker on the battlefield in the center of any of the 16 battlefield subdivisions. If they do so, any units within 6" of the locus at the end of the game gain 1 additional renown point.

Attuned Mechanics: *War Machines enjoy a special attunement to Chamon. Crews often notice that their aim is far truer in this realm than others. There is a dark side to this attunement, however. Chamon is always willing to absorb additional artificery into its fold.*

War machines gain +1 to hit for all battles fought in this realm. Additionally, Once per battle round if an enemy unit is slain by a war machine, you gain 1 victory point.

Once per battle round, you score an additional 1 victory point if any enemy war machines were slain in that battle round.

Realmsphere Magic

All **Wizards** know the following spell in addition to any others that they know:

Ionize: *Magic in Chamon can be channeled to enhance all armor, at the risk of entombing those within*

Ionize has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 12" of the caster and visible to them. Until your next hero phase, if the weapon used for an attack that targets this unit has a Rend characteristic of -1, change the Rend characteristic for that attack to '-'. Then, roll a dice. If the roll is greater than that unit's save characteristic, that unit suffers D3 mortal wounds.

Realm Command

Living Blades: *In Chamon, each weapon seems to take on a life of its own. When guided by a steely-eyed warrior, they strike at the foe with unerring accuracy.*

You can issue this command ability when you pick a friendly unit to shoot in the shooting phase or fight in the combat phase. That unit must receive the command. Increase the rend characteristic of attacks made by that unit by 1 until the end of that phase.

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FAQ

Q: Can I upgrade a foot hero to have a mount if there is a warscroll for a mounted variant?

A: Yes, you can. The foot hero and the mounted variant must share the same warscroll name sans mount (ie freeguild general -> freeguild general on griffon). If you do so, you must recruit the mounted hero at full points cost into your warband (use most recent matched play table). Then, change the warscroll callout on your hero to the newly recruited unit. The hero maintains any/all enhancements previously accrued unless the upgrade makes them ineligible to use the enhancement/item. If the latter case occurs, that enhancement/item is removed from the hero.

Q: How do warscroll battalions work?

A: Warscroll battalions are "recruited" through a quest (see core rules), but to use them in a battle you add the points cost from the last publish to your list. The battalion grants you whatever stated bonus it has in writing, as well as unified and strategic bonuses

Q: Can I use unique characters in the campaign?

A: They can, but the following characters are not allowed on your order of battle:

Celestant-Prime, Aventis Firestrike, Lord Kroak, Alarielle the Everqueen, Morathi-Khaine, High King Volturnos, Teclis & Celennar, Lyrrior Uthralle, Brokk Grunggson, Runefather Bael-Grimnir, Gotrek Gurnisson, Archaon Everchosen, The Glotkin, Glutos Orscollion, Sigvald the Magnificent, Thanquol and Boneripper, Be'Lakor, Nagash, Katakros, Arkhan the Black, Neferata, Mannfred von Carstein, Lady Olynder, Gordrakk, Skragrott the Loonking, Kragnos

Q: How do wizard restrictions work with territory?

A: The territories restrict how many warscrolls with the "WIZARD" keyword can be present in your warband. Warscrolls that create conditional wizards, but do not have the "WIZARD"

keyword, are not restricted by the territories you control and are not counted towards your maximum.