

Age of sigmar campaign

Age of Sigmar is intended as a wargame to play with friends. We will do our best to create a CASUAL environment during this campaign. If breaking game systems and pounding on starting players is the thing you like, this campaign might not be for you.

I cannot stress this enough: Please don't be "that guy"!

EVENTS

The campaign will exist out of at least 2 separate playable events.

1 campaign day (tournament style) and one Campaign (league style).

Free for members for all events. (Starting inscriptions 1/07/2016) For those who aren't a member, Membership for the rest of 2016 = 7,5 EURO (starting 1/7)

FACTIONS

Players will be divided into factions. This will be done fluff wise and according to what kind of player we know you to be (ex. players that can come every week will be in different factions). These factions will normally remain for the remainder of the campaign (league+day)

Each player must own at least a vanguard of 1000 pts, as described in the General's handbook, sky is the limit.

Each faction will be given a home Realm. Giving them access to extra rules and also some advantages when playing a battle in their home realm.

Factions and allegiance: each battle you can choose a legal allegiance for the present army. Armies in battles with multiple players from the same factions, must play the battle as if their armies were one big army for slots etc. If for some reason allegiances cannot match (like for instance a Death player and Chaos player would be in one faction and decide to play a battle together) all models gain the grand alliance allegiance of the present commander of the army. (so if you have a chaos lord as your commander all death units would instantly gain the 'chaos' keyword and the allegiance of the army becomes chaos for that battle).

If you choose to participate in the Campaign (league), it is expected that you commit yourself to play the entire campaign in the frequency you promised before the start. If you are someone that can probably free himself only once a month or so to play a battle, just say so at your inscription so that we can place you in a faction with a player that is available every week.

Campaign day

We will open the event with a campaign day on 2/10/2016.

The rules for the event can be found in the campaign day rules packet.

Prize support will be very small and way less than the inscription fee and probably not worth your while if that is the only reason you got out of your door. It is intended as adding to the fun.

Campaign (League)

Story

The Realm of the Silver Tower

The Gaunt Summoners of the Silver Tower have lured in several forces out of several era's (as time can also be manipulated by Tzeentch's trickery) and several realms into this Tzeentchian Realm of Change. Centered in the Realm stands the Silver tower from where the Gaunt summoners play their evil games on their victims for their amusement. In their eternal game of deception on their victims the different factions must undergo trials to hopefully find an exit, receive the Daemons boon or defeat these Tzeentch Daemons once and for all...

The story will be led by the campaign leader, and will gradually continue as the campaign goes on describing the current situations in the realm and evil plans of the Gaunt summoners of the Silver Tower... The battle results are described by the propaganda machine of the victor, that is why we have the following rule:

History is written by the victor

After a battle took place in the campaign league, the winning faction must write a report of what happened on the battlefield. A chance of spreading some propaganda. (and it might even obtain you some VP if you win enough)

Win Conditions

Your faction wins the campaign if they have the most VP on the day of the GLL annual meeting 2017. (Date to be set, somewhere in January), it is possible that we will end the campaign with a second campaign day instead if the first one was a success.

The first way to score points in this campaign is by completing objectives.

At any time each faction will have 3 different objectives. When one is completed you will immediately receive a new (different) one. These will be given randomly by the campaign leader by D20. You can also cycle one objective each turn. This has to be done when mailing your factions movement to the campaign leader.

Objectives

1. Raise an enemy fortification to the ground (1VP)

2. Build a fortification (1VP)
3. Control all zones around the Silver Tower (2 VP + 2VP/ turn that you can keep it)
4. Take 30 prisoners/rescue x slaves etc and bring them too the temple to perform a ritual/ offer them protection etc (5VP)
5. Get your commander to zone ***(1VP)
6. Claim 18 terrains (not counting barracks and HQ) (5VP)
7. Look for the wizard staff of Morcar. It has been divided in pieces and spread over the realm. When united it is said to provide an exit out of the realm. Look for the 3 pieces in the ruins and bring them together at the Temple and perform a ritual (your commander must be present for the ritual) and try to exit the realm (5 VP)
8. Declare one of the barren zones around the Silver Tower untakable with the presence of your General. Keep it during three turns (1VP/ turn + 1 if you make three turns)
9. Destroy 2 routed armies (1VP)
10. Defeat an enemy Commander with your Commander in battle. (1 VP)
11. Defeat every faction once (starting now) (1 VP)
12. Hold at least the same nr of zones that you control now during the coming 3 turns. (1 pt/ turn, no points if you do not succeed)
13. Destroy HQ of enemy x (3 VP)
14. Make sure faction x does not score during the next 3 campaign turns (1 VP)
15. Defeat an enemy monster (you must win the battle too) (1VP)
16. Go on a quest for artifacts too make your General stronger. Have at least 2 more artifacts then any other general . (3VP)
17. Create a path of claimed areas starting from your barracks too another players barracks (3VP)
18. Win at least 2 battles in one turn without losing a battle in the same turn (1 VP)
19. Win a battle without having one of your heroes defeated (1VP)
20. Make sure that during the coming 3 turns faction x owns less zones then the turn before (1VP/turn successful)

Other ways to score points

- The faction with the most victories obtains 1VP (each time your faction becomes the faction with the most victories you score, only victories with battle report count, see History is written by the victor)

- A faction that controls all zones around the Silver Tower 1VP (each time your faction has this condition at the end of a turn you score)
- A faction that controls all realm gates receives 1 VP (each time your faction has this condition at the end of a turn you score)
- Each time your Commander finds an Artifact in a Ruin 1VP
- The factions with the highest difference Defeat vs wins obtains 1VP (Each time your faction becomes the faction with the highest difference your faction scores a point; only victories with battle report count, see History is written by the victor)
- Winning a battle where an enemy Commander was present (not by movement) 1VP
- Each time your Commander personally kills an enemy General (you must win the battle too) 1VP
- Destroying an enemy fort/barracks 1 VP
- Making a fort/barracks battle-ready 1VP
- Destroying an Enemy HQ: 2VP
- Obtaining a fragment of the amulet in the Silver tower: 1 VP
- Winning the silver tower challenge (final victory over the gaunt summoner) 5VP
- Each time a game of silver tower is triggered while your faction controls the Silver tower zone, your faction scores 1 VP

Army lists campaign league

- Every zone will get an indication as an advised amount of points to play the battle. You are allowed to just agree with your opponent and play for however much points you both like. If your faction hasn't got the points needed to play, you can also agree on a points limit so that both teams are matched.
- Fully painted is not a requirement, but we do encourage people to paint their stuff as this adds to the fun of the game.
- Traits and Artifacts are thrown by D6 at the start of each battle unless your commander is present (see commander for more info)
- For games bigger then 2500 pts concerning slots your army must be built using detachments of the existing forces in the General's handbook. For instance a 3000 pt game could consist of a Vanguard (1000) And a Battlehost (2000) or 3x Vanguard (1000) etc etc...
- Only formations that have a point cost associated with them in either Battle tome or General's handbook (or any other official GW document) can be used.

- No further restrictions, just don't be “that guy”!

The map

Basics

The map will be made out of hexagons and will contain:

per faction

- 1 hq
- 1 Barracks
- 1 Fort
- 1 Settlement
- 1 ruins
- 1 Realm gate
- 2 barren zones

Then in the middle you will find (at the start)

- 1 Silver Tower
- 1 Haunted Fort
- 1 Temple
- 1 Ruins
- 1 Settlement
- 4 barren zones

All barren zones will be connected to the zones of the other players to make “Bridges”

The players will be divided into factions. Each faction will be given an originating Realm. Claimed areas are considered to change and gain the features of the home Realm of the owning faction for such is the Trickery of the Realm of Change.

Whenever a battle in a barren zone is a draw, that zone becomes Neutral.

Neutral Zones are considered to be in the 'Realm of change' Battles at the Silver Tower are always in the Realm of Change.

A lot of zones/situations will have an advised battle plan attached to them. Off course you and your opponent may decide on another suitable battle plan instead to play if you both agree.

HQ (3000 pts)

This your headquarters. It gives you the right for 1 Commander 3 offensive troops on the map and one defensive troop. The defensive force generated by your HQ is not allowed to leave HQ.

When this zone is taken by an opponent all your troops on the map are destroyed (and have to start at your HQ the next turn), your opponents troops on the area are teleported to their closest fort. This zone always remains under control of the owning faction.

Battleplan: The Fort

Barracks (2500 pts)

This zone is a last buffer fort to defend your HQ. When operational this zone allows you to move the defensive force generated by your HQ. If this fort is destroyed, so are these defensive troops (and they are moved to HQ, so your HQ is always defended)

In case of a draw when defending this zone, the fort is no longer battle-ready.

This zone cannot be claimed by an opponent and an opponent cannot repair the barracks for himself!

Battleplan: See fort

Fort (2500 pts)

When your fort is battle-ready, it gives you the right too one 1 extra defensive force on the map.

In case of a draw when defending this zone, the fort is no longer battle-ready.

Battleplan (battle-ready ,defended) (battle for the defended battle-ready fort):

- The fort

Battleplan (battle-ready, 2 enemy troops, no defender present(Battle for control of the battle-ready fort.)

- Random pitched battle, but as an extra place the empty fort as terrain piece in the center of the battlefield. With the gate pointed towards neither players deployment zone. Objective markers can be placed inside the fort.

Battleplan (ruined for control). Neither player controls the adjacent settlement, battle for control of the area.

- Random pitched. But place a lot of ruins as terrain pieces to get the setting right ;)

Battleplan (ruined for repair) condition: you must control the adjacent settlement to provide the working force:

- repair fort

Settlement (2000 pts)

Battleplan: The settlement

Realmgate (1000 pts)

Realmgates allow you to move troops from one realm gate to another. When you move on it, it is like moving to your destination. So 2 players can use the same gate and arrive elsewhere without triggering a battle. If 2 players arrive at the same spot they will have to play a random pitched battle to see who wins. So present troops cannot stop the use of the Realmgate but they can defend against arriving troops.

In Battle plans each player can place a realm gate onto the battlefield before table edges are chosen.

Every time 9 realmgates have been used and there is no game pending, a game of Warhammer Quest Silver Tower has been triggered. Every faction has to provide one player for the game, extra players are welcome but cannot score VP for the faction, 2 games can be played if done before the next deadline when the first game is played and every faction can deliver a player for each game. Rogue players can also score points and try to win the campaign without playing AOS. Rogue players can take the place of one of the absent factions in case they do not manage to deliver a player.

Battleplan: Random pitched

Barren Zone (1000 pts)

These are hills, mountains, deserts, islands, beaches etc. When playing a battle for these zones, a random pitched battle will be played to determine the outcome.

Battleplan: Random pitched

Silver Tower (2500 pts)

This zone counts as a Realmgate for all mission purposes, but battles in this area are always in the realm of change.

Battleplan: random pitched

Haunted Fort (2500)

The haunted fort can be treated as a normal fort and also provides one extra defensive force when battle ready.

All Fort terrain features in this area are Sinister in addition to any other rules they might have.

Battleplan: See Fort

Temple (2000 pts)

Battleplan: The Temple

Ruins (2000 pts)

When your commander is present after winning a battle or encountering no opposition, when taking

enemy or neutral ruins he might find an artifact.

Throw on the artifact chart of your allegiance to see which one you find. You can find the same artifact only once. If you already own the artifact you threw, you find nothing. So the more you do the mission the less chance of finding an artifact.

For looking for the wizard staff for mission purposes, your commander does not need to be present, he only needs to be present at the delivery at the temple.

Battleplan : Treasure hunt

Troops

There are three kinds of troops on the map: Defensive, offensive and Commander.

Troops are not army list specific. So you can change army lists between battles and are allowed to team up with one of your faction members etc...

When troops from different factions are on the same zone a battle is triggered. If more than 2 factions are present the defender will first fight the first random enemy, then the second etc... The defender has priority in this case. In any other case the battle order will be randomized by the campaign leader.

If all concerning factions are agreed, they are allowed to play a massive 3 or 4 way battle too and agree on a fitting 3 or 4 way scenario.

If a battle is a draw both players lose the battle for map purposes but nobody gets to write a battle report and you cannot complete objectives or actions (like repairing a fort) by playing a draw.

Whenever a battle is a draw, that zone becomes Neutral until it is claimed again.

Basic troop movement

This goes for all troops.

All Troops can move one zone during each campaign turn. You can move 2 zones if the first zone you move over is a zone you control. If the area you "hop over" is being attacked or moved through by an enemy, all these troops in the zone/or moving through stop in that zone and have to battle to see who takes control. In the case of a double hop (both players attack the zone the other player is moving through with the same troop) there is no battle and the armies just move like encountering no opposition.

Only one troop can be on one zone at the same time. Exception is on Fortifications, barracks and HQ.

If more than one troop arrive in the same area (due to attacks under way, routed troops etc) they have to be moved out of there the next turn so that you are asap back in the one troop in one area rule.

Battle results apply to all troops of the defeated faction that were present in the zone.

Defensive Troops

Defensive troops can only move over zones you control. If they are destroyed they are placed at the closest fort or HQ (if there are already defensive forces at the closest fort) ready to move out the next turn.

Offensive troops

If offensive troops are defeated they become routed. This means the winning opponent can move them in the next turn.

Defeated routed troops are destroyed and start again at your HQ

Commander

Every faction must nominate a commander. This is the big boss of the faction and consists of one hero, this remains the same hero for the entire campaign, or as long as he survives.

Your commander troop consists of 200 pts. Your commander model however may be a more expensive model provided you can play a game of 1000pts legally (and still add 2 battle line units). The troops point value is just the bonus you get on the battle for your side. This can however not bring you in a higher category (ex. if the battle is 200pts +1000pts vs 1000 pts => vanguard, it still remains a vanguard battle). The commander may also be less expensive any excess of point may be spend on your army.

If your commander is present for a battle, you have to use him as your General. You cannot choose not to use your Commander if he is present

Your commander starts the campaign with one General's trait of your choosing, this will remain the same for as long as he lives (allegiance of the entire faction!) and one artifact of your choosing. When he is present you do not get to throw a General's trait, and you get to throw one artifact less. Your general can get more then one artifact during the campaign, but can only carry 2 at the same time (of your choosing)in each battle, the second cannot be one you threw at the start of the game. He has to carry them himself! If he carries more then one, you still get to throw only one artifact less (consider this a bonus you obtained)

Your commander troop can move like an offensive troop but can also move on areas with other troops on them. When on areas with friendly troops his points are added to the battle on the Commanders side as a bonus.

If your commander is on a zone with enemy troops without presence of any other friendly troops he is automatically destroyed. If 2 commanders meet without any other troops present. A vanguard of 1000 pts is added to the Commanders and a battle is fought.

Whenever your commander(model) defeats an enemy general(model) you may add 50 pts to the commander (troop) value, provided that you win the battle. These bonuses are for the remainder of the campaign

When you lose a battle in which the commander model was defeated, your opponent may throw a D6 on a 4+ he is dead or gravely injured and will return as soon as you spend one VP to get him or a replacement back. (add this action when mailing your movement to the campaign leader). You keep any extra points and artifacts you found (think of it as the trojan war where the armament of fallen comrades was carried back to hq). If you buy a replacement, you can choose a new General's trait if you buy the return of your old Commander, you keep the old General's trait.

The model your faction chooses as Commander has to be painted and placed (and displayed) at Demo-Spel during the campaign so that your faction members can use it if needed, and everyone can enjoy the awesomeness of your model.

Your faction will be asked to provide a biography of its commander to promote his valiant (or wicket or whatever) traits to set the stage for your faction goals in the Realm of Change. If you change your commander during the campaign, when doing so, your faction will need to provide a short biography for the new one as well.

Battleplans

The fort

The armies:

Each player picks an army. In this battleplan it might be more fun not to include any models in the besieged army that have the ability to teleport the messenger at will to the board edge (like skitterleap) or for the sieger to have models that can arrive anywhere on the battlefield without the limitation “at least 9” away from any enemy models”, as this would seriously disrupt the fairness of the battleplan (see below why)

One player will be the sieger, One player will be the besieged.

If one of the players controls the area that player must be the besieged.

Otherwise do a roll off to determine roles.

The General of each army has an extra command ability, shown below in addition to any others they have.

Sieger 's objectives:

The fort is in your way, you want to siege but you know you will have to be swift. Make sure no one escapes alive as you would not want any reinforcements to come and help the besieged.

Besieged objectives:

The enemy is at your gates, a formidable force. It might not be entirely possible to stop the enemy with the forces present, but stall him long enough and send for reinforcements and the tide might be turned.

Sieger'S Command ability

Charge!!

In a turn in which this command ability is used, until your next herophase all friendly units within 12” of you General add 2” when running or charging

Besieged's Command ability

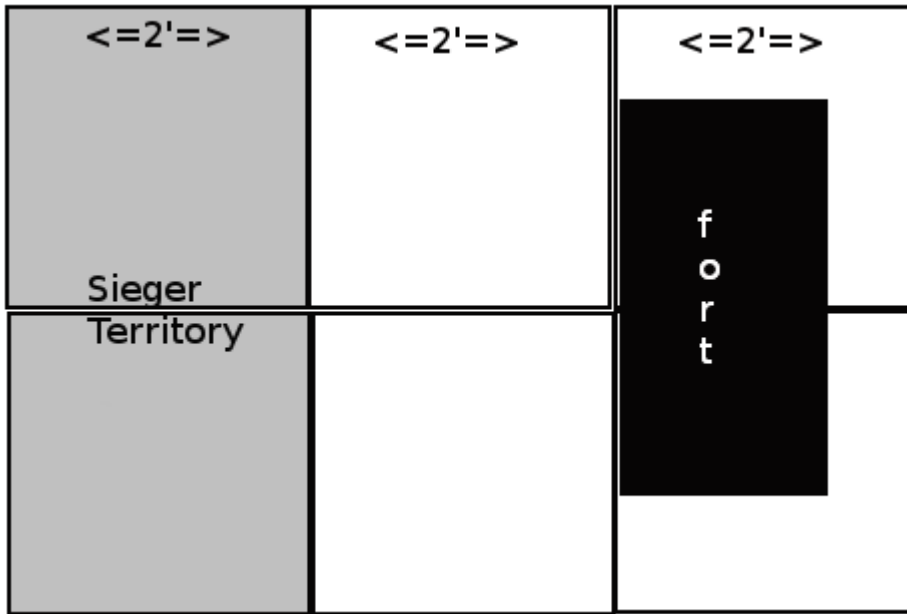
Volleyfire

When used, units within 12 “ of the General may use his/her line of sight for shooting and magic.

The battlefield:

Place a fort centered 24 “ away from the siegers territory on the battlefield battlefield with its gates pointed toward the Siegers territory as shown on diagram below.

Don't place any Baleful realm gates on the battlefield as its abilities tend to spoil the fun.



Set-Up

Do not use the set-up instructions on the *Warhammer: Age of Sigmar Rules sheet*.

Alternate setting up units.

The Besieged starts by placing his first unit within the fort. All units that he places on the board have to be setup in the fort. The Besieged gets to choose if the gates start open or closed.

The Sieger must set up his units at least 24" away of the fort.

Fort

A fort exists of different parts:

- A malefic Gate
- 3x Fortress Walls to connect the other pieces
- 4x Watch Tower

A fort is considered as one scenery piece.

The fort does however not have Gargoyles.

The besieged then nominates one hero he set up in the fort as his *messenger*.

If the messenger reaches the far board edge (the edge of the siegers territory, the controlling player can remove him from play. He has gone to get reinforcements.

When the **messenger has gone to get reinforcements**, the sieger can at the start of the next battleround set up all of his units of which you can include more then one in your army, that have been completely

destroyed (you can place your general again if he was slain but he does not count as your general anymore, your General is slain for all purposes) within 6" of any board edge.

However if the **messenger is slain** before he reaches a board edge it is the sieger that at the start of the next battleround can set up all of his units of which you can include more than one in your army, that have been completely destroyed (you can place your general again if he was slain but he does not count as your general anymore, your General is slain for all purposes) within 6" of any board edge.

First turn

The sieger chooses who takes the first turn.

Victory

Do not use the victory conditions on the *Warhammer: Age of Sigmar rules sheet*. Instead, use the following win conditions:

At the end of turn each turn roll a dice on a Gameturn +D6=10 the game ends, keep doing this at the end of each turn, the game automatically ends at the end of turn 7.

If the messenger is removed from play to send for reinforcements the besieged scores a victory point

If the messenger gets killed the sieger scores a victory point

If either player slays the enemy General he scores one victory point.

If the Sieger has any units on the courtyard (within the fortress walls, but not on the walls or in the towers) at the end of the game, the sieger scores two victory points otherwise the besieged scores two victory points

If you score one victory point more than your opponent you score a **minor victory**.

If you score 2 victory points more than your opponent you score a **major victory**

If the score is even, the game is a **draw**.

Repair Fort

The armies:

Each player picks an army. One player will be the attacker, One player will be the defender.

If one of the players controls the area that player must be the defender.

Otherwise do a roll off to determine roles.

The General of each army has an extra command ability, shown below in addition to any others they have.

Attacker's objectives:

The enemy tries to build a fortification, you cannot allow his works to continue, after all it is better to prevent then too cure...

Defender's objectives:

The enemy tries to stop your effort to build fortifications, protect the building sites so that they can complete their work!

Attacker's Command ability

Until your next herophase, your general and his unit or a unit within 8" of the general get when attacking the worker sites a -2 on their rending characteristics

Defender's Command ability

Bodyguard

When used, units within 6 " of the worker sites and within 18" of the general become body guards of the worker sites, when the worker sites would take a wound or mortal wound throw a d6, on a *+ that unit takes a mortal wound instead where *=the distance in " of the closes body guard model in the unit. (a 1 is always a fail though)

The battlefield:

The battlefield will be used vertically. Place 3 objective markers on the battlefield, the first in the center of the field and 2 central in the far 2' squares of the defenders board edge. These represent the working sites.

After that place scenery as you would normally

Working sites

Working sites have 5 wounds and a save roll of 4+ and are added to the defenders army.

After that place scenery as usual, the working sites are not considered to be 'scenery' but are considered to be units for the purposes of game rules.

Set-Up

Do not use the set-up instructions on the *Warhammer: Age of Sigmar Rules sheet*.

The attacker has a deployment zone on his own table edge at least 12" away from the center of the battlefield and at least 12" away from enemy models that are already on the battlefield.

The defender can deploy on his table half within 12" of each working site and at least 12" away from

enemy models that are already on the battlefield.

Do a roll off to determine which player picks sides and places the first unit.

Alternate setting up units.

First turn

The defender decides who takes the first turn.

Victory

Do not use the victory conditions on the *Warhammer: Age of Sigmar rules sheet*. Instead, use the following win conditions:

If the defender has 3 working sites at the end of the battle he wins a major victory

if the defender has 2 working sites at the end of the battle he wins a minor victory

If the defender has 1 working site at the end of the battle with at least 3 wounds the game is a draw (defender wins for map purposes but the fort is not repaired)

If the defender has no working sites at any point of the game the attacker wins a major victory

If the defender has 1 working site with less than 3 wounds at the end of the game the attacker wins a minor victory.

The Temple

The armies:

Each player picks an army. One player will be the sieger, One player will be the besieged.

If one of the players needs to perform the ritual for mission, that player is the besieged.

Otherwise do a roll off to determine roles.

The General of each army has a unique command ability, shown below in addition to any others they have.

Sieger 's objectives:

The enemy is planning a ritual of which the magic will disturb your plans. Foil them before it is too late.

Besieged objectives:

You have meticulously planned this ritual and now at its conclusion the enemy shows his face. Let no one stop you .

Sieger'S Command ability

Swifstride

When used, until your next hero phase the General and his unit or a unit within 8" may throw an extra D6 and pick the highest(or highest two in case of charge) to determine how far they can run or charge.

Besieged's Command ability

Steadfast

When used, until your next hero phase, all units within 8" of your general may re-roll their battleshock tests and use his bravery .

The battlefield:

Place a Ritual tower on the battlefield centered, its edge 12" from the board edge in the Besieged Territory. (So on the line of the deployment zone)

Then place a magical shard on as well the left as the right 2' centered.

The battlefield is used as a wide horizontal battle field.

Each player has a territory containing 50% of the battlefield. Units have to be set up at least 12" away from the opponents territory or from any enemy models already on the battlefield.

Ritual tower:

The Ritual tower is a tower that can garrison one hero at the same time.

To garrison it, any hero within 6" at the start of his movement phase can enter the tower.

Battlements: The battlements are the same as the garrison and might be a good way to show which model is occupying the tower.

Line of sight and ranges are measured from and too the building when occupied.

The ritual tower is protected by magical wards and can only be attacked or targeted with spells from within 3" of the tower. Furthermore spells cast from within the tower cannot be unbound in the normal way. (see magical shards)

The ritual tower is Arcane

The ritual tower provides cover to any unit, friendly to the towers occupant within 3" of the tower.

The Ritual: Only once per turn, instead of performing any other actions during the herophase, Priests, Wizards and Generals that are inside the tower may attempt to perform the Ritual. The Ritual is performed as a spell that is cast on a 10-Gameturn. If succesful 3 times you complete the ritual.

Magical Shards

The Magical Shards are connected to the wards of the ritual tower. Models that can unbind spells can attempt to unbind spells cast from within the tower when within 3" of a Magical Shard.

Furthermore the player currently controlling the magical shard (player with the most models within 6") influences the performing of the ritual:

If the besieged controls it add 1 to the casting target of any spell attempted from within the tower, if a friendly hero is also within 3" add 2

If the sieger controls it subtract 1 from the casting target of any spell attempted from within the tower, if a friendly hero is also within 3" subtract 2

The Magical Shards are arcane.

Set-Up

Do not use the set-up instructions on the *Warhammer: Age of Sigmar Rules sheet*.

Starting with the besieged Alternate setting up units.

First turn

The besieged chooses who takes the first turn.

Victory

Do not use the victory conditions on the *Warhammer: Age of Sigmar rules sheet*. Instead, use the following win conditions:

If the ritual is not completed by the end of turn 6 or there is nobody left to complete the ritual, the sieger wins a major victory.

If the ritual is completed the besieged Wins a major victory.

Settlements

The armies:

Each player picks an army. One player will be the attacker, One player will be the defender.

If one of the players controls the area that player must be the defender.

Otherwise do a roll off to determine roles.

The General of each army has a unique command ability, shown below in addition to any others they have.

Attacker's objectives:

You have decided to raid the settlements for extra workforce, slaves, sacrifices etc etc. Burn the village to the ground!

Defender's objectives:

You are all that stands between you and your citizens to get brutally slaughtered or captured. Save as many as you can but mind not to get captured yourselves...

Attacker's Command ability

Let no-one escape

Until your next herophase, whenever your General and his unit or a unit within 6" of him completely destroys a unit or a unit they damaged is completely removed in the battleshock phase, you score 2 victory points in stead of one.

Defender's Command ability

Run to the hills

When your general uses this command ability, you may remove an objective marker you control within 3" of your General. You score the victory points of the D3 score associated to the marker.

The battlefield:

The defender may divide the battlefield into 2 equal parts. These are 'players table edges'

After that place scenery as you would normally

Place 6 objective markers onto the battlefield these represent the citizens of the settlement. Alternate placing these markers (remember that sides are not yet determined)

Whenever the first model comes within 3" of the objective roll a D3 this is how many citizens are present at the objective.

You can claim an objective by having a the most models within 3" and keep control of it as long as it is not claimed by an opponent..

Set-Up

Do not use the set-up instructions on the *Warhammer: Age of Sigmar Rules sheet*.

Each player can deploy in his territory (50% of the board horizontal) on his own table edge at least 12" away from the enemy's territory.

Do a roll off to determine which players picks sides and places the first unit.
Alternate setting up units.

First turn

Use the standard AOS rules to determine who gets first turn.

Victory

Do not use the victory conditions on the *Warhammer: Age of Sigmar rules sheet*. Instead, use the following win conditions:

At the end of turn 5 count all the objective values each side controls this is how many Victory points each side scores.

Furthermore you score one victory point for each completely destroyed enemy unit.

The winner takes (Victory points – victory points opponent) x2 prisoners if relevant for one of his missions.

Treasure Hunt

The old civilisations of the Mortal Realms, all but lost to history after the scourge of Chaos swept over them, can be veritable troves for those willing to brave danger in the search. Many ruins have been picked clean by scavengers over the centuries but a few remain intact under the weight of dust and decay. When previously hidden ruins are discovered, opposing armies can clash as they seek to be the first to uncover the treasures of a past age.

This battleplan describes the meeting of two armies among ruins that contain a hidden wealth of knowledge, magic or great riches. You could use it to represent a force of Stormcast Eternals seeking vital secrets in a ruined city recently unearthed by the powerful magic of Chaos, only to discover an opportunistic Skaven warlord has already started to pillage it. Or perhaps the Sylvaneth are desperately trying to recover the wilting essence of life within a dying forest as the Rotbringers seek to twist the same treasures to their own foul purposes.

The Armies

Each player picks an army, and then must decide who will be the brigand and who will be the preserver.

Preserver's Objectives

Days of fruitless searching may be over. Your forces have combed this region tirelessly, seeking a precious treasure sacred to your people. By following the portents and signs, you have arrived at this place, certain it holds the key to what you seek. However, the enemy have arrived before you and are already scouring the land to steal what is rightfully yours. You must push them back long enough to find your treasures so they can be taken safely back home.

Brigand's Objectives

The enemy has spent too long in your territory, poking around old ruins and digging under the ground – they are obviously looking for something and if they are putting this much effort into it, it must be valuable! Earlier, your scouts reported an enemy force had been dispatched to an area you know well. Guessing that whatever they were looking for would be there, you rallied your own troops and got their first. Now you must quickly discover what is so valuable before the enemy swipes it from under your nose!

Relic Seeker Command Abilities

Before set up roll a dice, the winner may choose a command ability listed below, his General will have it in addition to any others they might have, the other player's General will get the remaining command ability.

Daylight Robbery: If you use this command ability, your general dispatches his sneakiest troops to

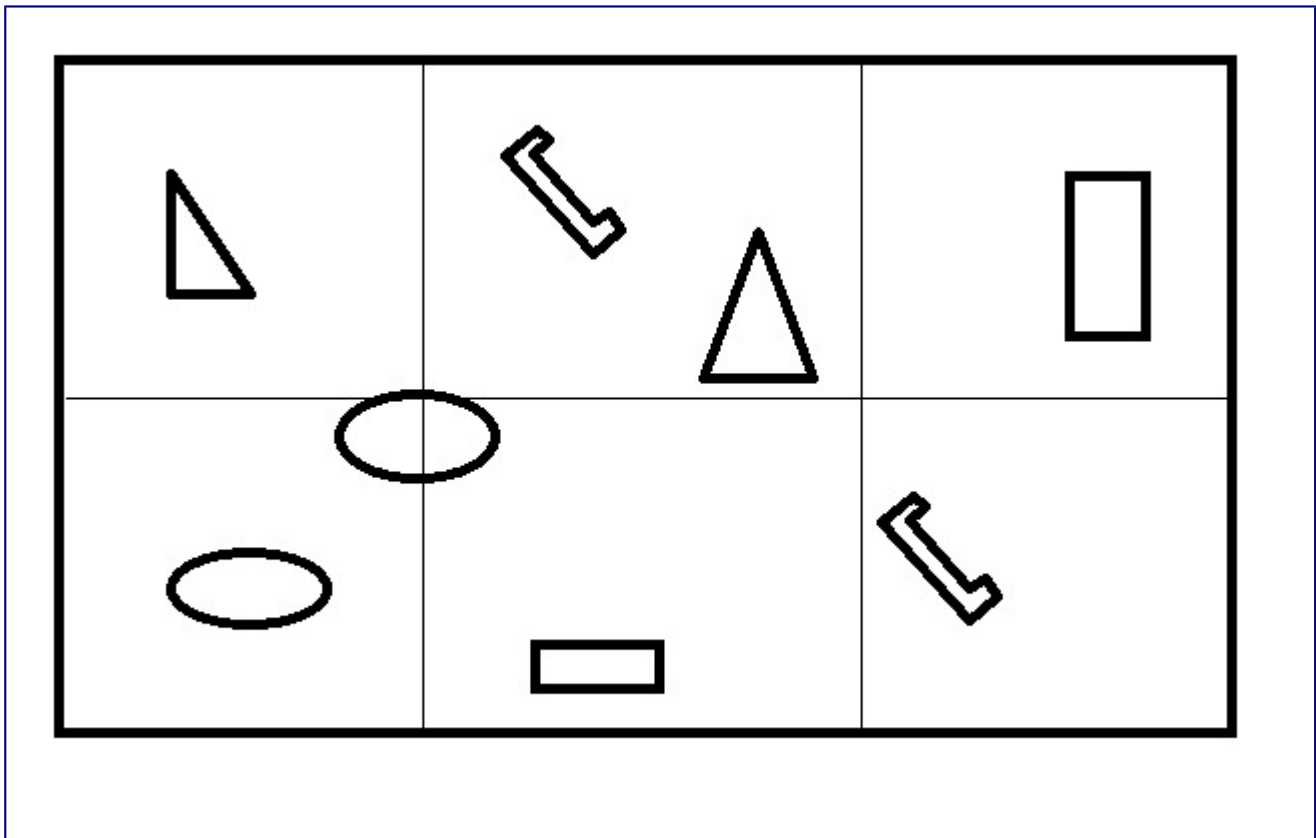
steal treasures the enemy has already located. Pick a friendly unit within 18” of the general. If an enemy unit is within 3” of it, roll one dice. Deduct this amount from Relics your opponent has found and add it to your own total.

Collapsed Tunnel: If you use this command ability, your general ensures by means of magic, miners or brute strength that a terrain feature cannot be plundered by anyone. Select any terrain feature within 18” of the general. Until your next hero phase, no unit from either army can plunder it for Relics.

The Battlefield

The battle takes place in a desolate wilderness where ruins have been uncovered by the wind, an earthquake or magic. Dust and sand is everywhere, while across the plain walls, toppled towers and the remnants of magnificent structures jut unevenly out of the ground.

You can either generate the scenery for this battle as described on the *Warhammer: Age of Sigmar* rules sheet, or use the example scenery shown on the map below.



Set-Up

The players set up their armies as described on the *Warhammer: Age of Sigmar* rules sheet.

First Turn

Use the instructions on the *Warhammer: Age of Sigmar* rules sheet to determine who takes the first

turn.

Plundering Ruins

Every terrain feature on the battlefield is a potential trove of treasure of great value to either army. However, each terrain feature must be thoroughly searched and excavated if it is to yield all its secrets.

A unit with at least one model on a terrain feature may attempt to plunder it if there are no enemy units within 6” of the feature. To plunder terrain, models within the unit select one melee weapon and then roll to attack as normal. The terrain feature does not make any Save rolls.

This is done in the combat phase instead of performing any other attacks. Terrain features do not count as enemy units for any other rules purposes.

A unit cannot charge a terrain feature like it would an enemy unit.

A unit cannot run and plunder in the same turn.

Abilities that change the number of attacks can be used to influence the plundering.

Every successful wound caused by the unit will garner its army one Relic. You should keep track of how many Relics each army accumulates throughout the battle.

Relics of Power

Most Relics discovered during this battle will have a value only truly realised after long days or weeks of study. However, some will possess obvious power that can be unleashed upon the enemy.

For every 20 Relics you acquire, you may make one roll on the Triumph table in your next hero phase. This may be the Triumph table on the *Warhammer: Age of Sigmar* rules sheet or, if you are using Time of War rules for a particular Realm or region, you may roll on that instead.

The effects of the Triumph are applied immediately.

Victory

Do not use any of the victory conditions on the *Warhammer: Age of Sigmar* rules sheet.

The first player to accumulate 100 Relics or remove all of his opponent’s models from the battlefield will win a **major victory**.

If after the 6th battleround no winner has emerged the player with the most relics wins a **minor victory**.

If at that point both players have the same number of relics, the game is a **draw**.

(Battleplan from <https://ttgamingdiary.wordpress.com/2015/09/23/battleplan-treasure-hunt/> some small adaptations)

Realms

Realm of Change

Realm Special rules

In the realm of change all is not what it seems... The gaunt summoners take great pleasure in changing battle conditions constantly as the battle unfolds. At the start of each game turn , roll on the Scenery table for each scenery piece. The new result takes effect immediately., the former result is discarded.

Realm of Ice

Realm Special rules

At the start of each battleround before rolling who gets first turn roll to determine the weather conditions in the realm:

1-2 Blizzard: Roll a dice for each unit. On a 4+ that unit's line of sight is limited too 3" for the rest of the turn.

3-4 Glazed Frost: All terrain features gain the Deadly rule in addition to any other they might have
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5-6 Snowy Bright weather: Normal conditions apply.

Wizards from the Realm of ice know the Ferocious blizzard spell in addition to any spells they already know.

Ferocious Blizzard:

To cast it pick a unit within 18" of the caster. The spell is successfully cast on a 5+. If successful the target unit's line of sight is limited too 3" and must immediately take a battleshock test with a -D3 modifier to their bravery as part of the unit might get lost in the snowstorm.

When in the realm of Ice **Generals** from the Realm of Ice know the following command ability in addition to any they already know:

Snow Camouflage:

When this command ability is used, until your next herophase, your General and a unit within 10" of your General become invisible as they blend in in the snowy landscapes. Line of sight can only be drawn to them from within 3" from them. Whenever an action is declared with them as a target (like charges, abilities, etc) (friend or foes) from further then 3" roll a dice. The action can only be carried out on a 3+

Realm of fire

Unstable realm:

When setting up place at least one geiser on every terrain part that gets more then one terrain feature.

At the start of each turn roll a d6, on a 6 the active player may place another **geiser** on the battlefield at least 6" away from any other terrain feature.

Geisers:

Geisers are openings in the realms crust going deep to the molten core.

At the start of each battleround roll a d6 for each unit within 6" of the center of a geiser. On a 4 + that unit is hit by the toxic vapors and boiling water, that unit suffers D3 Mortal wounds. If you rolled a 6 the unit suffers D6 Mortal wounds instead.

Wizards from the Realm of fire know the Cracking crust spell in addition to any spells they already know.

Cracking Crust:

The spell is successfully cast on a 6+. If successful place a magical geiser on the battlefield within 18" of the caster. Magical geisers are like normal geisers but can be unbound (and removed) by wizards or any model that has the ability to unbind spells like any other spell on a 6+. They can do so instead of casting a spell in their own hero phase.

When in the realm of Fire **Generals** from the Realm of Fire know the following command ability in addition to any they already know:

Geiserwalker:

When used, until your next herophase you can re-roll the dice to determine whether a friendly unit is hit by a geiser. Furthermore until your next herophase you can make your opponent re-roll the dice to determine whether a friendly unit of his is hit by a geiser.

Realm of Blood

Realm Special rules

In this Realm the Blood God's attention is never far. And Khorne cares not where the blood flow comes from...)

When in the Realm of Blood, in the battleshock phase, check the result of your battleshock on the table below to see if any extra effects apply. Alternate players/units when doing battleshock as this might have consequences. Active player goes first.

1 Berserk	No models flee, Until the next battleshock phase add 1 to one of the units melee attacks.
2 Scent of blood	Models are removed as normal, units that caught the scent of blood may immediately pile in and attack as if it were the combat phase. (Units take only one battleshock test per battleshock phase)
3 Sight of blood	The unit is nauseated by the sight of blood, twice as many models flee
4 No effect	Normal battleshock test
5 No effect	Normal battleshock test
6 Sight of blood	The unit is nauseated by the sight of blood, twice as many models flee

Wizards from the realm of blood know the **Berserker Frenzy** spell in addition to any other spell they know.

Berserker Frenzy:

Berserker Frenzy is successfully cast on a 6+. When successful choose a friendly unit within 18" of the caster, until your next hero phase, that unit goes into a Berserker frenzy. They can run and charge in the same turn, re-roll charging ranges and if they successfully charge this turn they double the attacks on their melee weapons, but they can no longer make saves.

When in the Realm of Blood, **Generals** from the Realm of Blood know the **Gore drenched Aura** command ability in addition to any other they might know.

Gore drenched aura

When used, whenever your general or a unit within 8" of him causes any wounds on an enemy unit, that enemy unit must immediately take a battleshock test as though it were the battleshock phase. (it still has to take a battleshock test in the battleshock phase too)

Realm of life

In this realm when you throw 1 on a battleshock test it is automatically past without taking casualties.

At set up, always place a sylvaneth wildwood on each square 2' where you would have more then one scenery piece.

At the start of each gameturn roll a d6, view on the chart below what happens

1-2: Roused by magic	All Sylvaneth wildwoods are roused by magic. Check the Sylvaneth wildwood warscroll for effects.
3-4: No effect	No effect
5-6: The flow of life	Each player may choose a model, that model heals D3 wounds.

Wizards from the realm of life know the Healing spring spell in addition to any other spell they know.

Healing Spring:

Healing spring is cast on an 6+. If successful you may place a healing spring onto the battlefield. At the start of the battleround any model(friend or foe) within 3" of the center of a healing spring heals D3 wounds. Healing springs on the battlefield can be unbound like any other spell during a players hero phase instead of casting a spell, or if the model in question has the ability to unbind spells, if they choose to do so it is always unbound on a 6+.

General's from the realm of life have the forest walker command ability in addition to any other command abilities they have

Forest walker:

Your superior knowledge of the forests can get you behind enemy lines. This command ability can only be used when your general and the target unit are in a Sylvaneth wildwood. Remove your general and/or target unit within 8" from the general (that is completely in a sylvaneth wildwood) from play. You may set them up again in your next herophase at least 3" away from enemy units fully within any Sylvaneth wildwood this counts as their movement for that turn.

Movement and battles deadlines etc

Campaignturns

After all battles have been played, in a turn the campaign leader will post a new deadline on the forum by which the next movement must be mailed. This will usually be within 2 days after he received the results of the last battle. It has to be sent to gaminglordsleuven@gmail.com before the deadline is over. If your faction fails to do so your faction's troops will remain where they are. After the deadline the map will be updated and the battles that have to be played will be posted. You have a deadline of 2 weeks (date will be posted) to play your factions battles, battles that have not been played will move to the next campaign turn.

You are not obligated to play your battles at the store if your opponent agrees to this.

After all battles have been played the turn is considered played. All actions during a turn are considered to happen simultaneously.

The winner takes it all

Battles for the same stakes are allowed to be played as 1 battle. Winner takes it all. You may do it separately provided you can do so within the deadline time.

History is written by the victor

After a battle took place, the winning faction must write a report of what happened on the battlefield. A chance of spreading some propaganda. (and it might even obtain you some VP if you win enough)

Houserules

- Generally Standard AOS rules with General's handbook for competitive play apply . Please note that there is an FAQ for both AOS rules as the General's handbook as grand alliance books which apply too...

Furthermore:

- You cannot ever place a terrain piece on or within another terrain piece. The fort is considered to be one terrain piece.
- Distances are measured base to base. Charges are successful if you reach base to base. (so that we do not have to damage our fancy bases by placing models on it)
- Bases need to be suited for the model size. (So no clanrat on a bloodthirster base) You can use whichever base you prefer, but please do not do basing especially for rule purpose (really don't

be “that guy”) For instance you can use a bigger base if you did an awesome conversion etc, but that conversion will have to be really really awesome if that model “accidentally” happens to have something like an ability that does mortal wounds to each model within 1”.

- Any instant win combo is not allowed
- Any infinite combo is not allowed
- Alternative win conditions provided by warscrolls (like throwing 13 on 2D6 on the screaming bell) are not allowed.
- Any lame play that denies your opponent the possibility to win (like if he has to kill your general, keeping him in the celestial realm until the very last turn) or trying to “break” the game system/battle plan is not allowed and is considered being 'that guy'.