

# WARHAMMER AGE OF SIGMAR

SEASON OF WAR

# FIRESTORM



# RULEBOOK

# ICON KEY



DEATH



DESTRUCTION



ORDER



CHAOS



BEASTCLAW RAIDERS



IRONJAWZ



BONESPLITTERZ



WANDERERS



EVERCHOSEN



KHORNE



NURGLE



SLAANESH



TZEENTCH



SLAVES TO DARKNESS



BRAYHERDS



DARKLING COVENS



SKAVEN



CLANS SKRYRE



CLANS PESTILENS



SOULBRIGHT



FLESH-EATER COURTS



NIGHTHAUNT



FREE PEOPLES



SERAPHON



FYRESLAYERS



KHARADRON OVERLORDS



DISPOSSESSED



SYLVANETH



STORMCAST ETERNALS



GREYWATER FASTNESS



HALLOWHEART



THE PHOENICIUM



FIST OF THE EVERCHOSEN



STONECLAW'S GUTSTOMPAS



THE WRAITH FLEET



HAMMERHAL



THE LIVING CITY



TEMPEST'S EYE



ANVILGARD



GRAND ALLIANCE DEATH

GRAND ALLIANCE DESTRUCTION

GRAND ALLIANCE ORDER



GRAND ALLIANCE CHAOS

UNALIGNED

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# WARHAMMER

## AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.







# HOW TO USE THIS BOX

For millennia armies have battled for control of the region known as the Flamescar Plateau, seeking to unearth its priceless treasures and hidden relics. Can you defeat all challengers and claim dominion over this cauldron of unending war, forging an empire that will stand the test of time?

The War of Fire has begun. The God-King Sigmar has launched a great campaign to tighten his grasp upon the Realm of Fire, and the fiercest fighting is for control of the Flamescar Plateau, a vast region dotted with the remnants of a mighty empire. Here lies a weapon of supreme destructive power, sought by armies from across the Mortal Realms. Whoever can harness its might will be gifted the power to utterly destroy their enemies. Yet claiming dominion over this war-torn land will be no simple task.

## FIRESTORM CAMPAIGN

This campaign box is designed to allow you to forge your own grand tales of conquest in the Age of Sigmar. The rules presented within these pages allow four players to wage a brutal campaign for control of one of the most fiercely contested regions of the Mortal Realms. Inside this box you will

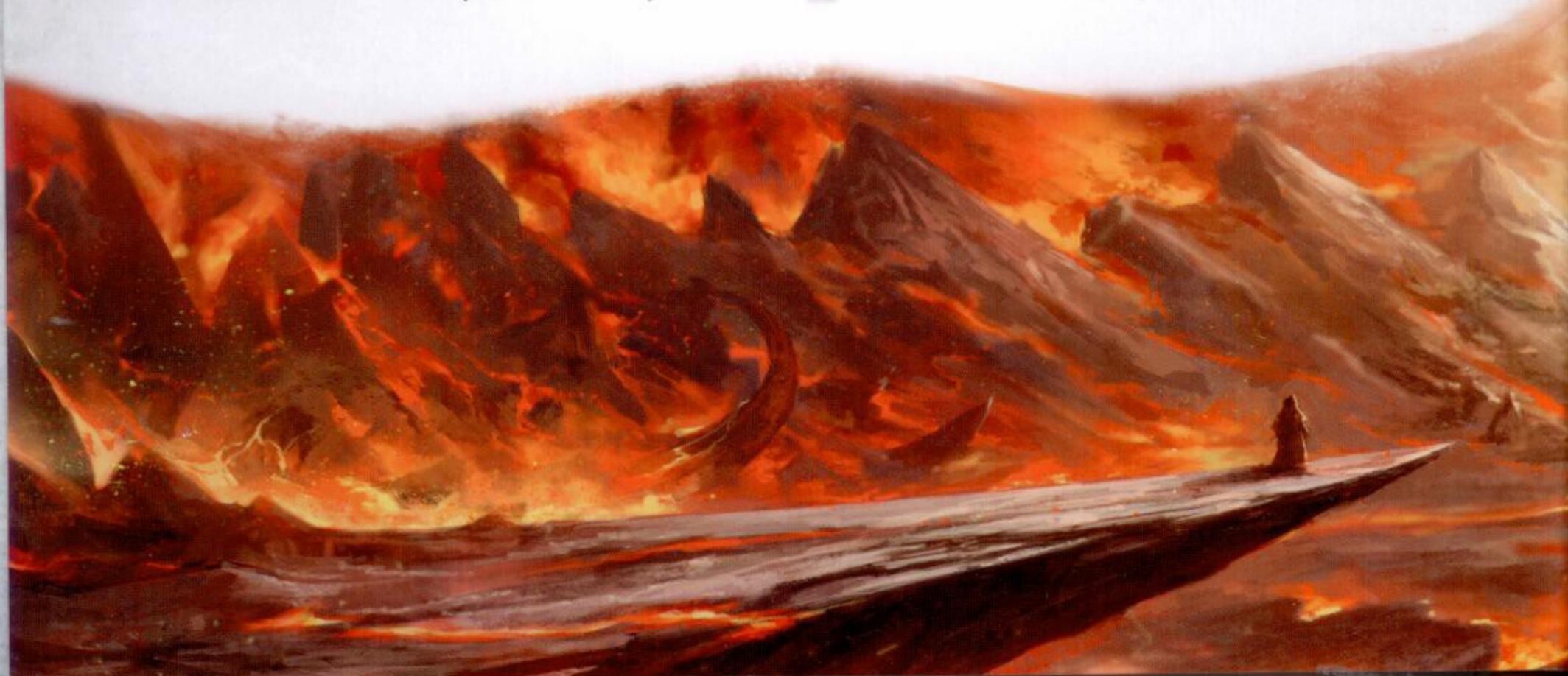
find a campaign map of the dangerous Flamescar Plateau, as well as cards and markers which will allow you to track every player's progress, from budding warlord to ruthless conqueror. You will assemble mighty armies and send them into battle against your friends, fighting for the right to claim mastery of these untamed lands. Legions of warriors, heroic champions and hideous monsters will clash in epic battles, and only the bravest and most cunning general will emerge triumphant.



Within these pages you will find a history of the Flamescar Plateau, and the secrets that it contains. This corner of the Realm of Fire is a wild, deadly place, riven by volcanic eruptions, razor-toothed predators, thunderstorms of boiling blood and countless other dangers.

## BATTLEPLANS & TIME OF WAR RULES

Along with the Firestorm campaign rules you will find four Surprise Attack battleplans, which introduce a special pre-battle step where players bid victory points to secure a distinct tactical advantage. Bid too high and lose however, and your opponent will reap even greater rewards! You will also find Time of War rules for the volatile lands of the Flamescar Plateau, which can be used as inspiration for the setting of any game of *Warhammer Age of Sigmar*.





## CITY & WARLORD ALLEGIANCE ABILITIES

This rulebook will also introduce you to the great cities of Order that the God-King has erected in the Realm of Fire and the Realm of Life, as well as the manner in which their armies fight. Should you wish to field an army that hails from one of these bastions of civilisation, you will find allegiance abilities representing their battlefield specialities and preferred tactics.

Of course, it is not only the forces of Order who look to conquer the Flamescar Plateau. Should you wish to embrace your darker side and drown the region in bloodshed and terror, this book will provide everything you need to take on the forces of Sigmar. Players

who favour the Grand Alliances of Death, Destruction and Chaos will find rules that allow them to field the armies of three infamous warlords who seek to dominate the plateau, and reflect the ways in which their forces do battle.

## FORGE YOUR LEGACY

Even the mightiest army cannot achieve victory in isolation. To create a lasting legacy you will need to support your soldiers by creating an infrastructure to power your war machine. Inside this box you will find everything you need to develop your nascent empire. Domain cards represent a variety of buildings and fortifications, from barracks in which to house your loyal warriors, to great foundries where you will forge weapons of unimaginable

power. With every region conquered you will increase your might, and fresh warriors will flock to join your ranks. Yet you must always look to your borders – your rivals will have their own plans for conquest, and they may strike against you at any moment.

There is even the option to play a Legacy campaign, building upon your progress and retaining your hard-fought territory. Can a previous victor be dethroned, their armies scattered to the winds, or will they expand their mighty empire until they command the vast breadth of the Flamescar Plateau? Gather your warriors, raise your banners and march to war. The fate of the realms may depend upon your victory!





# NEW FRONTIERS

Many years ago the Realmgate Wars began, its opening act the thunderous arrival of the Stormcast Eternals, immortal champions of the God-King Sigmar. They smashed into the Mortal Realms like a comet from the heavens, driving back the forces of Chaos in a series of shock assaults.

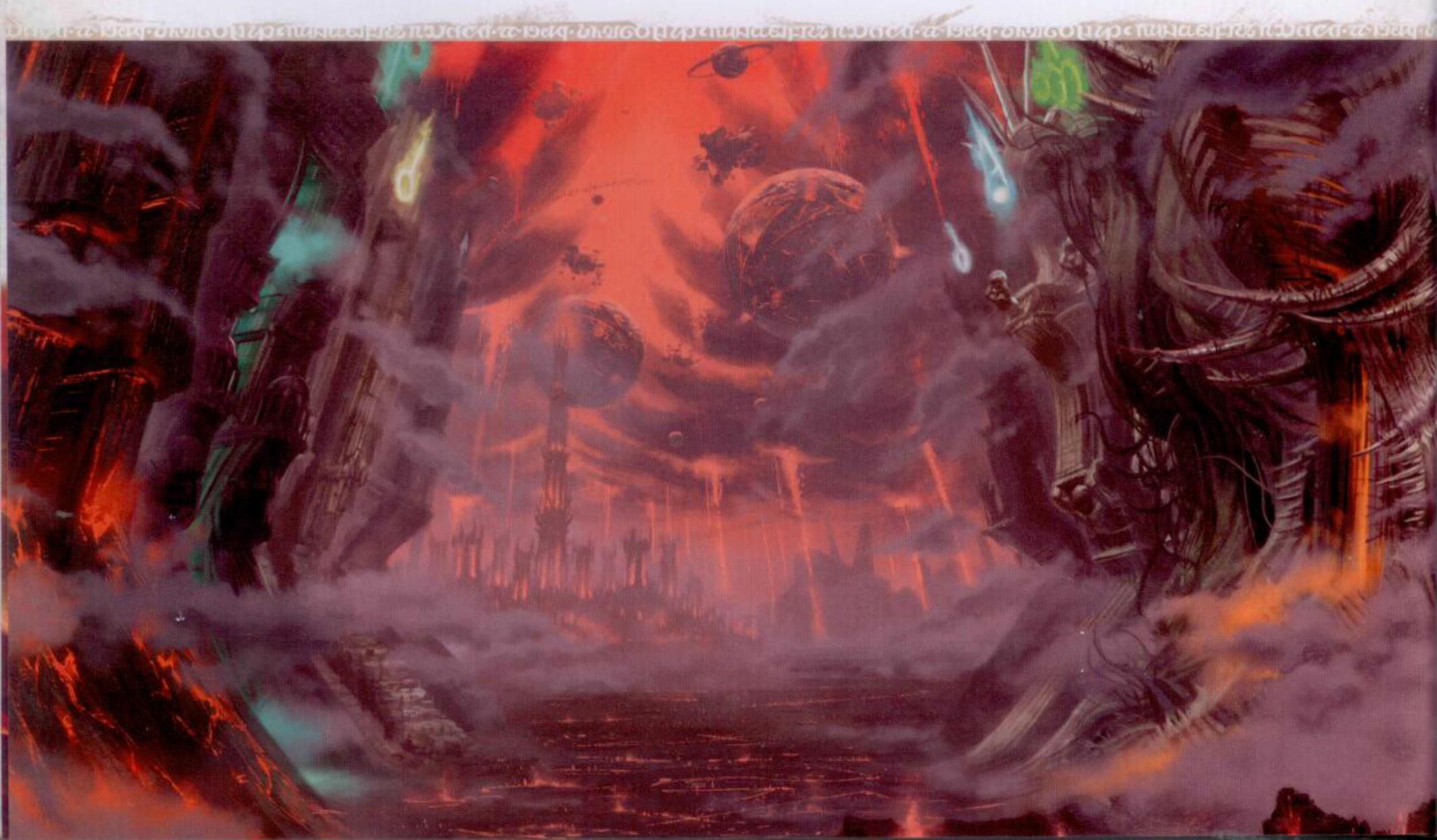
Such was the fury of Sigmar's sudden assault that Realmgate after Realmgate fell to the Stormcast Eternals and their allies. Through these transdimensional portals fresh warriors poured, the fires of vengeance burning brightly in their hearts. Hope returned to the Mortal Realms. Where once the fell powers of Chaos held sway, free to unleash the full measure of their depredation upon dispossessed and terrified mortals, now great bastions stand, fortresses of justice and order that burn with the light of hope.

Yet the forces of darkness were not yet defeated. Archaon the Everchosen,

greatest champion of the Chaos Gods, unleashed the full power of his endless legions – he crushed the Hammers of Sigmar at the Battle of Mount Kronus, and leashed the godbeast Ignax to his will after a bloody campaign in the Land of the Chained Sun. Across the Mortal Realms, grand armies clashed in battles of escalating ferocity, and ancient hatreds erupted to drown entire regions in bloodshed.

The defining battle of the Realmgate Wars would also be its last. Long had Archaon commanded the Allpoints, a nexus of arcane passageways that housed his dread fortress, the

Varanspire. From this stronghold the Everchosen's daemonic legions could pour forth, emerging from one of eight fortified All-gates, each unique to the realm in which it lay. Sigmar knew well that as long as Archaon retained control of the Allpoints, even the might of his Stormcast Eternals could not hold back the endless tide of Chaos. So began the siege of the All-gates, as vast gatherings of Sigmar's faithful descended upon these scattered fortresses, joined by ancient allies long thought to be lost. The scale of the conflict was beyond anything the realms had seen for generations, and the cost in lives was truly horrific. Yet when the dust settled





**T**he Twin-tailed City is the seat of Sigmar's power in the Mortal Realms, a sprawling metropolis that stretches from the fiery plains of Aqshy to the verdant wilds of Ghyran. Hammerhal was founded many decades ago, as Sigmar looked to build upon the victories he had achieved in the Realmgate Wars. The city in fact comprises two settlements governed as one; in the Realm of Fire lies the industrial, fortified bastion of Hammerhal Aqsha, and in the Realm of Life the bountiful gardens of Hammerhal Ghyra. The symbiotic relationship between these two strongholds has safeguarded them against many threats, from within and without. Though the forces of ruin and disorder have long sought to despoil this wondrous testament to the will of the God-King, the Twin-tailed City has endured, and only grows in might with every passing season.



and the screaming ceased, Sigmar's forces had closed both the Brimfire Gate of Aqshy and the Genesis Gate of Ghyran. Archaon's iron grasp upon the realms had not been entirely undone, but the closure of these two All-gates was of vital significance to the God-King's plans of reconquest. The fall of the Brimfire Gate had been a major defeat for Khorne, who had long laid claim to the Realm of Fire. Though the Blood God's malign influence still ran deep into Aqshy's scorched earth, Sigmar's victory had earned his armies much-needed time to seize and fortify key strategic locations. The Stormrift Realmgate was taken in a series of lightning assaults, the orruk tribes that had claimed it put to the sword. This portal led from Aqshy to the Realm of Life, and so would bind Sigmar's two most keenly desired theatres of war. Thus was raised mighty Hammerhal – the Twin-tailed City – a sprawling

megalopolis that stretched from the ashen plains of Aqshy to the fecund jungles of Ghyran. This was only the first stage of expansion. With the resurgence of the Lady Alarielle, Queen of the Radiant Wood, Nurgle's once uncontested dominance of the Realm of Life was now severely challenged. Alarielle's eternal fury was reflected in the wild souls of her loyal sylvaneth warriors, and though the children of the forest could be capricious and unknowable, Sigmar knew them as firm allies in the struggle against Chaos. With Lady Alarielle's assent, bastions of order were raised in the bountiful wilds of Ghyran, and grim-faced warriors set about fortifying them against the vengeful designs of the Plague God's faithful.

So too began the expansion of Sigmar's territory in the Realm of Fire. It was not coincidence that Sigmar had

begun his campaign of reconquest here, at the Brimstone Peninsula. For centuries the mortal armies of Khorne, in particular the blood-maddened masses of Korghos Khul's Goretide, had destroyed all in their path, putting entire civilisations to the sword and torching the remnants of a thousand lost cultures. Yet many secrets and wonders remained, hidden beneath the volcanic valleys and ash-choked deserts of this stark realm – ancient relics of earth-shattering power that the God-King would not allow to fall into enemy hands. Forth went his Stormhosts, and new strongholds of order sprang up from basalt and igneous rock, the banners of the God-King flying high and proud from their battlements.

From these strongholds Sigmar would launch a new campaign, a daring offensive that would secure his hold upon the Realm of Fire.

# STRONGHOLDS OF AQSHY

## HALLOWHEART

The Hallowed Knights founded Hallowheart within a huge, crater-like pit known as the Shimmering Abyss – once a Tzeentchian stronghold, until Sigmar's faithful slaughtered its inhabitants and consecrated its tainted ground. The walls of the abyss are riddled with crystal caverns, while atop a monolithic basalt column stands the great city itself. Winding stairways descend to the mining camps below, and to duardin communes built deep into the bedrock. The city's gem mines offer a wealth of magically infused minerals, including much-prized

primordial realmstone. These vaguely humanoid accumulations of powerful, volatile matter burn with a furious sentience, and it takes skilled miners – aided by the latest eldritch technology – to gather them. As a result of this buried bounty Hallowheart seethes with latent magical energy. Yet this powerful aura may not come without a price. Both the Devoted of Sigmar and the city's Stormcast guardians maintain a vigilant watch for the merest sign of corruption, any remnant of the Chaos taint that once suffused the Shimmering Abyss.

## TEMPEST'S EYE

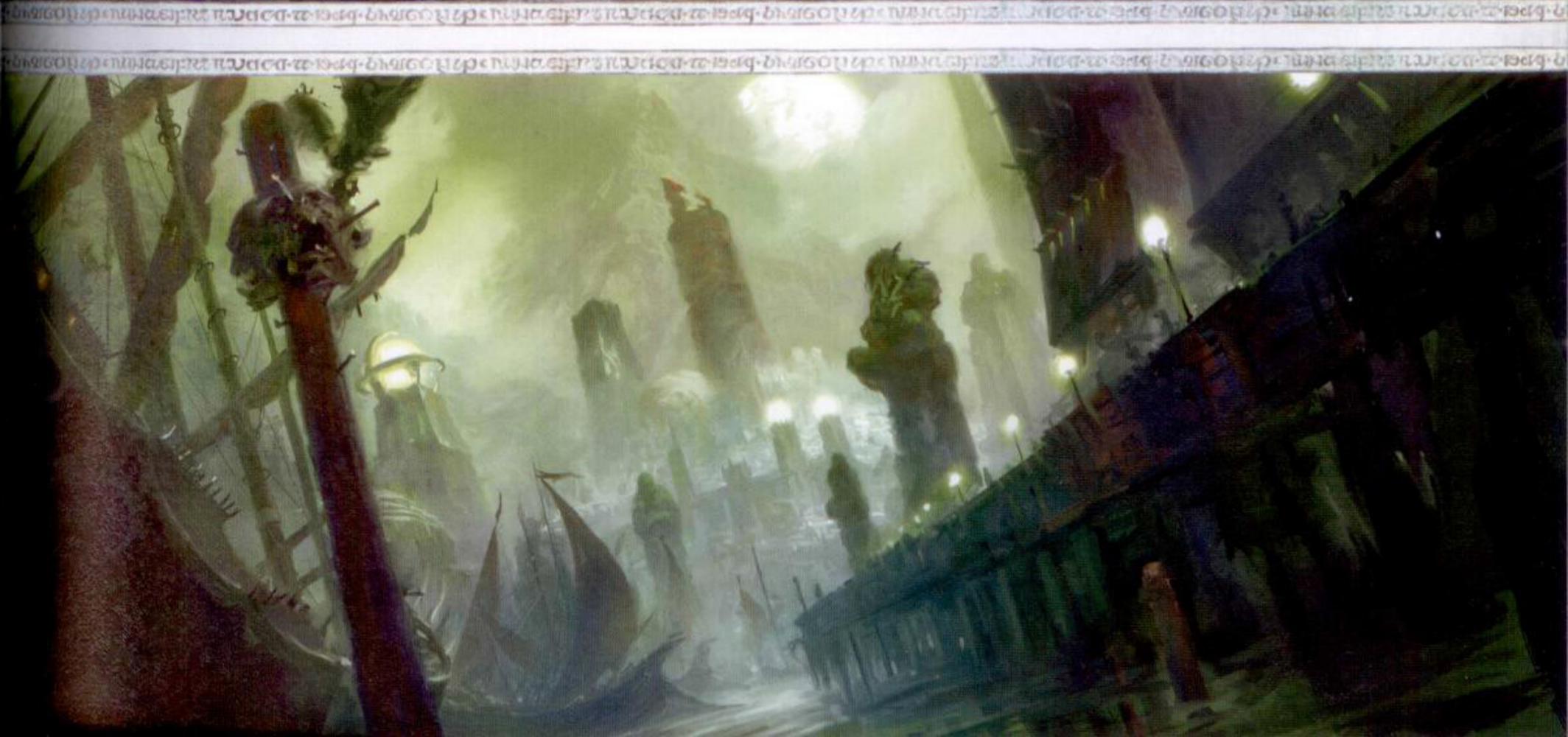
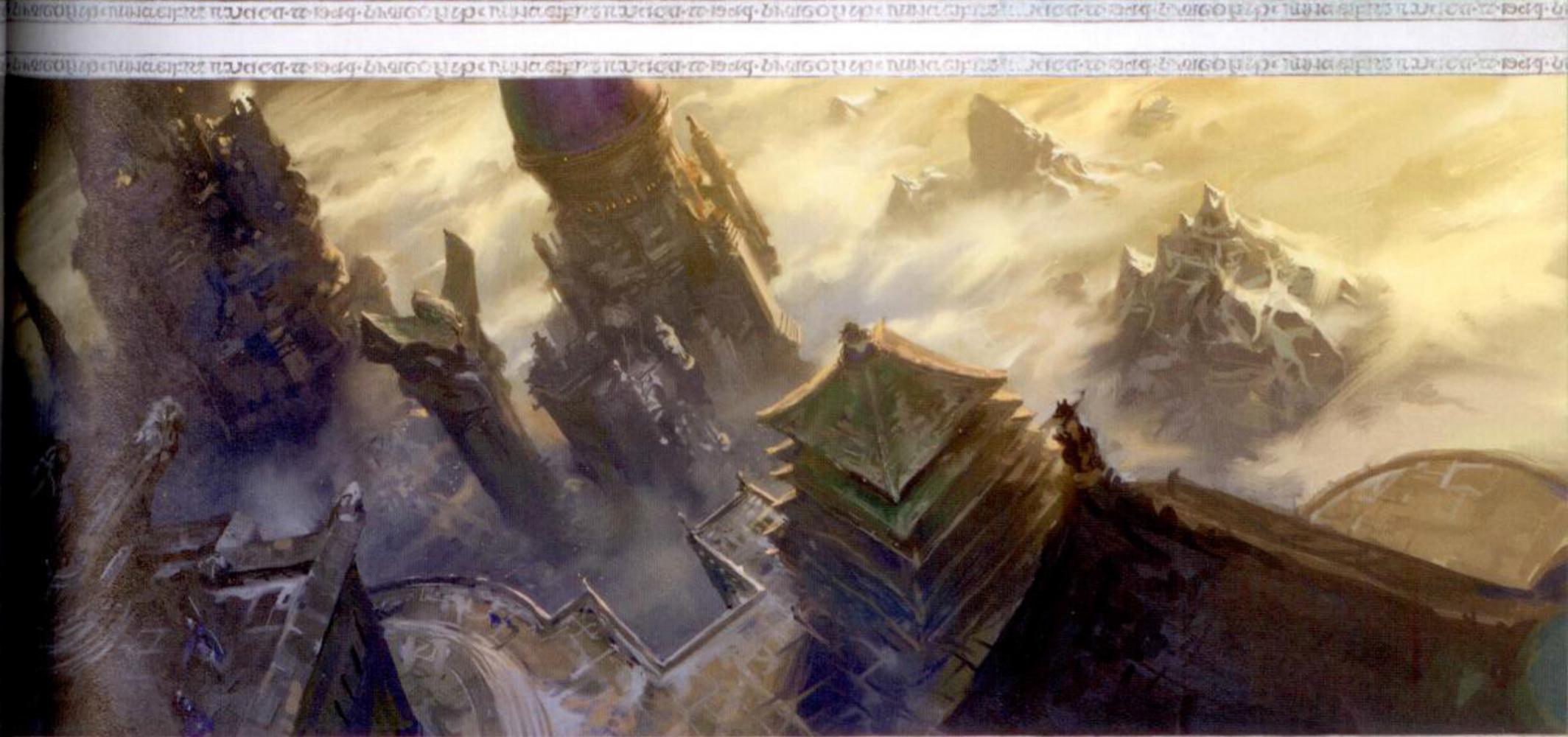
Tempest's Eye is a city carved out of the rock of the gigantic Titanspear Mountain, a multilevel metropolis linked together by winch-lifts and cable carriages. At the apex rests the imposing Stormkeep of the Tempest Lords, ringing the top of the Titanspear like a jewelled crown. No less regal a citadel would suit these noble heroes, who rule their city with stern benevolence. Jutting out from beneath this palatial fortress are great ports where duardin airships and gyrocutters arrive to barter and deal. Celestial magic swirls about the apex of Tempest's Eye, and the city's White Tower boasts an array of arcane engines and planar observatories from which seers scry

distant lands. Tempest's Eye sees far indeed, and its elite detachments of Stormcast Rangers are constantly dispatched through the realms on secretive missions, arriving at the perfect moment to assist endangered allies, or to strike at targets of opportunity. The four smaller peaks surrounding the Titanspear – known as the Talons – are the sites of fortified watchtowers garrisoned by Swifthawk Agents and allied human and aelf rangers. These warriors are known as the Aetherguard, and they are amongst the finest scouts and wayfinders in Aqshy. The enemies of Order long ago learned to dread the bite of their white-feathered arrows.

## ANVILGARD

Anvilgard is a heavily fortified port city that borders the sweltering jungle of the Charrwind Coast, first founded under the direction of the Anvils of the Heldenhammer. The Stormhost's morose traditionalism has been sown deep into the soul of the city; Anvilgardians are dour and hardy frontier folk, distrusting of outsiders and beholden to superstition and ancient folklore. Despite the intractability of its populace, Anvilgard draws many visitors from faraway lands. The city's shipyards bustle with activity, with merchant fleets, nomadic tribesmen and foreign

traders all flocking to the markets to sell produce and trinkets looted from the scattered ruins of the Searing Sea. Aelven corsairs regulate this busy trade, maintaining order with merciless efficiency. Surrounding Anvilgard on all sides is a dense, sprawling jungle encircled by a series of active volcanoes – the locals call this region the Crucible of Life. Hunting patrols of Order Draconis riders filter out into this wilderness every day, for the monsters and great lizards that populate the Crucible are highly prized for their strength and ferocity.





GOLVARIA

SEARING SEA

ANVILGARD

HALLOWHEART

VITROLIA

FLAMESCAR PLATEAU

HAMMERHA AQSHA

TEMPEST'S EYE





## FLAMES OF CONQUEST

It was in Aqshy that the Realmgate Wars began, and the Realm of Fire has seen almost constant battle ever since Sigmar's first victory. Khorne, god of blood and battle, had long dominated the raging lands of Aqshy. His mortal warhordes of savage Bloodbound warriors had slaughtered at will for centuries. Yet they had never faced such a foe as the Stormcast Eternals.

With the closure of the vast, fortified All-gate known as the Brimfire Gate, the Blood God's iron grasp upon the Realm of Fire was sorely weakened. Though his mortal hordes were far from defeated, they could no longer rely upon legions of daemonic reinforcements and waves of Chaos energy that had once seeped from the now shuttered portal.

Afforded a brief respite, the forces of Sigmar set about fortifying their conquered territory. First came the great city of Hammerhal Aqsha, one half of the mighty Twin-tailed City. Upon this anvil of industrial and military power would Sigmar's reclaimed empire in Aqshy be forged. The cavernous mining city of Hollowheart, vast mountaintop redoubt of Tempest's Eye, and sweltering frontier port of Anvilgard followed. Colonists from blessed Azyrheim and the few scattered tribes who had survived the purges of the Bloodbound hordes flocked to these new strongholds, the fires of hope rekindled in their hearts.

Yet the God-King knew that hope alone was no defence against the threats amassing beyond his domain. He had to expand his sphere of influence in Aqshy, and time was against him.



# THE FLAMESCAR PLATEAU

The shadow of war stretches far across the Flamescar Plateau. This expansive region of the Realm of Fire has been conquered and lost many times since the Age of Myth, and its hidden treasures still draw the eyes of warlords and champions from across the Mortal Realms.

The Flamescar Plateau is a stark place, a primordial landscape fashioned by the cataclysmic eruption of ancient volcanoes and tempered in the furnace of endless war. Buried beneath its ash-strewn deserts and concealed in the depths of its lava-spewing volcanic ranges are constructs of unthinkable power, relics from a bygone age of wonder that could change the face of the conflict that rages throughout the realms. Many thousands of years ago, the magocracy known as the Agloraxi Empire dominated vast swathes of territory within the Realm of Fire. A proud and unforgiving people obsessed with unlocking the secrets of reality,

the Agloraxi condemned to slavery anyone unable or unwilling to embrace the arcane arts. The ruling class of the Arch-Domini dwelt in the great city of Ahramentia. This wonder of sorcerous design was raised to drift above the earth via ancient and powerful magic, and contained sprawling libraries of occult texts, galleries of ancient relics and a thousand other marvels.

Immersed in their studies, the Arch-Domini did not deign to partake in any physical task that distracted from their pursuit of eldritch mastery. Thus, the Agloraxi created vast, humanoid automatons to perform the tasks of

battle and construction for them. They utilized these automata to assemble and align the immense weapon known as the Prismatikon, a continent-spanning engine of desolation that – when properly aligned – could focus the light and heat of Aqshy itself into a lance of destructive energy powerful enough to breach the very fabric of reality. Armed with such a weapon, one could wreak untold devastation across the Mortal Realms.

For all its ruinous power, the Prismatikon required a gargantuan source of arcane energy. After a titanic battle which cost the Arch-





Domini dearly in slaves and Colossi, the Fulminax, an elemental monster formed of pure primordial realmstone, was captured and sealed deep beneath the Broken Claw Mountains with rune-etched crystal chains. None but the Colossi of the Agloraxi could even approach this furious behemoth without being instantly incinerated by its aura of white-hot flames. At the instruction of the Arch-Domini, the Colossi siphoned off the searing energies that rippled from its form to create artefacts of dreadful power – the Sceptres of Flame. Forged from impervious meteoric metal and imbued with the raging heat of primordial fire magic, these Sceptres focused and amplified the killing beam of the Prismatikon. The rulers of the Agloraxi wielded these artefacts as staffs of office, and were not reticent to turn them towards the destruction of potential rivals. Kings and mighty chieftains travelled great distances to pay tribute to the Arch-Domini, for to incur their wrath was to invite obliteration.

And then, within the span of only a few years, the power of the Agloraxi was broken. While the fall of their empire is an event lost to the vagaries of time, legends tell that the mages of the sky-cities angered Khorne with their arrogant posturing. When the Blood God sent forth a daemonic legion to punish the weakling sorcerers, the Arch-Domini unleashed their doomsday weapon. The invading daemons were obliterated in a fulminating eruption of white-hot flame. The Blood God's fury was terrible indeed. With one brass-clad fist he smashed through the fabric of

the realms and batted the grand city of Ahramentia from the sky with a furious strike, sending it spiralling down to smash into the volcanic ranges of the Flamescar Plateau in a cataclysmic eruption of ash and molten rock. The ruins of the city lie there still, its dust-choked halls haunted by revenant spirits and ancient golems of sadistic design. Whatever the truth of their downfall, the Arch-Domini were all slain, and with their deaths came the end of the Agloraxi Empire.

The constituent elements of the Prismatikon remain scattered across the Flamescar Plateau, great monoliths of shimmering crystal that protrude from the sand like the tombstones of the lost empire. To reassemble and control the Prismatikon would require almost total domination of the region, as each lens tower must be correctly repaired and realigned. Thus far, no one has been able to claim such supremacy, for since the fall of the Agloraxi Empire, the vast plains and mountainous valleys of the plateau have echoed to the drumbeat of endless war.

Races and kingdoms from far and wide have come to loot the corpse of the old empire, or to strip bare the resource-rich landscape that was once its rightful domain. From the gulches of the Belchsmoke Mountains come swarms of skaven, united under the banners of the great Clans Skryre, eagerly seeking fabled weapons of death and devastation. Hordes of Ironjaw orruks stampede from their nomadic camps in search of loot and worthy foes, while wargroves of sylvaneth aggressively defend their cinder-strewn forests and fecund fungus-caverns against all who would trespass within. Bloodbound tribes sweep across the great plains, drawn unerringly onward by the reek of spilled blood, and Fyreslayer lodges heed the call to war, the promise of ur-gold payment an irresistible lure.

Now the God-King Sigmar's armies assemble for battle. Fresh eyes are drawn to the Flamescar Plateau, and to the treasures concealed therein. A new kind of war will come to this contested land, and the fate of Sigmar's Aqshyan kingdom will depend upon the victor.

## LORDS OF WAR

The Flamescar Plateau has drawn some of the most brutal warlords in the realms to its borders. From the distant Klarikkaz Earthscar charge the feral Gutstompas, led by Savage Big Boss Gulgaz Stoneklaw. These war-crazed savages sweep forth in vast hordes, searching for battle. To the far south, amidst the boiling waters of the Vitriolic Sea, lurks the spectral flagship of Blood Captain Varkos Varactyr, lord of the Wraith Fleet. The ancient vampire has haunted the coasts of Aqshy for centuries, leading inland raids in search of treasures and fresh prey. Far east lies Castle Drakesbane, hold of the Daemon Prince known as Lord Zaronax, hand of Archaon the Everchosen. This sadistic tyrant has been sent forth to despoil in his master's name, to salt the earth so that the God-King's dreams of reconquest may never be achieved.



# WONDERS OF THE AGLORAXI

Many wonders can be found within the Flamescar Plateau, all treasures and artefacts from countless bygone ages. Perhaps most astonishing of all are the relics of the Agloraxi Empire. These vast mechanisms and fonts of ancient power offer untold might, if one can unlock their secrets.



## THE TITANWORKS

The architects of the Agloraxi Empire created these vast manufacturing halls in ages past, powering them with primordial realmstone siphoned from the captured Fulminax. Built to a gargantuan scale, these cavernous factories once produced the Colossi that performed the manual labour and military duties that powered the old empire. As tall as mountains, strong enough to topple castle walls with a single blow, these Colossi were also responsible for constructing and aligning the Eyes of the Prismatikon. Should the Titanworks be conquered and its secrets unearthed, its new master could begin the process of construction anew, creating their own automatons with which to create or destroy. Only a god-engine forged in the depths of the Titanworks can hope to endure the primordial flames of the monstrous Fulminax.



## CAVERNS OF FULMINAX

Deep beneath the Broken Claw Mountains, the gigantic flame elemental known as the Fulminax rages still, struggling against the ensorcelled chains that have tethered it for millennia. The earthquakes and eruptions that plague the Flamescar Plateau are a by-product of its unquenchable rage, and with each decade they grow more frequent and destructive. Those few who have seen the true form of the Fulminax and survived to speak of the experience tell of a vast pulsing orb of ever-twisting flames, the vague approximation of a humanoid face locked in a permanent grimace of outraged fury. The Fulminax is comprised of pure primordial realmstone, and so its cavernous prison emanates the volatile power of Aqshyan magic. To enter is to lose one's mind to the fire monster's ever-burning fury, to risk blindness, madness and obliteration. To siphon a fraction of the Fulminax's prodigious power in order to create the artefact known as a Sceptre of Flame would require the aid of a being immune to the creature's mind-blasting presence and ruinous heat.

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'It would take us centuries to master these creations, for so much knowledge has been lost. Yet if we could harness but a fraction of their power... By Sigmar, what feats we could accomplish!'

- Master Engineer Xilvion Rhone



### EYES OF THE PRISMATIKON

Standing as tall as citadel towers, the Eyes of the Prismatikon are scattered across the great plains of the Flamescar Plateau, seemingly at random. Each bears a colossal crystal lens at its apex, its multifaceted surface gleaming and flickering with blinding light. In fact, the placement of the Eyes is not haphazard, and was determined through endless research and experimentation, as the Arch-Domini of the Agloraxi employed every ounce of their mathematical and arcane knowledge to create a weapon that would ensure their eternal dominance of Aqshy. Each Eye rests upon a rotating platform of metal, and can be moved – if one possesses the astonishing strength required to do so. At the base of each tower is a crystal-glass prism. Should the Eyes of the Prismatikon be aligned, the resulting lance of refracted light and flame can topple mountains, cause almost instantaneous volcanic cataclysms, and burn entire armies to ash in the blink of an eye. Even a single captured Eye can be put to deadly use, though without the correct alignment its power is a fraction of the Prismatikon's true strength.



### THE INFINITY GEARS

This unthinkable complex arrangement of celestial machinery and eldritch contraptions was designed long before the rise of the Agloraxi Empire – though it was the Arch-Domini who first mastered its secrets. They found their minds expanded with insights from another age, truths that pierced the very fabric of the cosmos. Armed with this celestial knowledge, one could gaze upon the infinitely complex mechanisms churning behind reality. Among other things, the Arch-Domini utilised this vast calculus to predict the movement of the Eternia Realmway, and to anticipate the destination to which its portal would lead. This allowed them to direct the deadly power of the Prismatikon through the realms, firing its killing beam through this twisting dimensional pathway to strike their chosen target with unerring accuracy. Should one master the secrets of the Infinity Gears, such power would be at their fingertips.

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# STRONGHOLDS OF GHYRAIN

## GREYWATER FASTNESS

A blunt, uncompromising slab of iron ringed with cannon batteries and choked with the smoke of sprawling factory-complexes, the Greywater Fastness stands tall amidst a devastated wasteland, a no man's land of shattered trees and bubbling swamps. In the years since its founding, this great centre of industry and invention has remained stubbornly defiant in the face of numerous threats. Its smoke-spewing factories produce some of the finest blackpowder weapons and artillery pieces in the realms, and the gun-lines of a Greywater retinue are much valued by Sigmar's battlefield

commanders. Yet such power and autonomy has not come without a heavy price. During the great war for the Seeds of Hope, the fortress-city's Ironweld gun batteries and the Luminark arrays of the Collegiate Arcane decimated the bestial hordes that threatened to tear the city down, but the cataclysm they unleashed rendered the land around the city all but uninhabitable. This region, known as the Ghoul Mere, is populated by vengeful woodland spirits, who prey upon any mortals foolish enough to stray from the heavily guarded trade roads.

## THE LIVING CITY

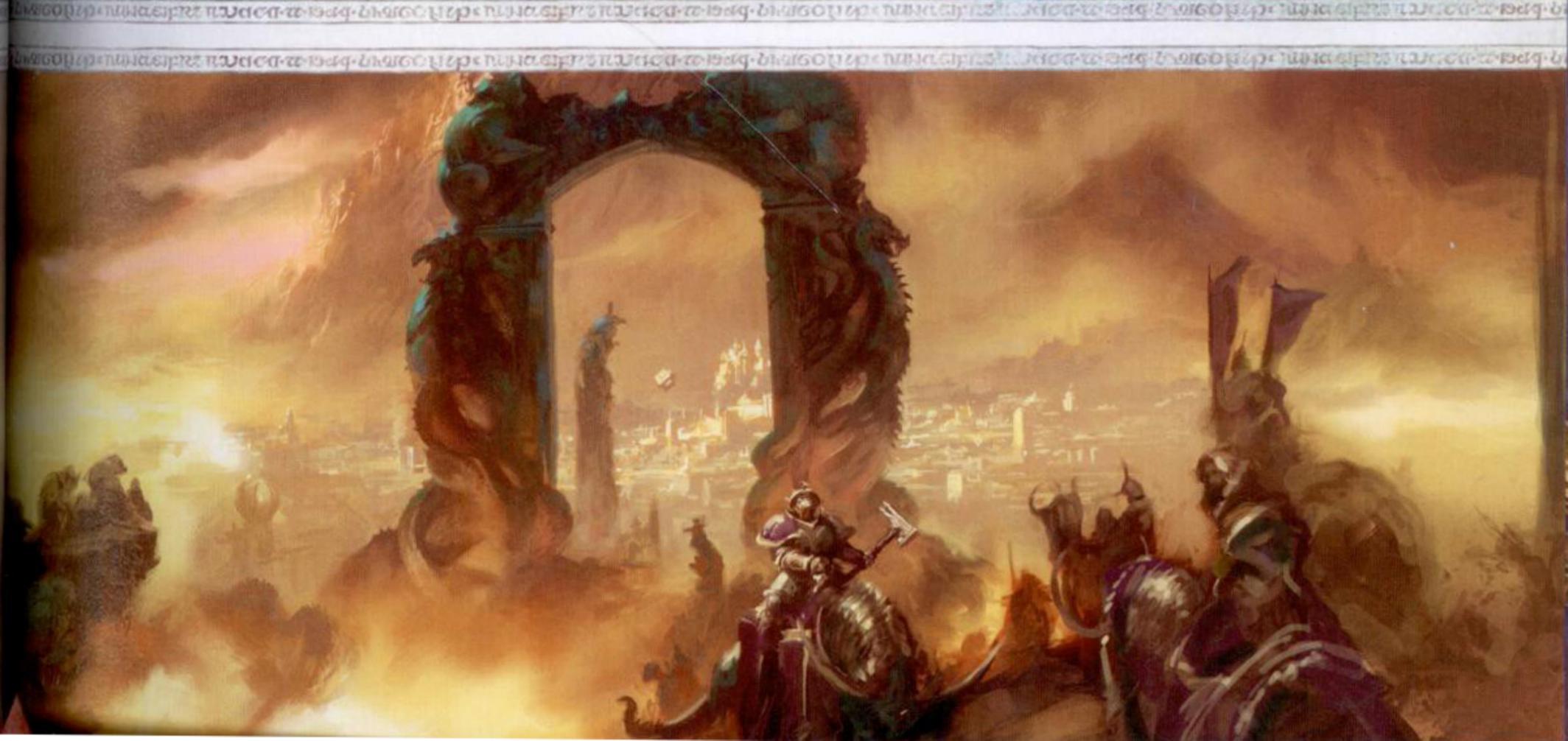
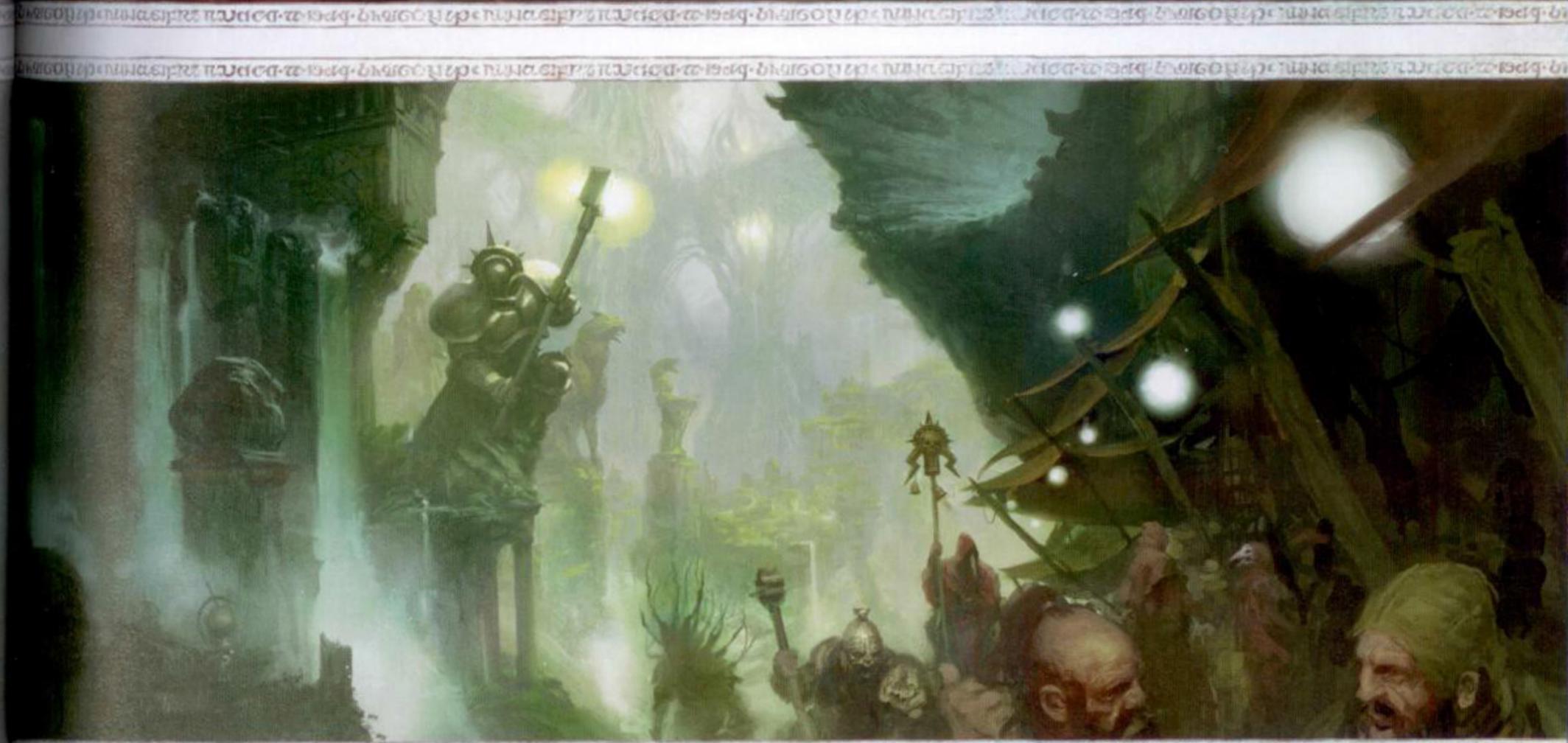
Raised by Lady Alarielle the Everqueen from the stone and ironoak of the Jade Kingdom, the Living City is a natural bulwark against the savage powers of the realms, a mighty woodland city ringed by thorn-studded towers and walls of choking vines. It was the first of the so-called 'Seeds of Hope' to be founded, the first of three fortified cities that would find themselves under siege by the forces of brutality and disorder during the bloody Season of War. After a vicious campaign, the battle was won, as the city itself stirred to life to crush and

tear its foes apart. In the wake of this victory the boughs of the Living City have continued to reach ever outwards, forming new perimeter walls of venom-tipped thorns and canopy-districts of winding, oaken pathways. Artisans and craftsmen flock to the Living City, fashioning wondrous artefacts and weapons from its sturdy ironoak branches. The city's hunters are renowned as some of the finest woodsmen and trackers in the realms, and their ironoak longbows loose arrows with unerring accuracy.

## THE PHOENICIUM

The city known as the Phoenicium was once little more than an ancient ruin, lying at the foot of the vast, tree-like Arborean Mountain. During a mighty battle the lower slopes of the mountain were torn asunder, and a tidal wave of sticky sap was released, engulfing the city and the helpless combatants before solidifying into a giant glacier of hardened amber. It was this strange scene that was discovered by the Anointed of the Phoenix Temple, many centuries later. The aelves watched in astonishment as their Flamespyre and Frostheart phoenixes took to the air, flying over the preserved city and trailing sorcerous energy as they whirled and spun. The rock-hard

amber slowly melted, forming a golden mist that enveloped the ruins and persists to the present day, cloaking its wondrous promenades and white-marble towers in a warming haze. Enemies who stray too close to this mist are transformed into amber statues, and added to the gleaming ramparts that the city's aelven guardians have fashioned around their home. Many worshippers of the Ur-Phoenix make their pilgrimage to the Phoenicium, the holy city of their deity, and the ranks of the city's armies are thronged with silent, merciless warriors.



## SEEDS OF HOPE

After successfully establishing a beachhead in Aqshy in the first fires of the Realmgate Wars, Sigmar turned his attention to the lands of Ghyran. With the aid of the reborn Lady Alarielle the Everqueen and her wild sylvaneth, the God-King had won many hard-fought victories in the Realm of Life, loosening the iron grip that the Plague God Nurgle had maintained upon it for centuries.

Across vast distances the taint of corruption and decay was washed away by the radiant power of the Everqueen. In the aftermath, her eternal majesty consented to allow Sigmar's faithful to begin the colonisation of these reclaimed lands. Thus were the three cities known as the Seeds of Hope erected: the Living City, the Phoenicium and Greywater Fastness. Enraged by the hubris of Sigmar, the forces of darkness, savagery and disorder sought to tear down these beacons of civilisation.

Yet after the long, vicious campaign known as the Season of War, these great strongholds of Sigmar still stood, their victory bought by the blood of countless brave warriors. All three cities have greatly expanded their borders in the years since, and though the alliance between the sylvaneth and Sigmar's folk has been sorely tested by their vastly different outlooks, it remains unbroken. It must remain strong as meteoric iron, for Nurgle seeks to repay the insult he has been dealt, and many other forces are arranging their armies, seeking to drown the endless forests and verdant wonders of Ghyran in bloodshed and terror.





VERDIA

GREYWATER  
FASTNESS

GLOBOS GULF

SQUELCHLOBE  
NATIONS

TOXIA  
MISTS

GLOTTOS  
VORTEX

DRUL THROAT

PHOENICIUM

HAMMERHAL  
GHYRA

QUOGMIA





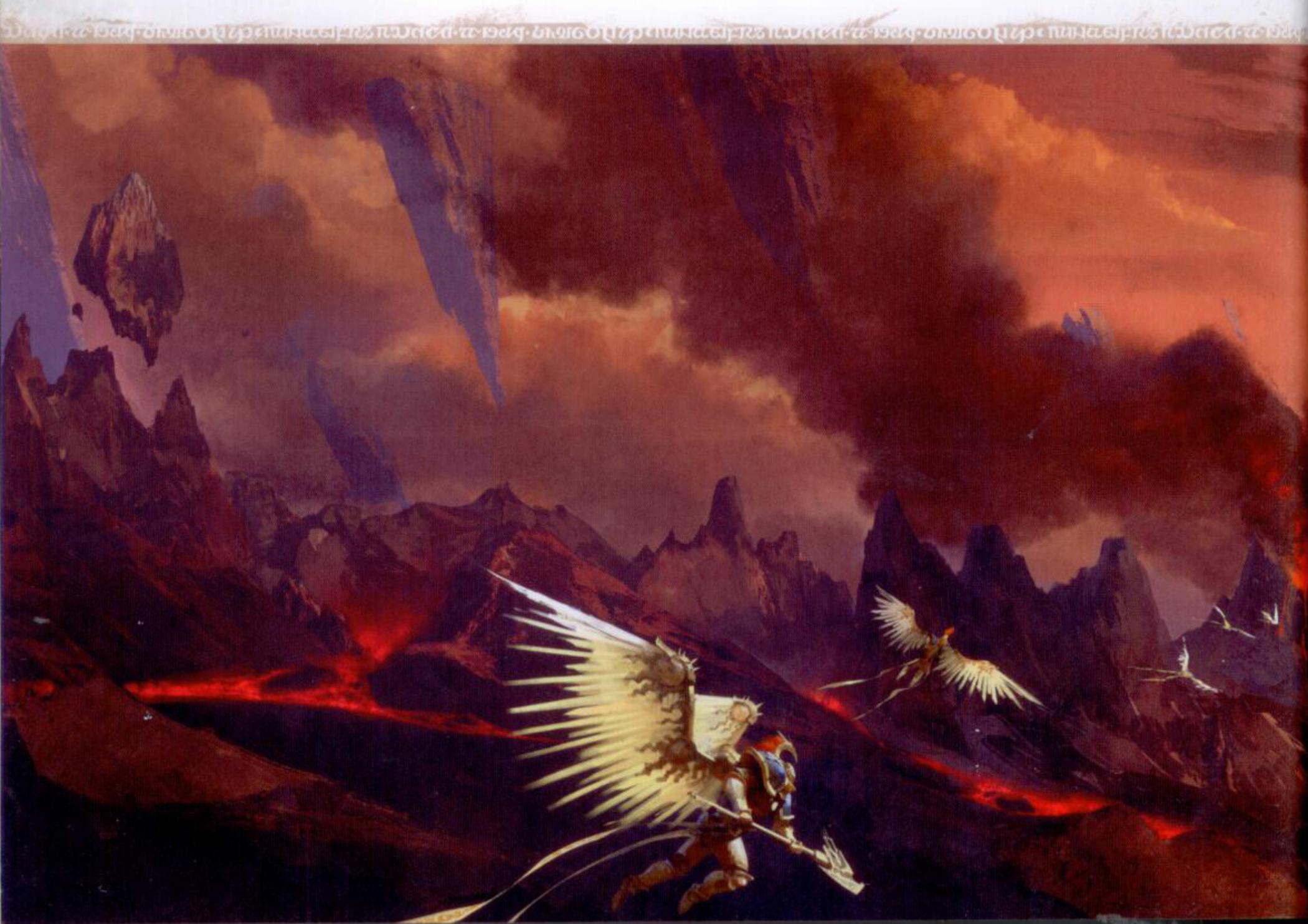
# THE BLAZING CRUSADE

With his armies arrayed for battle, supported and supplied by the grand bastions of Order raised in his name, Sigmar launched the next stage of his expansion in Aqshy. The clarion call of war-trumpets and the bellowed oaths of zealous warriors signalled the commencement of the Blazing Crusade.

The Blazing Crusade was not one single offensive, but a series of lightning assaults carried out across the lands of Aridian and Capilaria, paving the way for Sigmar's forces to push into the Flamescar Plateau and other key regions. With the great city of Hammerhal acting as the fulcrum, the God-King's armies advanced outwards in all directions, seeking to crush several major threats bordering Sigmar's territory, and clear a path for the conquest of new lands.

Lord-Celestant Rygius Brightsoul of the Hammers of Sigmar led his Warrior Chamber as far north as the Reaver Wastes, supported by twenty-six regiments of Hammerhalian infantry, as well as several battalions of duardin auxiliaries and Ironweld artillery. There they engaged a splinter of Korghos Khul's vast Goretide, which had slaughtered its way towards the Twin-tailed City under the command of the Exalted Deathbringer Scyrus Skinshear. The two foes clashed in a maelstrom

of bloody violence. After seven days of ceaseless battle, the arrival of Fyreslayer mercenaries from the Vostarg lodge finally tipped the balance in Lord-Celestant Brightsoul's favour. Flame-spewing Magmadroths burst from beneath the gore-soaked sands into the thick of the Bloodbound's ranks, and in the midst of the struggle an enchanted arrow from the bow of a Knight-Venator found the throat of Scyrus Skinshear. The Battle of the Reaver Wastes was finally ended.



The campaign progressed on all fronts. To the east, on the slopes of the mountain range known as the Adamantine Chain, Warden King Hugri Forkbeard led his Ironboots in the siege of Chakrik's Folly, a sprawling underground warren-fortress of the skaven. Stormcast Rangers from the great city of Tempest's Eye breached the walls of the Obsidian Fortress, and slew the Thirsting Prince upon his throne of sinew and bone. Victories were secured at the Battle of Callidium, the Cape of Spines and in the ash-deserts of The Parch.

Even as Sigmar's armies pushed further into untamed lands, fresh regiments, Warrior Chambers and detachments of allied soldiers prepared to march forth from the cities of Anvilgard, Tempest's Eye and Hallowheart. The Seeds of Hope, the trio of Sigmarite havens located in the Realm of Life,

sent legions of their own through the Stormrift Realmgate and into Hammerhal Aqsha. Marching with all haste, this second wave of Sigmar's armies made for the Flamescar Plateau.

Though the God-King's forces had achieved many victories in the early days of the campaign, their progress had not gone unnoticed. Predatory eyes turned towards the advancing armies, and to the opportunities that their bold offensive had provided.

To the south east of Hammerhal Aqsha, in the depths of the Klarikkaz Earthscar, the ground trembled under stomping feet. For many miles around, an awful sound could be heard – the raising of thousands of bestial voices in unison, howling praise to their savage gods. Bursting forth from their war camps and racing north towards the Flamescar Plateau came the

Gutstompas warclan, led by their brutal leader Gulgaz Stoneklaw.

From the boiling depths of the Searing Sea came the spectral Wraith Fleet of the insane vampire corsair Varkos Varactyr, lured by visions of plunder and carnage. Across land and water the Blood Captain led his ghost ships, crewed by skeletal marines and trailed by a keening procession of spirit hosts.

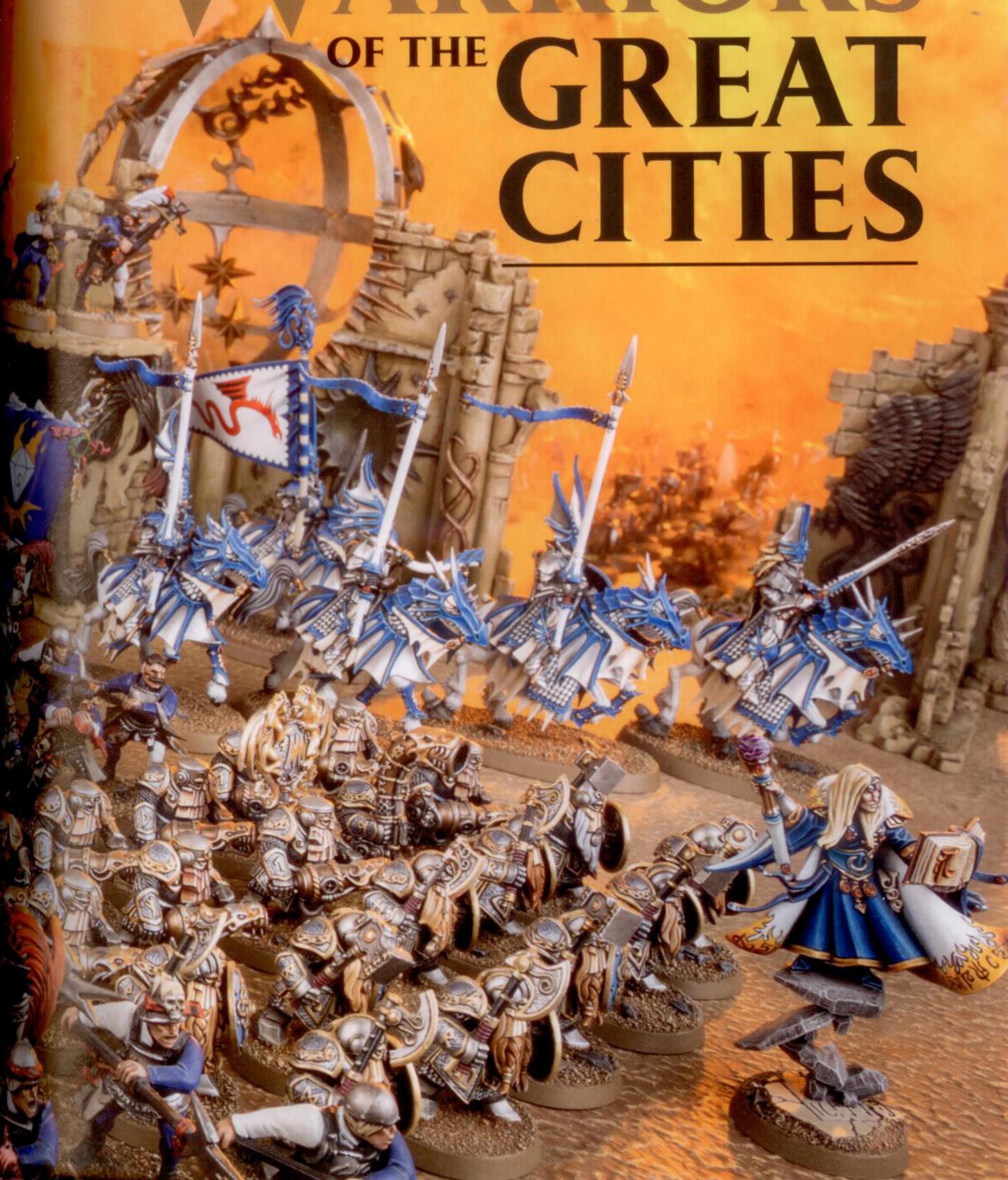
Far to the west, the great gates of Castle Drakesbane creaked open, and the legions of the Daemon Prince Lord Zaronax – the Hand of the Everchosen – poured forth, their tyrannical master borne aloft on a palanquin carved from the petrified flesh of his enemies.

Once more, the Flamescar Plateau echoed to the drumbeat of marching armies. The Blazing Crusade had begun in earnest.





# WARRIORS OF THE GREAT CITIES





A White Battlemage of Hallowheart protects those around him with shimmering barriers of mystical force, while a Freeguild Captain of the great mining city leads his bold warriors into the thick of the fighting.



Warriors of Hallowheart are armed and armoured with fine silversteel, tempered in the realmstone forges of the Ironweld.



The burning gem of Hallowheart.



It is said that magic runs in the blood of those from Hollowheart. It is rare to see any of the city's divisions march without a Battlemage of the Collegiate Arcane at their side, lending their wisdom and prodigious destructive talents.

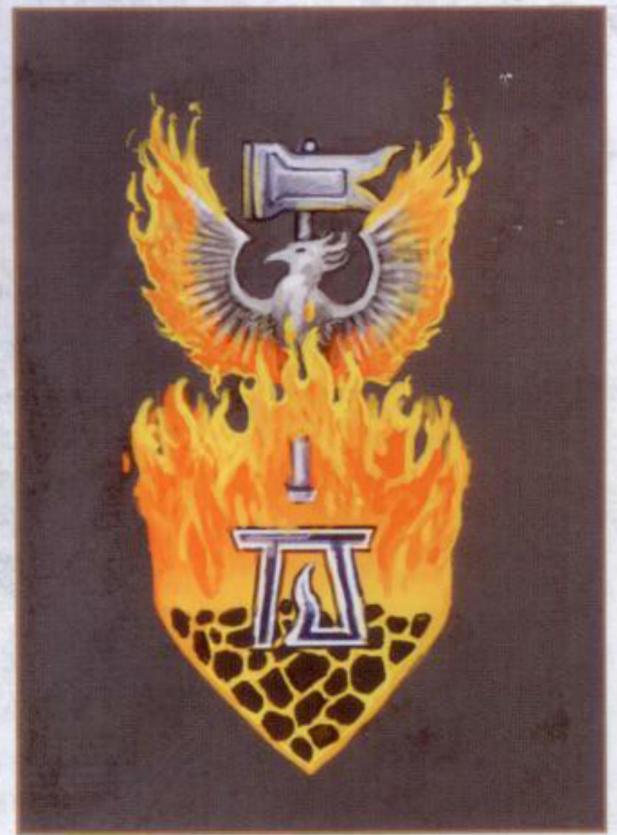


The ironoak sigil of the Living City.



Warriors and huntsmen of the Living City wear green livery, the better to blend in with their verdant surroundings.





The Phoenicium's colours are gold – representing the radiant aelven deity known as the Ur-Phoenix – and deep purple, in honour of the Lions of Sigmar.

The sigil of the Phoenicium: the Ur-Phoenix and the hammer of Sigmar.

Rangers of the Living City stalk their prey, ghosting through the undergrowth with practised grace before launching a devastating flank attack. Warhorns signal the assault, and a pinpoint storm of arrows cuts scores of enemies down.





The symbol of Greywater Fastness features a prominent Ironweld cog.

The elite Handgunner regiments of Greywater Fastness are known as Greycaps due to their distinctive headwear.



The sigil of Tempest's Eye.



Soldiers of Tempest's Eye wear the royal blue of the Tempest Lords, the proud and regal Stormhost that gave the city its name.



The rugged frontiers-folk of Anvilgard have carved out an existence amidst the deadly jungles of the Charred Coast.

The kraken sigil of Anvilgard.

Aelf, duardin and human warriors array beneath the burning gem banner of Hallowheart, ready to defend their subterranean home from those who covet its priceless treasures.





# CAMPAIGN RULES

## INTRODUCTION

**Taking you beyond one-off battles, campaigns are a subset of narrative play that add a new dimension to your gaming. Essentially, they tell a story that unfolds with each new engagement, where the result of each battle will be affected by the one before and influence the one after.**

Individual battles are great, but why stop there when you can go on to conquer continents, or even entire realms? If battles are exciting short stories, then campaigns are epic novels, packed with dramatic plot twists and cliffhanging chapters.

One of the best aspects of campaign gaming is the dynamics that develop between the players involved. As you play and progress through the campaign, you will get to know and anticipate the strengths, weaknesses and strategies of your fellow players. Friendly rivalries abound, and are all part of the fun!

In essence, a campaign is simply a series of battles that are linked together. In a Firestorm campaign, a map, cards and markers are used to track each player's progress over the course of several games, and show how well they have done in the battle that they have fought.

The heart of a Firestorm campaign is the map, which is divided into twenty-three different regions. Each region has its own Time of War rules that affect the battles fought in it, while winning a battle in a region allows a player to capture it, increasing their chance of winning the campaign.

In addition to the map, each player is given a set of Domain cards. These represent the resources a player can call upon from their homeland. They are used to determine the size of a player's army when it fights a battle, and can confer special abilities to the army. As the campaign progresses, each player will get the chance to add extra Domain cards to their deck, making their army more powerful and flexible.



During the campaign, the players will earn glory points for fighting battles and capturing regions. At the end of the campaign, the player with the most glory points is the winner.

### ORGANISING A CAMPAIGN

On the following pages you will find everything you need to know in order to run a Firestorm campaign using the maps, cards and markers included with this book.

The first thing you must do in order to organise a campaign is to find some other players to take part in it. A Firestorm campaign can be fought with any number of players, as long as you have at least one copy of the game for every four players that are taking part in it.

When the campaign is first set up, you will need to decide how long you want the campaign to last. We recommend playing for six to eight weeks, but your campaign can be longer or shorter if you prefer. In general it is better to choose to fight a short campaign – after all, there is nothing stopping you from starting a new campaign immediately after the first has been completed!

The players taking part in the campaign will need to be able to meet up and play games fairly regularly. We've found that playing about a game a week works well. If you play your games more or less frequently, just increase or decrease the length of the campaign. For example, if most players can only play once a fortnight, just run the campaign for twelve weeks rather than six.

You will also need a place to keep the campaign map, and any markers and



cards that the players are not currently using. Ideally, all of the players should have free access to the maps, cards and markers at all times, but a more realistic option is to arrange a regular time and place where everyone can get together and share the campaign resources. The campaign rules have been designed so that either of these methods will work equally well.

Once you have gathered the players and arranged where you will keep the campaign map, you are ready to start. The following pages explain how to begin the campaign, and the rules that apply to any battles that you fight which are part of it.

Once the campaign is underway, the players are free to organise and fight battles as and when they wish. You will find that fighting as many battles as possible will undoubtedly increase your chance of winning the campaign, but this is by no means vital, and a cunning general will be able to find many ways to earn extra glory points during the campaign.

Once the deadline for the campaign is reached, the players should gather one final time to determine who has won, praising the victor to the heavens and swapping stories about the battles that were fought and the mighty deeds that were carried out.

## ROLL-OFFS

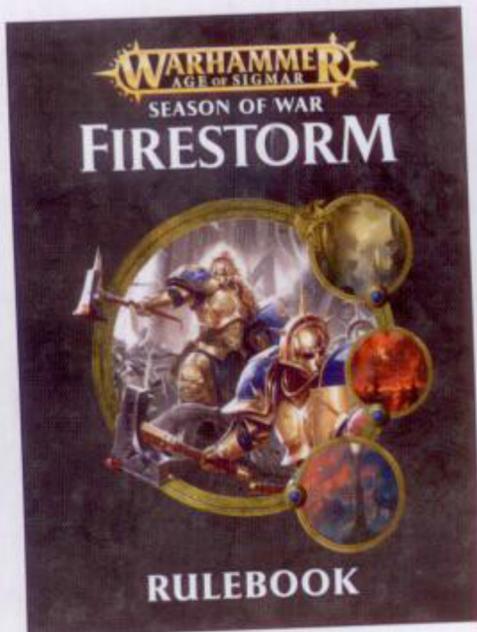
The campaign rules sometimes refer to something called a 'roll-off'. To carry out a roll-off, each player rolls a dice, making the roll again in the case of a tie. Whoever rolls highest is the winner of the roll-off.

If several players are taking part in a roll-off, they all roll a dice. In the case of a tie for the highest roll, all of the tied players roll again until there is only one player with the highest (winning) roll.



# COMPONENTS

The following components are included with your copy of *Season of War: Firestorm*. There are enough pieces to allow four players to take part in a campaign. For larger campaigns, simply combine two or more sets of *Firestorm*.



▲ RULEBOOK



MAP ►

## MARKERS

- 2 Realmgate markers
- 12 Grand Alliance markers
- 128 Altar markers
- 56 Control markers (4 sets of 14)
- 56 Garrison markers (4 sets of 14)
- 4 Army markers



Army marker



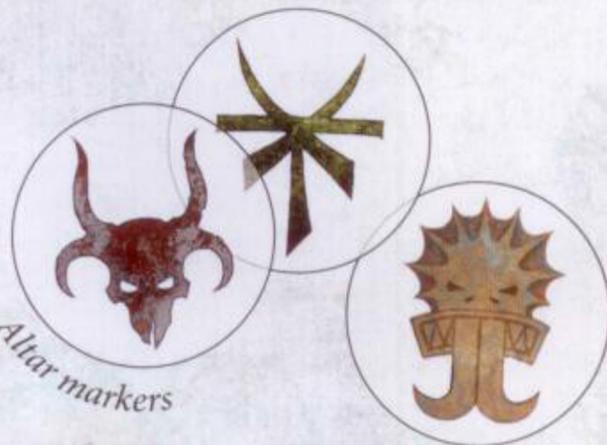
Control marker



Garrison marker



Realmgate marker



Altar markers



Grand Alliance markers



Domain cards (4 sets)



Strategic Domain cards



Core Domain cards



Sceptre of Flame cards



Secret Objective cards



Optional Domain cards



Glory Point cards



Build Point cards



Upgrade Domain cards

## CARDS

- 20 Core Domain cards (4 sets of 5)
- 36 Optional Domain cards (4 sets of 9)
- 24 Upgrade Domain cards (4 sets of 6)
- 4 Sceptre of Flame cards
- 3 Strategic Domain cards
- 12 Secret Objective cards
- 12 Build Point cards
- 20 Glory Point cards

## CAMPAIGN SET-UP

In order to set up a campaign you will first need to gather the players. Unfold the campaign map, and place it where all of the players can see it. Each player must now declare which of the four Grand Alliances they belong to: Order, Chaos, Destruction or Death.

Place one Realmgate marker in the Infinity Gears region on the campaign map (the other is a spare) and attach one of the large circular Grand Alliance markers in each of the four corners of the map. The players must roll off for each corner, and the player that wins the roll-off can choose which marker to add to that corner of the map.

Next, each player is allowed to place an Altar in any region on the campaign map. To do so, each player secretly writes down the name of the region where they would like their Altar marker to go, and what type of Altar

they would like to build. Once all of the players have made their choices, they are revealed. If more than one player has picked the same region, then the region is said to be contested and none of the players get to build an Altar in it!

Once you have set up the campaign map, each player receives a Domain envelope. They will use these envelopes to store their Domain cards as described below. Each player must write their name on the front of the envelope, the Grand Alliance they are part of, the allegiance of their army and the name of their army general. They will need to keep the envelope safe, and bring it along whenever they wish to fight a campaign game.

In addition to their Domain envelope, each player needs a set of Control and Garrison markers, as well as an Army marker. The Army marker is used to show the location of the player's army

on the campaign map. Control markers show the regions the player controls on the map, and the Garrison markers can be placed in a region a player controls to increase the size of their army when they fight a battle there.

The markers used in *Firestorm* are reusable stickers, so they can be stuck to the map and peeled off as needed. Each player must write their name (or the name of their general) on their Control markers and Army marker.

Finally, take all of the Secret Objective cards, shuffle them, and deal three to each player. Each player picks one secret objective to keep, and returns the other two to the deck. The players hide their secret objective by placing it in their Domain envelope, and should keep it secret until they achieve it (they will score a lot of glory points when they do!). You are now ready to start the campaign!

## DOMAIN CARDS

Each player must take one of the packs of Domain cards and sort out the 8 *Core Domain cards*. These 8 cards form the player's *starting deck*. The remaining Domain cards are put to one side for the moment.

The players put their starting deck in their Domain envelope. During the game extra Domain cards can be added to the deck from the player's pack of cards, as described in the rules on the following pages.



▲ CARD ENVELOPE





# THE CAMPAIGN MAP

The campaign map is used to show where the players are fighting. Winning battles allows a player to gain control of regions on the map, allowing them to gain extra glory, secure strategic objectives and gather additional resources.



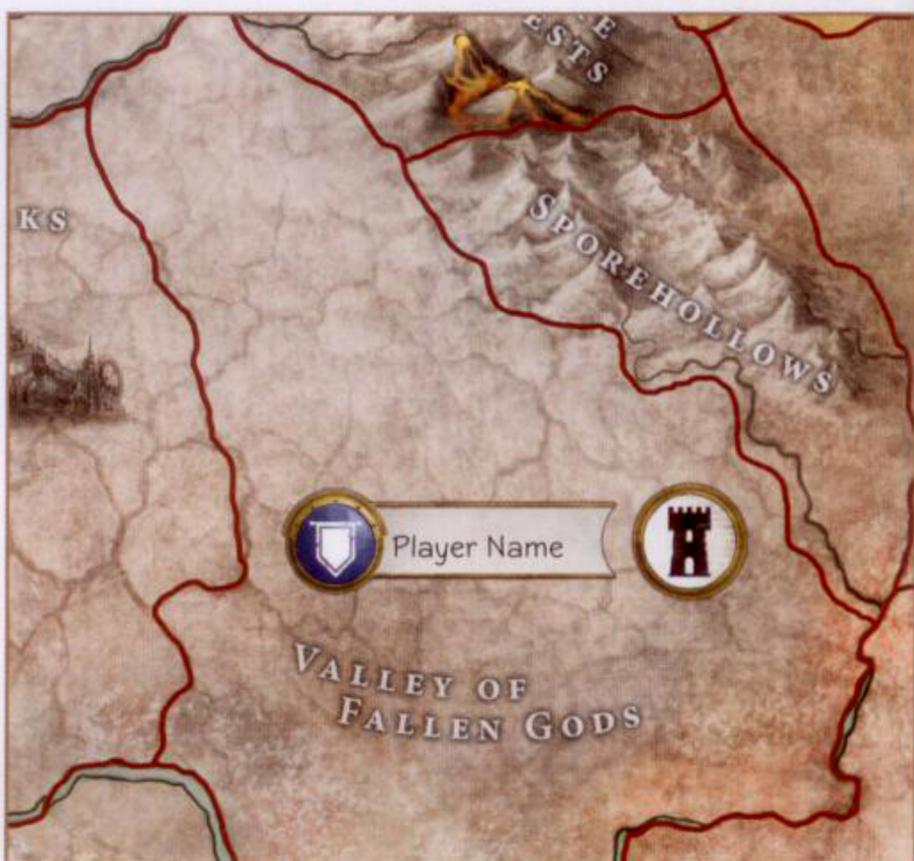
## MAP REGIONS

The map is split into a number of named areas called regions. Three of the regions are called *strategic regions*; if a player gains control of all three strategic regions and has reformed a Sceptre of Flame, they immediately win the campaign. Strategic regions are marked with the  icon.

## THE REALMGATE

The Realmgate moves around the Flamescar Plateau, its path following little rhyme or reason. Only gaining control of the Infinity Gears gives any hope of controlling its wanderings. Wherever it may be located, it can be used to move warriors from their domain to the battlefield.

If the Realmgate is in a region when players put their Army markers in that region, then both players are treated as having a garrison in the area; there is no added benefit if the player already has a garrison in the region.



## REGION CONTROL & GARRISONS

Players gain control of regions on the map by winning a battle in the region. To show control, a Control marker is placed in the region. In addition, you can garrison regions that you control on the campaign map. Having a garrison in an area allows a player to draw an extra Domain card if they fight a battle in the same area as the garrison or an adjacent area, and they are also a good way to earn glory points.



# FIRESTORM BATTLES

The following rules explain how to take part in a Firestorm battle. They will show you how to arrange and fight battles so you can capture and control regions on the campaign map. With skill and a little bit of luck, you will be able to earn enough glory to win the campaign!

A Firestorm campaign does not have a sequence of play as such – instead the players can challenge each other to fight a battle whenever they wish. Once a challenge has been accepted, a battle must be fought within a certain period of time (a week by default, but the players can increase or lower this if they wish). A player cannot issue or accept another challenge until they have fought the battle.

**The Honour Code:** It is considered a matter of pride to always accept a challenge and fight the battle in the time allocated. If this is impossible, and it is your fault that the battle cannot be fought, then you should concede and allow your opponent the victory.

## PLACE ARMY MARKERS

When two players agree to fight a battle, they must place their Army markers in one of the regions on the campaign map; the region they pick is where the battle is taking place. If several pairs of players need to pick a battleground at the same time, then the regions are picked in the order in which the challenges were issued.

The players can choose for their battle to take place in any neutral region (i.e. one that is not controlled by any player), as long as there is not a battle already taking place in the region. Alternatively, the battle can be fought

in a region controlled by either of the two players. If the players cannot agree where the battle will take place, they roll off, and the winner picks the region where the battle will take place.



## FIGHTING BATTLES

Battles are resolved by playing a game of *Warhammer Age of Sigmar*. Once players have agreed a time and place for the game, they can then fight the battle as described below.

## PICK BATTLEPLANS

The first thing the players must do is agree upon a battleplan to use, and whether the Pitched Battle rules will be used to pick armies. If they cannot agree then they roll off, and the winner can pick the battleplan and decide whether or not the Pitched Battle rules will apply.

## TIME OF WAR RULES

Each region has a Time of War rule that applies to all of the battles that are fought in it. The Time of War rules

for the different regions can be found on pages 48-53. The players are free to also use any other Time of War rules they wish for the battle, so long as they agree beforehand.

For example, if the battle is taking place in the Sorrowpeaks region, then the Echoes of Ancient Glory rule from page 51 must be used for the battle.

## DRAW DOMAIN CARDS & PICK ARMIES

Next, the players draw their Domain cards and then choose their armies. The rules for Domain cards and for selecting an army can be found over the next two pages.

## FIGHT BATTLE

The players can now fight the battle using the *Warhammer Age of Sigmar* rules and the battleplan they have decided to use.

## SPOILS OF WAR

After the battle has been resolved, the two players can distribute spoils of war based on the result. Rules for distributing the spoils of war can be found on pages 40-41.

The battle is now over; both players remove their Army markers from the campaign map, and can then proceed to challenge each other or another player to a new campaign battle!

# DOMAIN CARDS

The players in a Firestorm campaign command armies that have been despatched from their homelands to fight upon the Flamescar Plateau. The size of each army and the resources each army has available are determined by choosing a number of cards from each player's deck of Domain cards.

Players that are fighting a campaign battle must draw their Domain cards before choosing their armies.

Each player must shuffle the deck of Domain cards from their Domain envelope and draw a hand of six Domain cards to use. The cards are returned to the deck after the game.



## 1. Card Name

## 2. Card Type

This tells you if the card is a Core card, an Optional card or an Upgrade card.

## 3. Description

## 4. Card Bonuses

The bonuses that you receive when the card is used for a battle (see right).

## MUSTER POINTS

Most Domain cards provide a player with one or more muster points, which are used to determine the size of their army – one muster point allows you to take up to 10 Wounds' worth of models in open or narrative play, or up to 100 points' worth of models in matched play.

The players can agree to increase or decrease the size of the armies used for a battle by increasing or decreasing the number of Wounds' worth of models or Matched Play points that each muster point is worth.

An army can never have more than 20 muster points in total – this is referred to as the maximum army size. Any muster points in excess of the maximum army size cannot be used, though other bonuses listed on their Domain cards still apply.

## ALTARS & GRAND ALLIANCE REGIONS

Players fighting a battle in a region with an Altar receive D3 extra muster points if the Altar corresponds to the allegiance of their army, the city from which it hails (pg 59-65) or the warlord it serves (pg 56-58). Altars dedicated simply to Order, Chaos, Destruction or Death provide 1 muster point, rather than D3 muster points.

Players fighting a battle in a region with a Grand Alliance marker receive D3 extra muster points if they are part of the same Grand Alliance as the marker, or 1 extra muster point if the marker is 'unaligned'. Note that these extra muster points still cannot take the player's total number of muster points to more than 20.

## THE REALMGATE & GARRISONS

A player fighting a battle in a region that contains one of their garrisons or the Realmgate, or in an area that is adjacent to any of their garrisons and does not cross a river, can draw seven Domain cards rather than six.

## BONUS GLORY & BUILD POINTS

Some Domain cards give the player that used them 1 or more bonus glory points and/or build points at the end of a battle. The requirements for earning the bonus points will be listed on the card. See the Spoils of War section (pg 40-41) for more information on how to receive and use these bonus points.

## EXTRA CARDS

The Sceptre of Flame card, any Strategic Region card and any a Reinforcement card lent to a player by an ally, are known as *extra cards*. They are used in all battles, in addition to the Domain cards the player received for the battle.

## STRATEGY POINTS

Some Domain cards give the player one or more strategy points. Strategy points can be used during a battle to re-roll a dice, or carry out 'stratagems' before the battle begins as described below. If a Domain card gives a random number of strategy points, determine how many points are received when the card is revealed and muster points counted.

One strategy point can be spent to re-roll a hit, wound or save roll, or to re-roll all of the dice in a casting or unbinding roll.



In addition to re-rolling dice during the game, you can spend strategy points before the battle to buy one or more stratagems from the list on the right.

Record the stratagem(s) you wish to take on the back of your army roster. Reveal them after both armies have been set up and the generals have been picked, and carry them out before the first turn. You cannot pick the same stratagem more than once per battle. If both players have stratagems, alternate revealing and using them, starting with the player that set up a unit first.

## STRATAGEMS

### SPs Stratagem

- 1 Feigned Retreat:** Any units in your army may make a move as if it were your movement phase, but must end up further from all enemy units than they were at the start of the move.
- 1 Foil:** Foil can be used to counter a stratagem used by your opponent. When you pick this stratagem, secretly write down the name of the stratagem you wish to foil (you cannot attempt to foil an opponent's Foil stratagem). When your opponent says they are going to use the stratagem you wish to foil, tell them you have foiled the attempt and show them this stratagem.
- 1 Redeploy:** Pick one unit in your army. That unit can be set up again in accordance with the rules being used for the battle.
- 2 Hatred:** Pick one unit in the enemy army and one unit in your own army. You can add 1 to hit rolls for models in the friendly unit if they are attacking the enemy unit.
- 2 Night Attack:** The maximum range of all attacks is limited to 12" in the first battle round.
- 2 Regicide:** If you kill the enemy general, then all units in the opposing army must subtract 1 from their Bravery for the rest of the battle.
- 3 Firestarter:** Pick a terrain feature. No model can finish a move in or on that terrain feature. In addition, enemy models that started in or on it, and remain so at the end of the enemy's first movement phase, are slain.
- 3 Inspiring Speech:** All models in your army have +1 Bravery until any of them flee.
- 3 Pre-emptive Attack:** Roll a dice. On a roll of 3 or more, you take the first turn in the first battle round (ignore the instructions included in the battleplan you are using).
- 4 Forced March:** Up to D3 units in your army may move as if it were your movement phase (they cannot run).
- 5 Ambush:** Pick one unit in your army. That unit can be set up again anywhere on the battlefield that is more than 9" from any enemy units.
- 5 Reinforcements:** Once during the battle, in your hero phase, you can replace a unit that has been completely destroyed (but not your general) with an identical unit. The replacement unit must be set up in your territory, wholly within 6" of a table edge and more than 9" from any enemy units. This counts as its move for the following movement phase.

# THE SPOILS OF WAR

With the battle resolved, both players receive spoils of war. Although the victor will receive the greater share, both players are rewarded for taking part. After all, armies are forged upon the field of battle, and much can be learnt from drinking from the bitter cup of defeat.

Both players taking part in a battle will receive the following spoils of war after the battle. The player's Army markers are then removed from the campaign map, and the Realmgate is moved (see Moving the Realmgate on the next page).

In order to distribute the spoils of war, you will need to have access the campaign map and the cards from the game that are not part of any other player's deck. If this is impossible, then the players cannot distribute the spoils of war until they have access to the map and cards. If several pairs of players want to distribute spoils of war at the same time, do so in the order in which the battles were finished.

**Victor's Spoils:** The winner (if there is one) scores 1 glory point and can place a Control marker in the region where the battle took place. If the region was controlled by another player, that player's Control marker (and Garrison marker, if present) is removed and replaced with the victor's Control marker.

**Shared Spoils:** Both players receive D3 build points (each player rolls separately). The winner of the battle can re-roll their dice if they wish. Build points can be spent immediately or saved for use after a future battle.

**Bonus Spoils:** The players may receive extra glory points and build points depending on the Domain cards they used for the battle. In addition, players may be able to score extra glory points by revealing that their secret objective has been achieved (see Secret Objectives on page 42).



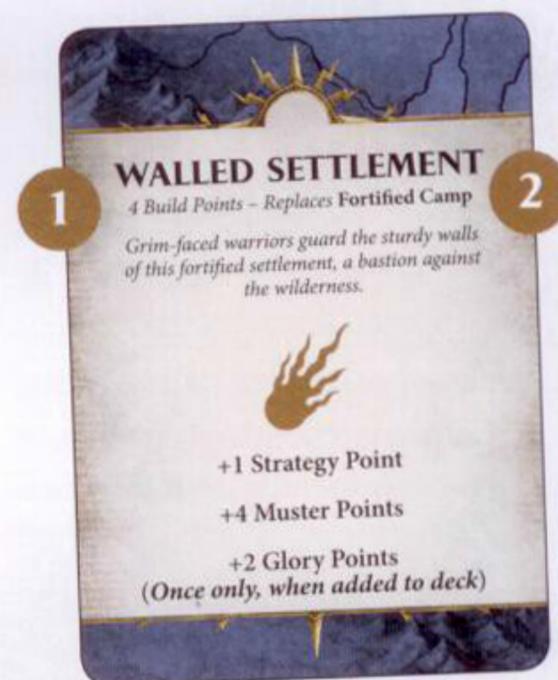
## SPENDING BUILD POINTS

Build points can be spent to build garrisons, or to buy new Domain cards to add to the player's Domain card deck.

**Build Garrison:** It costs 1 build point to build a garrison marker. The garrison can be placed in any region that the player controls, including one that they have just captured by winning a battle.

**Buy Domain Cards:** A player can use build points to buy new Domain cards for their Domain card deck. All Domain cards are individually numbered, and a player's deck is not allowed to include any duplicate cards.

The cost to build a Domain card is shown on the card itself, just underneath the card's title. If the card replaces a card in a player's deck, then the card that is replaced must be discarded. If the card does not replace another card, simply add it to the deck.



### 1. Built point cost

### 2. Card replacement instructions

If this card is an Upgrade card, these instructions tell you which card it replaces in your Domain deck.

## BUILD POINT & GLORY POINT CARDS

Players keep track of the build points and glory points they have using the Build Point and Glory Point cards included in the box.

**Build Point Cards:** Players keep track of any unspent build points that they have by adding Build Point cards to their Domain envelope. Each card is worth 1 build point. These can be spent on their own or added to the build points earned after future battles. A player can never have more than three Build Point cards in their envelope – any extra points that are not spent are lost.

**Glory Point Cards:** Players keep track of their glory points by adding Glory Point cards to their Domain envelope. They are used to keep track of the number of glory points the player has scored, and can be swapped or exchanged at any time so that they reflect the player's current total. A player cannot have two Glory Point cards of the same value at the same time (e.g. you can't have two '4 Glory Points' cards – you would need to take one '8 Glory Points' card instead).

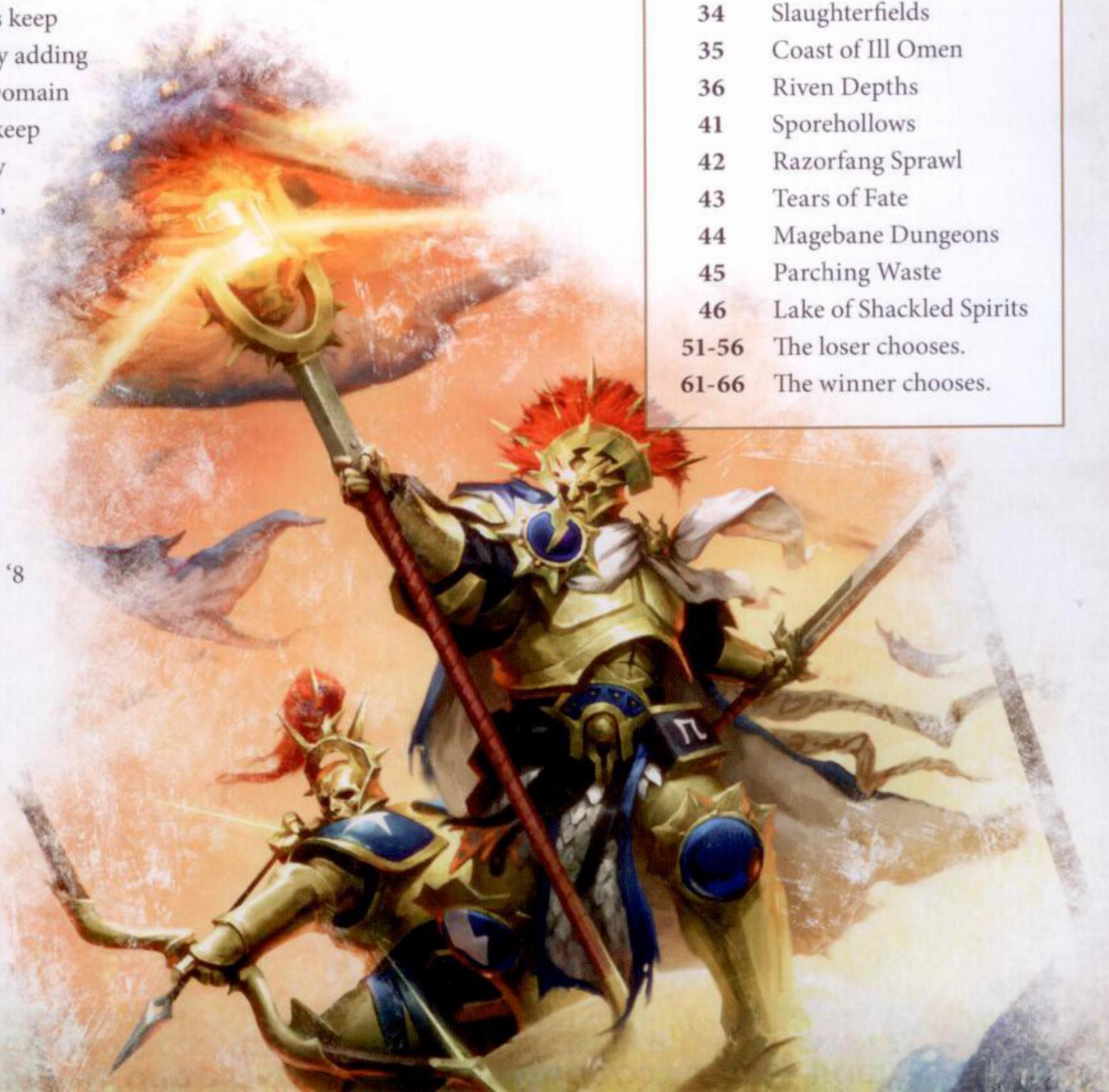
## MOVING THE REALMGATE

The Realmgate is moved randomly around the map after each battle. To determine the region it is moved to, roll two dice, counting one as tens and the others as units, and look up the result on the table below. For example if you rolled a 3 on the tens dice and a 6 on the units dice, then the Realmgate would move to the Riven Depths.

The Realmgate cannot be moved if it is in a region where a battle is taking place. You will know a battle is taking place if there are any Army markers in the region with the Realmgate marker. In this case the Realmgate remains in place (even if the player controls the Infinity Gears), and no roll is made.

## REALMGATE TABLE

D66	New Location
11	Remains in current location
12	Infinity Gears
13	Caverns of Fulminax
14	Eyes of the Prismatikon
15	Titanworks
16	Valley of Fallen Gods
21	Sorrowpeaks
22	Searing Sea
23	Scoured Forest
24	Wyrdfire Crests
25	Plains of Blood
26	The Chains
31	Black Iron Peninsula
32	Vitriolic Swamps
33	Lifesprings
34	Slaughterfields
35	Coast of Ill Omen
36	Riven Depths
41	Sporehollows
42	Razorfang Sprawl
43	Tears of Fate
44	Magebane Dungeons
45	Parching Waste
46	Lake of Shackled Spirits
51-56	The loser chooses.
61-66	The winner chooses.



# SPECIAL RULES

The following special rules are used in certain circumstances during a Firestorm campaign. They allow the players to pursue secret objectives, negotiate and trade, pull off a sudden death campaign victory, and permanently change the game map when they win the campaign.

## SECRET OBJECTIVES

At the start of the campaign, each player chooses a Secret Objective card (pg 34). These cards represent the player's overall strategy in the campaign, and will earn the player extra glory points if they are achieved.

Completed secret objectives are revealed when the spoils of war are being distributed, and will earn the player a number of bonus glory points, as explained on the previous page.

Once an objective has been achieved, it is replaced with a new secret objective – chosen from amongst those not currently in use – in the same manner as when the cards were picked at the start of the campaign (pg 34).

## PARLEY & TRADE

Players can bargain with each other (parley) at any time, including during a battle. This is an opportunity to strike deals and generally politic and connive your way to victory!

Players are allowed to lend 'Reinforcements' Domain cards to each other – these must be returned after they have been used, and can be returned voluntarily at any time. Reinforcements cards that are lent like this are *extra cards* rather than part of the player's Domain deck (see the rules for extra cards on page 38).

Players can also give other players Build Point cards if they wish, and cede control of a region to another player (just change the Control markers and remove any garrisons).



## VICTORY

Normally the winner of a Firestorm campaign will be the player with the most glory points when the time limit for the campaign is reached. However, there are two other ways to win the campaign, which are known as 'sudden death victories' because achieving them will allow a player to win the campaign immediately:

**Total Glorious Victory:** A player wins the campaign immediately if they have more than 30 glory points after any spoils of war have been distributed.

**Realm Conqueror Victory:** A player wins the campaign immediately if they control all three strategic regions and have reformed a Sceptre of Flame. See the Time of War rules for the Titanworks on page 52 for details of how to reforge the Sceptre of Flame.

## LEGACY CAMPAIGNS

A Legacy campaign is one that is fought on the same map as an earlier Firestorm campaign.

In a Legacy campaign, the Grand Alliance markers and Altars that were placed at the start of the first campaign are left in place on the campaign map.

In addition, the player that won the last campaign is allowed to add an extra Altar to a region that does not already have one. The Altar that they add will become a permanent addition to the campaign map, and will remain in place for any subsequent campaigns that are fought on the map.

To start a new campaign on a Legacy campaign map, simply follow the instructions on page 42, ignoring the instructions to set up a Grand Alliance marker and any Altars. The players start off with a new set of Domain cards and secret objectives, and the campaign is then fought normally.

**'In my wake I shall leave a desert of shattered bones, an empire of blood and ashes. This gift I will present to Great Nagash.'**

*- Blood Captain Varactyr*



# SURPRISE ATTACK BATTLEPLANS

The following new battleplans can be used as part of a Firestorm campaign, but will work just as well for any game of *Warhammer Age of Sigmar*. Each of the battleplans pits an attacking force against a defender that has been caught at a disadvantage.

Each battleplan is quite simply a set of instructions that usually tells you how to pick an army and set it up on the battlefield, how to play through an exciting battle between two Warhammer armies, and what you need to do in order to win.

These instructions complement the ones found on the *Warhammer Age of Sigmar* rules sheet, and offer you a variety of different ways to play.

The battleplans presented here represent battles where one side has launched a surprise attack on the other. The majority of battles are not fought across an open field with the two sides equally well prepared for conflict. More commonly, one side will have been ordered to carry out a specific mission, often as part of larger strategic plan, and the other side will simply be doing their best to stop them, and will often start at a disadvantage.

The nature of such battles makes them rather different to the more straightforward encounters represented by most battleplans. Although the armies are picked in the same way, one player (referred to as the attacker) will usually be aiming to totally crush

their opponent, while the other player (referred to as the defender) must hold out by any means they can.

In every case, the attacker will start at an advantage, which would normally make it easier for them to win the battle. In order to balance this out, all of the following battleplans require the players to 'bid' victory points to determine who is the attacker and who the defender. The player that bids the most victory points becomes the attacker, but their opponent receives the amount of the attacker's bid as a bonus to the victory points that they score during the game.

You will find that pitching your bid at the right level takes careful consideration and some fine judgement; bid too high, and while you will get the advantage of being the attacker, your opponent will get a hefty bonus to their score. Bid too low, and your opponent may be able to just outbid you, forcing you to be the defender with a very meagre bonus.

The battleplans assume that all of the rules from the *Warhammer Age of Sigmar* rules sheet are used, unless it specifically states otherwise in the

battleplan's instructions. For example, you still use the rules for selecting a general, and for command abilities, unless the battleplan specifically says not to. The map included with each battleplan assumes the battlefield is 6 feet by 4 feet, but you can use a smaller or larger area if you wish.



## SURPRISE ATTACK: THE TRAP

*Lured into the jaws of a deadly trap, one army must fight to survive as they are suddenly beset from all sides. The defender must marshal their warriors in the midst of an enemy ambush, while the attacker must keep the pressure up lest their victims gather their wits and counter-attack.*

### BID FOR SIDES

In this battleplan, each player bids victory points to be the attacker. The player that bids the highest amount gets to be the attacker, and will receive a number of advantages in the battle. The other player is the defender, and although they start the battle fighting against the odds, at the end of the game they receive the victory points bid by the attacker as a reward.

To determine the bid, each player secretly writes down the number of victory points they are willing to wager, and then the two bids are revealed simultaneously. The player that bid highest is the attacker, and their opponent is the defender. In the case of a tie, both players must bid again.

For example, if one player bid 500 points, and their opponent bid 525, then the player that bid 500 points would be the defender but would receive an extra 525 victory points at the end of the battle.

### SET-UP

The defender sets up their entire army first, anywhere in their territory. The attacker sets up their entire army second, anywhere in their territory that is more than 9" from any enemy units. The attacker must take the first turn in the first battle round.



### THE KILLING GROUND

Subtract 1 from the save rolls for defending models in the attacker's first shooting phase.

### PREPARED POSITIONS

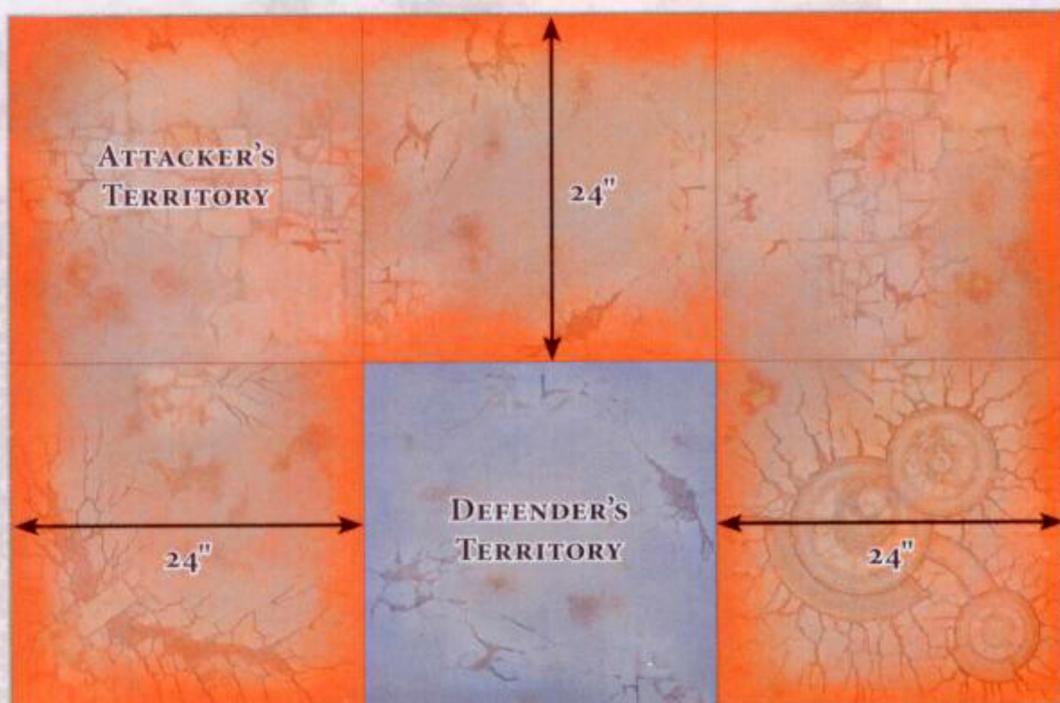
The attacker can add 2 to the save rolls for any units from his army that are in cover during any enemy shooting phase, instead of only adding 1 to the save roll.

### VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the player with the most victory points at the end of the fifth battle round wins a **major victory**. In the case of a tie, the defender wins a **minor victory**.

Victory points are scored for each unit in the opposing army that is completely destroyed. In open or narrative play the number of victory points scored is equal to the combined Wounds characteristics of the models in the unit multiplied by 10. In matched play, the victory points scored are equal to the points cost of the unit.

100 extra victory points are scored for killing the general of the opposing army, and the defender receives a number of extra victory points equal to the attacker's bid.



# SURPRISE ATTACK: FLANKED

*One army has managed to work their way around the flank of the enemy force. At a given signal they attack, catching their opponents facing in completely the wrong direction, and putting them at a potentially lethal disadvantage.*

## BID FOR SIDES

In this battleplan, each player bids victory points to be the attacker. The player that bids the highest amount gets to be the attacker, and will receive a number of advantages in the battle. The other player is the defender, and although they start the battle fighting against the odds, at the end of the game they receive the victory points bid by the attacker as a reward.

To determine the bid, each player secretly writes down the number of victory points they are willing to wager, and then the two bids are revealed simultaneously. The player that bid highest is the attacker, and their opponent is the defender. In the case of a tie, both players must bid again.

For example, if one player bid 500 points, and their opponent bid 525, then the player that bid 500 points would be the defender but would receive an extra 525 victory points at the end of the battle.

## SET-UP

The defender sets up their entire army first, anywhere in their territory. The attacker sets up their entire army second, anywhere in their territory. The attacker must take the first turn in the first battle round.

## FIRST TURN SURPRISE

In the first battle round, the defender must roll a dice before they attempt to cast a spell in the hero phase, move a unit in the movement phase, and shoot with a unit in the shooting phase. Subtract 1 from the roll if the unit is within 18" of an enemy unit. On a roll of 3 or less the unit cannot perform that action. On a roll of 4 or more it can act normally.

## ATTACK! ATTACK! ATTACK!

Units in the attacker's army can run and charge in their first turn.

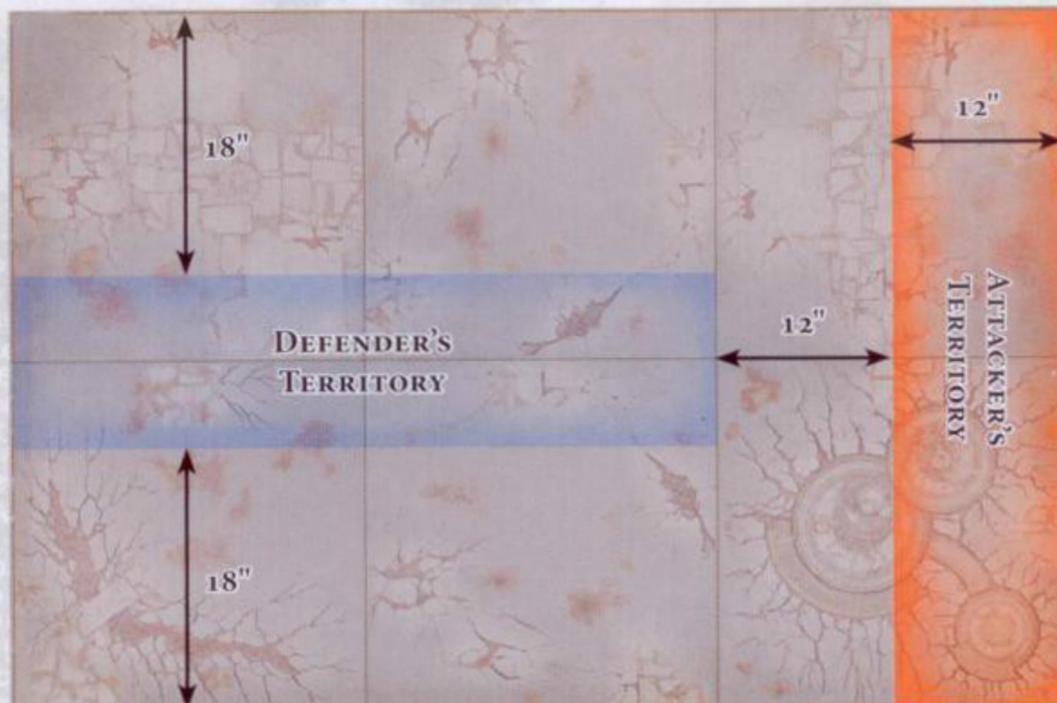


## VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the player with the most victory points at the end of the fifth battle round wins a **major victory**. In the case of a tie, the defender wins a **minor victory**.

Victory points are scored for each unit in the opposing army that is completely destroyed. In open or narrative play the number of victory points scored is equal to the combined Wounds characteristics of the models in the unit multiplied by 10. In matched play, the victory points scored are equal to the points cost of the unit.

100 extra victory points are scored for killing the general of the opposing army, and the defender receives a number of extra victory points equal to the attacker's bid.



## SURPRISE ATTACK: NIGHT ATTACK

*One army has marched through the night and arrived at their enemy's camp under the cover of darkness. The defender is completely unaware that they are about to come under attack.*

### BID FOR SIDES

In this battleplan, each player bids victory points to be the attacker. The player that bids the highest amount gets to be the attacker, and will receive a number of advantages in the battle. The other player is the defender, and although they start the battle fighting against the odds, at the end of the game they receive the victory points bid by the attacker as a reward.



To determine the bid, each player secretly writes down the number of victory points they are willing to wager, and then the two bids are revealed simultaneously. The player that bid highest is the attacker, and their opponent is the defender. In the case of a tie, both players must bid again.

For example, if one player bid 500 points, and their opponent bid 525, then the player that bid 500 points would be the defender but would receive an extra 525 victory points at the end of the battle.

### SET-UP

The defender sets up their entire army first, anywhere in their territory. The attacker sets up their entire army second, anywhere in their territory. The attacker must take the first turn in the first battle round.

### OFF GUARD

After setting up, but before the first battle round, the defender must pick up to D3 units from their army to be on guard duty. Only units that are on guard duty can do anything in the defender's first turn. The remaining units are not allowed to perform any actions, and will not even fight back in the combat phase if they are attacked.

### NIGHT FIGHTING

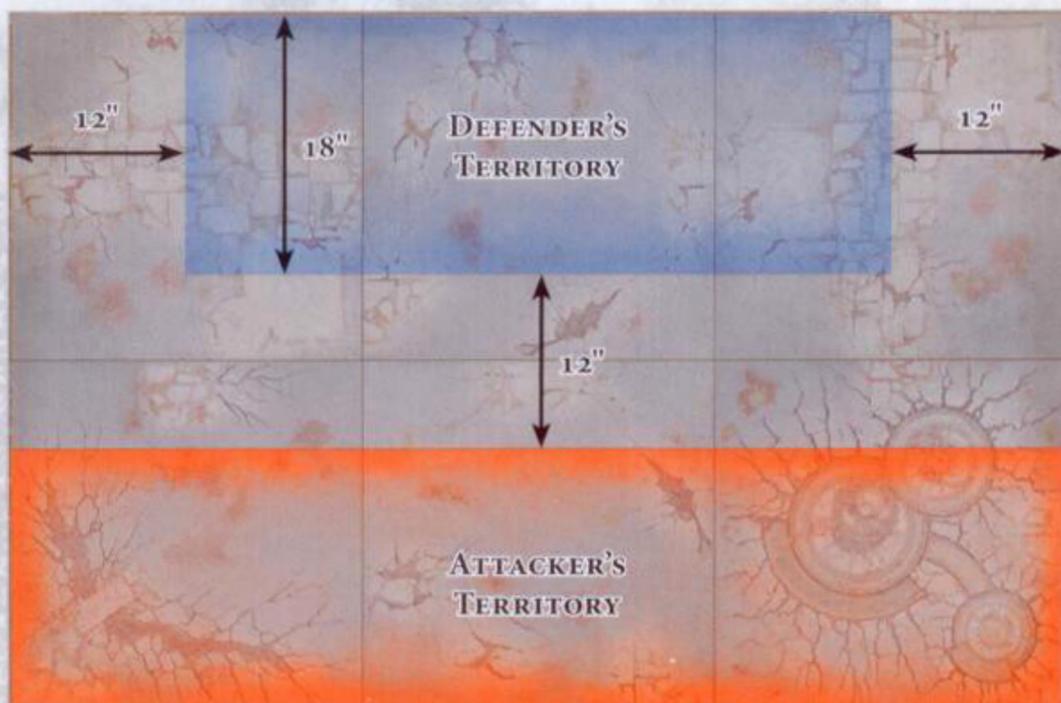
The battle is fought at night. Roll 4D6 at the start of each battle round to see how much light there is that round. The result is the maximum distance in inches that can be seen that round – attacks, spells or abilities that require one model to be able to see another cannot be made beyond this range.

### VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the player with the most victory points at the end of the fifth battle round wins a **major victory**. In the case of a tie, the defender wins a **minor victory**.

Victory points are scored for each unit in the opposing army that is completely destroyed. In open or narrative play the number of victory points scored is equal to the combined Wounds characteristics of the models in the unit multiplied by 10. In matched play, the victory points scored are equal to the points cost of the unit.

100 extra victory points are scored for killing the general of the opposing army, and the defender receives a number of extra victory points equal to the attacker's bid.



## SURPRISE ATTACK: THE AMBUSH

*One army is marching along a well-travelled path, when it is suddenly attacked from the left and right by a hidden army of ambushers!*

### BID FOR SIDES

In this battleplan, each player bids victory points to be the attacker. The player that bids the highest amount gets to be the attacker, and will receive a number of advantages in the battle. The other player is the defender, and although they start the battle fighting against the odds, at the end of the game they receive the victory points bid by the attacker as a reward.

To determine the bid, each player secretly writes down the number of victory points they are willing to wager, and then the two bids are revealed simultaneously. The player that bid highest is the attacker, and their opponent is the defender. In the case of a tie, both players must bid again.

For example, if one player bid 500 points, and their opponent bid 525, then the player that bid 500 points would be the defender but would receive an extra 525 victory points at the end of the battle.

### THE TRAIL

The players must set up a trail that runs from one narrow edge of the battlefield to the other. No part of the trail may be within 16" of either of the long battlefield edges (see map). Represent the trail with anything you have to hand, or simply assume it runs as a straight line along the centre of the battlefield.

### SET-UP

The defender must set up first. All of his models must be set up either on or within 2" of the trail. Any models that can't be deployed are assumed to have left the battlefield and cannot return – they can't be used in the battle, but don't give any victory points to the opposing side.

The attacker must split their army into two contingents, one of which deploys on one side of the trail, and the other on the opposite side. Each contingent must have an equal number of units (if there is an extra unit it can go with either contingent). The attacker takes the first turn in the first battle round.

### AMBUSH!

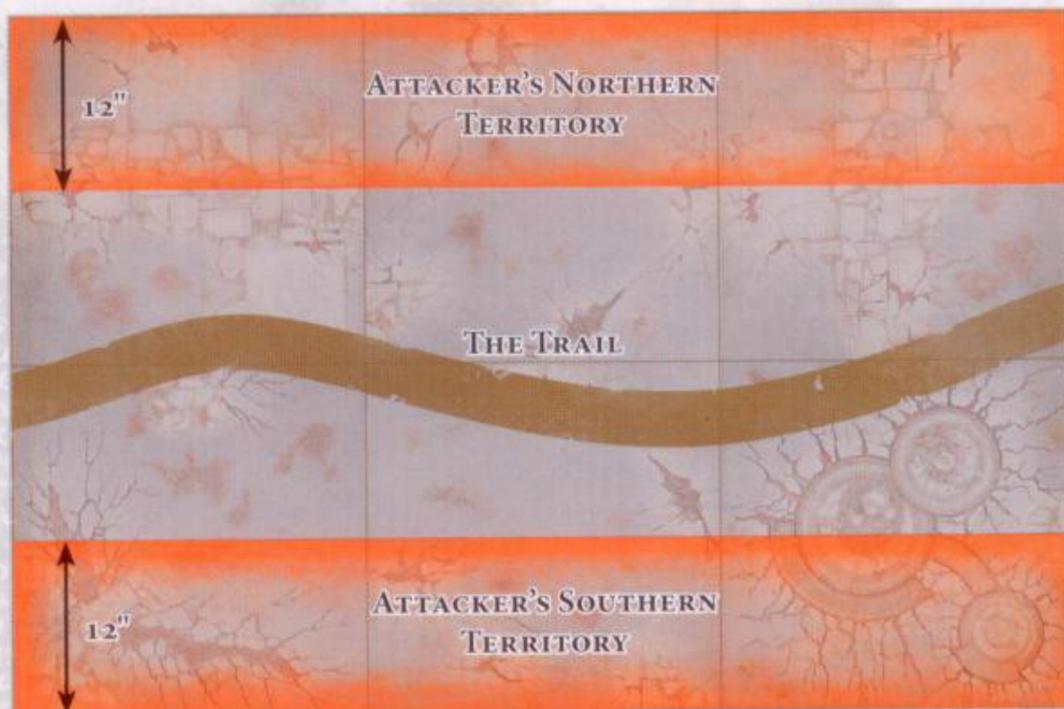
It is hard for the attacker to coordinate an ambush, and difficult for the defender to respond. Because of this, in the first battle round units are not allowed to move in the movement phase. In addition, in the first battle round units can either shoot in the shooting phase or attempt to charge in the charge phase, but not both.

### VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the player with the most victory points at the end of the fifth battle round wins a **major victory**. In the case of a tie, the defender wins a **minor victory**.

Victory points are scored for each unit in the opposing army that is completely destroyed. In open or narrative play the number of victory points scored is equal to the combined Wounds characteristics of the models in the unit multiplied by 10. In matched play, the victory points scored are equal to the points cost of the unit.

100 extra victory points are scored for killing the general of the opposing army, and the defender receives a number of extra victory points equal to the attacker's bid.



# TIME OF WAR

The campaign map is split into twenty-three regions, each of which has its own Time of War rule that must be used in any battle fought in that region. In addition, the Infinity Gears, the Caverns of Fulminax and the Eyes of the Prismatikon are called strategic regions. If a player controls all three strategic regions and has reforged a Sceptre of Flame (pg 52), they immediately win the campaign.

## THE BLACK IRON PENINSULA

This promontory of igneous rock juts out into the Searing Sea, which crashes and boils hatefully against its bleak cliffs. It contains vast deposits of invictunite, a fantastically durable metal that is incredibly difficult to forge due to its high melting point. Ancient armouries filled with invictunite relics are hidden across the peninsula.

**Hidden Armoury:** Each player rolls a dice at the start of their hero phase. On a roll of 6, they can pick a friendly HERO anywhere on the battlefield. Pick one weapon that model is armed with. You can improve the Rend characteristic of that weapon by 1 for the rest of the battle.

## THE CHAINS

Ancient duardin chainforts litter this stretch of deep, narrow valleys, arranged in perfect defensive order. Each is protected by a series of trenches and killing fields lined with lengths of razor-spiked chains. Should a general capture a fortified position in these lands, these chains can be manipulated to lash and bind their foes.

**Lash and Bind (Command Ability):** Your general can use this command ability if they are within 1" of a terrain feature with the DREADHOLD keyword and no enemy models are within 1" of the terrain feature. When they do so, pick an enemy unit within 12" of the terrain feature. If the general has the

DUARDIN keyword, then they can pick D3 enemy units instead of only 1. The unit(s) suffers D3 mortal wounds, and any run or charge rolls made for the unit(s) are halved until the general's next hero phase.



## COAST OF ILL OMEN

This harsh, unforgiving stretch of wind-blasted coastline is littered with the skeletons of wrecked ships and the barnacle-encrusted bones of slain warriors. It is as if the land itself resents the presence of intruders. Those who enter these lands witness chilling omens of death and destruction, and ill luck haunts their every move.

**Chilling Omens of Death:** Each player rolls a dice at the start of their hero phase. On a roll of 6, they can pick an enemy unit anywhere on the battlefield. Add 1 to hit and wound rolls for attacks which target that unit, and subtract 1 from save rolls for that unit, until the player's next hero phase.

## CAVERNS OF FULMINAX

In ages past the mages of the Agloraxi captured the colossal elemental being known as the Fulminax, and imprisoned it deep beneath the Broken Claw Mountains, siphoning off its roiling magical energy to power the Prismatikon. The beast remains there still, struggling against the ensorcelled chains that have tethered it for millennia.

**Control the Caverns of Fulminax:** A player that wins a battle in this region receives 1 extra glory point and can add the Caverns of Fulminax card to their Domain envelope. If another player wins a battle in this region, the Caverns of Fulminax card must be given to them.



 **EYES OF THE PRISMATIKON**

A series of enormous, monolithic crystal lenses are spread out across this region; if aligned correctly, they can focus the extraordinary heat of the Realm of Fire into a beam of destructive energy so powerful that it could pierce the fabric of reality and destroy entire regions of the realms.

**Control the Prismatikon:** A player that wins a battle in this region receives 1 extra glory point and can add the Prismatikon card to their Domain envelope. If another player wins a battle in this region, the Prismatikon card must be given to them.



 **THE INFINITY GEARS**

These unimaginably vast machinery-complexes allow one to glimpse the celestial machinations of the universe. Controlling this ancient device would allow its master to predict the movements of the mysterious Eternia Realmway, and use the ever-shifting portal to aim the Prismatikon through the realms.

**Control the Infinity Gears:** A player that wins a battle in this region receives 1 extra glory point and can add the Infinity Gears card to their Domain envelope. If another player wins a battle in this region, the Infinity Gears card must be given to them.



**LAKE OF SHACKLED SPIRITS**

This huge expanse of water is completely still. There is no life within its murky depths, only the hateful essence of the dead. Once, an entire city's population was forced to the shores of this lake and cast into the waters to drown. Their unquiet spirits haunt the region still, dragging the living down to join them in their eternal fate. Those who enter these lands hear the maddening whispers of the long-dead echoing in their minds.

**Maddening Whispers:** Roll a D3 at the start of each battle round. Subtract the result from the Bravery of all units that do not have the **DEATH** keyword for the rest of that battle round.

**THE LIFESPRINGS**

The pure, mineral-enriched waters that flow from the volcanic valleys of the Flamescar Plateau run through this region, enriching the soil and warming the earth. It is said that bathing in these hot springs can cure disease and mortal wounds alike, and even bestow long life upon the recipient.

**Healing Hot Springs:** In their hero phase, each player can pick a **HERO** from their army that is in their own territory and more than 12" from any enemy units. That model heals D6 wounds. The player cannot use the healing hot springs again if the roll to determine the number of wounds healed was four or more.

**MAGEBANE DUNGEONS**

The caverns in this region once housed a sprawling dungeon in which wizardly rivals of the Agloraxi Empire were detained, and tortured into revealing the secrets of their arcane knowledge. When Korghos Khul scoured the Flamescar Plateau many centuries later, he used the ancient prison as a sacrificial slaughterhouse for his own captured mages. The aura of fear and agony that still resonates within these lands infects the minds of the magically inclined, sapping their strength and eroding their will.

**Aura of Fear and Agony:** If the casting or unbind roll for a **WIZARD** is a double, then the roll is automatically unsuccessful and they suffer 1 mortal wound.

## THE PARCHING WASTE

This enormous stretch of arid salt pans is almost entirely featureless, save for the bleached skeletons of dead creatures, and the sandstorms that whip across its sun-scorched surface. The very moisture in one's body seems to drain away, and every step taken feels like a league marched in full battle-gear.

**Every Step a League:** If the result of a run roll is 6 or more, or the result of a charge roll is 10 or more, then you can either say that the unit will not run or charge after all, or you can still move the unit but it suffers D3 mortal wounds if you do so.

## PLAINS OF BLOOD

So much blood has been shed across this vast expanse of dust-strewn desert that it radiates the fell power of Khorne. Boiling bloodstorms sweep across the barren earth, veering with unnerving, predatory hunger towards any foolish enough to venture here. Those they envelop are touched by the raw fury of the Blood God, and driven to acts of appalling slaughter.

**Fury of the Blood God:** If the roll for a battleshock test for a unit that is within 3" of the enemy is a 1 (before applying any modifiers), then no models from the unit will flee, regardless of the result of the test. Instead, the unit can immediately pile in and attack as if it were the combat phase. Any casualties inflicted by these extra attacks are ignored by enemy units for the purposes of either having to take or modifying the result of their own battleshock tests.

## RAZORFANG SPRAWL

This wide expanse of grassland is home to great herds of grazing animals. Naturally, this also draws many vicious predators, from fleet-footed, razor-beaked scythix to creeping clusters of sentient gorevine that snatch unwary travellers before dragging them beneath the sands and draining their blood.

**Vicious Predators:** Each player rolls a dice at the start of their hero phase. On a roll of 6, they can pick an enemy unit anywhere on the battlefield, and then roll again on the table below:

D6	Result
1	<b>Driven Off:</b> The predators are driven away and have no effect.
2-3	<b>Razor-beaked Scythix:</b> The unit is attacked by 2D6 scythix. Each makes one attack, that hits on a 4+, wounds on a 4+, and has a Rend characteristic of -1. After making their attacks the scythix scurry off, dragging anything they have slain with them.
4-5	<b>Gorevines:</b> The unit suffers D3 mortal wounds.
6	<b>Massive Predator:</b> Either inflict D6 mortal wounds on the unit, or add a <b>MONSTER</b> to your army. If you add a <b>MONSTER</b> , set it up anywhere on the battlefield that is more than 9" from the enemy. This counts as its move for the following movement phase. Any warriors that would normally be riding the <b>MONSTER</b> are assumed not to be upon its back, and their attacks or abilities cannot be used. The <b>MONSTER</b> does not cost any reinforcement points if you are fighting a Pitched Battle.

## RIVEN DEPTHS

Far underneath the surface lie abandoned cavern-cities, carved out of stone and crystal. The slaves of the ancient Agloraxi once dwelt here, toiling their lives away to the whims of the Arch-Domini. The land here is riven by earthquakes and avalanches of shifting sand.

**Earthquakes and Avalanches:** If the roll at the start of a battle round to determine who has the first turn is tied, then the battlefield is rocked by earthquakes and avalanches! Any unit that is in or on a terrain feature suffers D3 mortal wounds. In addition, you must subtract 1 from the result of any run and charge rolls for the rest of that battle round. If the roll to determine who has the first turn is tied more than once, then units that are in or on a terrain feature suffer D3 mortal wounds each time the roll is tied.



## SCoured FOREST

Long ago, the sylvaneth who dwelt in these sprawling carboniferous forests fought a cataclysmic battle with the skaven of the Clans Skryre. This conflict burned and scarred the landscape, as the ratmen unleashed great engines of destruction that washed the forests in flame and ignited the volatile gases that permeated the swampland. Clouds of ash billow across this land, so thick that one can barely see more than a few hundred yards ahead.

**Clouds of Ash:** The range of all spells cast in the hero phase and attacks made in the shooting phase is limited to 18". In addition, subtract 1 from the hit rolls of attacks made in the shooting phase if the range to the target is more than 6".

## THE SEARING SEA

A continent-sized expanse of crystal-clear boiling volcanic water populated by strange aquatic lifeforms that have somehow adapted to its searing heat. Dotted by archipelagos of ashen rock that bear strange, towering monuments to forgotten civilisations and dead gods, merchants, pirates and raiders travel these seas in search of priceless relics and vulnerable prey. The region is plagued by meteorite showers of multicoloured gemstones, which detonate in shrapnel clouds of razor-sharp crystal.

**Shrapnel Clouds:** Each player rolls a dice at the start of their hero phase. On a roll of 6, they can pick an enemy unit anywhere on the battlefield. Roll a dice for each model in the unit; the unit suffers 1 mortal wound for each roll of 5 or more.

## THE SLAUGHTERFIELDS

During the Age of Chaos the Goretide of Korghos Khul trapped a conglomeration of nomadic human tribes in this region, and slaughtered them in a frenzy of bloodletting. The accumulated lifeblood of these sacrifices seeped deep into the ground, and periodically erupts from beneath the earth in geysers of flesh-searing gore.

**Geysers of Flesh-searing Gore:** Each player rolls a dice at the start of their hero phase. On a roll of 6, they must pick a unit anywhere on the battlefield that is more than 12" from any enemy units. That unit suffers D6 mortal wounds. Note that if there are no enemy units more than 12" from your army, you must pick a friendly unit that is more than 12" from the enemy instead – Khorne will punish anyone that holds back from the fray!

## SORROWPEAKS

Long ago the metropolis of Ahramentia hung in the skies over the Realm of Fire, travelling the endless span of Aqshy thanks to the power of its arcane engine. Smote by the wrath of Khorne, it fell to earth in this mountain range. Now the area is littered with ruins; shattered city blocks, broken statuary and relics of a forgotten age. The magic of the old empire lingers here still, suffusing spellcasters with an echo of ancient glory.

**Echoes of Ancient Glory:** Add 1 to the casting and unbinding rolls of **WIZARDS** that are within 3" of any terrain features.

## THE SPOREHOLLOWS

Underneath this stretch of mountains are sprawling forests of multicoloured fungi, phosphorescent lichen-fields and overhanging drifts of shimmering cave-moss. Several of the bizarre plants that thrive here spew clouds of choking spores into the air when they sense movement nearby. Those unfortunate enough to be enveloped in such a cloud are seized by strange, hallucinogenic visions, such as seeing former allies as hideous monsters slaving for their blood, or the earth beneath their feet opening up to devour them.

**Hallucinogenic Spores:** Each player rolls a dice at the start of their hero phase. On a roll of 6, they can pick an enemy unit anywhere on the battlefield. Subtract 1 from the hit and wound rolls for attacks made by that unit until the player's next hero phase. In addition, if the unit is within 3" of an enemy unit in its next movement phase, it must retreat.



**‘This place wants us dead. Every inch of it, every ravenous beast and every strip of blood-soaked earth. It wants to devour us, just as it has endless wretched souls over the long years. But we are warriors of Anvilgard, my friends. This cursed land will choke on us.’**

*- General Sergoy Korvos*

## TEARS OF FATE

Giant crystal lodestones hover in the air across this region, arranged in spirals and complex geometric patterns, motes of ash and rock slowly drifting about their angular forms. The truth of their origin is lost to history, but those who approach are seized by memories of the distant past and prophetic glimpses of the future.

**Prophetic Glimpses:** After determining who takes the first turn in the first battle round, each player rolls a dice, and hides the roll under an opaque container such as a cup or mug. The player who rolled the dice is allowed to look at the result, but must keep it secret from their opponent. At the start of the second battle round, the containers are removed, and the revealed dice rolls are used to determine which player decides who takes the first turn in that battle round. The dice are then rolled and hidden again, and the new rolls will be used in the same way at the start of the third round, and so on for the rest of the battle. Although you will not know your opponent's roll, the ability to know in advance what your own roll is may affect the tactics you use during the round.

## THE VALLEY OF FALLEN GODS

A region of shattered canyons and dunes in which lie the remains of armies of unimaginably vast mechanised titans, who long ago fell in battle against one another. Wars are fought within the cavernous ribcages and brainpans of these gigantic automatons.

**Falling Debris:** Each player rolls a dice at the start of their hero phase. On a roll of 6, they can pick an enemy unit anywhere on the battlefield. The unit suffers D3 mortal wounds.

**Low Ceilings:** Models are not allowed to fly over terrain features, though they can fly over other models normally.

## THE TITANWORKS

An ancient, arcane factory that once produced mechanical golems as tall as mountains, the Titanworks lie half-buried beneath the sands of the Flamescar Plateau. Those who control this ancient technology could create automatons capable of withstanding the searing heat of the Fulminax's rage.

**Reforge the Sceptres of Flame:** A player that controls this region, and also controls the Caverns of Fulminax and the Black Iron Peninsula, can spend 1 build point to reforge a Sceptre of Flame. If they do so, they can add a Sceptre of Flame card to their envelope. They cannot have more than one Sceptre of Flame in their envelope.



## RULES

### VITRIOLIC SWAMPS

This humid area of lowlands is wreathed in sulphurous vapours, and only a few routes through the foggy swamps do not result in a painful death. The terrain here is a mire of gurgling slime that envelops and slows anyone who strays from firm ground.

**Gurgling Slime:** At the start of the battle, after both sides have set up but before the first battle round, each player must pick a point on the battlefield anywhere that is more than 6" from enemy territory (you may want to mark the point with a small marker). The open ground within 6" of this point is treated as being a terrain feature with which has Deadly rule from the scenery table on the *Warhammer Age of Sigmar* rules sheet. Note that you can pick a point that is located within your own territory if you wish.

### WYRDFLAME CRESTS

This volcanic range has been twisted and corrupted by great Tzeentch, so that its rumbling peaks spew forth volatile, transmutational matter as often as molten rock. One volcano might erupt in a cascade of golden feathers, while another unleashes a slurry of half-formed eyes and gnashing teeth. The very ground beneath one's feet is treacherous, and may transmute into an entirely different substance in a heartbeat. Similar transformation can be wrought upon unfortunate souls - who stray too close to the boiling streams of iridescent liquid that bubble up through the earth.

**Treacherous Ground:** If a 1 is rolled for a unit's run roll or a double is rolled for its charge roll (before applying any modifiers), it suffers 1 mortal wound.

**Horrific Transformation:** Each player rolls a dice at the start of their hero phase. On a roll of 6, they can pick an enemy unit anywhere on the battlefield. Roll a dice for the unit. If the roll is greater than the Wounds characteristic of the models in the unit, one model from the unit is slain.

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'Even as we ran, claws of molten silver reached from below to drag us into the boiling rivers. Somehow, I managed to reach an island of safety amid those scalding streams. I could only watch as my comrades drowned in living metal.'

- *Halerion Emwyr, warrior of the Aetherguard*

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# CHOOSING YOUR ALLEGIANCE

In this section, you will find rules for choosing an allegiance for your army, as well as exciting allegiance abilities for a range of armies. Allegiance abilities include powerful battle traits, command traits and magical items for you to use in your games of *Warhammer Age of Sigmar*.

## ALLEGIANCE

Every unit and warscroll battalion in *Warhammer Age of Sigmar* owes allegiance to one of the Grand Alliances – either **ORDER**, **CHAOS**, **DEATH** or **DESTRUCTION**. The Grand Alliance a unit belongs to is determined by the keywords on its warscroll; so, if a unit has the **ORDER** keyword, it is part of the **ORDER** Grand Alliance.

Many units and warscroll battalions also have more specific allegiances, for example, **STORMCAST ETERNALS OF SLAANESH**. An army can have a specific allegiance if all the starting units and warscroll battalions in the army have the keyword for that allegiance, including any units that you assign a keyword to during set-up. For example, if all of the starting units in an army have the **STORMCAST ETERNAL** keyword,

then the army can either have the **ORDER** or **STORMCAST ETERNAL** allegiance. When your army qualifies for more than one allegiance you must choose which allegiance your army will use before you set up any units. The allegiance you choose will apply for the duration of the battle, even if you add new units to the army during the battle that have a different allegiance.



## ALLEGIANCE ABILITIES

An army with an allegiance can use the allegiance abilities specific to that allegiance in any game of *Warhammer Age of Sigmar*. Allegiance abilities allow your army to use certain battle traits, command traits and artefacts of power. Only units in the army with the appropriate allegiance keyword can benefit from these abilities.

**Battle Traits:** An army that shares common goals and ideals is much deadlier than a rag-tag force of unlikely allies. To represent this, armies that share the same allegiance benefit from powerful additional abilities called battle traits.

**Command Traits:** Whether cunning strategist or berserk butcher, every general has a unique style of command. If your army has an allegiance and your general is a **HERO**, you can give them a command trait in addition to their command abilities. Pick the trait that best suits your general's personality, or roll a dice to randomly determine a trait. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

**Artefacts of Power:** These treasures are borne to war by mighty heroes. If your army has an allegiance and includes any **HEROES**, one or more may bear an artefact of power. Declare which artefact the **HERO** has after picking your general. Ideally, that artefact should fit the appearance of the model, or the heroic backstory you have given them. Alternatively, roll a dice and look up the roll on the relevant table to randomly select one.

You may choose one additional **HERO** to have an artefact for each warscroll battalion you include in your army. A **HERO** cannot have more than one artefact of power.

## WARSCROLL BATTALIONS

When picking your army's allegiance, all units in a warscroll battalion are considered to have the allegiance noted above the title on the warscroll.

For example, the Guardians of Alarielle warscroll battalion from *Battletome: Sylvaneth* includes both **SYLVANETH** and **STORMCAST ETERNAL** units, but has 'SYLVANETH' listed as its allegiance above the battalion's title. This means that the Stormcast Eternal units in that battalion are considered to have the **SYLVANETH** allegiance when it comes to choosing the army's allegiance, even though they do not have the **SYLVANETH** keyword. If this battalion is included in an army that is otherwise only made up of **SYLVANETH** units, it could have the **ORDER OF SYLVANETH** allegiance, and the associated abilities. However, if the **SYLVANETH** allegiance is chosen, the Stormcast Eternal units from the Guardians of Alarielle battalion would not benefit from any **SYLVANETH** allegiance abilities because those units themselves don't have the **SYLVANETH** keyword.

## NAMED CHARACTERS

Named characters such as Nagash, Archaon and Alarielle are singular and mighty warriors, with their own personalities and items of power. As such, these models cannot have a command trait or artefact of power.



## MOUNTS

Some heroes have a mount, such as a battle steed, a powerful monster that they can ride, or a massive war machine that they can stand upon. In all such cases, any command abilities or magical artefacts can only be used to affect attacks made by the hero, and have no effect on attacks made by the their mount unless specifically stated otherwise.

## SEASON OF WAR: FIRESTORM CITY & WARLORD ARMIES

The armies fielded by the great cities near to the Flamescar Plateau are each very distinct in appearance and character, as are the massive coalition armies commanded by great warlords of the different Grand Alliances. On the following pages you will find rules that allow you to tailor your collection to represent one of these major armies.

In order to organise your collection as an army from one of the major cities or the followers of one of the great warlords, all you need to do is paint it in the appropriate colours. For example, if you decided to organise your collection into an army from Anvilgard, then all of the units would need to be painted in the city's colours.

When you organise your collection to be an army from a specific city or under the command of a specific warlord, it benefits from additional allegiance abilities, which are presented on the following pages. This does not change their allegiance, and you can still pick other allegiance abilities for the army normally.

For example, if you had an army from Anvilgard that was made up entirely of **STORMCAST ETERNALS**, it could use the Anvilgard abilities and either the **ORDER OF STORMCAST ETERNALS** allegiance abilities, while if it was made up of **STORMCAST ETERNALS** and **FREE PEOPLES**, then it could use Anvilgard abilities (pg 60) and the **ORDER** allegiance abilities.

## NAMED CHARACTERS

Unless stated otherwise, named characters cannot be included in the armies introduced on the following pages – models such as these are characters with their own epic histories that are described elsewhere.

## ALLEGIANCE ABILITIES: FIST OF THE EVERCHOSEN



When Archaon the Everchosen decrees that a kingdom must be burned to the ground, its populace slaughtered and its lands sowed with the raw stuff of Chaos, he sends Lord Zaronax to do his bloody business. Zaronax commands his vast legions from Castle Drakesbane, a fortress of torment and horror built upon the skeleton of a great winged serpent. Endlessly cruel and sadistic, the Daemon Prince has been the hand of the Everchosen for centuries, and in that time

he has wrought unimaginable carnage upon the Mortal Realms. Cities, kingdoms, even entire civilisations have fallen before the Fist of the Everchosen, their monuments torn down and their people enslaved. Would-be champions and killers flock to Zaronax's banners, for he speaks with the full authority of the Three-Eyed King. His legions would rather die than fail their dark lord. To do so would invite a most horrific and agonising end.

### ABILITIES

**Failure Is Not An Option:** Add 2 to the Bravery of all units in a Fist of the Everchosen army that are within 6" of a **HERO** from the army in the battleshock phase. In addition, you can re-roll failed charge rolls for units in this army if they are within 6" of a **HERO** from the army when the charge roll is made.

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'Burn their lands to ashes. Lay waste to their armies. Slake your thirst for slaughter as you wish, but bring me their weakling lords alive. I would show them the hospitality of the Drakesbane court.'

- Lord Zaronax

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### ORGANISATION

A Fist of the Everchosen army can include units and/or warscroll battalions with any of the following keywords:

- EVERCHOSEN
- SLAVES TO DARKNESS
- KHORNE
- TZEENTCH
- CHAOS MONSTER

## ALLEGIANCE ABILITIES: THE WRAITH FLEET



The Wraith Fleet of the vampire corsair Varkos Varactyr has haunted the coasts and seas of the Realm of Fire for thousands of years, launching inland raids to spread the touch of death at the will of great Nagash. The spectral sails of the Blood Captain's flagship, the galleon *Death's Whisper*, writhe with screaming faces: the tortured souls of those the vampire has slaughtered. As insane as he is rapacious, Varactyr is drawn to the emanations of suffering

and loss that surround the Flamescar Plateau. Sensing an opportunity to gorge himself upon blood and fill his fleet's rotting holds with plunder, he has sworn to build a kingdom of bones in that contested land. The Blood Captain's undead marines can appear from any direction without warning, the only sign of their approach the whirling nimbus of shrieking spirits that drifts before them, spreading terror ahead of the Wraith Fleet like a bow wave.

### ABILITIES

**Without Warning:** Instead of setting up a unit from a Wraith Fleet army on the battlefield, you can place it to one side and say that it is embarked on the fleet. In each of your movement phases, roll a dice for each of these units. On a roll of 1 or 2 the unit does not arrive this turn – you can roll for them again in subsequent turns. On a result of 3 or more, the unit arrives on the battlefield – set up the unit on the battlefield so that all of its models are within 6" of an edge of the battlefield and more than 9" from any enemy models. This is their move for that movement phase. If a unit is still embarked when the battle ends, it is considered to be destroyed.

**Nimbus of Shrieking Spirits:** Subtract 1 from the Bravery of enemy units in the battleshock phase if they are within 12" of a Wraith Fleet unit that arrived on the battlefield during the same turn.

### ORGANISATION

A Wraith Fleet army can include units and/or warscroll battalions with any of the following keywords:

- SOULBLIGHT
- DEATHMAGES
- DEATHRATTLE
- NIGHTHAUNT

## ALLEGIANCE ABILITIES: STONEKLAW'S GUTSTOMPAS



The orruk chieftain known as Gulgaz Stoneklaw commands one of the largest greenskin hordes in Aqshy, a sprawling coalition of grot tribes, orruk raiders and wandering gargants who have looted their way across the Realm of Fire for decades. Stoneklaw is unique amongst the chieftains of the Bonesplitter orruks, for he does not follow the word of a Wurrzog Prophet. Long ago, one such shaman sought the warlord's death, only to meet a gory fate of his own when a furious

Stoneklaw embedded his axe blade haft-deep in the prophet's skull. Instead, Stoneklaw holds audience with the severed, mounted heads of two former rivals, whom he believes represent the twin aspects of the savage orruk deities, Gork and Mork. Both of his 'advisers' offer eternally contradicting – and often insane – counsel, and thus it is incredibly difficult to predict where, when and how Stoneklaw's Gutstompas will next strike.

### ABILITIES

**Insane Advice:** After setting up, but before the first battle round begins, make two D66 rolls to determine the advice given to Stoneklaw by his pair of severed heads (how to make D66 rolls is explained on page 41). You must pick one of the rolls, which is the advice that is followed.

The advice allows you to use a stratagem without having to spend any strategy points in order to do so, and it also allows you to use the stratagem in a non-campaign game where strategy points are not being used. See page 39 for details of how to use stratagems.

D66	Stratagem
11-13	Choose a result.
14-16	Ambush
21-23	Feigned Retreat
24-26	Firestarter
31-33	Forced March
34-36	Hatred
41-43	Inspiring Speech
44-46	Night Attack
51-53	Pre-emptive Attack
54-56	Redeploy
61-63	Regicide
64-66	Reinforcements

### ORGANISATION

A Stoneklaw's Gutstompas army can include units and/or warscroll battalions with any of the following keywords:

- GREENSKINZ
- ALEGUZZLER
- BONESPLITTERZ
- GITMOB
- IRONJAWZ
- MOONCLAN
- SPIDERFANG

## ALLEGIANCE ABILITIES: HAMMERHAL



As the greatest of the Cities of Sigmar, Hammerhal can field seemingly endless regiments of loyal warriors, armed and armoured with the very finest equipment and clad in the Twin-tailed City's sacred gold and blue. These soldiers march and fight in perfect order, singing hymns of battle as they raise high the banners of their beloved city. The people of Hammerhal are a prideful breed with an esteemed martial tradition; the city's

### ABILITIES

**Pride of Hammerhal:** Add 1 to the Bravery of all models from this army in the battleshock phase. If there are at least twice as many enemy models on the battlefield as Hammerhal models at the start of the battleshock phase, add 2 to the Bravery of the Hammerhal models instead. If there are at least three times as many enemy models, then units in the Hammerhal army automatically pass battleshock tests.

'No retreat. I will not let this Chaos filth take a single step upon consecrated earth. Rally to the banners, my friends. Let us die as true warriors of Sigmar!'

- Lord General Axilmain

war colleges are amongst the most renowned in Sigmar's empire, training new generations of commanders and generals to carry out the God-King's will. Warriors of the Twin-tailed City see themselves as the embodiment of the divine right of the faithful, and more than once a Hammerhal regiment has refused to withdraw in the face of overwhelming numbers, unwilling to cede the battlefield to bestial savages or Chaos-worshipping heathens.

### ORGANISATION

A Hammerhal army can include any units and/or warscroll battalions with the **ORDER** keyword, other than **SERAPHON**.

## ALLEGIANCE ABILITIES: ANVILGARD



A lifetime of fighting back the monstrous megafauna that haunt the jungles and seas of the Charrwind Coast has fashioned the people of Anvilgard into hardened frontier survivors. They are well versed in fighting in the most extreme conditions, and are bound together by strong tradition, having inherited some of the strange, archaic rituals of the city's founders, the mysterious Anvils of the Heldenhammer. From an early age, natives of the city learn to hunt and fight, to survive in the lethal wilds that surround Anvilgard. By decree of the city arbiters, all

inhabitants of fighting age must be drilled daily in swordsmanship and archery, for the dangers of the Charrwind Coast are without number, and Anvilgard must always be ready to defend itself. Aelven privateers and monster hunters add a rugged spine of vanguard troops to the city's armies. These hard-bitten mercenaries provide their centuries of experience in exchange for trade monopolies and trapping rights. Grim and humourless folk they may be, but there is little in all the realms that can halt the implacable march of an Anvilgardian regiment.

### ABILITIES

**Implacable March:** In the Anvilgard army's hero phase, roll a dice for each enemy unit that is within 1" of a unit from the army. On a roll of 5 or more, the enemy unit must make a 6" move (it cannot run). After this move is completed, any enemy models (except **MONSTERS**) from that unit that are within 3" of an Anvilgard model are slain.

### ORGANISATION

An Anvilgard army can include units and/or warscroll battalions with any of the following keywords:

- **STORMCAST ETERNALS**
- **FREE PEOPLES**
- **DISPOSSESSED**
- **DEVOTED OF SIGMAR**
- **DARKLING COVENS**
- **SCOURGE PRIVATEERS**
- **ORDER SERPENTIS**

## ALLEGIANCE ABILITIES: TEMPEST'S EYE



None can avoid the gaze of Tempest's Eye. The mountaintop city's planar observatories can see past even the most complex illusions and obfuscations, and thus its Aetherguard detachments and allied forces enter battle alert and forewarned. They strike with the precision of a hunting hawk, aiming to snatch the eyes and cut the throat of their prey before it can react. Fast-moving infantry and cavalry detachments advance and eliminate key threats upon the battlefield, while flights of Stormcast Eternal Prosecutors and Swifthawk Skycutters, supported

by Kharadron Overlord privateers, overwhelm the foe with a blistering aerial assault. Tempest's Eye has formed a strong bond with the skyfaring Kharadron, who earn considerable profits at the city's bustling ports. The sight of their bulky Ironclads appearing on the horizon, the graceful forms of winged Stormcast Eternals flitting between their great spherical endrins, has come to be greatly feared by the city's enemies. Whether in the skies or on the ground, the armies of Tempest's Eye eliminate their foes in a single, lethally precise assault.

### ABILITIES

**Alert and Forewarned:** You can add 2" to the Move characteristic of units in a Tempest's Eye army in the first battle round. Add 4" to the Move characteristic instead if the unit can fly. In addition, add 1 to the save rolls of units from a Tempest's Eye army in the first battle round.

### ORGANISATION

A Tempest's Eye army can include units and/or warscroll battalions with any of the following keywords:

- STORMCAST ETERNALS
- FREE PEOPLES
- KHARADRON OVERLORDS
- SWIFTHAWK AGENTS
- ELDRITCH COUNCIL

'Cold steel on the cold wind.'

- *Motto of the Aetherguard*

## ALLEGIANCE ABILITIES: HALLOWHEART



Hallowheart is a city infused with magical power, the radiant aura of Aqshyan magic that emanates from its crystal caverns. From the lowliest foot soldier to the fierce Battlemages of the Whitefire Court, those who dwell within the city's borders share a lingering fragment of this eldritch energy. This can manifest in many different ways, from strange birthmarks to an excess of unexplainable good fortune. In all cases, this attunement to the flow of magic grants warriors of the city surprising resilience to sorcerous attacks. Spells hurled at formations

of Hallowheart warriors have been known to sputter and disappear before impact, as if breaking against an invisible wall. The fireballs and lightning bolts hurled by Hallowheart Battlemages suffer no such misfortune. Clusters of heavily armoured infantry cluster around these devastatingly powerful wizards, a wall of grinding metal that thunders forward to exploit gaps blasted in enemy lines. At the head of the charge are often found frenzied Fyreslayers, lending their axes to the city's cause in exchange for a portion of its vast gold reserves.

### ABILITIES

**Magical Resistance:** Add 1 to the unbinding rolls for **WIZARDS** from a Hallowheart army. In addition, once per enemy hero phase, you can attempt to unbind an enemy spell if the caster is within 18" of a model from a Hallowheart army that is not a **WIZARD**; however, if you do so, you must subtract 1 from the unbinding roll instead of adding 1 to it.

### ORGANISATION

A Hallowheart army can include units and/or warscroll battalions with any of the following keywords:

- **STORMCAST ETERNALS**
- **FYRESLAYERS**
- **FREE PEOPLES**
- **COLLEGIATE ARCANE**
- **DISPOSSESSED**
- **ELDRITCH COUNCIL**
- **ORDER DRACONIS**
- **PHOENIX TEMPLE**

## ALLEGIANCE ABILITIES: THE LIVING CITY



The Living City stands as a symbol of the great alliance between the people of the God-King Sigmar and the Lady Alarielle, and its citizens are attuned like few others to the wonders – and dangers – of nature. From an early age, the wardens of the city learn the arts of woodcraft and tracking, mastering the ability to move at pace while leaving barely a sign of their passing. In the depths of the forest and upon the battlefield, the shadows are a powerful ally. Warriors of the Living City pass unseen until the moment they strike, cutting down their prey in

a pinpoint storm of arrows. Graceful, inhuman forms lead the city's armies to battle: sylvaneth, separate but always close to their mortal allies, honouring the alliance between Sigmar and the Lady Alarielle. Though the guardians of the Living City are fine trackers in their own right, they know little of the ancient places of the realms, the primordial paths through nature that the Everqueen's children still recall. Should battle be joined, the sylvaneth will willingly lay down their lives alongside humans, duardin and aelves, sacrificing themselves for the cause of order.

### ABILITIES

**Hidden in the Shadows:** Instead of setting up a unit from a Living City army, you can place it to one side and say it is hiding in the shadows. In any of your movement phases, you can reveal the unit. When you do so, set up the unit so that all of its models are within 3" of a Sylvaneth Wyldwood or an edge of the battlefield, and more than 9" from any enemy models. This is the unit's move for that movement phase. If a unit is still hiding when the battle ends, it is considered to be destroyed.

### ORGANISATION

A Living City army can include units and/or warscroll battalions with any of the following keywords:

- STORMCAST ETERNALS
- FREE PEOPLES
- SYLVANETH
- WANDERERS
- DISPOSSESSED

## ALLEGIANCE ABILITIES: GREYWATER FASTNESS



The engineers and gunsmiths of Greywater Fastness are some of the finest in all the realms, and its regiments of Freeguild soldiery – known as Greycaps – wield their master-crafted blackpowder weapons with a skill honed by countless hours of firing drill. Enemy armies are left reeling from punishing artillery bombardments and eye-searing lances of energy from the arcane machines of the Collegiate. The wilfully aggressive and destructive tactics of the city's military commanders has won them few admirers amongst Sigmar's allies, yet they have

### ABILITIES

**Punishing Bombardment:** In your hero phase, roll a dice for each WAR MACHINE in a Greywater Fastness army. On a roll of 6 that WAR MACHINE can immediately shoot as if it were your shooting phase.

'Second rank... fire! Reload! Faster, damn your eyes, or I'll put a bullet in you myself!'

- Gunnery Sergeant Mortlock

been undeniably effective upon the battlefield. These generals believe that there is no enemy that cannot be quelled by a sufficiently devastating bombardment. More often than not, they are correct. When the Ironweld guns have quieted and the field ahead is little more than a churned-up wasteland of smoke, ash and mud, the handgunners advance to finish the task. Those few shell-shocked foes who survived the initial devastation are cut down by ranks of grim-faced soldiers, blasted apart by deadly accurate fusillades of musketry.

### ORGANISATION

A Greywater Fastness army can include units and/or warscroll battalions with any of the following keywords:

- STORMCAST ETERNALS
- FREE PEOPLES
- IRONWELD ARSENAL
- COLLEGIATE ARCANE
- WANDERERS

## ALLEGIANCE ABILITIES: THE PHOENICIUM



The Phoenicium is a holy city sacred to worshippers of the Ur-Phoenix, the godbeast venerated by the aelves as the avatar of righteous vengeance. The silent, wrathful warriors of the Phoenix Temple are a common sight in the armies of the Phoenicium, and their fearless example has inspired their fellow soldiers to countless acts of bravery and retribution. Having suffered insult or injury, warriors of the Phoenicium will not rest until they are revenged upon the perpetrator. To allow a defeat to remain unanswered is a mark of great shame for any

### ABILITIES

**No Defeat Unanswered:** If a unit from a Phoenicium army is completely destroyed in a combat phase, you can re-roll hit rolls of 1 for all other units in the army for the rest of that combat phase. In addition, if more than one unit from a Phoenicium army is completely destroyed in a combat phase, you can add 2 to the Bravery of all other units in the army in the battleshock phase of the same turn.

regiment of the city, and many would rather risk death than accept such dishonour. Over the heads of the Phoenicium's gleaming hosts, Flamespyre Phoenixes whirl and glide, creating iridescent trails in the sky. Swooping down into battle, these noble beasts engulf the foe in streams of cleansing fire. No less devastating are the cavalry charges of the Lions of Sigmar, the stalwart Stormhost that guards the city of the Ur-Phoenix, who crush the enemies of Order beneath the claws of their fearsome Dracoth steeds.

### ORGANISATION

A Phoenicium army can include units and/or warscroll battalions with any of the following keywords:

- STORMCAST ETERNALS
- FREE PEOPLES
- DISPOSSESSED
- PHOENIX TEMPLE

# REFERENCE PAGE

## REALMGATE TABLE

D66	New Location
11	Remains in current location.
12	Infinity Gears
13	Caverns of Fulminax
14	Eyes of the Prismaticon
15	Titanworks
16	Valley of Fallen Gods
21	Sorrowpeaks
22	Searing Sea
23	Scoured Forest
24	Wyrdfire Crests
25	Plains of Blood
26	The Chains
31	Black Iron Peninsula
32	Vitriolic Swamps
33	Lifesprings
34	Slaughterfields
35	Coast of Ill Omen
36	Riven Depths
41	Sporehollows
42	Razorfang Sprawl
43	Tears of Fate
44	Magebane Dungeons
45	Parching Waste
46	Lake of Shackled Spirits
51-56	The loser chooses.
61-66	The winner chooses.



## STRATAGEMS

### SPs Stratagem

- 1 Feigned Retreat:** Any units in your army may make a move as if it were your movement phase, but must end up further from all enemy units than they were at the start of the move.
- 1 Foil:** Foil can be used to counter a stratagem used by your opponent. When you pick this stratagem, secretly write down the name of the stratagem you wish to foil (you cannot attempt to foil an opponent's Foil stratagem). When your opponent says they are going to use the stratagem you wish to foil, tell them you have foiled the attempt and show them this stratagem.
- 1 Redeploy:** Pick one unit in your army. That unit can be set up again in accordance with the rules being used for the battle.
- 2 Hatred:** Pick one unit in the enemy army and one unit in your own army. You can add 1 to hit rolls for models in the friendly unit if they are attacking the enemy unit.
- 2 Night Attack:** The maximum range of all attacks is limited to 12" in the first battle round.
- 2 Regicide:** If you kill the enemy general, then all units in the opposing army must subtract 1 from their Bravery for the rest of the battle.

### SPs Strategem

- 3 Firestarter:** Pick a terrain feature. No model can finish a move in or on that terrain feature. In addition, enemy models that started in or on it, and remain so at the end of the enemy's first movement phase, are slain.
- 3 Inspiring Speech:** All models in your army have +1 Bravery until any of them flee.
- 3 Pre-emptive Attack:** Roll a dice. On a roll of 3 or more, you take the first turn in the first battle round (ignore the instructions included in the battleplan you are using).
- 4 Forced March:** Up to D3 units in your army may move as if it were your movement phase (they cannot run).
- 5 Ambush:** Pick one unit in your army. That unit can be set up again anywhere on the battlefield that is more than 9" from any enemy units.
- 5 Reinforcements:** Once during the battle, in your hero phase, you can replace a unit that has been completely destroyed (but not your general) with an identical unit. The replacement unit must be set up in your territory, wholly within 6" of a table edge and more than 9" from any enemy units. This counts as its move for the following movement phase.

