

WARHAMMER

AGE OF SIGMAR

BATTLETOME

DOMINION OF CHAOS





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.



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INTRODUCTION

***Battletome: Dominion of Chaos* is a guide to the eldritch ruins and mystical places of power throughout the Mortal Realms. Read on, and discover these ensorcelled remnants of a brighter age.**

Battletome: Dominion of Chaos details the hallowed shrines of forgotten gods, magically empowered ruins and flickering gateways that lie scattered across the Mortal Realms. These are the sites of battles and massacres. They are mute witnesses to horrors untold, soaked in the blood and magic of a thousand wars. For the turning of an age the Dark Gods have held their dominion over the Mortal Realms, grinding down the glittering civilisations that once spanned them until naught but archaic ruins and hidden echoes of their glory remain.

As Sigmar's Tempest rolls across the heavens its fury illuminates countless strange sights. Warriors clash amid the spirit-haunted remnants of once-great cities, battle for possession of capricious

orreries, or shed the blood of their foes into the machineries of reality itself. Across shimmering deserts, weird amalgamations of churning cogs rip free of the ground to twist the very flow of time. Amidst primal forest, ancient stone dais are illuminated by flickering flames belched from the maws of bestial statues brought suddenly back to life by the prayers of the faithful.

Yawning chasms tear through the skin of the realms, gnashing like hungry maws or belching forth magical energies to warp and twist. Shimmering Realmgates vomit armies of bloody-minded warriors, spilling tides of destruction across despoiled kingdoms or forming focal points for savage battles of conquest and dominance. Like bloodflies to fresh meat, the armies of

the realms swarm to these places, the arcane and divine energies calling out like a siren's song to mortal minds and leading them to battlefields anew with promises of fresh foes to kill.

For the brave and bold these relics and ruins of the Mortal Realms hold the power to turn the tide of battle. Dare you lead your warriors beneath their yawning archways or into their shimmerlit depths? Can you crush all who bar your way, claiming them for your own? Only the strongest can master the sorcerous battlefields of the Mortal Realms, be they fell servant of the Dark Gods or lightning-forged Stormcast Eternal warrior. So take up blade or hammer, ready spell and prayer, and prepare for battle – for this is the Dominion of Chaos!





THE LIMITLESS REALMS

This book is a guide to the mysterious ruins and strange sites of power scattered across the Mortal Realms. From the bewildering Numinous Occulums to the silent and menacing Ophidian Archways, these remnants of another age are exciting and evocative additions to any miniatures collection.

For many people, part of the joy of collecting Citadel Miniatures is in creating rich, fantastical environments for them to inhabit – be they intended for display, gaming, or the sheer enjoyment of modelling a fabulously detailed landscape. There's hours of pleasure to be had from planning the scenery, crafting the setting and building the backdrop for your models, and more still from arranging your miniatures in it.

Ancient, arcane temples; rivers of bubbling magic; living mountains; deadly ice floes; soaring fortresses – the possibilities are endless, and can really bring your models to life. These are the dangerous locales where great legends are forged, where heroes battle

both their sworn enemies and their remarkable environments, where generals lead hordes of warriors to glory.

A great modelled setting is much like a film set, your miniatures the actors. The stories you began when you first purchased and assembled your models, or when you chose their allegiances and paint schemes, can continue here, in these fantastical realms. Will your army survive the long trek through the murky forests of the Gnarlwood? Will the tentacled beast in the Kulamark Chasm rise up to destroy the bridge before they can defeat the enemy? Can your Warrior Chamber lay siege to the bone fort of Shiron before the undead rise to drag them all to the underworld?

Stories such as these are rooted in their environments, and the more fantastical and strange those environments are, the more your heroes and villains will have to overcome.

Just like the miniatures in your collection, a fantastic modelled environment usually starts with a Citadel model. There's a vast array of scenery pieces to choose from, and they can be assembled in an infinite variety of ways. It's this flexibility that really allows you to bring your tabletop to life, combining Baleful Realmgates with mystic ruins, strange Numinous Occulums with ancient, blasted temples. You might choose to recreate the bizarre environments you've read about or seen in our books,





or you might let your imagination run wild, bringing to life other, previous unexplored regions of the Mortal Realms, where dark and unspeakable things are afoot.

Whichever way you approach it, a great piece of scenery can complement your miniatures collection, and indeed form an important and integral part of it.

The scenery kits that make up the Dominion of Chaos are many and varied, ranging from the chasms and roadways of the board tiles themselves to strange realm-observatories and looming ruins imbued with potent power. Such places exist throughout the Mortal Realms – a Dragonfate Dais might be as likely to stand in a vine-choked clearing of some

carnivorous jungle in Ghur as to rest atop a stone plinth at the heart of an Aqshyan volcano.

Each of these strange creations has its own distinct character, its own dark aesthetic, and its own effect upon the landscape around it. The Arcanabulum, for example, is a mysterious device of churning gears and cogs that rises through the gaps in reality. There are countless tales of Arcanabulums bursting forth from metal plains or shimmering lakes of light at the pivotal moment of a battle, speeding or slowing the passage of time itself at the behest of powerful mages.

Equally, the Baleful Realmgate is both a mighty portal to another world and a vital battlefield objective. Warriors

can use these portals to achieve instant passage across great distances, and will fight to the death for possession of such a crucial nexus of travel.

Will you craft a city of blasted ruins, the last echo of a slaughtered civilisation? Or perhaps a Dragonfate Dais captured by the servants of Chaos and reconsecrated to the power of the Dark Gods? Your stories might require something stranger still – a Numinous Occulum seized by the skaven and transformed into a deranged weapon of mass destruction, or a Realmgate seized and fortified by the duardin, clad in precious metals and watched over day and night. The choice is yours, and the possibilities for scene-setting and storytelling are endless amidst the Dominion of Chaos.



THE DRAGONFATE DEAD



THE PENUMBRAL VAULT

As the Age of Sigmar dawned, the Stormcast Eternals descended upon the realms amid storm and thunder. Into the depths of the Realm of Death Sigmar sent them. Across lifeless lands they came to reclaim the bodies of Sigmar's fallen War-Priests, their armour shining like stars in the darkness.

Many of Sigmar's mortal War-Priests fell fighting against Khornate hordes under the Arch of Bones – gateway to the lands of the dead. Though they had died to protect the realms of Nagash, the Great Necromancer refused to give up their bodies, sealing them away in the Penumbral Vault.

In a boom of thunder the Hammers of Sigmar descended into the cavernous warrens of the Penumbral Vault, its twisting tunnels filled with Nagash's necromantic cast-offs. Lord-Relictor Dedrac commanded his warrior brothers, the skull-masked Stormcast guiding his brotherhood toward the resting place of the fallen War-Priests.

Through caves of bone stalagmites and groaning corpse orchards, Dedrac led the way into the Dragonfate chamber, where rested the War-Priests' remains.

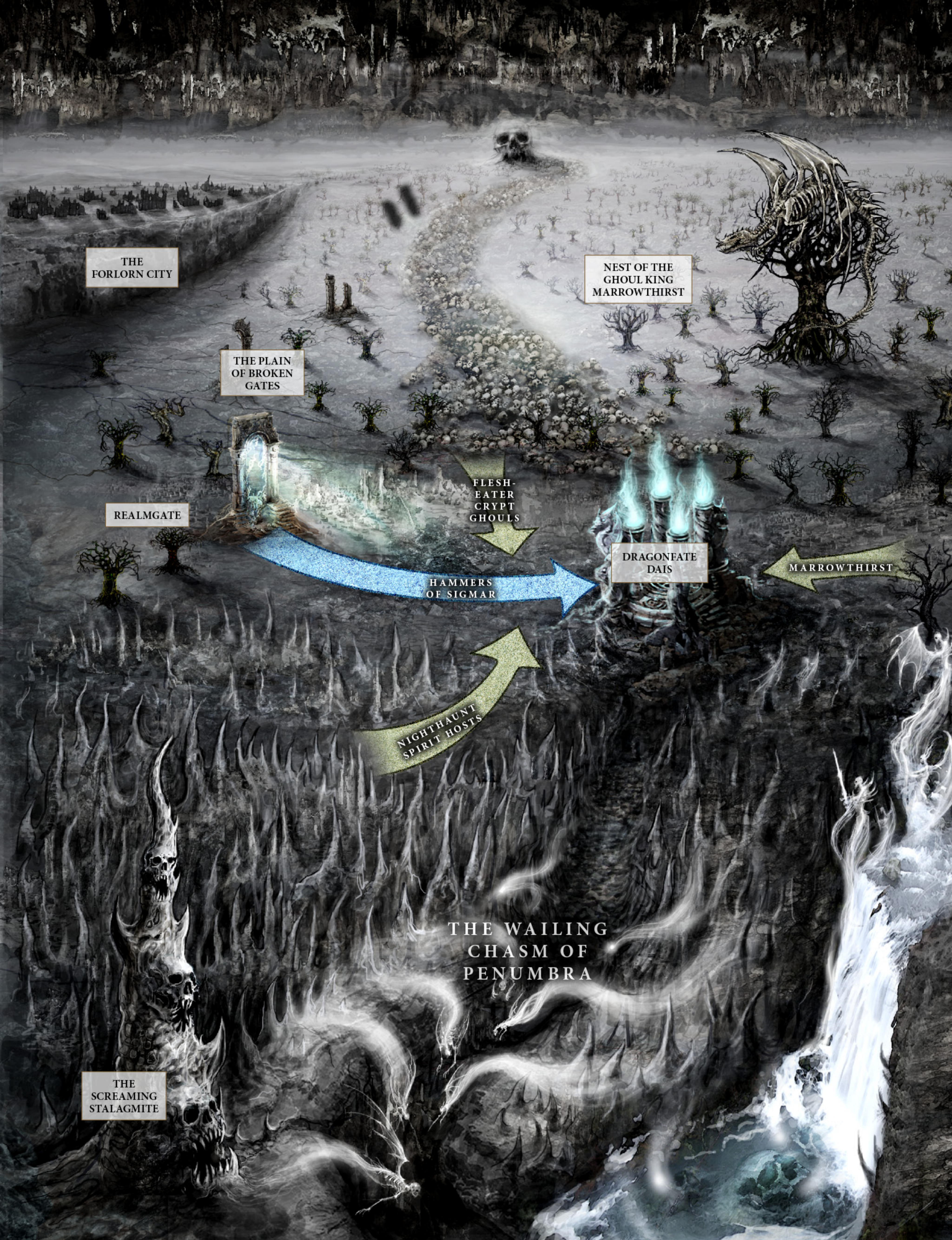
Roused by the intruders, hordes of pallid Crypt Ghouls abandoned their carrion feasts for fresher flesh, charging out of the dancing shadows. At their backs came Spirit Hosts, the tormented souls of fallen warriors, eager to vent their hatred upon the living.

The first waves of undead to hit the Stormcast Eternal lines were driven back amid a cacophony of cracking hammer blows. Dedrac used his upraised reliquary to project a web of

electricity, and the souls of the dead howled in agony as it touched their ethereal forms. In a wedge of armoured fury, the Hammers of Sigmar advanced to the centre of the vault, where there rose up an ancient Dragonfate Dais, its floating platform held in place by a twisting stair. Scattered about it lay the bodies of the fallen War-Priests.

High above, the Strigoi Ghouling King Marrowthirst circled upon his Terrorgheist, a foul hunger for blood filling his belly. With a guttural command, Marrowthirst ordered his minions to lock the mighty bone-bound gates leading to the vault, cutting off the Stormcasts' retreat.





THE
FORLORN CITY

NEST OF THE
GHOUL KING
MARROWTHIRST

THE PLAIN
OF BROKEN
GATES

REALMGATE

FLESH-
EATER
CRYPT
GHOULS

DRAGONFATE
DAIS

MARROWTHIRST

HAMMERS
OF SIGMAR

NIGHTHAUNT
SPIRIT HOSTS

THE WAILING
CHASM OF
PENUMBRA

THE
SCREAMING
STALAGMITE

Lord-Relictor Dedrac stood over the bodies of the War-Priests, his booming prayer ringing out. From above, spears of lightning fell into the scattered bodies. Roused by the power of the Dragonfate Dais, the fallen War-Priests staggered to their feet. Their wounds closed, and their eyes flew open – restored by Azyr’s radiance, channelled through Dedrac.

However, the cavern came alive with misshapen monsters while the air shimmered with hundreds of tormented spirits, and the teeming armies of Marrowthirst closed in on all sides. Around the floating stone dragon-dais the Stormcasts fought, smashing apart mildewed skulls and hissing ghoulish faces. And yet, step by step, they were forced back toward the dais, and as they fell back, the ground became ever more littered with broken bone and mangled corpses.

From the shadowed skies Marrowthirst’s Terrorgheist hurtled down upon reeking, tattered wings. Under its mighty blows, a half-dozen Liberators were hurled to the ground, their bodies broken. The Lord-Relictor strode forward to deal with his enemy, but as he did so he noticed that, to his horror, the brilliant light emanating from the distant vault entrance had gone dark. The Gates of Penumbra had been closed. If there was to be any hope of escape from this place then they had to be cast open once more, and so Dedrac turned from the rampaging monster back toward the dais.

Pushing through the teeming press of enemies, the Lord-Relictor ascended the steps of the Dragonfate Dais. Even as his first sigmarite-shod foot touched its stones he felt its ancient energies at work. Like a swarm of skeletal insects the undead tried to bar his way, while

a dozen War-Priests and Stormcasts surged forward to help him harness the power of the relic. A knot of gleaming armoured forms amidst a sea of decaying muscle and bone, Sigmar’s warriors fought their way up the stair.

As the Lord-Relictor reached the sacred centre of the dais he could sense its connection to the beyond, its holy power a radiant ethereal beacon that drew the eyes of the gods themselves.

A hulking Crypt Horror hauled itself over the edge of the dais behind Dedrac, ripping apart two Stormcasts. Fuelled by the divine power of the dais, the Lord-Relictor charged. Dedrac’s hammer blow turned the creature to ash and launched a lightning bolt that streaked across the chamber, blasting open the gates in an explosion of light.

With a roar, the Stormcasts charged.





‘You trespass upon Lord Nagash’s realm, fool!’ hissed Marrowthirst as he swooped low to bar Dedrac’s path. ‘These bodies are not yours to claim, lightning priest!’

Reaching out with unnaturally long limbs, the Ghoul King landed a brutal blow upon the Lord-Relictor, while the Terrorgheist snapped and tore at any Stormcast Eternals that came to Dedrac’s aid.

‘Sigmar does not forsake his fallen!’ Dedrac boomed, ‘And none shall bar the path of his chosen warriors, carrion cur!’

Sweeping up his reliquary, Dedrac unleashed a storm of snaking lightning into Marrowthirst and his mount. Where the bolts struck they danced, spider-like, along bones and strips of rotting flesh, and the Ghoul King’s hiss of rage turned to one of agony.

‘Make for the gateway while it remains clear!’ bellowed Dedrac. With the War-Priests protected in their midst,

the Stormcast Eternals surged out from the shadow of the Dragonfate Dais.

Swooping away into the darkness above, Marrowthirst tried to escape the lightning hurled by Dedrac. On the ground, the Stormcasts battered a path to freedom, the ghouls tearing at the golden warriors’ flanks but unable to stop them. As Marrowthirst moved beyond the reach of the Lord-Relictor’s storms, Dedrac made for the gate, joining his brothers as they fought their way into the light.

‘My master now has your scent, lightning priest! In the end, all is decay and death!’ spat Marrowthirst as the Stormcast Eternals crossed the Gates of Penumbra, his curse echoing down from above.

Gazing back into the gloom Dedrac fixed his cold stare upon the Ghoul King.

‘We will meet again carrion king, and then we shall see the true worth of your lord.’



BATTLEPLAN

SITE OF POWER



HOW TO USE BATTLEPLANS

This book contains four battleplans, each of which enables you to fight a battle based upon the exciting narrative that leads up to it. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle was fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

A Dragonfate Dais provides a conduit between the Mortal Realms and the gods themselves – in this way, Lord-Relictor Dedrac harnessed the Dais’ power to overcome the foul Ghoul King. This battleplan lets you recreate Dedrac’s tale on the tabletop, but his is just one story that the battleplan presented here can help you tell. For example, what if Tzeentch Arcanites tried to wrest control of a dais in the Magmaryte Valley from its duardin guardians?

THE ARMIES

Each player picks an army, and then they must decide who will be the invader and who will be the custodian. If one player has at least a third more models than their opponent, then they must be the invader.

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

INVADER’S OBJECTIVES

Following months of bitter conflict, the end of the campaign you have been fighting is in sight. Before you lies a single Dragonfate Dais. Unfortunately, it is protected by the entire enemy army! In order to ensure your final and total victory, you must fight your way past the enemy army, reach the dais, and then hold it for long enough for the power of the dais to be unleashed.

CUSTODIAN’S OBJECTIVES

One of your deadliest rivals has discovered a way to use a Dragonfate Dais located in your territory to gain near godlike powers. How he can achieve this you do not know, but you do know that he must be stopped at any cost. You have quickly marched your army to protect the Dragonfate Dais, and will do everything in your power to stop it falling to your hated foe.

INVADER’S COMMAND ABILITY

Battlefield Promotion: If your general uses this ability, pick a model within 24" of him. The model that you pick becomes a **HERO** for the rest of the battle. In addition, the model is treated as a single model for the rest of the battle, leaving any unit it was part of.

CUSTODIAN’S COMMAND ABILITY

Keep Them Engaged: If your general uses this ability, then neither he nor any unit from his army may retreat until your next hero phase. However, until your next hero phase, no enemy unit may retreat, and enemy models may not do anything in their hero phase if they are within 3" of a model from your army.



THE BATTLEFIELD

The battle takes place on a desolate steppe deep within the territories controlled by the custodian. At the centre of the battlefield stands a Dragonfate Dais, surrounded by the scattered bones of warriors that have died fighting for it over the millennia.

A Dragonfate Dais should be set up in the centre of the battlefield. The rest of the scenery for the battle can be set up as described on the *Warhammer Age of Sigmar* rules sheet.

Once all of the scenery is ready, the invader must divide the table into two territories, one comprising two thirds of the battlefield, and the other the remaining third of the battlefield. The larger of the two territories must include the Dragonfate Dais, and is the custodian's territory.

SET-UP

The players take it in turns to set up units, as described on the *Warhammer Age of Sigmar* rules sheet. Units can be set up anywhere within their own territory that is more than 12" from the enemy's territory.

FIRST TURN

The player that finishes setting up first chooses who takes the first turn in the first battle round.





THE DRAGONFATE DAIS

The following rules apply to the Dragonfate Dais at the centre of the battlefield, in addition to the rules on its warscroll.

Activating the Dais: A **HERO** in the invader's army can use one of the following abilities if they are within 3" of the Dragonfate Dais in their hero phase. Each ability may only be used once per battle, and the Word of Power ability may only be used after a new unit has been set up using the Resurrection ability. Note that the abilities can't both be used in the same hero phase.

Resurrection: Set up a single unit of your choice so that all models in the unit are within 9" of the Dragonfate Dais, and more than 3" from any enemy models. This unit is added to your army as reinforcements.

Word of Power: When this ability is used, the invader immediately wins a **major victory**.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the invader immediately wins a **major victory** if one of his **HEROES** uses the Word of Power ability. The custodian immediately wins a **major victory** if the invader's general has been slain, and there are no invading **HEROES** left on the battlefield.

HINTS & TIPS

The two command abilities included with this battleplan may not seem all that useful at first glance. In actual fact, they can make the difference between victory and defeat!

Battlefield Promotion allows the invader to create new **HEROES** for their army, who can be used to activate the special powers of the Dragonfate Dais. Used at the right time, this can easily win the game.

Keep Them Engaged is equally useful, as it can stop enemy **HEROES** from doing anything in the hero phase, which includes using the special abilities of the Dragonfate Dais.

THE
EVENTIDE
GATEWAY







A FEAST OF VERMIN

When the Age of Chaos lay heavy upon the realms, swarms of skaven chewed their way into the Realm of Life. Like starving animals, Plague Priest Kratsik's ratmen descended upon the Eventide Grove, a hallowed site of the sylvaneth, and set about its defilement with devious relish.

For the turning of an age, the Realm of Life thrived under the guidance of the sylvaneth, its mystical forests growing thick and wild. The Age of Chaos put an end to Ghyran's prosperity, however, as Nurgle's virulent attentions were turned toward Alarielle's realm.

And yet, the Realm of Life was well-guarded against unwelcome intrusion. Verdant bastions like the Eventide Grove, and the Realmgate at its heart, were protected by powerful magicks, for a ring of ancient oaks surrounded the magical gateway and prevented trespass by all but the tree spirits of Alarielle. To bring down this enchanted oaken barrier Nurgle sent the skaven, as the ratmen were able to gnaw a path

between the worlds and clear a way for the armies of the Plague God to come.

Led by Plague Priest Kratsik, the skaven poured out of their gnawholes like a pestilent carpet of stinking fur and scrabbling claws – their beady-eyed leader only emerging when he was sure nothing nasty lurked in the undergrowth. With squeaking commands, Kratsik urged his minions on, toward the ring of great trees of the Eventide that hid the Realmgate.

Here and there, Dryads unfolded themselves from the boughs of trees, snatching up ratmen and breaking their bones. But they were few and the skaven were many, and the forest soon

flickered in the light of burning tree spirits as Warpfire Throwers did their destructive work, green flames turning wood to ash.

Kratsik sent his towering Stormfiends and their wild-eyed warlock keepers toward the Realmgate. Armed with howling warpstone drills, the beasts began carving apart the trees that barred their way, destroying the magic that clung to the oaks. More branch-taloned guardians of the sylvaneth emerged from the forest, only to be met with a mass of chittering fangs and rusting blades. As the battle was joined, the forest finally stirred to full wakefulness, and a great, creaking boom echoed out of the trees.



PLAGUE PRIEST KRATSIK

Kratsik was among the first of his clan to bow down before the pestilent lords of Nurgle, the Plague God's whispers ringing in his feverish mind. While thousands of his kin roasted in the flesh-pits of Kurrghah's feast of blood, or were flayed alive by the Widdershin Lord so he might walk forever on the skins of his foes, Kratsik clawed his way to supremacy. Using the servants of the Dark Gods to conquer and enslave his rivals, Kratsik ensured a prized place for himself among the ranks of the Chaos armies as they swept across the realms during the Century of Blood. Such was the skaven priest's cunning, he even turned Chaos Lords against each other for his own ends, precipitating the Massacre of Shadows and the Skeinsaw War that his own clan might rise in power upon the corpses of their allies. Unfortunately for Kratsik, the Chaos Gods cannot be so easily manipulated, so when Nurgle commanded the Plague Priest to create a pathway into the Eventide Grove he hurriedly gathered his armies for battle.



HARROWED EAVES

SYLVANETH

EVENTIDE GROVE

GNAWHOLE

GNAWHOLE

SKAVEN

SYLVANETH

SKAVEN

SKAVEN

SKAVEN

GNAWHOLE

SAPPHIRE DELTA

GNAWHOLE



As swarms of long-limbed Dryads emerged from the creaking trunks of the trees, Kratsik hissed in dismay. Urging the Skryre warlocks to hurry up in cutting a path to the Realmgate, Kratsik rushed to join his minions.

Reeking of terror, skavenslaves were herded into the path of the advancing sylvaneth. Trapped between the advancing wood-creatures and the blades of their kin, the filthy rat-slaves flew into a frenzy, clawing and biting everything in reach in an effort to escape their doom.

Kratsik watched with delight as the first sylvaneth creatures to try and reach the grove were brutally hacked and chewed apart, even if it was at the cost of dozens of clanrats caught up in the slaves' senseless fury. And yet, the wood continued to disgorge bark-limbed spirits, and the sound of steel hitting wood was soon replaced by the crunch of bone and the ripping of flesh.

However, before Kratsik was forced to defend himself, there was a sound like desiccated flesh being flayed from a corpse, and skaven reinforcements gnawed their way into reality. Frothing Plague Monks skittered across the ground, hurling themselves into the sylvaneth, fever-bright eyes wide with glee as they killed.

Pestilens Censer Bearers came next, swinging their poison-laced flails in wild arcs and turning the woods to murky twilight. Where their toxic fog touched the sylvaneth, bark fell away in rotting chunks and leaves shrivelled and died. Even as they perished the forest spirits made the skaven pay for their defilement, and scores of screaming skaven were broken and crushed, branch-like talons wrapped around their throats.

With the battle turning in his favour, Kratsik imperiously joined the ranks of his Plague Monks. The priest hacked

down the few Dryads that emerged from the killing fog, though the sounds of battle still rang out as more and more sylvaneth poured forth from the wood to fall upon the invaders.

Around the ancient portal, the first of the great trees fell, its millennia-old trunk splintering with an ear-splitting crack as the Stormfiends drove their warpstone drills deep into its heart. Through the gap in the trees the Skryre Warlock Engineers could see the glittering gateway at the heart of the grove, a pool of pure green light reflected in their manic eyes.

Eager to be the first to claim the prize, one of the warlocks edged forward, a pair of Stormfiends on his heels. He had gone but a few steps when a mighty oaken foot came crashing out of the darkness, splattering the ground with his mangled remains. A second later the foot's owner emerged; the gargantuan Treelord, Erekor.





With a roar, the Treelord emerged from the grove and joined the battle. Kratsik turned in time to see a Stormfiend hurled a dozen yards to crash against the side of a tree in a shower of splinters and bloody fur.

The skaven were now trapped between the wrath of the Treelord and the sylvaneth host emerging from the woods. As Erekor smashed apart the Skryre warlocks and their beasts, Kratsik gathered up his minions, leaving the Plague Monks to hold back the vengeful forest.

Nearby, a Warpfire Thrower crew stood transfixed by terror of the Treelord, the gunner staring in wide-eyed fear while

his barrel-bearer strained against his harness in an attempt to flee. Spying this weapon, Kratsik bullied them forward, the presence of hundreds of Clanrats bolstering the crew's courage.

In a wild rush, the skaven charged into Erekor, scores of tarnished blades sparking off his iron-bark hide. With terrifying ease, the Treelord smashed apart their small furry bodies, gore dripping from his gnarled wooden fists.

In a vivid blaze of green fire, the Warpfire Thrower spewed flame over Erekor, and the Treelord bellowed in rage and pain. Even so, he stomped forward, scooping up the weapon team in his massive talons.

At that same moment Kratsik hurled forth a bolt of magical energy, not at the Treelord, but at the barrel-bearer.

With a deafening crack-boom the grove shook, a lurid emerald mushroom cloud engulfing scores of skaven and transforming ancient Erekor into a pyre of green flame. As the Treelord fell back into the grove, the fires spread, and for the first time in an age, the magic of life around the Realmgate was broken.

With a wet sigh, a plague wind from Nurgle's realm gushed out of the gate, corrupting the forest around it. Triumphant, Kratsik and his skaven fell to their knees before the gale, its touch twisting their flesh with blessed disease.

BATTLEPLAN

BLOODY ESCALATION





Realmgates are portals from one world to the next, each one of vital importance to the armies of the Mortal Realms. Plague Priest Kratsik led a force of verminous zealots to claim one such portal during the invasion of the Realm of Life, and it was thanks to the efforts of this verminous horde that the forces of Chaos were able to spread so rapidly into Ghyran's forests. Such a strategy is not uncommon, and similar battles have occurred since the Age of Chaos.

With this battleplan you can reenact an engagement of this sort, such as the desperate clash that came about when the Hammers of Sigmar barred the Goretide from claiming a Realmgate and furthering their crusade of bloodshed. Or perhaps you could tell the tale of devastating carnage that ensued when a whole tribe of Gutbuster ogors smashed their way past the stalwart duardin guardians of the Corundite Gate to claim passage into the Realm of Metal?

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

INVADER'S OBJECTIVES

You have been searching these lands for a powerful Realmgate, linking this realm to that of your lord and master. If you can capture the gate, you will be rewarded well for your initiative. Unfortunately, you have been forced to separate the troops under your command into thinly spread search parties, and have now encountered enemy warriors near to the Realmgate that is the object of your quest. You must gather your warriors as quickly as you can and drive away the enemy's troops so that you can secure the Realmgate and use for your own ends.

CUSTODIAN'S OBJECTIVES

Word has reached you that intruders have entered your territory and are searching for the Realmgate that lies at the heart of your realm. Already sentinel patrols from your army are engaging the foe, but they will not be able to stop them without help. Gathering your most trusted retainers to your side, you march towards the sound of battle. The foe must be driven from your lands before they capture the Realmgate.

INVADER'S COMMAND ABILITY

Rally To Me!: Your general can use this ability to call out to his warriors and draw them together. If he does so, then any of your units that arrive this turn will arrive on the same board section as your general – there is no need to roll to see where they arrive. (See the Scattered Forces rule on the following page for more information about how new units arrive during the battle.)

CUSTODIAN'S COMMAND ABILITY

Master of the Hidden Ways: Your general knows of ways to draw on the Realmgate's power to access secret paths. If he uses this ability, then he and any other units from your army that run in the movement phase of this turn always add 6" to their Move characteristic (do not roll a dice to see how much further they move) and can pass across models and scenery as if they were not there.





THE BATTLEFIELD

This battle takes place in an area of dense terrain that lies deep within the custodian's realm.

A Baleful Realmgate should be set up the centre of the battlefield. You can either generate the rest of the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below. If you choose to generate the scenery, then add one to the number of pieces of terrain placed

in each two-foot area of the battlefield, so long as you have enough scenery models to do so.

Once all of the scenery has been set up, the battlefield needs to be divided into six equal-sized areas numbered from 1 to 6, as shown on the map below.

SET-UP

The players take it in turns to set up units, beginning with the Custodian. Neither player can set up more than three units. Once both have done so,

the battle begins. If you have fewer than three units, set up as many as you can.

SCATTERED FORCES

When units are set up, either at the start of the battle or when arriving as reinforcements (see opposite), you must roll a dice to see where each unit arrives. All models in a unit must be set up in the area that corresponds to the number you rolled.

Units that are set up at the start of the battle can be placed anywhere in the





area that corresponds to the number you rolled that is more than 3" away from any enemy units, and more than 12" away from the Realmgate. Reinforcements must be set up within 6" of the edge of the battlefield and more than 9" from the enemy.

If it is impossible to set up a unit in the area that corresponds to the number you rolled, you can pick another area to set the unit up in. If it cannot be set up in that area either, the unit does not arrive during the battle.

FIRST TURN

The player that finishes setting up first chooses who takes the first turn in the first battle round.

REINFORCEMENTS

At the start of each of your hero phases, you can set up one unit as a new unit in your army. This can either be a unit that you have not set up yet, or a unit that has been wiped out.

ACTIVATE THE REALMGATE

If there is a **HERO** from your army within 3" of the Realmgate in your hero phase, you can say that they will activate the Realmgate. No more than one model can attempt to activate the Realmgate per hero phase. Roll a dice, adding 1 to the roll if the model is a **WIZARD** or a **PRIEST**, and subtracting 1 from the roll if there are any enemy models within 3" of the Realmgate. On a roll of 3 or more, you can set up 2 reinforcement units this turn rather than just 1. Roll separately for each unit to see where it must be set up.

VICTORY

The game lasts for six battle rounds or until one army has been wiped out. When the battle ends, the army that has the closest model to the Baleful Realmgate at the centre of the battlefield wins a **major victory**. If both armies have models equally close, then the battle is tied.

ARENA_{OF} BLOOD





THE HUNTER ENSNARED

Blood and violence have always drawn the eyes of the Dark Gods, and few places ooze the energies of murder like the Gorehammer Arena. Lurking in the heart of the Screaming Hills of Ghur, the ancient fighting pit is ringed by shimmering gateways, damned portals that draw warriors to their doom.

Astride his smoke-belching Juggernaut, Baudrax the Hunter emerged out of the sparking Realmgate into the gloom of the Gorehammer Arena. In his wake came the Red Butchers, a vast horde of Khornate riders caked in the dried gore of their last battle. They had entered a gate that should have sped their passage to the Realm of Fire, but the gods and the fickle Gorehammer Realmgates apparently had other plans.

The gate faced into a vast arena of bones, the remains of countless warriors scattered across its broken expanse. Several other gates were spaced around the arena's edge, each one sparking with unstable sorcery. The champion could sense the power of the Dark Gods transforming the

arena into a place of blood and death – tarnished armour and grinning skulls lay everywhere, reflecting the flickering light of the gates. Though this had not been his intended destination, Baudrax could tell it was a place of murder, and gave thanks to Khorne for leading him there.

A monstrous bellow drew Baudrax's attention to one of the crumbling Realmgates. Gurguk Facegouger, ogor champion, emerged from the portal atop a towering Thundertusk, the beast's chilling aura causing the very air around it to glimmer with frost. Behind the ogor, more of its kind piled into the arena, doubtless guided there by their own gods. It mattered not. Crying out praise to Khorne, Baudrax charged.

Guttural war cries echoed across the arena as the two armies thundered across the field of bones. Baudrax spurred his Juggernaut, Gouge, forward, the clanking, hissing beast eager to get to grips with the foe. Baudrax himself levelled his axe at Gurguk, ready to land a killing blow.

However, as the Red Butchers closed the distance the ogors spread out, some of the lumbering brutes guiding their mounts into nearby gateways. Baudrax paid it no mind – let the cowards flee, he thought, sooner or later their skulls would be laid at Khorne's feet.

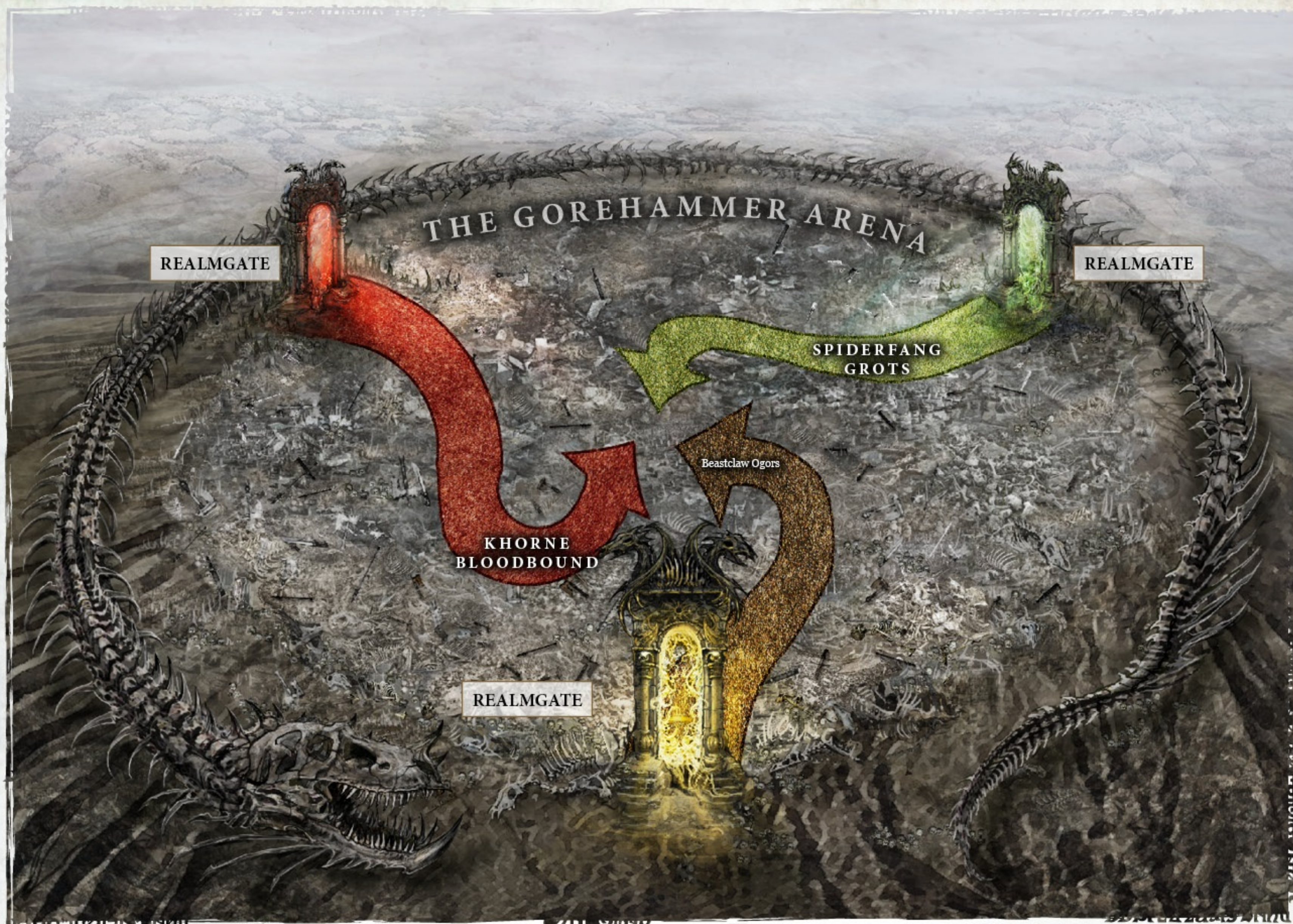
Then, all thought was cast aside as the vanguards of the two forces collided with a deafening crash.

BAUDRAX THE HUNTER

Where the pitiless gaze of Baudrax the Hunter falls, armies tremble in fear and mortals flee in terror. Fighting from the skull-studded saddle of his mighty Juggernaut, Gouge, the champion has crushed countless empires amid storms of blood and flame, their dying days reflected in the gleaming edge of the champion's axe. Over long and gruesome decades of war, Baudrax has earned the favour of Khorne, leading the Red Butchers from one brutal victory to the next.

Few foes have escaped Baudrax's relentless pursuits, earning him the mantle of the Hunter. Legends of Baudrax's hunts are told with wonder and fear by the tribes of men. Grizzled old-beards and battle-scarred veterans speak of the Hundred Leagues Rout, the Flayed Road and the destruction of the Ravenous God, among other gory tales. If Baudrax cares for his bloody reputation none can say for sure, though with each new conquest it continues to grow.





Baudrax and his Mighty Skullcrushers barrelled into Gurguk's ogors. Bestial screams and the ring of steel on steel drowned out even the thunderous hammering of the Khornate cavalry's charge. The champion of Khorne tried to fight his way toward Gurguk, eager to claim the ogor's massive skull even as the Thundertusk stamped and smashed its way into the Skullcrushers' lines.

Steam and brash shrapnel exploded outwards as a Juggernaut was crushed under the massive hoof of the Thundertusk, the daemon's rider reduced to little more than a smear on the ground. Another Khornate warrior was snatched from his saddle, impaled on one of the beast's tusks, before his broken corpse was hurled into the gloom beyond the press of battle.

Yet despite the carnage Gurguk was wreaking upon the Red Butchers, Baudrax's force outnumbered the ogors, and like the teeth of a massive trap was closing around their flanks. Khornate cavalry swept around the lumbering ogor riders, axes and lances ripping apart their flesh in torrents of meat and glistening innards.

A deafening boom rolled out across the arena as if the gods themselves were enraged, and in a flash of light and blood a dozen Red Butchers were torn apart and their remains flung into the air. Another boom rang out, and only yards from Gurguk Baudrax twisted in his saddle to see what sorcery had been unleashed upon his army. Lumbering from one of the gates came an ogor beast hauling a massive cannon.

In the wake of the cannon came the ogors Baudrax had seen flee, each one bellowing a brutish war cry. Screaming in rage Baudrax watched as the ogors crashed into the flank of the Red Butchers, trapping them between the rampaging bulk of Gurguk's Thundertusk and the thundering charge of the ogors' bestial cavalry.

Descending into a frenzied murder-lust, Baudrax ignored the plight of his army and turned his attention to Gurguk – he would have the ogor's head for the Blood God even if he must offer up his own to win it. Breaking away from his warriors, and paying no mind to lesser foes, Baudrax thundered into Gurguk's path, the massive brute turning in the saddle to face the lord of Khorne.



Hell-forged iron sparked as a crossbow bolt the length of a grown man glanced off Baudrax's shield. The Khorne Lord replied in kind, sweeping up an ownerless glaive from the arena floor and hurling it at the Thundertusk's riders. Gurguk leaned to one side just in time, but his fellow ogor took the blow full in the neck and was pinned, gurgling, to the frame of his saddle. Bellowing obscenities, Gurguk threw his man-trap, using the distraction to his advantage as he unhooked a huge cleaver from his belt. The ogor hacked down furiously at Baudrax's head, but was matched blow for blow.

While the champions fought, a new foe entered the arena. Spiderfang grots of the Screaming Hills, slaves of Gurguk's ogors, surged through one of the gateways, their cavalry scuttling ahead of massive Arachnaroks.

With high-pitched whoops and ululating cries, the diminutive Spiderfang warriors swarmed toward the Red Butchers' ranks, galvanised by the looming shadows of the Arachnaroks – their spider gods given form. The first to come within arm's reach of the mighty Skullcrushers were crushed to a fleshy pulp under the hooves of stampeding Juggernauts or ripped apart in their snapping fang-filled maws.

However, on the Spiderfangs came, and where one was pulverised three more would take its place, until Khornate warriors began to vanish under the slowly rising tide of spiders.

Any pretence at battle lines and tactics collapsed then and there, the combat splintering into a hundred knots of struggling, bloodied warriors. Despite

being completely surrounded by enemies, the Red Butchers screamed out their praise to Khorne and hurled themselves into the battle, as consumed as their lord by the Blood God's thirst for murder.

Gurguk's ogors, too, roared their battle-lust. While their leader traded blows with Baudrax, they pressed in from all sides, the rhythmic boom of their mighty cannons now lost among the crunching of bone and the screams of pain and rage that were torn from hundreds of throats.

Soon the ground was awash with Red Butcher, ogor and Spiderfang corpses. The living waded knee-deep in the dead as they added to the tally of the fallen, their brutal sword, axe and mace-blows staving in skulls and rupturing flesh in showers of crimson.

As the battle ground on Baudrax and Gurguk fought. The ogor's size and strength, not to mention his monstrous mount, would have meant certain death for any lesser warrior, but Baudrax was a lord of Khorne, and no foe was safe from his axe. Blows that should have shattered bone were turned aside by the Red Butcher's armour, and with each swing of his axe Baudrax laid open the flanks of the enraged Thundertusk.

Issuing a mournful bellow, the beast finally pitched forward, Gouge eagerly tearing at its throat as steaming blood spilled out across the arena's ground. Gurguk fell heavily, heaving himself up just in time to parry another punishing blow from Baudrax.

Beyond the duelling lords the battlefield had descended further into madness. Fresh Red Butchers charged out of the gateways, their mounts and chariots crashing into the ogors and their Spiderfang allies, adding to the carnage.

Ogor weapons are crude and brutal, like the creatures that wield them.



Wrought from brass and bone, Khornate axes hunger for blood.

Few others now strayed close to the two lords, Gurguk and Baudrax fighting in a clearing amongst the tangled corpses and gore-soaked entrails which covered the arena floor.

With a cry of triumph, Gurguk finally batted aside Baudrax's axe and buried his own blade deep in the hulking warrior's side. Though blood gushed in sheets from the wound Baudrax did not die – instead he reached out towards Gurguk's head with one mailed fist. As the ogor tried to free his weapon from between the Chaos champion's ribs, Baudrax gripped his foe's massive face – and squeezed.

The crunch of bone and teeth marked Gurguk's death, bits of brain and tongue oozing from between Baudrax's fingers. Casting down the corpse of his foe, the warrior gave out a mighty roar, proclaiming his victory. Then, flicking blood from his axe, Baudrax charged into the fray once more.



BATTLEPLAN

ENDLESS BATTLE



The Realm of Beasts is a brutal place, with battlefields like the Gorehammer Arena ever ringing to the sound of blade on blade. The Gorehammer is no ordinary proving ground, as its ring of Realmgates lead to surprise assaults and unexpected reinforcements. This battleplan is ideal for recreating what happened when Baudrax the Hunter came to the arena and claimed the skull of the mighty Gurguk Facegouger.

Of course, they were not the only champions to face off within the Gorehammer Arena, and neither is it the only battleground of its kind in the Mortal Realms. You could use this battleplan to represent a power struggle between an ambitious Plague Priest and his erstwhile Rotbringer master, or even a pair of Stormhosts facing each other in a battle within one of Sigmaron's training arenas, ensorcelled to recreate the conditions of one of the Mortal Realms below.

THE ARMIES

Each player picks an army, and then they must decide who will be the challenger and who will be the champion.

The general of each army has a unique command ability, shown below, in addition to any others they have. If one player has at least a third more models than their opponent, then the outnumbered player's general can use both command abilities.

CHALLENGER'S OBJECTIVES

Following the word of your god, you have come to this hallowed arena with one purpose in mind – to lay low any who would stand between you and ultimate glory. You must slay the champions of any other deities who would dare oppose you, and scream your triumph to your blood-spattered surroundings. To achieve any less would be failure of the highest order.

CHAMPION'S OBJECTIVES

Many have come to this sacred arena seeking to claim honour and glory in the name of the deity they serve. This is not the first time you have heard the call of a challenger looking to take your head, and it will not be the last time you send the whelp reeling to the dust. Engage any who would oppose you in furious combat until you alone stand in the centre of the amphitheatre, the hewn bodies of your rivals strewn about your feet.

CHALLENGER'S COMMAND ABILITY

Slay the Champion: If your general uses this ability, they level their weapon at their rival and bellow a challenge in the name of their god. Pick an enemy **HERO** within 12" of your general. Until your next hero phase, when your general attacks that **HERO** in the combat phase and the wound roll is 6 or more, the weapon's Damage characteristic is doubled for that attack.

CHAMPION'S COMMAND ABILITY

Apocalyptic Fury: If your general uses this ability, they scream a frenzied battle cry before launching themselves at a rival. Until your next hero phase, whenever your general attacks in the combat phase and the hit roll is 6 or more, they can immediately make one extra attack with the same weapon.



THE BATTLEFIELD

This battle takes place in an open arena at a confluence of Realmgates. The magical essence of these Realmgates bleeds into the bone-strewn coliseum, casting strange shadows and causing the air itself to shimmer.

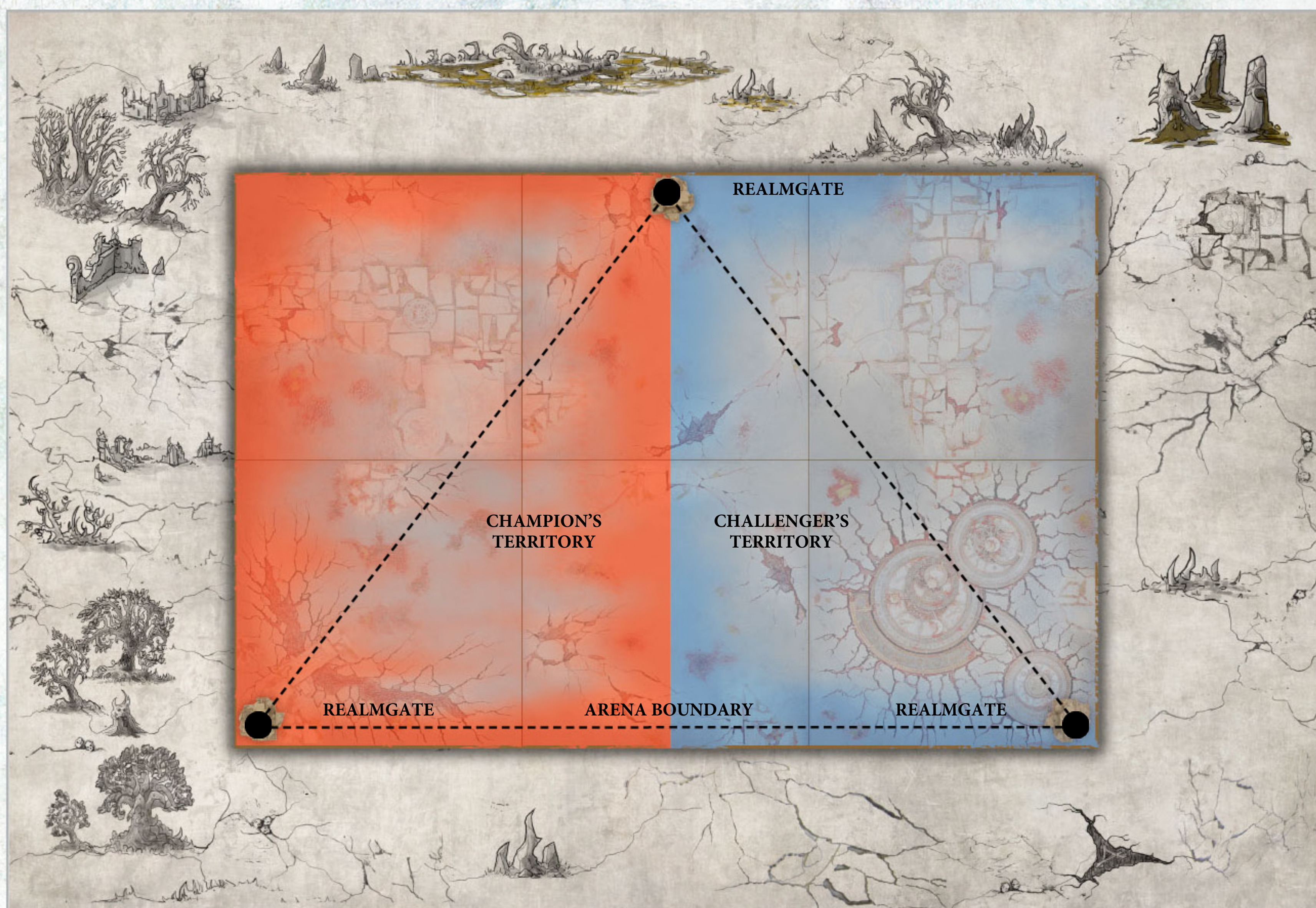
You can either lay out the scenery for this battle as shown on the map or in a manner decided by both players, but it must feature three Baleful Realmgates set up in a triangle as shown below, with the space between them clear of scenery.

ARENA OF BATTLE

The battle takes place within an arena, represented by the open area inside the triangle formed by the Baleful Realmgates. The players should decide before setting up how the boundaries of the arena are defined. The gods have chosen this site to be a place of glorious battle, and will punish any who stray outside the arena boundary! At the start of each battleshock phase, roll a dice for each model that is outside the arena. If the result is a 1 or 2, the model's unit suffers a mortal wound.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the battlefield is divided into two halves as shown on the map below, and the players roll a dice. Whichever player rolls highest picks one half to be their territory. Players then take it in turns to set up units from their army anywhere in their territory, at least 12" from enemy territory, until they run out of space or they have set up all the units that they wish to participate in the battle.





FIRST TURN

The player that finishes setting up first chooses who takes the first turn in the first battle round.

LABYRINTH OF GATES

The Baleful Realmgates in this battle crackle with unstable magic and could lead anywhere. Each time a unit uses the Hazardous Journey ability to travel through a Realmgate, roll a dice before setting it up again to see where it leads.

Roll Result

- | | |
|---|---|
| 1 | The gate leads somewhere horrific – the unit is slain. |
| 2 | The gate leads to Realmgate 1. |
| 3 | The gate leads to Realmgate 2. |
| 4 | The gate leads to Realmgate 3. |
| 5 | The gate leads to a Realmgate of your choice. |
| 6 | The gate leads elsewhere, and the unit vanishes... for now. |

A unit that vanishes is removed from play and set to one side. At the start of each of that unit's subsequent movement phases, roll a dice. If the result is 3 or higher, the unit arrives back on the battlefield. If the result is 5 or higher, it also brings some reinforcements with it from another realm!

Pick a new unit that has at least one keyword in common with the unit that brought it, and add it to your army as reinforcements. Roll a dice for each model that arrives on the battlefield in this way. On a roll of 1 the model becomes lost and never returns. The surviving models from the unit(s) are then set up within 6" of any Baleful Realmgate. This counts as the unit's move for that movement phase.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, at the start of the game, count up the number of models in each army. Then, throughout the battle, keep a running count of the number of models slain by each side.

The battle continues until either one side has no models left on the battlefield, in which case their opponent wins a **major victory**, or until one side has slain as many models as their opponent had on the battlefield at the start, at which point that side wins a **major victory**.

ARCANE MAELSTROM





THE ARCHITECT OF CHAOS

Xergorn Ninefates led his army of change into the Blacksplinter Range, seeking out the Numinous Occulum atop the mighty volcano known as the Shimmering Fist. Summoning a maelstrom of magic, the sorcerer set the occulum's wheels to spinning, and in the volcano's heart fell powers stirred.

Behind their heavy iron helms Xergorn's mortal army knelt around their Arcanite master as he worked, bathed in the twisting strands of magic that spilled out from the widening portal. Chanting praise to the Great Deceiver, they did not notice the falling stars until the first one crashed into the side of the Shimmering Fist, sending up a geyser of splintered stone and flame.

From the burning crater rose the Starmaster Azqualta, his crackling gaze sweeping across the gathered servants of Chaos. With a dismissive gesture, Xergorn ordered his army to destroy the star creature, and in a thunderous clanking of armour a thousand Chaos Warriors rose to their feet, swiftly forming ranks to the blare of horns.

Summoning power from far Azyr, the slann willed his army into being, a vast force of seraphon taking shape where the stars impacted with the mountain. Shedding ghostly remnants of celestial energy, a hundred saurus knights led the charge, their cold one mounts carrying them up the slope towards Xergorn's advancing warriors.

With a deafening crash of celestite blades on Chaos-forged iron, the two sides met. Armoured warriors bellowed strange war cries, thrusting and hacking at the reptilian foe, while the seraphon tore into mortal flesh with razor-sharp fangs and shimmering weapons. At first, the Chaos line held firm. Then, with a collective roar, the seraphon's great beasts joined the fray.

Near to the occulum, Xergorn tried to master the growing portal, willing his followers to hold back the foe for a few moments more. Glancing down into the chaotic combat, he saw towering scaled monsters trample and gore his host. With massive horns and teeth the size of swords they tore apart the heavily armoured warriors of his army. Broken bodies were hurled into the air, severed limbs were sent spinning off trailing gore, and entire ranks crushed under clawed feet.

In a span of minutes the Tzeentch army was broken, vanishing under a tide of cold-blooded fury. For a terrifying moment nothing stood between Xergorn and his doom – and then the first creatures tumbled from the portal.



XERGORN NINEFATES

Xergorn is an exile from the court of his master Tzeentch, having been cast back into the Mortal Realms long ago for his part in some forgotten scheme. More daemon than man, Xergorn desires nothing more than to return to the Realm of Chaos and the glittering expanses of Tzeentch's crystal labyrinth. And so, for the equivalent of many mortal lifetimes, Xergorn has sought out places of power where he might earn the right to return to the domain of the Dark Gods.

Xergorn's plots have led him to the Numinous Occulums, and he has become adept at twisting their power to tear open portals in reality. Thus can the arcanite summon forth vast daemonic armies to bring death to his enemies, whilst working to fulfil his true goal undistracted. Xergorn strives to open up a gateway to the Realm of Chaos of such devastating magnitude that the Dark Gods cannot help but take notice, and perhaps in doing so win for himself a place at Tzeentch's side.



MAELSTROM
OF CHAOS

NUMINOUS
OCCULUM

TZEENTCH
DAEMONS

CHAOS
WARRIORS

TZEENTCH
DAEMONS

SERAPHON

Disgorged from the Realm of Chaos the creatures came. Capering horrors and flame-fisted demons spilled out to surround the Numinous Occulum as razor-mawed Screamers swept up into a sky shot through with the rainbow fires of Tzeentch.

Without word or pause the seraphon army continued its charge up the slopes of the Shimmering Fist. The thundering of their clawed feet shook the ground and crushed the shattered remains of Xergorn's mortal army into the dust.

In a swirling whirlpool of madness the two sides met – demons hurling themselves into the seraphon host, flaming claws tearing at celestial flesh even as they were in turn smashed apart by saw-toothed weapons. Behind his mighty army, Azqualta wove spells of unbinding, sweeping away whole swarms of demons as a man might

wipe sweat from his brow – but for every daemon banished or slain by the seraphon two more emerged from the portal above the occulum.

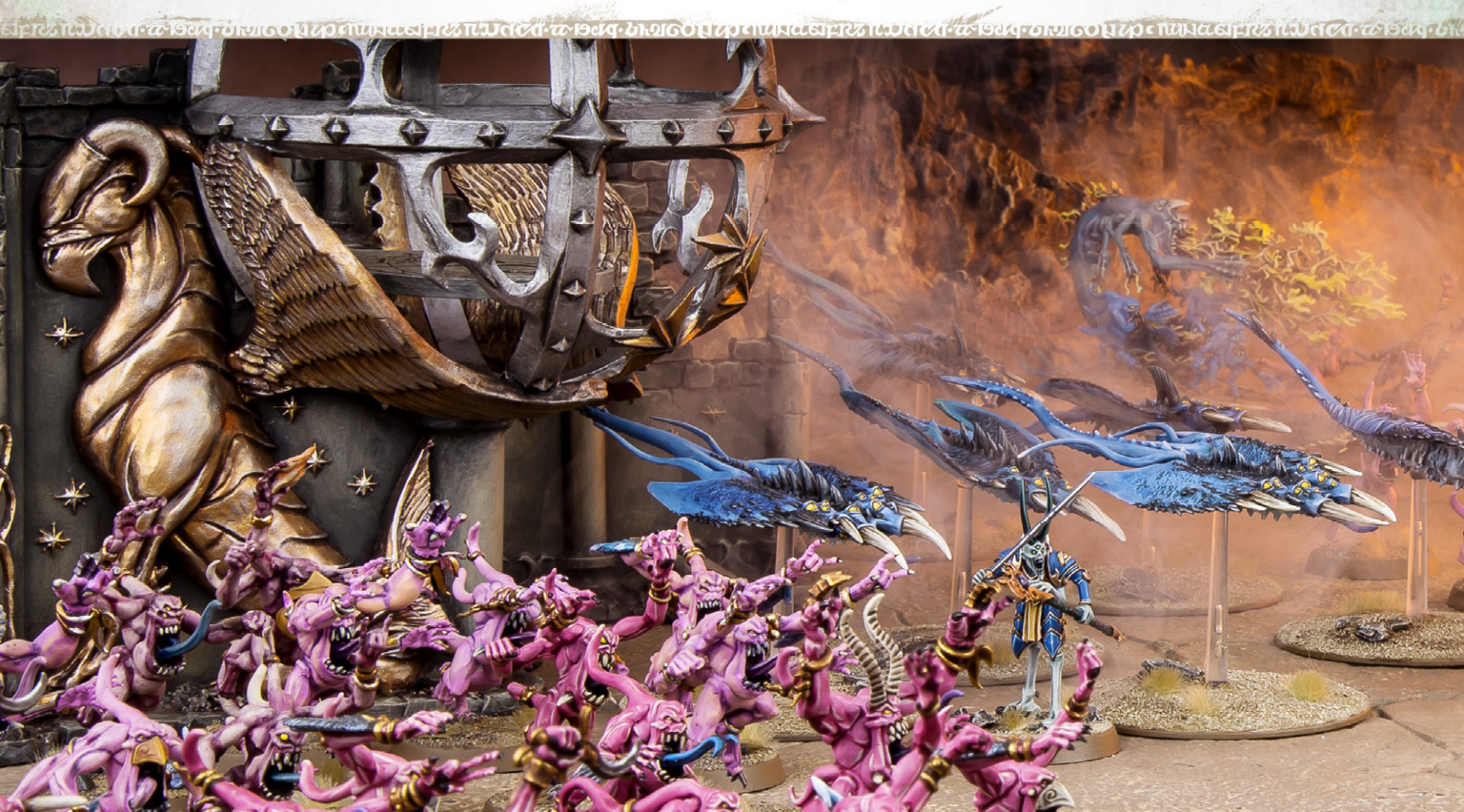
The portal was now growing of its own accord, its edges snatching at the fabric of reality around the mouth of the volcano as the occulum spun faster. Xergorn turned his attentions to the advancing seraphon, hurling down bolts of change that slew all they touched.

Though Xergorn fought with a frenzied conviction, Azqualta directed the seraphon army with a precision born of an ancient and inscrutable intellect. From the glimmering field of celestial magic surrounding the slann, an Oldblood atop a bellowing Carnosaur took shape. The mighty beast thundered into the melee, a sweep of its claws turning a dozen demons into flares

of blue flame. With a predatory focus the saurus ranks fell in behind the seraphon champion, and surged toward the occulum.

Xergorn tried frantically to slay the Oldblood, cursing and fuming from his perch before the occulum, but the slann's magic warded away his spells. Despite their numbers, the Tzeentch demons vanished in their hundreds before the savagery of the seraphon – brutal weapons and star-forged magic tearing apart their Chaos-born flesh.

As the Oldblood reached the steps of the Numinous Occulum, Xergorn retreated beneath the safety of its spinning wheels, babbling words of power in his efforts to slay the saurus champion. However, it was not the Oldblood that came for him, but the Starmaster – seeking to finish the Arcanite personally.



Azqualta's saurus escorted the slann as his palanquin carried him into the shadow of the occulum. The rampant arcane energies surrounding the device had until now prevented Azqualta from bringing his full power to bear on Xergorn. This close, however, the occulum offered little protection from the slann's magical might. Azqualta recognised that to venture this close to the rift introduced an element of chaos into an otherwise perfect calculation, but the alternative was far worse.

Xergorn had been supremely confident in his mastery over the fates, but even he had not foreseen this particular eventuality. However, unlike his ineffable foe, the Arcanite had long ago accepted that only his master, the Changer of the Ways, could see all ends.

A low, reverberating growl rose from the group of seraphon closest to Azqualta. Sensing something amiss on an instinctual level, the saurus lunged at the Arcanite just as one of the wheels of the occulum reversed the direction of its spin with a clang.

Xergorn uttered a bark of contempt as the seraphon around the occulum froze in place, then vanished in an explosion of glittering starlight. A feeling then rose in Azqualta's craw that until that moment had been utterly alien to him – a sense of urgency. Tracing geometric patterns in the air that only he could see, the slann prepared to erase the sorcerer from history.

Knowing that it was foolish to challenge the slann's power this close to the occulum, Xergorn instead thrust his staff directly into the device's spinning wheels. With a screech of tortured metal, the occulum came apart as the sorcerer dived for cover. Azqualta's eyes widened as a wheel bounced once in his direction, then bowled into him – smearing his bloated corpse over the ground.

As Xergorn peered over the sparking ruins of the occulum's cradle, the rift above shrank to almost nothing, then suddenly blasted open once more, greater in size than any portal the Arcanite had so far attempted to open. Perhaps, Xergorn considered for a moment, Great Tzeentch had not forsaken him after all.



BATTLEPLAN

CLASH OF FATES



Numinous Occulums are scattered throughout the realms, their power much sought after by wizards and the armies that follow them. When the Arcanite Xergorn Ninefates sought to harness one atop a volcanic peak in the Realm of Fire, he was challenged by a mighty host of seraphon led by the slann Azqualta, and a battle ensued amid a storm of magic that made a mockery of natural law.

Using this battleplan you could replay the clash that you have just read about, commanding a horde of Tzeentch daemons against a seraphon host, or you could play out a battle between different forces as they struggle for control over the power of a Numinous Occulum. A Grey Seer could pit its sorcerous mastery against the brutal pyromancy of a Firebelly Lavamouth, or perhaps two rival Bray-shamans could do battle over an occulum to prove who is most worthy to lead the brayherd?

SILENCER'S COMMAND ABILITY

Capture the Occulum: If your general uses this ability, he coerces his warriors into fighting all the harder in the hopes of claiming the occulum. Until your next hero phase you can add 1 to the hit rolls for any unit from your army that is within 12" of the Numinous Occulum in the combat phase.

THE ARMIES

Each player picks an army, and then they must decide who will be the silencer and who will be the arch-mage. This battleplan is designed assuming that the silencer will have at least twice as many units in their army as the arch-mage. Because of this, the player who has the larger army should be the silencer.

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

SILENCER'S OBJECTIVES

You have outmanoeuvred your opponent and brought them to battle with the odds heavily in your favour. At first the battle went as you had planned, but now the enemy is using the arcane power of a Numinous Occulum to distort reality, returning warriors that had been slain to life. Your only hope for victory is to capture or damage the Numinous Occulum while your army still outnumbers the foe.

ARCH-MAGE'S COMMAND ABILITY

Lord of Fate: Your general can use this ability if he is within 3" of the Numinous Occulum. If he does so, he can attempt to cast the Reversal of Fortune spell (see the following page) as if he were a **WIZARD**. If your general is also a **WIZARD** he successfully casts Reversal of Fortune on a roll of 2, rather than 4.

ARCH-MAGE'S OBJECTIVES

Although the enemy outnumber you by two to one or more, you have lured them to the one place where you can still defeat them. The Numinous Occulum that you control can be used to wind back time, returning warriors that have been slain in your army to life. As long as you keep control of the occulum, your victory is inevitable.



THE BATTLEFIELD

The battle takes place on a cracked, bleeding landscape deep within the territories controlled by the arch-mage. At the one end of the battlefield stands a Numinous Occulum that crackles with magical energy.

A Numinous Occulum should be set up on one side of the battlefield, as shown on the map below. The rest of the scenery for the battle can be set up as described on the *Warhammer Age of Sigmar* rules sheet. Once all of the scenery is ready, the arch-mage must

divide the table into two equal sized territories. The territory that contains the Numinous Occulum is the arch-mage's territory.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the players take it in turns to set up units, starting with the arch-mage. Models can be set up anywhere within their own territory that is more than 6" from enemy territory.

When setting up units, the silencer sets up two units for each unit set up by the arch-mage. In other words, the arch-mage will start by setting up one unit, then the silencer will set up two units, then the arch-mage will set up a second unit, and then the silencer will set up two more units, and so on.

Set-up is complete once either player has set up all of the units in their army. The opposing player can set up one more unit (two units if they are the silencer) and then the battle begins.





FIRST TURN

The silencer always chooses who has the first turn in the first round of this battle.

DAMAGING THE OCCULUM

If a unit from your army is within 1" of the Numinous Occulum in your hero phase, it can attempt to damage the occulum. Roll a dice, adding 2 to the roll if the unit is a **MONSTER**. On a roll of 6 or more, the Numinous Occulum becomes misaligned, and neither player can use any of its scenery rules or cast the Reversal of Fortune spell for the rest of the battle.

REVERSAL OF FORTUNE

WIZARDS in this battle know the Reversal of Fortune spell in addition to any other spells that they know. They can only attempt to cast the spell if they are within 3" of the Numinous Occulum.

Reversal of Fortune has a casting value of 4. If successfully cast, pick a unit from your army. You can return any slain models from the unit to play, setting them up as part of their original unit (they can be set up as close to the enemy as you wish). Alternatively, you can pick a unit that has been wiped out. If you do this the unit is returned to play, and can be set up anywhere in your territory that is more than 9" from any enemy units.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, this battle lasts for up to six battle rounds. If the arch-mage's army is destroyed or has no models left on the battlefield, then the silencer wins a **major victory**. If the arch-mage has at least one model still on the field at the end of the sixth battle round, then the arch-mage wins a **major victory**.





MYTHIC MONUMENTS





















ELDRITCH ARCHITECTURE

SCENERY WARSCROLLS

Innumerable sites of power can be found all across the realms; ancient gates crackle with energy, tethering distant locations, and graven ruins seem to writhe as their carvings come to life. To reflect this, every scenery piece has a warscroll that describes the powerful effects it has on nearby armies.

Every scenery model in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. This means that you can use any Citadel scenery models in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the scenery models you are using. Warscrolls for all of the other models in the *Warhammer Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the *Warhammer Age of Sigmar* rules sheet explains how this information is used in a game. The warscroll also includes a picture of the scenery piece that the warscroll describes, and a short piece of text explaining the background for the model.



- 1. Title:** The name of the model that the warscroll describes.
- 2. Description:** The description tells you exactly which models the scenery warscroll is used for.
- 3. Scenery Rules:** The scenery rules are used to represent the effects this scenery will have on a battle that are not covered by the standard game rules.
- 4. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.





NUMINOUS OCCULUM

Places of ancient arcane power and eldritch might, each Numinous Occulum connects the magic of the realms with strands of pulsing sorcery. Wizards that can master the spinning wheels of the Occulum can peer into the future or the past, manipulate time or alter the fates themselves to bring ruin to their enemies and victory to their dark masters.

DESCRIPTION

A Numinous Occulum is a piece of scenery consisting of a single model. Its arcane power can be used by wizards to empower their spells, and allows them to pierce the veil of reality to manipulate the strands of fate. In addition, the eldritch power of a Numinous Occulum means that troops standing near to one gain a measure of protection against spells cast upon them.

SCENERY RULES

The following rules are used for this model (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Arcane: Any **WIZARD** within 3" of a Numinous Occulum can draw upon the arcane power within it. Add 1 to the result of any casting or unbinding rolls the **WIZARD** makes.

Magical Fulcrum: **WIZARDS** that are within 3" of the globe on a Numinous Occulum can attempt to cast the Piercing the Veil spell in addition to any other spells they are normally allowed to attempt in their hero phase.

PIERCING THE VEIL

Piercing the Veil has a casting value of 5. If the spell is successfully cast, then the caster gains a glimpse into the future and the ability to manipulate fate. You can change the result of any one dice roll made for the caster or another friendly model to the result of your choosing, until the next hero phase.

Zone of Nullification: Roll a dice if a unit is affected by an enemy spell when it is within 6" of this model. On a roll of 5 or more, the spell is drained by the eldritch power of the Numinous Occulum and has no effect on that unit (though it can still affect other units that were targeted by the spell). The nullification roll is made after any attempt to unbind the spell.

KEYWORDS

SCENERY, ARCANE, NUMINOUS OCCULUM



DRAGONFATE DAIS

A Dragonfate Dais is an ancient site of power where priests are able to call upon the gods. Ringed in draconic carvings whose eyes glow with divine light, the dais hangs above the ground, suspended between the realms and the heavens. Though a brave soul might beseech his deities in such a place, there is no guarantee who or what will answer his prayers...

DESCRIPTION

A Dragonfate Dais is a piece of scenery consisting of a single model. Its divine energy has been known to protect the faithful from harm, while those that are willing to do so can use it to make blood sacrifices to gain the favour of dark and ancient gods. Priests that dare stand upon the platform at the centre of the dais can beseech the gods for a blessing to smite their foes.

SCENERY RULES

The following rules are used for this model (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Divine Light: Any model standing atop the upper platform of a Dragonfate Dais is shielded by the divine light of the gods. Roll a dice whenever a wound or mortal wound is allocated to that model. Add 1 to this roll if that model is blessed and subtract 1 from the roll if the model is cursed (see Beseech the Gods). On a 6 or more that wound is ignored.

Pool of Sacrifice: If any of your units are within 3" of this model in your hero phase, you can declare that one of them is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all save rolls for the unit until your next hero phase.

Beseech the Gods: If a **PRIEST** from your army is standing on the upper platform of a Dragonfate Dais in your hero phase, he can pray to the gods for aid. If he does so, roll a dice and refer to the table below to see what happens.

Roll Effect

- | | |
|------------|---|
| 1 | The PRIEST draws the attention of a rival god and is cursed! You must subtract 1 from all hit rolls made for the PRIEST for the rest of this battle. They cannot pray again during this battle. |
| 2-3 | The PRIEST is ignored by the gods. Nothing happens. |
| 4-5 | The PRIEST or one friendly unit within 12" of the PRIEST is blessed by their gods. The blessed unit can add 1 to all hit rolls for the rest of the battle. A unit can only be blessed once per battle. |
| 6 | The PRIEST and one friendly unit within 12" of the PRIEST are blessed by their gods. The blessed units can add 1 to all hit rolls for the rest of the battle. A unit can only be blessed once per battle. |

KEYWORDS

SCENERY, SACRED, DRAGONFATE DAIS



BALEFUL REALMGATE

Cursed by the power of the Dark Gods, a Baleful Realmgate flickers and stutters with unstable magicks. Brave warriors can cross its threshold seeking a path across the realms, but risk being devoured by daemons, or worse. Wizards and priests might master the gate's power for a time, but such a portal can never be tamed by mortal minds for long.

DESCRIPTION

A Baleful Realmgate is a piece of scenery consisting of a single model. It emits strange magical energies that are constantly in shift, affecting those nearby in unusual ways. Baleful Realmgates can also be used to travel between realms, and allow units to swiftly change their location on the battlefield. However, these journeys are fraught with peril unless there is a wizard or priest nearby.

SCENERY RULES

The following rules are used for this model (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Magical Energies: At the start of each battle round the Realmgate unleashes its magical energies. Roll two dice. Unless the roll was a double, look up each result on the scenery table. Both of the results apply to this model until the next battle round. If a double is rolled unstable magicks blast out of the Realmgate; all units within 3" suffer D3 mortal wounds and the Realmgate cannot be used to make hazardous journeys this battle round.

Hazardous Journey: You can move one unit from your army through this Baleful Realmgate in each of your movement phases. In order to do so, all of the models in the unit must start the movement phase within 6" of the Baleful Realmgate model. Remove the unit from the battlefield, and then roll a dice for each model in the unit. On a roll of 1 the model becomes lost and never returns. The surviving models from the unit are then set up within 6" of any other Realmgate, or within 6" of any edge of the battlefield. This counts as the unit's move for that movement phase.

Commanding the Gate: If there is a

friendly **WIZARD** or **PRIEST** within 6" of a Baleful Realmgate when a unit attempts to move through it, you can re-roll the dice for any models that get lost. The model is only lost if the second roll is also a 1.

KEYWORDS

SCENERY, REALMGATE, BALEFUL REALMGATE



THE ARCANABULUM

Ticking and clanking with barely contained power, an Arcanabulum offers a maddening glimpse into the workings of the universe. Below, the machine’s great gears spin, conjuring strange and terrible sorceries. With each whirring click and shifting clang a spell is unleashed, distorting time and space, bolstering magic or summoning monsters from the void.

DESCRIPTION

An Arcanabulum is a piece of scenery. It seethes with strange and unpredictable magical energy, the effects of which can twist time itself and alter the flow of magic across the battlefield in the blink of an eye.

SCENERY RULES

The following rules are used for this piece of scenery (do not roll on the Scenery Table on the *Warhammer: Age of Sigmar* rules sheet).

Seething Energy: At the start of each battle round, both players roll a dice for each Arcanabulum on the battlefield. Add the results of each player’s roll together and look up the total on the table, right. The effect applies to that Arcanabulum for the rest of the battle round.

Roll	Effect
2	The Gears of Time Slow Down: All units that start a move within 12" of the Arcanabulum halve the distance they can move. In addition, all models within 12" of the Arcanabulum in the shooting or combat phase halve the number of attacks they make. Round all fractions up.
3	Energy Drain: Subtract 1 from all casting rolls and add 1 to all unbinding rolls. In addition, the number of spells a WIZARD can attempt to cast is reduced by one (to a minimum of one spell attempt).
4	Arcane Doom: All save rolls of 6 made for units within 12" of the Arcanabulum are treated as rolls of 1 instead.
5	Monsters Repelled: MONSTERS must finish their movement phase as far away from the Arcanabulum as it is possible for them to get without running.
6	Energy Absorption: Subtract 1 from all casting rolls and add 1 to all unbinding rolls.
7	The Arcanabulum Grows Silent: Nothing happens, this time...
8	Energy Release: Add 1 to all casting rolls and subtract 1 from all unbinding rolls.
9	Monsters Attracted: MONSTERS must finish their movement phase as close to the Arcanabulum as it is possible for them to get without running.
10	Arcane Protection: All save rolls of 1 made for units within 12" of the Arcanabulum are treated as rolls of 6 instead.
11	Magical Storm: Add 1 to all casting rolls and subtract 1 from all unbinding rolls. In addition, the number of spells a WIZARD can attempt to cast is increased by one (but this additional spell must be different to any others they attempt to cast).
12	The Gears of Time Accelerate: All units that start a move within 12" of the Arcanabulum double the distance they can move. In addition, all models within 12" of the Arcanabulum in the shooting or combat phase double the number of attacks they make.



FELL CHASM

The ground splits under the ceaseless maelstrom of war. Fell Chasms yawn wide to reveal gaping pits whose depths promise a spectacularly grisly demise. Warriors must leap across these new perils, the slightest misstep sending them tumbling to their doom, while cunning wizards can use their powers to call forth volatile flaming skulls from the deeps.

DESCRIPTION

A Fell Chasm is a piece of scenery. It is extremely dangerous to attempt to cross the Fell Chasm anywhere other than the bridge that spans it – a chokepoint where mighty heroes can defiantly attempt to hold back hordes of foes. Furthermore, wizards can harness the mystical energies that flow through the yawning chasm to cast the Exploding Direskulls spell.

SCENERY RULES

The following rules are used for this piece of scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Gaping Chasm: You must roll a dice for any model that crosses the Fell Chasm, unless it can fly or uses the bridge. On a roll of 1 that model falls to its doom and is slain.

I'll Hold Them Back: If a **HERO** is standing on the Fell Chasm's bridge at the start of their hero phase, they can prepare to defend the bridge. If they do so, they cannot move, charge or pile in until their next hero phase. Until then, however, you can re-roll all failed hit rolls, wound rolls and save rolls for that **HERO**.

Summon Direskulls: **WIZARDS** within 3" of the Fell Chasm know the Exploding Direskulls spell, below, in addition to any other spells that they know.

EXPLODING DIRESKULLS

The wizard conjures forth flaming skulls from the depths of the Fell Chasm and hurls them into the ranks of the foe. Exploding Direskulls has a casting value of 6. If successfully cast, pick a point on the battlefield that is visible to the caster and within 24" of him.

Each unit within 1" of that point suffers D3 mortal wounds on a dice roll of 2 or more, while all other units within 6" of that point suffer D3 mortal wounds on a roll of 4 or more.

KEYWORDS

SCENERY, ARCANES, SHATTERED DOMINION, FELL CHASM





OPHIDIAN ARCHWAY

A relic of the Age of Myth, an Ophidian Archway is home to unquiet spirits and slumbering magicks. In the shadows the archway's serpentine carvings seem to move and writhe. Legends say that any who pass through one of these archways and show even the slightest hint of fear will be struck down, their screaming visages added to its graven walls.

DESCRIPTION

An Ophidian Archway is a piece of scenery consisting of a single model. Its sinister power fills those nearby with a baleful energy that strikes terror into the hearts of their foes, while its thick stone walls provide protection to those who shelter behind it. The graven images on its face can be used to lure an enemy to their doom, though not without risk to those who would awaken the spirits bound within.

SCENERY RULES

The following rules are used for this model (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Sinister: Any of your units that are within 3" of an Ophidian Archway in your hero phase are imbued with baleful energies and cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

Shelter: If all of the models from a unit are within 3" of an Ophidian Archway, and are on the same side of it, then the unit receives the benefits of cover against attacks made by models that are on the other side of the archway.

Awaken Graven Carvings: In your hero phase, any friendly **HERO** that is within 3" of an Ophidian Archway can attempt to awaken the spirits residing within its walls and cause graven images to strike down their foe. To do so, select one enemy model within 6" of the Ophidian Archway and roll a dice. If the result is greater than or equal to that model's Bravery, it is struck down and slain. If the result is a 1, however, you must roll a second dice: if the result of the second roll is greater than or equal to the Bravery of the model that attempted to awaken graven carvings, it is itself dragged into the walls and slain.

KEYWORDS

SCENERY, RUIN, OPHIDIAN ARCHWAY



WARSCROLL BATTALIONS

In the realms, the ruins of fallen civilisations form vast landscapes of their own. The powerful energies that gather around such places can be harnessed by those who possess sufficient might.

If you wish, you can organise several scenery models into a warscroll battalion. Doing so will give the models additional scenery rules that have powerful effects on units battling around or upon them. The information needed to use these strange and perilous landscapes in your battles can be found on warscroll battalion sheets.

On the following pages you will find a selection of warscroll battalions that use the Citadel Miniatures from the *Warhammer Age of Sigmar* range of scenery. Each warscroll battalion lists the scenery models that make it up, and any additional scenery rules that apply to it.

BATTALION SET-UP

When you are setting up the scenery for a battle, you can set up all of the models in a scenery warscroll battalion as a single terrain feature. If you do so, the models must be set up so that they match the set-up diagram you will find on the warscroll.



1. Title: The name of the warscroll battalion and a short overview of the background for it.

2. Organisation: This section lists the scenery models that make up the warscroll battalion, and any other restrictions that may apply to the models that you can include.

3. Set-up Diagram: Each warscroll battalion includes a small set-up diagram that shows you how to set up its scenery models.

4. Scenery Rules: Every warscroll battalion includes one or more scenery rules that can be used for some or all of its models. The scenery rules listed for a warscroll battalion only apply to the models that make it up, even if there are other scenery models of the same type on the battlefield. These rules are in addition to the scenery rules listed on the warscrolls for the individual pieces of scenery.



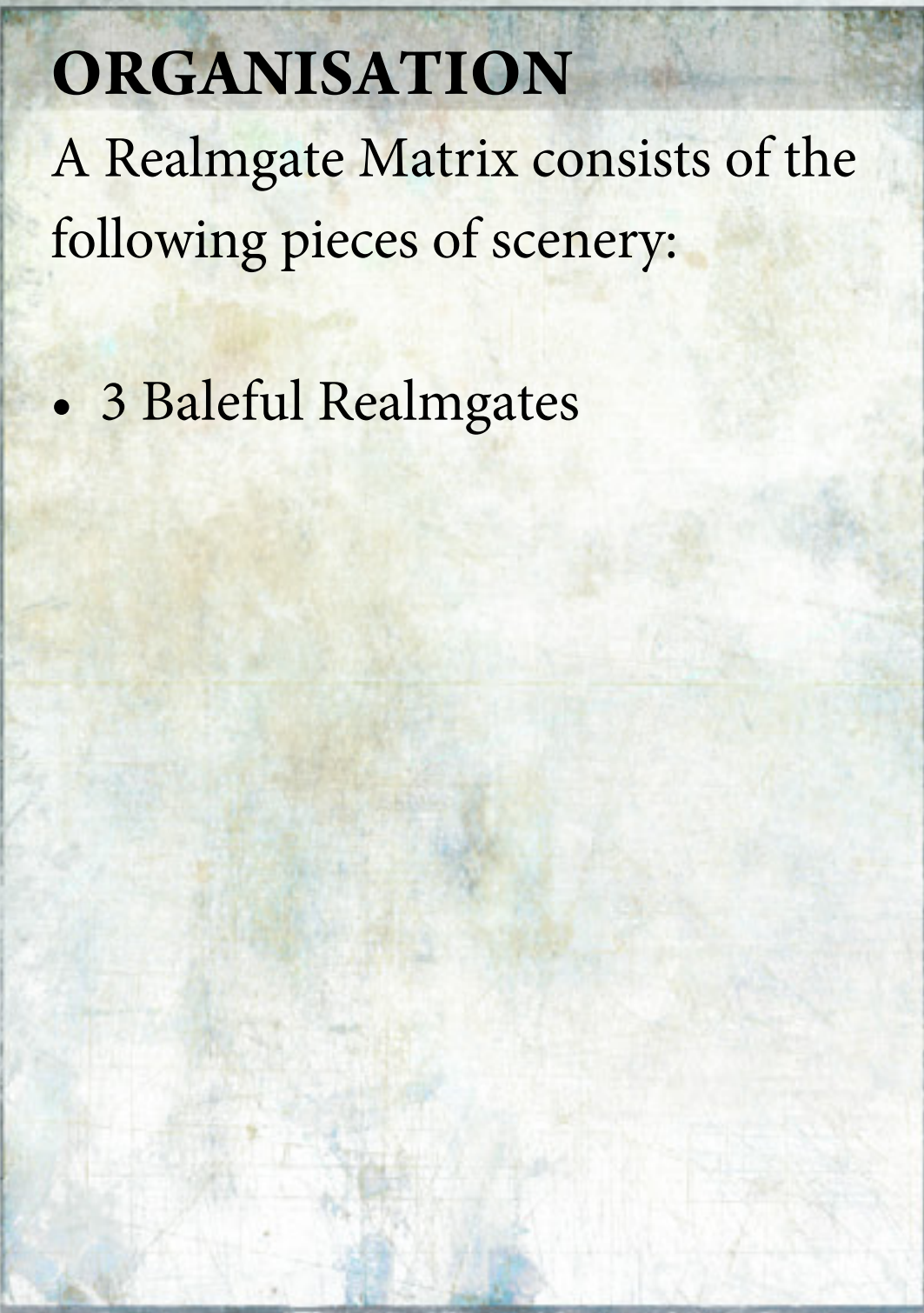
REALMGATE MATRIX

A confluence of worlds battle for dominance in the boiling heart of a Realmgate Matrix. Energies coil and collide as armies fight, each moment bringing new perils rolling forth from its baleful gateways.

ORGANISATION

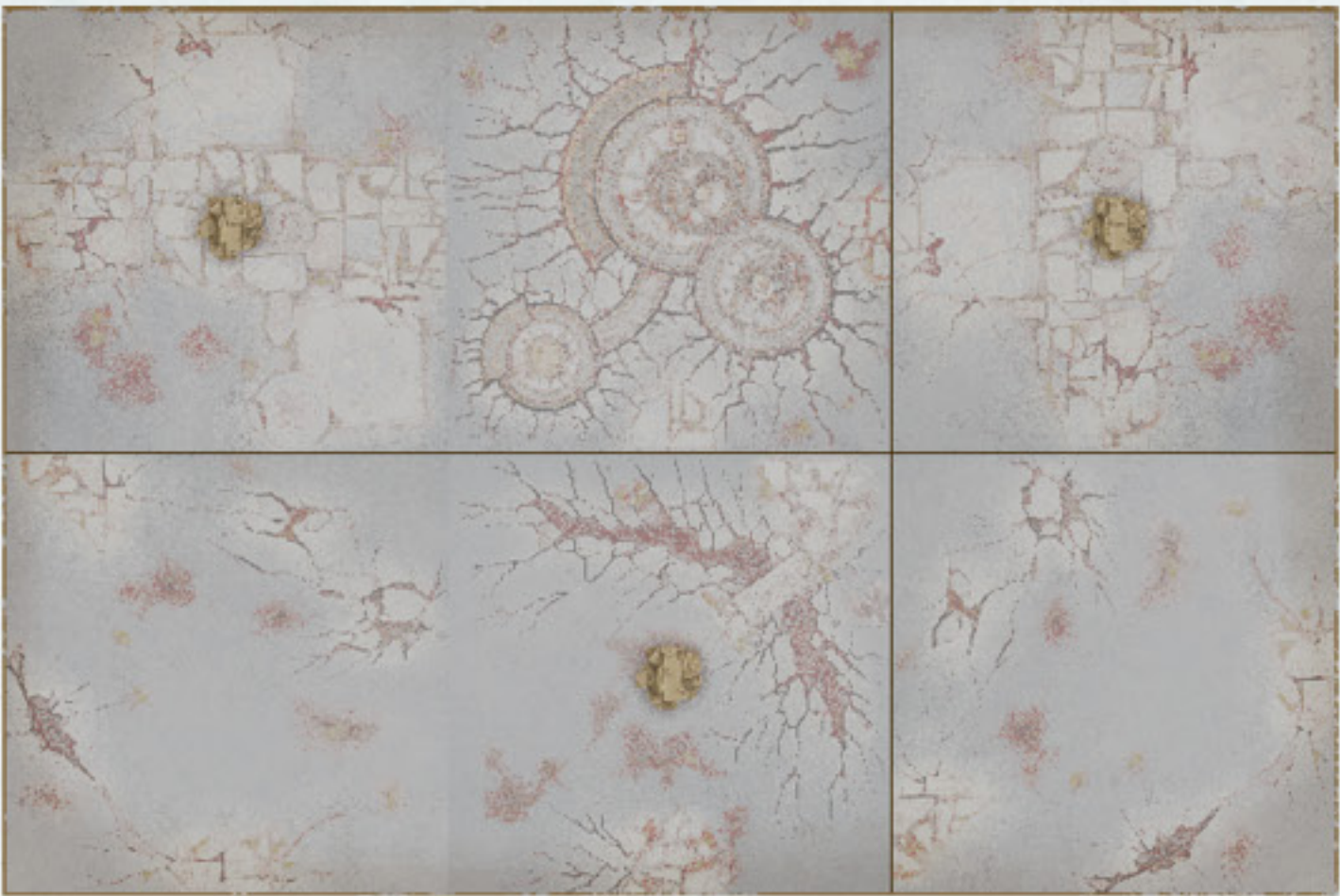
A Realmgate Matrix consists of the following pieces of scenery:

- 3 Baleful Realmgates



SET-UP

The diagram below shows how to set up a Realmgate Matrix. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.



SCENERY RULES

Conduits of Magic: If a **WIZARD** is within 6" of a Matrix's Realmgate, he can cast spells through the magical portal. If he does so, you can measure the spell's range and line of sight from either of the Matrix's other Realmgates. Furthermore, if a **WIZARD** casts Arcane Bolt through a Realmgate in this way, it inflicts D6 mortal wounds instead of D3.

Realms Collide: At the start of the battle, pick three locations in different realms for the battle rather than only one. Assign each Realmgate a number, 1, 2 or 3, and one of the locations.

At the start of each battle round, before rolling to see which player moves first, roll a dice and refer to the table, right, to see which of the three Realmgates is ascendent over the battlefield for that round. Any rules that apply to the ascendent Realmgate's location apply during that battle round.

Roll	Result
1	Limbo: No Realmgate is ascendent this round. Do not use any of the rules that apply to any of the locations.
2	First Realm Ascendent: Realmgate 1 is ascendent.
3	Second Realm Ascendent: Realmgate 2 is ascendent.
4	Third Realm Ascendent: Realmgate 3 is ascendent.
5	Confluence: Use the rules that apply to all three Realmgates this round.
6	Realmstorm: No Realmgate is ascendent this round. Instead, roll a dice for each unit that is within 6" of a Realmgate. On a roll of 1 to 3, the unit suffers a number of mortal wounds equal to the roll. On a roll of 4 or more, the unit is empowered, and you can add 1 to all hit rolls made for the unit until the start of the next battle round.

WARSCROLL
BATTALION



BOUND ARCANABULUM

Harnessing the power of an Arcanabulum requires both divine and arcane magicks, as well as brave souls to wield them. Success can turn the tide of battle, while failure is often punished with death.

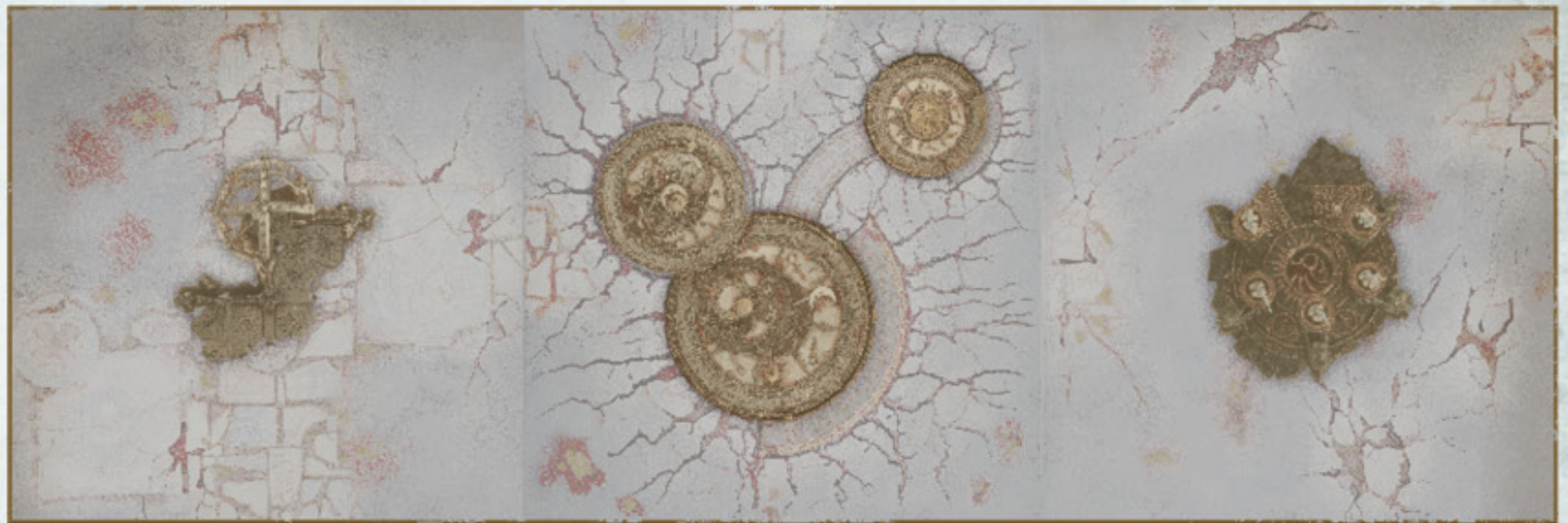
ORGANISATION

A Bound Arcanabulum consists of the following pieces of scenery:

- 1 Arcanabulum
- 1 Dragonfate Dais
- 1 Numinous Occulum

SET-UP

The diagram below shows how to set up a Bound Arcanabulum. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.



SCENERY RULES

Bound To Our Will: If there is a **WIZARD** from your army on the Numinous Occulum, and a **PRIEST** from your army on the Dragonfate Dais, and there are no enemy models within 3" of either the **WIZARD** or **PRIEST**, then they can attempt to bind the Arcanabulum to their will. If they try to do so, roll a dice at the beginning of the battle round before either player rolls any dice to determine the Arcanabulum's effect. On a roll of 2 or more the **WIZARD** and **PRIEST** temporarily gain mastery over the Arcanabulum and you can choose what it does this turn rather than rolling the result randomly. On a roll of 1 the **WIZARD** and the **PRIEST** each suffer D3 mortal wounds (roll separately for each model), and the players roll normally to see what the Arcanabulum does.

Protect at all Costs: Your warriors will protect those trying to bind the Arcanabulum to their will, for they know that the fate of the battle may well rest with their success. You can add 1 to any hit roll made in the combat phase for a model in your army that is within 12" of either your **WIZARD** on the Numinous Occulum or your **PRIEST** on the Dragonfate Dais.



MYTHIC RUIN

Haunted by the spirits of ancient heroes, a Mythic Ruin is a dread place of terrible power. A brave priest might call upon these spectral heroes of old to fight for him, though summoning the dead is not without its perils.

ORGANISATION

A Mythic Ruin consists of the following pieces of scenery:

- 1 Dragonfate Dais
- 4 Ophidian Archways

SET-UP

The diagram, right, shows how to set up a Mythic Ruin. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.

SCENERY RULES

Graven Army: Dread spirits are coiled within the carvings adorning the Mythic Ruin, waiting to be unleashed to sate their hunger. In your hero phase, a friendly **HERO** that is standing on the upper platform of the Dragonfate Dais can try to awaken these spirits. Roll a dice; if the result is

4 or higher, each enemy unit within 6" of an Ophidian Archway that makes up the Mythic Ruin suffers D3 mortal wounds. If the result is 1 the wrathful spirits turn on the fool who dares to command them, and the Hero suffers D3 mortal wounds instead.

Heroes of Old: The Mythic Ruin has been the site of countless battles and the ground around it is littered with the bodies of fallen warriors. In your

hero phase, a **PRIEST** from your army that is standing on the upper platform of the Dragonfate Dais can try to rouse an ancient hero to battle instead of praying to the gods for aid or invoking the graven army. If he does so, pick any

HERO model from your collection and roll two dice. If the result is higher than the model's Wounds characteristic, the hero is added to your army; set it up within 3" of the Dais.





MAGEBOUND GATE

The Magebound Gate is the remnant of a wizard's attempt to bind a Realmgate to his will. Caged between two whirling Numinous Occulums, it promises great power to those that can control it – and swift death should they fail.

ORGANISATION

A Magebound Gate consists of the following pieces of scenery:

- 1 Baleful Realmgate
- 2 Numinous Occulums

SET-UP

The diagram, right, shows how to set up a Magebound Gate. When determining the scenery for the battle, it counts as a single feature in each 2 foot square area it occupies.

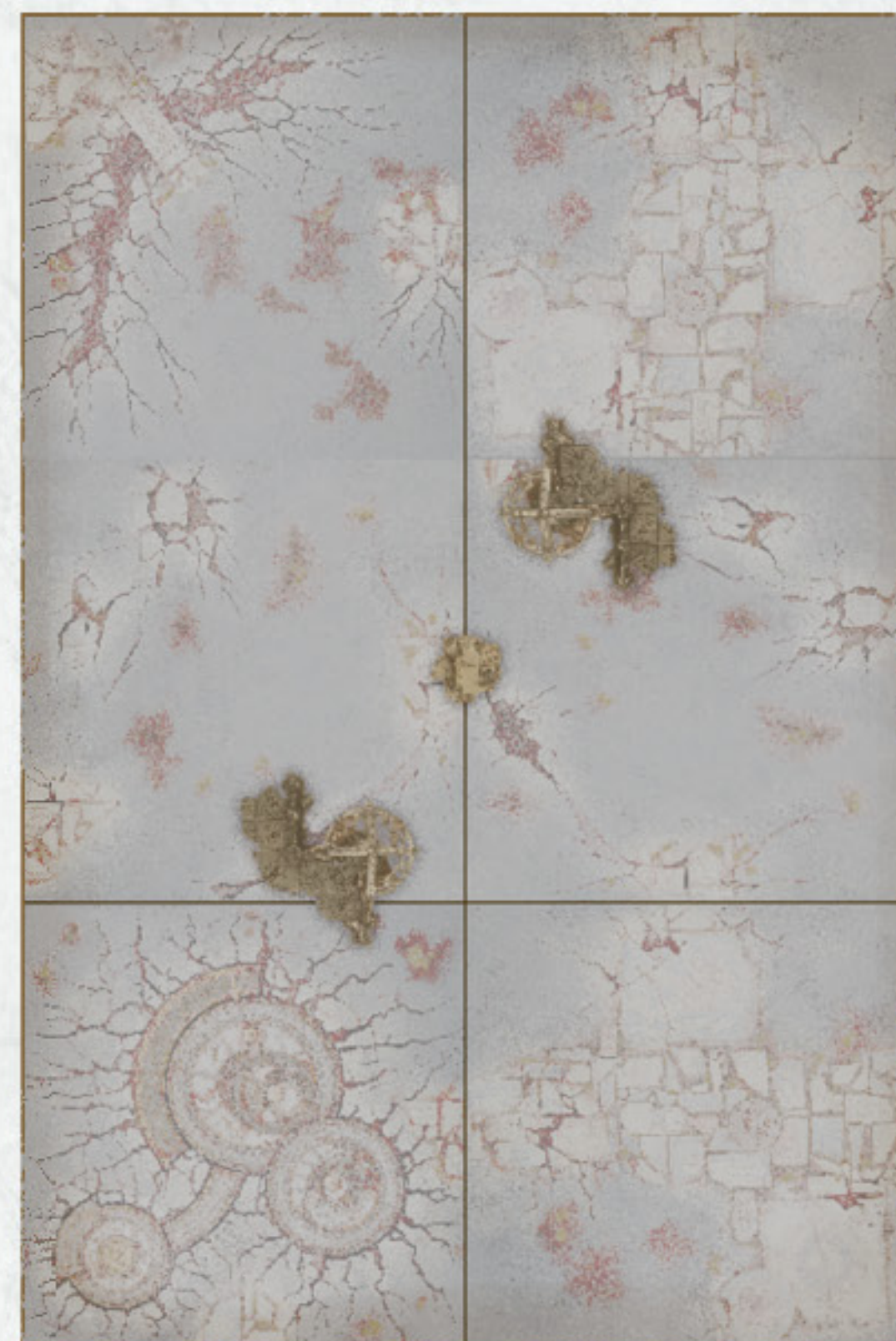
SCENERY RULES

Arcane Cascade: The air around a Magebound Gate crackles with barely

contained magic. If a **WIZARD** within 8" of the Baleful Realmgate attempts to cast a spell and the result of the casting roll is 8 or higher, an arcane cascade is

triggered. Draw straight lines between the centre of the Realmgate's portal and the centre of each of the Occulums' wheels; any units that these lines cross are also affected by the spell as though they were the target unit.

Sorcerous Journey: Using the carefully controlled power of a Magebound Gate, a wizard can transport allies across great distances – or short ones. A **WIZARD** from your army that is within 3" of one of the Numinous Occulums in the hero phase can transport their fellows across the battlefield instead of casting one of their spells. Pick a unit from your army that is within 8" of the Baleful Realmgate, remove it from the battlefield, then set it up anywhere more than 9" from an enemy unit.





THE RULES

Warhammer Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer Age of Sigmar*.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll	Scenery
1	Damned: If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
2	Arcane: Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
3	Inspiring: Add 1 to the Bravery of all units within 3" of this terrain feature.
4	Deadly: Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
5	Mystical: Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
6	Sinister: Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

RULES

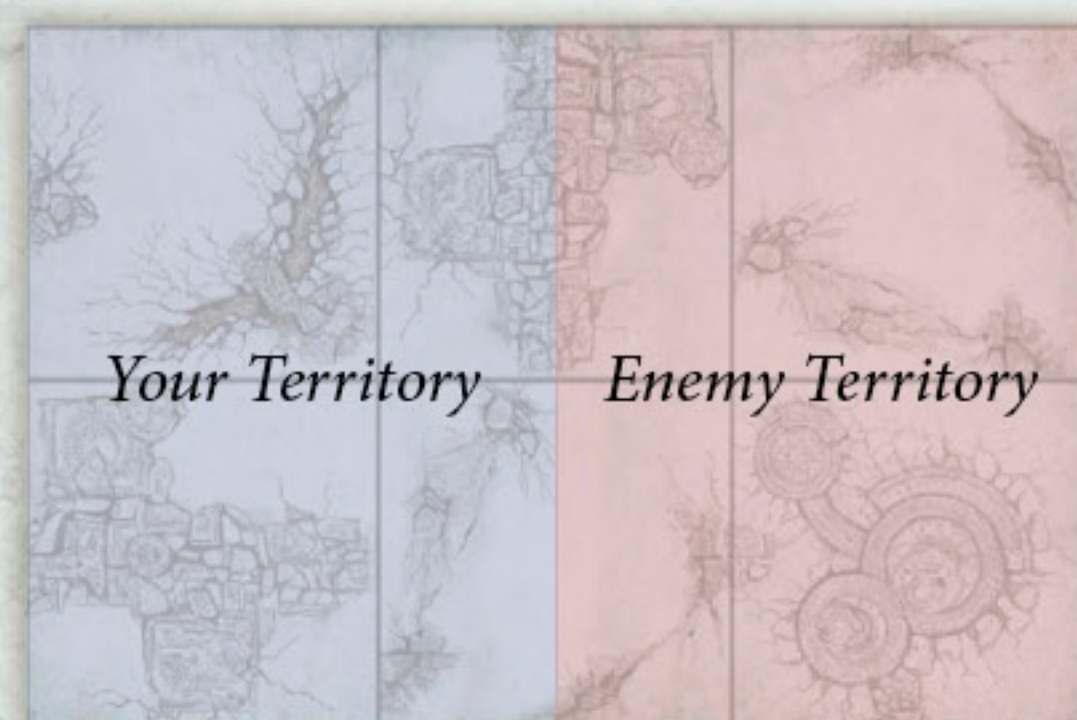
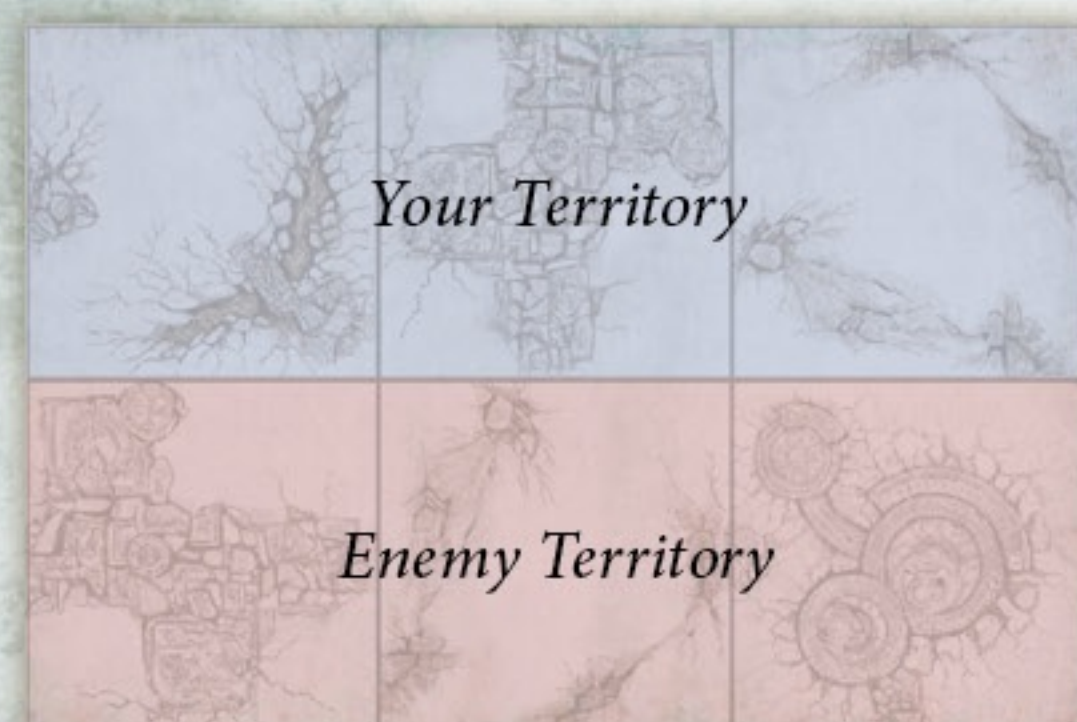
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO, WIZARD, PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll Triumph

- 1-2 Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
- 3-4 Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
- 5-6 Empowered:** Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. Hero Phase

Cast spells and use heroic abilities.

2. Movement Phase

Move units across the battlefield.

3. Shooting Phase

Attack with missile weapons.

4. Charge Phase

Charge units into combat.

5. Combat Phase

Pile in and attack with melee weapons.

6. Battleshock Phase

Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

RULES

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability ‘after set-up is complete’. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent’s hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you’ve moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model’s Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can’t shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can’t shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that’s impossible, the charge has failed and no models in the charging unit can move in this phase. Once you’ve moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESHOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's

Rend characteristic. For example, if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLECTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS...

They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly

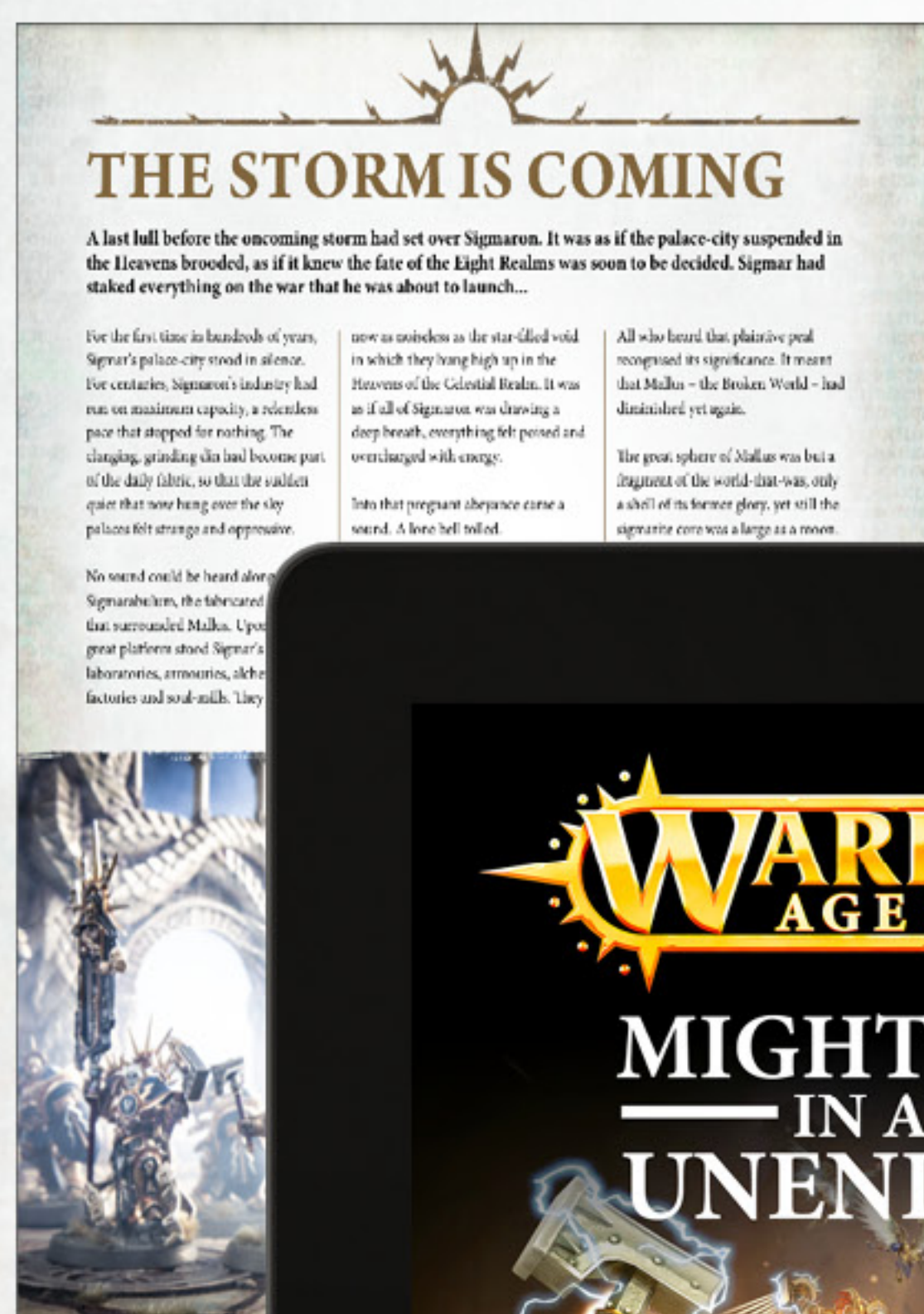
epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.





Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back

story of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.

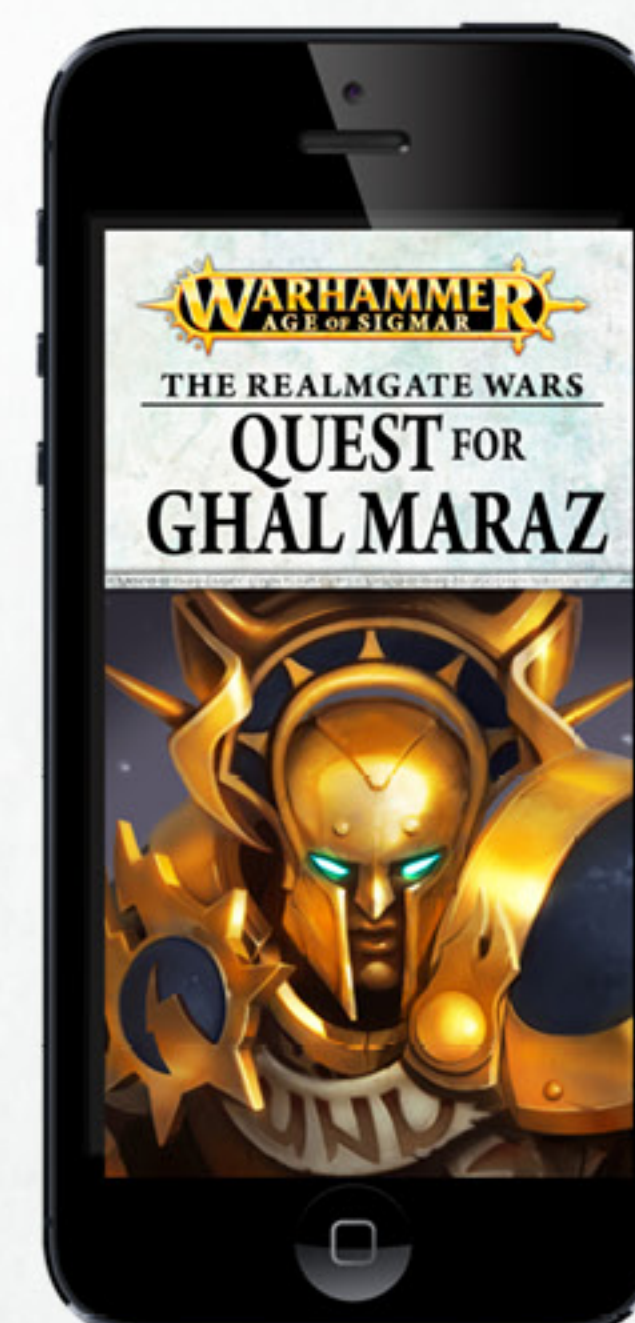
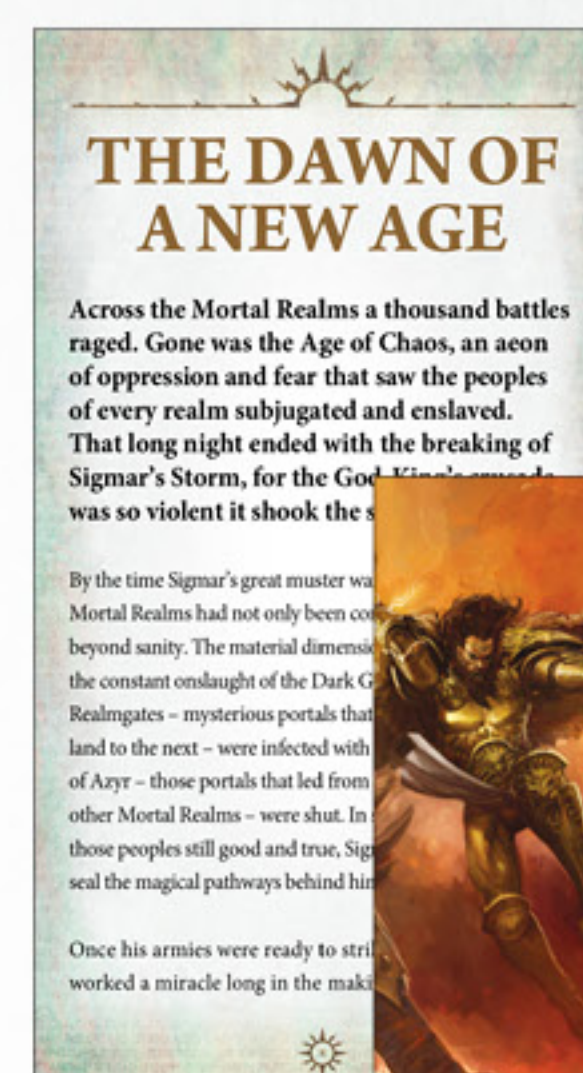
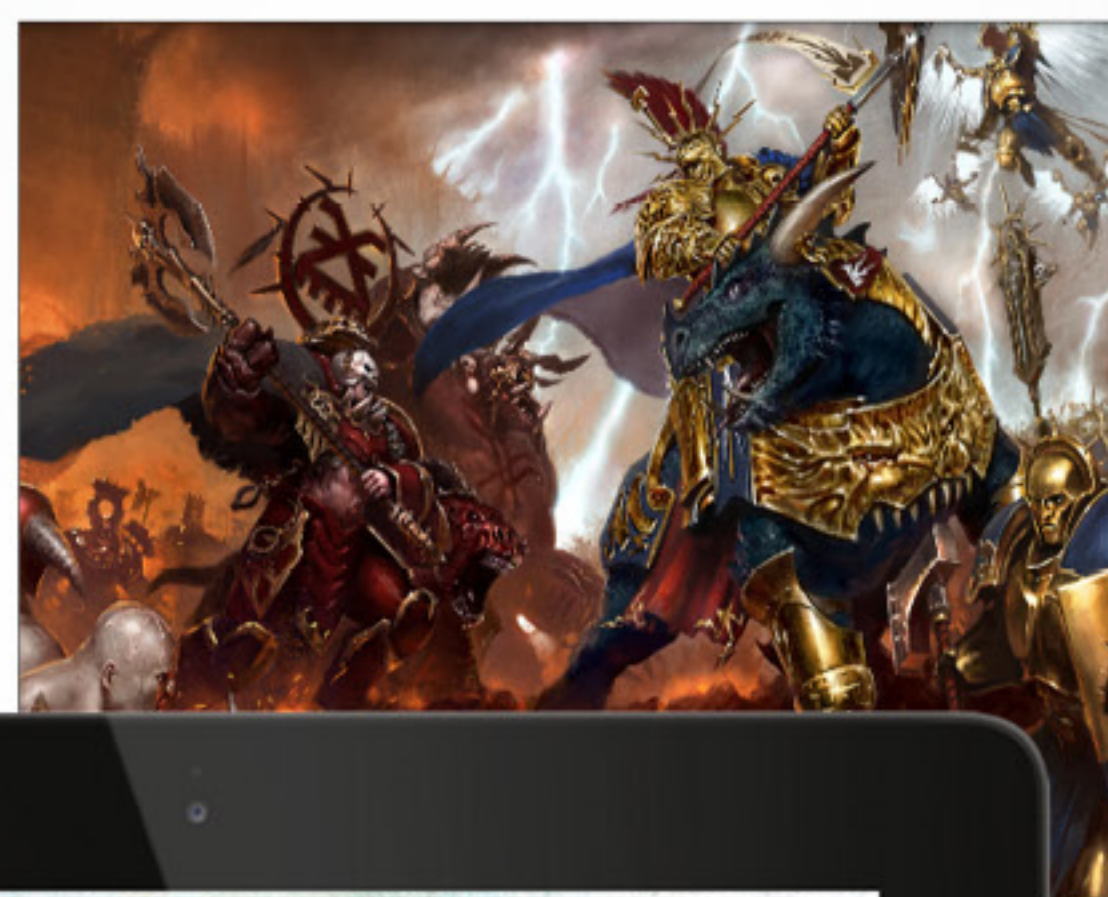




THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper into this epic

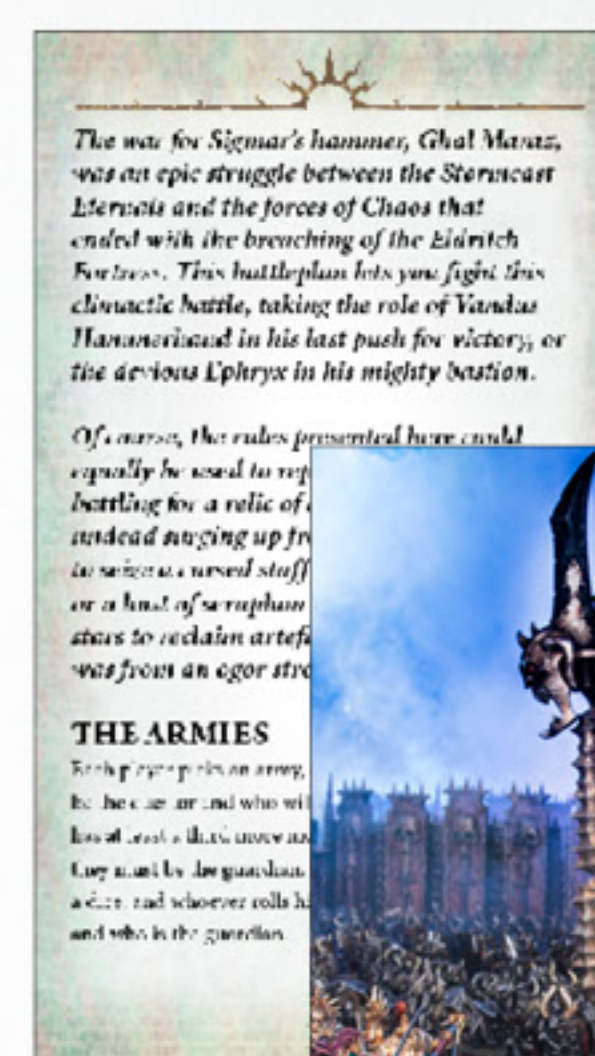
tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.



BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome

that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.





THE STORY CONTINUES

With such vast and thrilling worlds to explore, there’s always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable

source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren’t available anywhere else.

