

RULES OF ENGAGEMENT



JERVIS JOHNSON

Jervis Johnson has worked for Games Workshop for many years – some might even say decades! He is currently the lead games developer for Warhammer Age of Sigmar and spends his days writing battleplans, warscrolls and lists of magical artefacts. He was last seen surrounded by dice, trying to summon a familiar to help him with his paperwork.

DESIGNER'S NOTE

This scenario is designed to be played with the Warscryer Citadel as the centrepiece. If you don't have a Warscryer Citadel in your collection, you can still play the scenario by substituting a suitable scenery piece from your collection – a Chaos Dreadhold: Crucible, a set of Arcane Ruins or even a Sigmarite Mausoleum would all work perfectly. You could even build your own watchtower to guard your loot!

Over the following pages, you will find a new battleplan for Warhammer Age of Sigmar that has been designed to take players out of their comfort zone and give them a new and interesting battlefield challenge. The idea is to give players something that will help them hone their tactical skills. In order to do well in the following battle, you will need to examine the strengths and weaknesses of your army and re-evaluate the way you choose and use your force on the battlefield. We've included some hints and tips to guide you in this, but it will be up to you to figure out how you will overcome the challenges presented by the battleplan and guide your army to victory. Good luck!

BATTLEFIELD CHALLENGES – WARSCRYER CITADEL

Not all invasions are made to take and hold territory. Just as common is a raid, where the intention is to capture as much loot as possible

and carry it back to the invaders' home territory. Warscryer Citadels are used to warn of just such an enemy raid, and then to slow down the raiders long enough for a defensive force to respond. For their part, the raiders will attempt to either capture or bypass the tower, grab as much loot as they can, and then escape with it – the more loot they can get away with, the better!

THE ARMIES

Each player picks an army as described in the core rules, and then they roll off. The player that wins the roll-off picks which player is the Raider. The other player is the Defender.

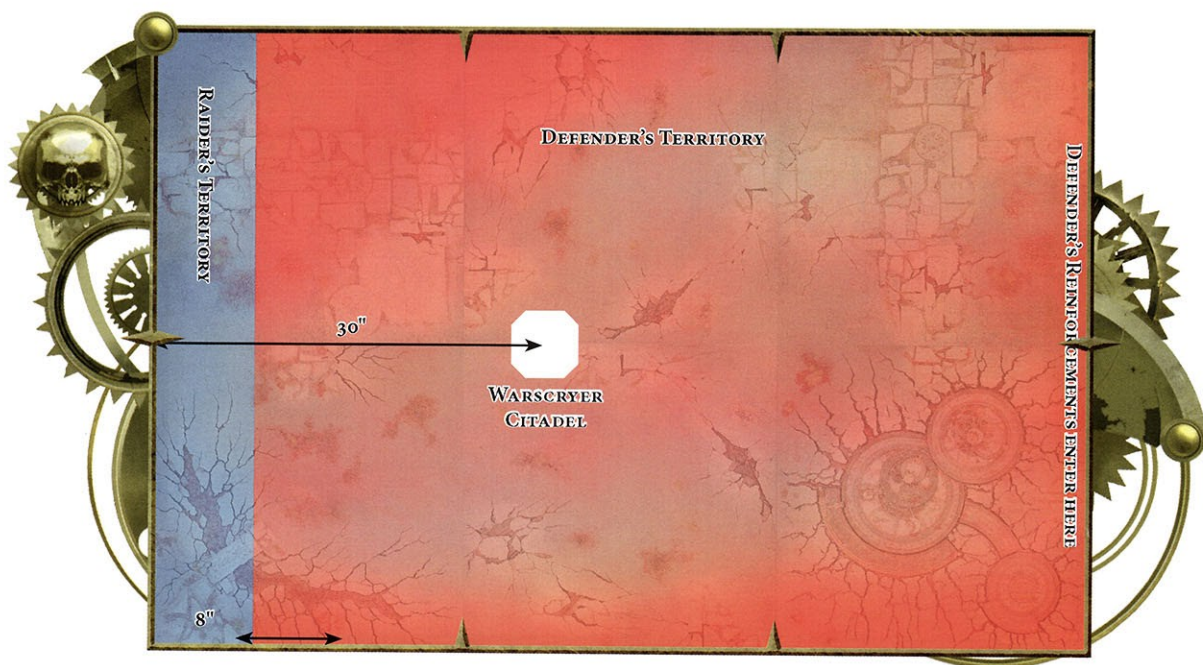
THE BATTLEFIELD

Set up a Warscryer Citadel terrain feature so that the centre of the model is 30" away from one edge of the battlefield, as shown on the map. The players then set up any remaining terrain as described in the core rules.

SET-UP

The Defender sets up first. They can set up 1 friendly unit of up to 20 models and up to 1 friendly **HERO** as the garrison of the **WARSCRYER CITADEL**. All other defending units must be set up in reserve as reinforcements (see over the page).

The Raider sets up second. All units in the Raider's army must be set up wholly within their own territory. The Raider's and Defender's territories are shown on the map below.



Rules of Engagement - penned by veteran games developer Jervis Johnson - focuses on the creation, design and evolution of the rules for Warhammer Age of Sigmar. This month, Jervis has come up with a battlefield challenge - a new way to test your tactical acumen.

The Warscryer Citadel could be full of elite enemy units - a tough nut for the raiders to crack. On the other hand, it may hold only a small garrison - easy pickings!



GRAB THE LOOT!

There are many ways to represent the loot markers in this game. The Warhammer Age of Sigmar Shattered Dominion Objectives set includes seven objective markers, all of which would make perfect loot markers. Alternatively, you could use the treasure chests that come in the Azyrite Ruins kit. Or perhaps a combination of the two? Maybe you could even make your own loot counters using bits from your bits box. The options are endless!



RESERVES

Reserves are units that are part of your army, but which have an ability that allows you to set them up in a location other than on the battlefield and deploy them later once the battle has begun. Setting up a reserve unit is not considered a move for the unit, but it may restrict a unit's ability to move in the same turn. Any reserves that have not been set up when the battle ends are treated as if they had been slain when you are working out which side won the battle.

LOOT MARKERS

After set-up is complete, six loot markers must be set up. Any suitable object can be used to represent a loot marker (a small coin is ideal, and rather appropriate as well!).

The players take it in turn to place the markers, starting with the Defender. Loot markers must be set up wholly within the Defender's territory, more than 12" from the edge of the battlefield, more than 6" from the Warscryer Citadel, and more than 18" from any other loot markers. See the special rules below to find out how to pick up and move loot markers.



THE GARRISON

The Defender's garrison in the Warscryer Citadel may not leave the terrain feature, and no other defending units can garrison it.

FIRST TURN

The Raider has the first turn in the first round of the battle.

DEFENDING REINFORCEMENTS

All of the Defender's unit other than the garrison of the Warscryer Citadel must be set up in reserve as reinforcements. Any units that have an ability that allows them to be set up in reserve instead of on the battlefield can either be placed in reserve as reinforcements, or be placed in reserve as described by the ability.

All of the Defender's units that have been set up in reserve as reinforcements must be set up at the end of the Defending player's first movement phase, wholly within 8" of the narrow edge of the battlefield that is opposite to the Raider's territory.

LOOT

Any model other than a **MONSTER** can pick up and carry a loot marker by passing across the marker as they make a normal move. **MONSTERS**, and models that are running, charging or piling in,

cannot pick up loot. Place the marker with the model that is carrying it. Models can carry 1 loot marker each.

Models drop any loot if they flee or are slain. Place the marker within ½" of the model before you remove it from play.

ESCAPING

At the start of the Raider's movement phase, they can pick any raiding units that are wholly within 6" of the narrow edge of the battlefield in the Raider's territory and say that those units are going to escape. Each unit that escapes is removed from play and cannot return. Units that escape with loot take the loot with them.

GLORIOUS VICTORY

Starting from the fifth battle round, at the end of each battle round, roll a D3 and add the number of the current battle round to the roll. On an 8+, the battle ends. On any other roll, the battle continues.

The player with the most victory points at the end of the battle wins a **major victory**. If the players are tied on victory points, then each player adds up the points value of enemy units that have been destroyed during the battle (excluding any units that escaped and any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of the battle, as follows:

RAIDER'S VICTORY POINTS

For each loot marker carried by a raiding model that escaped from the battlefield, the Raider scores 100 victory points.

For each loot marker carried by a raiding model that is on the battlefield, the Raider scores 50 victory points.

If all of the models from the garrison of the Warscryer Citadel have been slain, the Raider scores 100 victory points.

DEFENDER'S VICTORY POINTS

For each loot marker carried by a Defending model on the battlefield, the Defender scores 75 victory points.

For each loot marker that is not carried by a model from either side, the Defender scores 25 victory points.

If any models from the garrison of the Warscryer Citadel have not been slain, the Defender scores 50 victory points.



Ironjawz from the Ironsuns warclan raid the holdings of the Anvils of the Heldenhammer. Cavalry like Gore-gruntas are excellent for reaching the loot, but can they hold on to it?

DESIGNER'S NOTES

It's important to keep the victory conditions in mind when playing this battleplan. In most games of Warhammer Age of Sigmar you simply need to defeat the opposing army, and because of this the army roster and tactics you will use for the Warscryer Citadel battleplan will be rather different to those you use in a normal battle. There are two things to keep in mind: the loot, and the Warscryer Citadel.

The key to this battleplan is grabbing loot, and then keeping hold of it. One of the most straightforward ways of grabbing loot is to include flyers and fast cavalry (i.e. mounted units with a high Move characteristic) in your army. However, although units like these can grab a loot marker easily enough, they may struggle to hold onto them. Because of this you should make sure that you have some capable combat units for any flyers and fast cavalry to hide behind, should the need arise. The Raider must do their utmost to get any loot off the table and, because of this, fast-moving units are even more useful for them than they are for the Defender.

As well as deciding which units you will use to grab the loot, each player needs to think carefully about where they place the three loot markers that they are allowed to set up. Clever placement can give you a real edge when it comes to grabbing the lion's share of the loot, so think about it carefully. Try to take into account how you will deploy your army, and also think about how to place loot markers to make it harder for your opponent to be able to reach them.

The Raider will also need to decide if they are going to wipe out the garrison in the Warscryer Citadel, or ignore them and concentrate simply on capturing loot. There are advantages to each strategy, but you should be clear in your mind which you wish to do, and then stick to your plan come hell or high water. While on this subject, the Defender needs to think carefully about the garrison in the tower. Putting too powerful a unit in the tower can tie up a major asset that may have proved more useful as a mobile force. On the other hand, a weak garrison is just asking for the tower to be captured, which will cost you victory points and maybe the game.

AN AGE OF ENLIGHTENMENT

If you have a topic about Warhammer Age of Sigmar that you would like Jervis to tackle, please write in and let us know:

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