



WARHAMMER
AGE OF SIGMAR

CAMPAIGN

EFENGIE

CAMPAIGN EFENGIE

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT



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Fiction, maps, photography, and miniatures by
Duncan Hall and friends

Some background textures and stock art came from the internet
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Battleplans based on Warhammer World's
Clash of Empires.

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SINCE THE AGE OF MYTH, EUCEBIUM HAS KNOWN PEACE.

The Vale of Efengie is home not only to the survivors of the destruction of Hammerstadt, but also to all manner of Orruks, Ogors, Chaos worshippers, and even the undead. Despite their fundamental differences, the varied cultures' clashes have been limited to mere border skirmishes and political intrigue. But now a great change has come.

The Gates of Eucebium, a circle of long dormant realmgates, has awoken. Built by the wanderers to spread order across the realms in ages past, they have not served their intended purpose in thousands of years. There are now rumours that creatures, both of darkness and of light, have been coming through the gates. It seems that the people of Eucebium will soon have to choose sides in a war that has raged since the beginning of the Age of Chaos.

A new age is dawning on Eucebium.

CLASH OF EMPIRES

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

This framework enables you to fight an exciting battle that should last about an hour. It should be fought using all the rules on the *Warhammer: Age of Sigmar* rules sheet unless indicated otherwise. This page does not include the Laurels of Victory conditions or the specific Underdog Deeds. Each battleplan in this book uses this framework with its own set of Laurels of Victory conditions, Underdog Deeds, and special rules.

THE ARMIES

Each army will need to include at least one **Hero** to serve as the general. Your army can be selected from no more than 30 of the 45 models you bring to the event.

THE BATTLEFIELD

Terrain will already be set-up.

SET-UP

Do not use the set-up instructions on the *Warhammer: Age of Sigmar* rules sheet. First, each player rolls a dice. The higher roller selects a board half to be their territory. That player sets up one unit at least 12" from enemy territory. Then, players alternate setting up units until both players are finished.

RESERVES

You may not add more than 15 models to their army via summoning, reinforcement, resurrection, etc. during a battle.

FIRST TURN

The player who finished setting up first chooses which player takes the first turn.

MARTIAL STRENGTH

After set-up is complete, total the wounds in your army. If you have lower martial strength than your opponent, you are the underdog and may even be able to earn extra points through underdog deeds.

LAURELS OF VICTORY

After set-up is complete, follow the instructions on your battleplan's Laurels of Victory table to determine the battle's victory conditions.

If victory conditions are duplicated, players earn Laurels of Victory for each instance of the repeated victory condition.

CONTROL

A player controls a marker or terrain piece if they have more models within 3" of it than their opponent.

VICTORY

Do not use the victory conditions from the *Warhammer: Age of Sigmar* rules sheet. The player with the most Laurels of Victory at the end of the fourth battle round wins a **major victory**. If there is a tie, the underdog wins a **minor victory**.

If at any time one player has no models left on the battlefield, the battle ends immediately and their opponent gains 5 Laurels of Victory.



MARTIAL STRENGTH DIFFERENCE	LAURELS PER DEED
0-9	0
10-19	1
20-39	2
40-79	3
80+	4

UNDERDOG DEEDS

Each Underdog Deed can only be achieved by the Underdog once during the battle. The number of bonus Laurels of Victory earned for achieving each deed depends on the difference between the two armies, as shown below.

EFENGIE CAMPAIGN RULES

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

There are many ways to link your games of Warhammer: Age of Sigmar together. The following rules allow you to play a linear narrative campaign set in Efengie during the aftermath of the awakening of the Gates of Eucebium.

This campaign pits two players against one another in a series of six battles, the last of which is a winner-takes-all decider to determine the overall victor of the campaign.

Playing through a series of games in this manner serves as a fun and exciting way to develop an ongoing narrative for your army.

PLAYING THIS CAMPAIGN

Each player should create a warband roster to be used in each battle in the campaign. It should initially consist of one **HERO** and a total of no more than 30 models, but as your warband changes during the campaign, you do not need to satisfy that restriction.

When the battleplans in this book are played as a campaign, they should be played in the following order:

Game Battleplan

1	Realmgate Incursion
2	The Siege at Fort S'nak
3	Ambush at the Skywell
4	War on the Windswept Plains
5	The Defense of Bludor

BETWEEN GAMES

After each battle, each player earns 1 Glory Point. The winner of the battle earns D3 Glory Points instead.

You may spend your Glory Points between battles in several different ways:

- Spend a Glory Point to add a new unit to your warband.
- Spend a Glory Point to roll on an appropriate Champion Rewards table from the Path to Glory rules.
- Spend a Glory Point to roll on an appropriate Follower's Rewards table from the Path to Glory rules.

CASUALTIES

After each battle, roll a dice for each model that was slain during the battle. On a result of 1, the model is slain permanently and removed from your warband roster.

Example: If your unit of 20 Bloodreavers is slain, roll 20 dice. If you roll a 1 six times, then the unit is reduced to 14 models instead of 20.

If your general was slain, roll on the injury table instead.

INJURY TABLE

D6 Injury

1	Grievous Wound: Reduce the general's Wounds characteristic by D3 permanently.
2	Bad Leg: Reduce the general's movement characteristic by 1 permanently.
3	Head Wound: If your general has any Champion Rewards from the Path to Glory table, they lose one of those Rewards (your choice).
4-5	Full Recovery: It was just a flesh wound.
6	What Doesn't Kill You: Increase your general's Wounds characteristic by 1 permanently.



EFENGIE CAMPAIGN

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

1. THE GATES OPEN

Invaders from other Realms pour through the Gates of Eucebium. Immediately, your forces are hurled against each-other in the opening blows of their war for nothing short of absolute conquest of this verdant realm.

Play the Realmgate Incursion battleplan on page 8.

TO THE VICTOR GO THE SPOILS

The winner's Wizards know the Summon Allies spell in the next battle.

2. THE TITANS' FORTRESS

The defeated army has sought shelter in the ancient and gargantuan Fort S'nak, constructed by sky titans during the age of myth.

Play the Siege of Fort S'nak battleplan on page 14.

TO THE VICTOR GO THE SPOILS

The winner can choose one Hero in their warband to bear a Titan-forged Weapon. Select one of that model's melee weapons. Add 1 to the damage attribute of the chosen weapon.

3. TAKE WING!

The secrets of the sky titans reveal that a floating island known as the Skywell will be at its perigee in the coming days. According to local informants, legend holds that whoever drinks from the Skywell will gain immortality.

Play the Ambush at the Skywell battleplan on page 16.

TO THE VICTOR GO THE SPOILS

In the next battle, the winner's general can carry a flask of spring water from the Skywell. Once, during the hero phase, they may drink from it to heal D6 wounds.

NARRATIVE IDEAS

Propose a secondary objective that your opponent can complete to earn D3 Laurels of Victory.

When your opponent slays your Artefact bearing hero, allow them to field that Artefact in battle until such time as you can reclaim it.

4. NEW ALLIES

The local kingdoms of Efengie, realizing that their situation is dire, have chosen sides in this war. The war reaches a feverish peak on the Windswept Plains.

Play the War on the Windswept Plains battleplan on page 18. Find some more players to join your alliances for this battle if you can. Otherwise, each player may field an additional 30 model warband to represent the allied forces.

TO THE VICTOR GO THE SPOILS

The winner adds 1 to their Casting rolls during the next battle.

5. THE STREETS OF BLUDOR

The jewel of Efengie is finally within reach. Whoever is victorious will seize control of the port city of Bludor.

Play the Defense of Bludor battleplan on page 20.

TO THE VICTOR GO THE SPOILS

The winner gains of this battle wins the campaign!

ENEMY AT THE GATES

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Lady Vendetta and her ogor legions marched on the Gates of Efengie. Her butcher spoke of a great power awakening at the Gates, and whether good or evil, she would not have it in her domain. As they approached, they could see that powerful magic had truly awakened within the Gates, and something, someone, was coming through.

The Ironguts' lookout gnoblar shouted down from his post, but Vendetta could already see the seraphon marching 'en masse from the edges of the immense stone circle. The Bulls started murmuring, eager to charge into battle, but Vendetta shushed them and spied a second force. At the other side of the circle a massive hellish cannon rolled forth. This was no seraphon, and it could only mean one thing... the forces of Chaos were approaching.

Before she could decide which army to attack, the forest erupted with bonesplitter orruks charging into the fray. Despite her hope that the two invaders would simply wipe one another out, the daemons of Chaos and Order moved to put as much space between one another as possible.

The orruk horde charged indiscriminately into the Gates, breaking against the scaled shields of the seraphon and falling to the shrieking artillery of the chaos duardin. Vendetta, the consummate tactician, watched from a distance as her allies were routed by the two unnatural foes.

As orruks fled past her lines of gutbusters, she finally gave the command to attack. Ranks of ogors ran bellowing down toward the center of the stone circle. Mounds of scrap and massive cannonballs hurled through the air toward the daemonic forces. Ironguts easily cut through armored seraphon monstrosities and pestilent plaguebearers alike, decimating the vanguards of both forces.

With the invaders' infantry crushed by the gutbuster charge, she raised her massive warhammer and bellowed the order to fire. But the words caught in her throat as a hail of flaming skulls rained down upon her position.

When the flames cleared, Vendetta lay injured on the ground and seraphon daemons had stormed her position. They hissed and snapped their razor-sharp teeth and laid the ogor warriors to waste with mighty stone clubs.

At the Gates, the chaos duardin tallied their losses and set about to the hard work of summoning daemons to replace those lost in the battle.



GREAT SLAAN CUEYATL

Travelling through Realmgates to Ghyran, the young Slaan Cueyatl has his sights set on the nourishing life waters of Mount Koula as a place where a new clutch of slaan tadpoles could safely thrive. The magic of the nourishing waters would almost certainly sustain an army of seraphon that would turn the tides against the Dark Gods.

HIGH KING ITZACH BAR ITZACH

From the Realm of Chaos march the infernal armies of High King Itzach bar Itzach. Dispatched by Nurgle in his continued attempts to gain control of Ghyran, he has command of both a formidable host of chaos duardin as well as Papa Nurgle's plaguebound servants. The royal shako of the line of Itzach has been handed down for a dozen generations. In a grave insult to the Itzach dynasty, some thieving Bonesplitta Orruks made off with the royal hat. Now it's personal.



REALMGATE INCURSION

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Since the settlers from Azyrheim arrived in Ghyran, the sigmarites have lived in relative harmony with the more savage species indigenous to the idyllic Vale of Efengie. But now something is stirring within the Gates of Eucebium. It is time for the people of Efengie to choose a side in the war that rages across the Mortal Realms between Sigmar and the Dark Gods.

LAURELS OF VICTORY TABLE

The player with higher Martial Strength rolls on the table, then the Underdog chooses a Victory Condition, both of which are in effect during the battle.

Roll Victory Condition

- Capture Ground:** You and your opponent each select one piece of scenery. At the end of each battle round, players gain 1 Laurel of Victory for each of these two features that they control (a player controls a piece of scenery if they have more models within 3" than their opponent).
- Unto the Breach:** Players gain 1 Laurel of Victory each time they summon a new unit to the battlefield or wipe out a unit that was added during the battle.
- Breakthrough:** At the end of each battle round, players gain 1 Laurel of Victory if at least 5 of their models are within enemy territory. In addition, at the end of each battle round, each player gains 1 Laurel of Victory if there are less than 5 enemy models within their territory.
- Cut off the Head:** Players gain 1 Laurel of Victory each time the leader of an enemy unit flees or is slain and 2 Laurels of Victory each time an enemy **HERO** is slain. If the enemy general is slain, you gain 3 Laurels of Victory instead.
- Hold the Center:** At the end of each battle round, the player who controls the piece of scenery closest to the center of the battlefield gains 1 Laurel of Victory a player controls a piece of scenery if they have more models within 3" than their opponent). Each player also gains 1 Laurel of Victory if their general is within 3" of the piece of scenery.
- Twist of Fate:** Roll two dice and use both Victory Conditions (you may choose to re-roll additional results of 6).

SUMMON ALLIES

Each **WIZARD** in the battle knows the Summon Allies spell in addition to any other spells they know.

The Summon Allies spell has a casting value of 7. When the spell is cast successfully, you may place a unit with no more than 10 wounds anywhere within 18" of the caster and more than 9" away from any enemy models. If there is a Realmgate on the battlefield, you may alternatively place the unit within 3" of the Realmgate and more than 3" from any enemy models. The unit cannot move during the following movement phase.

UNDERDOG DEEDS

While We Live, We Fight!: You achieve this deed if at least one of your models is still on the battlefield at the end of the battle.

Lead by Example: You achieve this deed once your general has slain one enemy **HERO** or **MONSTER**, or five other enemy models.

Gloryseeker: After set-up, you opponent must select one of their units on the battlefield; that model is a worthy foe whose death would earn you glory. You achieve this deed if the unit is slain or flees the battlefield.

Bounty: After set-up, select one of your opponents units that is on the battlefield, that unit is wanted dead. You achieve this deed if the unit is slain or flees the battlefield.

Kingslayer: You achieve this deed if the enemy general is slain.

TALES OF — EFENGIE

BRASKE THE GIANT KING

In the mountains to the north of Efengie lives a brutal giant king and his beautiful giant children. He once descended into the Vale, ate the entire population of Reaper, then laid down and took an eight month nap.

THE CULT OF SLAANESH

When Chaos Lord Rheatrivix assaulted the aelven stronghold of Voidblossom, they knelt before her and adopted the worship of Slaanesh. Now she commands an army of Corsairs and Darkling Covens alongside her mortal and daemonic followers.

SPOOKINGTON

The Grave Guard of this sleepy hamlet recruit skeletons of every race. They count aelves, duardin, orruk, and even seraphon skeletons among their numbers.

THE KINGDOM OF ETERNAL LOVE

During their campaigns against the settlers from Hammerstadt Lady Vendetta and her Ogors looted many an Ironweld cannon. They found them to be even more effective when crewed by hobgoblins instead of wielded by Leadbelchers.

PLAUGES OF EFENGIE

When Tehc-tuc-luz mounted a Seraphon invasion of Efengie from the East, his troops got lost crossing the Blighted Mire and contracted a horrible plague. The canny Slaan turned the situation to his advantage however and split his army in two, sending the disease carrying portion of his army against his enemies to infect them with the sickness before bringing his other forces to bear.

BLUDOR, PORT CITY

Once, when his men tried to flee from battle, Bludor's ruler Lord Manpower turned his horse around to ride them down himself as an example to the rest of his army.

THE IVORY TOWER

The academics of the Ivory Tower operate Efengie's Collegiate Arcane. While they purport to only teach the traditional schools of spellcraft, there are whispers that they harbor a secret coven of Deathmages bent on achieving immortality.

BLOOD OFFERINGS

The brutal khornate warlord known only as the Damsel of Distress has sacrificed countless prisoners by throwing them into the boiling nectar at the top of Mount Koula.

GORFAX'S BRAYHERD

The beasts of the Dark Forest have forged an unholy alliance with the skaven clans dwelling beneath Bludor's streets. Together, they will bring ruin to the kingdoms of men.

PATHFINDER TOWER

Deep in the Dark Forest, Pathfinder Tower is home to the mysterious Pathfinder Society. They have been known to muster armies entirely comprised of powerful and experienced heroes to defend their territory.

THE ORDER HIPPOCRENE

Baron Fisk of the free city of Reaper once got stranded in enemy territory after crashing while scouting on his trusty Pegasus. After barely escaping certain death, he founded the an elite order of mercenary knights who ride into battle astride pegasi.

COLOSSAL RED

A massive red dragon lives in the mountains of Efengie. Entire armies have been slain trying to steal its Treasure hoard.

THE HEAVENS OF AZYR

Rumours tell of highly advanced civilizations dwelling in the Heavens of Azyr. There have been a few sightings in the Vale of Efengie, presumably having come through the unstable Realmgates. The Chaos Duardin will certainly never forget their ill-fated encounter with a people known as "The Tau".

TIME OF WAR

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In the Vale of Efengie, the winds of magic blow strong. They howl between the mountains and tear across the plains, leaving the smallfolk to huddle in their homes while hedge wizards brave the gale, chanting the incantations they learned from the village elders. It is a land stuck in time, caught in an age of small wars, small towns, and smallfolk.

VALE OF EFENGIE

If you decide that your battle is taking place in the Realm of Life, you can further specify that it is occurring within Vale of Efengie. If you do, these rules apply.

HOMETOWN HERO

The Vale of Efengie is littered with townships both large and small, all of which have their own cast of local heroes. If there is a village (any grouping of buildings or houses) in your territory, you may select one of your **HERO** models to be their Hometown Hero.

The Hometown Hero re-rolls failed to hit, wound, and save rolls of 1 while within 6" of one or more village terrain pieces.

WATER OF LIFE

The lakes and streams of the Vale of Efengie are filled with the invigorating nectar that flows from Mount Koula. As such, any of your units wholly within a piece of watery terrain during your hero phase regains D3 wounds (returning slain models as necessary).

RUMBLINGS OF MOUNT KOULA

The Vale of Efengie lies at the foot of the life-giving volcano Mount Koula. At the start of each battle round, roll a dice and consult the table below as Mount Koula rumbles beneath your feet.

D6 Effect

- Eruption:** Roll a dice for each unit on the battlefield. On a result of 4-6, the unit is hit with a powerful blast of healing nectar and heals D6 wounds.
- Scalding Springs:** The pools of nectar begin to boil forcefully. Roll a dice for each model within a piece of water scenery. On a result of 1 the model is slain.

WINDSWEPT PLAINS

The Vale of Efengie has been carved from the mountains surrounding it by powerful gusts from the winds of magic. In the Vale, having the winds at your back can be a powerful ally, sweeping units up and delivering them across the battlefield. Do not, however, take the winds for granted, for they can quickly turn on you and tear even the most well-armoured soldiers to shreds.

During the hero phase, any units that wish to may attempt to harness the winds. Should they choose to do so, the unit moves D6" as though it were the movement phase, however, on a dice roll of 6 the unit also suffers D3 mortal wounds.

HEDGE WIZARDRY

While the wizards of the Ivory Tower have a predilection toward epic spellcraft, the strength of the winds coursing through the Vale also lend themselves to a more slapdash school of wizardry. During the hero phase, when a **WIZARD** could cast a spell, they may choose to roll only one dice instead of two. If they do so, they may attempt a second spell this turn with the remaining dice.

- Quaking Earth:** The ground roils and rumbles. Treat all terrain (including open ground) as Deadly for the duration of the battle round.

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.

- Shaking Ground:** The ground shakes beneath the armies' feet. Units subtract 1 from any run or charge rolls this battle round.

- The Mountain is Quiet:** Nothing happens... yet.

- Nectar Floes:** Each unit within 3" of a piece of watery scenery regains D3 lost wounds (returning models as necessary)



VALE OF EFENGIE TRIUMPHS

You can roll on the following table instead of the Triumphs table on the *Warhammer: Age of Sigmar* rules sheet if you win a **major victory** in the Vale of Efengie.

D6 Reward

- 1 **Nectar of Koula:** Pick a **HERO** in your army to carry a flask of Mount Koula's life giving nectar. Once during the battle, during your hero phase, the bearer may drink from the flask to heal D6 wounds suffered previously during the battle.
- 2 **Dramatic Headwind:** One of the **HEROES** in your army always seems to have a dramatic wind blowing their hair/robes/scrolls in an epic fashion. This **HERO** rolls an additional dice whenever it rolls to run or charge and drops the lowest result.
- 3 **Renowned Unit:** One of the units in your army has earned great renown. That unit adds 1 to its rolls to wound.

- 4 **Ivory Baron:** The barony of the Ivory Tower is one of the oldest and well established fiefs in the Vale of Efengie. As the Ivory Baron you must uphold a certain standard in your troops regalia. Your fully painted units may choose to re-roll Battleshock tests.
- 5 **Fat of the Land:** The life-giving crops of Efengie makes heroes healthy and strong. Choose a **HERO** model in your army to become a mythic hero. The mythic hero adds 1 to its Wounds attribute.
- 6 **Legendary Hero:** Choose a **HERO** model in your army whose heroic deeds have elevated their status to that of legend. Roll two dice on the Legendary Heroes table below and choose one of the results for your **HERO** to benefit from.

LEGENDARY HEROES

Legendary heroes of Efengie have lived and died over the ages, but there are always fresh faces ready to stand up and take their place in the history books.

D6 Reward

- 1 **Beloved Idol:** The legendary hero is a shining example to their troops. Their very presence emboldens them to greater acts of heroism. Units from your army within 6" of the legendary hero do not have to test for Battleshock.
- 2 **Magical Prodigy:** The legendary hero is a **WIZARD**, can attempt to cast and unbind one spell per turn, and knows the Arcane Bolt and Mystic Shield spells. If the legendary hero was already a Wizard, they may cast or unbind one additional spell during each hero phase.
- 3 **Backwoods Wanderer:** The legendary hero has been around the Realms and knows that nearly all terrain is trying to kill you. Your units may treat any terrain within 3" of the legendary hero as mundane.

- 4 **House Guard:** The legendary hero is wealthy beyond belief with a loyal house guard at their beck and call. Choose one of your units to be their house guard. The house guard adds 1 to their weapons' Attacks attribute while within 6" of the legendary hero.
- 5 **Warp Scientist:** The legendary hero has learned that anything can be improved using copious amounts of warpstone. The legendary hero adds 1 to their rolls to wound and also improves their weapons' Rend attribute by 1.
- 6 **Dirty Fighter:** The legendary hero fights dirty. Like... real dirty. Whenever the legendary hero would suffer a wound or mortal wound during the combat phase, roll a dice. On a result of 5 or higher, one enemy unit (even the attacker) within 3" suffers a mortal wound instead.

S'NAK BATTLE

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Junyr spied a gargantuan Bullgor monstrosity across the battlefield. For days he and his Fyreslayer brothers had been hunting the scrawnier Brayherd beasts over the titanic ramparts and through the cavernous halls of Fort S'nak, but nothing had come close to the glorious challenge the Gorghon presented. He hefted a great titan forged axe pilfered from the immense castle's armoury and charged bellowing the song of his own impending victory.



Rounding a corner in pursuit of a herd of Ungor Raiders, Junyr nearly tripped over himself coming to an abrupt halt. He had been scouring the halls for days slaying straggling Gors and Chaos Duardin, but this was the first real battle he'd seen.

On one side of the battle was a great brayherd led by who he could only assume was the Gorfax the Thrice-Blooded. On the other side, apparently the Ogors and Orruks who used to dwell on these lands had come to an understanding of sorts with Lord Cueyat's Seraphon legionnaires.

Junyr flinched slightly as an Ironjawz warboss astride a mighty Maw-Krusha as wide as a house swooped low over his head on its way to smash its bulk against a tower filled with braying beastmen. The tower shook with the initial impact.

The Maw Krusha wrenched itself free to shake broken stonework out of its scales before resuming its onslaught.

Ahead of Junyr lay the vast gates of the castle. Shrieking rockets and skulls wreathed in doomfire blazed over the walls bursting indiscriminately into the churning melee below.

Amid all of the chaos and destruction, Junyr spied the true prize. He would bring down a glorious kill, or he would die trying.

The Gorghon tore a bloody swath through the battlefield. At the end of each of its four hulking muscular arms was a grime-covered blade.

The great gorbeast opened its mouth of gnarled swordlike teeth wide and took a bite from a skewered Ogor before flinging the remains wastefully to the ground.

Climbing atop the ruins of an ancient building, Junyr stared at the great with a smolder in his eyes, and let rip a string of insults no creature could possibly ignore. The beast turned to face him, locked eyes, and bellowed a challenge in return.

The entire battle turned to watch as Junyr vaulted into the air and collided with the Gorghon's massive flank. He raised his titan forged axe high in the air and swung only to be deflected by the Gorghon's bladed forearm and sent spinning to the ground.

Having established its dominance, the Gorghon wandered back into the keep, away from the battle. These were the Brayherd's stomping grounds, and it was time the interlopers learn that.

THE SIEGE OF FORT S'NAK

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Racing to establish a foothold in Efengie, the forces of Chaos and Order clash at the immense and ancient Fort S'nak. The defenders of the vale, tarnished in defeat, now seemingly have their choice of conquerors. Between the Chaotic Horde that seeks control of Fort S'nak to plunder its vaults in search of powerful artifacts for the Dark Gods and the Ordered Legion angling for control of the nourishing waters of Mount Koula, who will rule Efengie?

LAURELS OF VICTORY TABLE

The player with higher Martial Strength rolls on the table, then the Underdog chooses a Victory Condition, both of which are in effect during the battle.

Roll Victory Condition

- Starve Them Out:** Together, place 5 Provision markers on the battlefield. At the end of each battle round, the player who controls the most Provision markers gains 1 Laurel of Victory.
- Corpses not Captives:** Players gain 1 Laurel of Victory each time an enemy unit is wiped out.
- King of the Castle:** At the end of each battle round, players gain 1 Laurel of Victory if their general is in enemy territory. In addition, at the end of each battle round, each player gains 1 Laurel of Victory if their opponent's general is not within their territory.
- Remember the Titans:** Players gain 1 Laurel of Victory whenever an enemy unit is slain by their model wielding a Titan Forged Weapon.
- Hold the Center:** At the end of each battle round, the player who controls the piece of scenery closest to the center of the battlefield gains 1 Laurel of Victory. Each player also gains 1 Laurel of Victory if their general is within 3" of the piece of scenery.
- Strategic Engagement:** Choose one of the other Victory Conditions.

CHAOTIC HORDE

The Chaotic Horde has readied cauldrons of Boiling Blood to defend their sections of the fort. Horde units have the following ability.

Boiling Blood: During the shooting phase, if your unit is garrisoning a building, one enemy unit within 6" of that building suffers D3 mortal wounds.

ORDERED LEGION

The Ordered Legion has come prepared with Battering Rams to seize control of the fort. Legion units have the following ability.

Battering Ram: When this unit ends a charge move within 3" of a building this turn, non-**HERO** units garrisoning that building suffer D6 mortal wounds, **HERO** units suffer D3 mortal wounds instead.

TAKING SIDES

Each player should pick a side for the duration of the event. Either the Chaotic Horde, or the Ordered Legion.

TITAN FORGED WEAPONS

Each player has a Titan Forged Weapon stolen from the castle's armory. Choose one **HERO** in your army to wield it and select one of that model's melee weapons. Add 1 to the damage attribute of the chosen weapon.

When the wielder of the Titan Forged Weapon is slain, place a token within 3" to represent the dropped weapon. The weapon may be picked up by any **HERO** model from either army within 3" during their hero phase.

UNDERDOG DEEDS

Supply Lines: You achieve this deed when you purchase your opponent a snack of their choice from the store (and they accept it).

Lead by Example: You achieve this deed once your general has slain one enemy **HERO** or **MONSTER**, or five other enemy models.

Strongpoint: After set-up, your opponent must select a building on the battlefield. You achieve this deed when you garrison the chosen building.

Bounty: After set-up, select one of your opponents units that is on the battlefield, that unit is wanted dead. You achieve this deed when the unit is slain or flees the battlefield.

Kingslayer: You achieve this deed when the enemy general is slain.

TURNING THE LEAF

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

There were trespassers on these lands, Faelyndyth could smell them on the breeze, neither aelf nor tree. She had seen the Seraphon lord in his floating chair some days past, drifting alone through the open skies. With him they had reached an agreement. Cueyatl and his Ogor pets would be allowed to pass unharmed and to seek the mythical spring. This was a different smell though... a smell of death... and of sand.

The Treelord guided her new allies through the forests of the Skywell as befit her station as host. The Lady Vendetta said that they were searching for a spring, the true source of Mount Koula's nourishing waters. Faelyndyth knew of such a place. It was a sacred place; but if what they said was true, and the forces of Chaos held power in the vale below, then this was the right moment to use its power to turn the tides of war.

She smelled it again, the dry and arid smell of something dead so long it couldn't remember ever living. For better or worse, this was her moment, and she would seize it.

The Ogors and their reptilian allies followed Faelyndyth into a shady clearing ensconced by ancient and gnarled trees. They turned to address their guide, but she was gone. For a moment, the silence was deafening, and then they heard a sound, a rattling of bones crawling up between the roots of the trees.

Faelyndyth ran through the trees, ducking and weaving with an agility only the Sylvaneth can every truly possess. She knew the way, and had to make it to the headwaters before the interlopers realized her ploy. The bellowing of Ogors faded into the distance behind her, replaced by the rustling of leaves and gurgling of water.

When she reached the spring, limbs sore from running, she knelt by its edge and whispered a brief thanks to Alarielle before partaking of its nourishing waters. As she drank deeply, she sincerely hoped the others would understand. Her betrayal was not spite or greed, but necessity. The burden of this power was simply not theirs to bear. She felt the water of Koula run through her veins, and bloomed anew.

Vendetta had a curse on her tongue as she hacked down the last of the Deathrattle warriors. Why had Faelyndyth abandoned them in their time of need?



AMBUSH AT THE SKYWELL

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

With the lands of Efengie now held under the brutal reign of Chaos, Lady Vendetta and Lord Cueyatl have taken to the skies. The mythical Skywell is at its lowest point in three hundred years, and those who drink from its waters are said to be granted near immortality. The uneasy alliance between the Seraphon and Efengie's forces of destruction will be put to the test by a betrayal from within.

LAURELS OF VICTORY TABLE

The player with higher Martial Strength rolls on the table, then the Underdog chooses a Victory Condition, both of which are in effect during the battle.

Roll Victory Condition

- Capture Ground:** You and your opponent each select one piece of scenery. At the end of each battle round, players gain 1 Laurel of Victory for each of these two features that they control.
- Corpses not Captives:** Players gain 1 Laurel of Victory each time an enemy unit is wiped out.
- Treachery in the Skies:** The ambushing player gains 1 Laurel of Victory whenever an ambushing unit slays an enemy unit. They score 2 Laurels of Victory instead if the ambushing unit is a Flying unit.

Their opponent gains 1 Laurel of Victory whenever an ambushing unit is wiped out. They score 2 Laurels of Victory instead if the ambushing unit was a Flying unit.

- Cut off the Head:** Players gain 1 Laurel of Victory each time the leader of an enemy unit flees or is slain and 2 Laurels of Victory each time an enemy **HERO** is slain. If the enemy general is slain, you gain 3 Laurels of Victory instead.
- Drink from the Skywell:** Place an appropriate piece of water terrain at the center of the battlefield. Once per battle during your hero phase, your general may drink from the Skywell while within 3" of it. If they do, they heal D6 wounds and you gain D3 Laurels of Victory.
- Uneven Odds:** The players have differing objectives in the battle. Each player randomly selects a Victory Condition (re-rolling this result) for themselves.

AMBUSH

Select one player to be the Ambusher. During set-up, that player alternates setting up units on the battlefield, and setting up units in reserve as ambushers. The general may not be set up as an ambusher. The ambushing units are still part of their army for the purposes of calculating Martial Strength.

During each of the Ambusher's hero phases, roll a dice for each ambushing unit. On a 3 or higher, they may place the unit within 6" of any table edge besides their opponent's and not within 9" of any enemy models. This counts as their movement for the turn.

LIFE-GIVING WATERS

Any unit wholly within a watery terrain feature during their hero phase regains D3 wounds lost during the battle (returning slain models as necessary).

UNDERDOG DEEDS

Sweet Nectar: You achieve this deed if you purchase your opponent a drink of their choice from the store (and they accept it).

Lead by Example: You achieve this deed once your general has slain one enemy **HERO** or **MONSTER**, or five other enemy models.

Gloryseeker: After set-up, you opponent must select one of their units on the battlefield; that model is a worthy foe whose death would earn you glory. You achieve this deed when the unit is slain or flees the battlefield.

Bounty: After set-up, select one of your opponents units that is on the battlefield, that unit is wanted dead. You achieve this deed when the unit is slain or flees the battlefield.

Kingslayer: You achieve this deed when the enemy general is slain.

THE STORM OF WAR

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

In the still morning, arcane mists hung over the Windswept Plains, and the last remnants of Lord Cueyatl's seraphon prepared for battle at a small farmhouse nestled between the four Pillars of the Winds. Across the field, they could just make out the silhouettes of chaos duardin, bestial gors, and the gargantuan Arachnaroch spiders of their forest grot allies. Lord Cueyatl's brave few spoke not a word, but prepared for death. The heavens cracked. Thunder and lightning shook the earth. Sigmar's reinforcements had at last arrived.



In the seraphon host's moment of need, the sylvaneth returned. The Treelord Faelendyth used her empowerment wisely, summoning an avatar of Alarielle herself, who in turn called upon her Stormcast Eternal guardians. Although they were still greatly outnumbered, victory was well within reach.

Across the field, however, a new challenger appeared. The dreaded Maw Krusha roared into battle.

The sounds of battle echoed through the Vale, carried on the Winds that swirled and swept through the plains, eddying around the Pillars of the Winds and rushing like a great tide over wizards and warlords alike.

Hellfire screamed through the skies, thunder broke the clouds, and the stars reformed to Lord Cueyatl's will.

The smallfolk quaked in their homes, so frightful were the sounds of war.

At the peak of the battle, when the sounds had reached a fever pitch, a single lilting scream cut through the pandemonium, and the smallfolk knew all was lost. The Lord Castellant turned to see his charge slain in the maw of the krusha. Alarielle had left them.

One by one, each in a flash of lightning, the Stormcasts were returned to Azyr; and the Seraphon receded back into Cueyatl's memory.

WAR ON THE WINDSWEPT PLAIN

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Despite internal strife, Lord Cueyatl and the armies of Efengie, now in possession of the Skywell's potent magicks, have rallied to War on the Windswept Plain. High King Itzach bar Itzach marches west for Bludor, razing everything in his path. Though Daemons crawl through the darkness and Brayherd fill the woods with their gutteral bellowing, there is still time to stop the ruination of Efengie before it cannot be undone.

LAURELS OF VICTORY TABLE

Each player rolls a dice to determine what they must do to earn Laurels of Victory. Each player will only have one means of earning Laurels during this battle.

Roll Victory Condition

- Command and Control:** Choose a terrain piece completely within enemy territory. At the end of each battle round, gain 1 Laurel of Victory if at least one of your models is within 3" of the chosen terrain piece and your coalition controls it.
- Crush Your Enemies:** At the end of each of your turns, gain 1 Laurel of Victory if an enemy unit was slain by one of your units.
- Breakthrough:** At the end of each battle round, gain 1 Laurel of Victory if one of your units of five or more models is in enemy territory.
- Assassinate:** At the end of each battle round, gain D3 Laurels of Victory if an enemy **HERO** was slain by one of your units.
- Hold the Center:** At the end of each battle round, gain 1 Laurel of Victory if at least one of your models is within 3" of the terrain piece closest to the center of the battlefield and your coalition controls it.
- Strategic Engagement:** Choose one of the other Victory Conditions.

FRONT LINE UNITS

During set-up, any unit consisting of ten or more models may be placed anywhere within your territory and not within 3" of an enemy unit. Whenever one of these units is wiped out, during your next hero phase, it may be placed within 6" of your table edge and at least 3" from any enemy. It may not move during the following movement phase. This does not count towards your 15 model Reserves limit.

PILLARS OF THE WINDS

Before set-up, place 4 Pillars on the battlefield representing the four winds. Whenever a **WIZARD** successfully casts a spell during the battle, they place a Wind counter on one Pillar within 18". At the end of the battle, for each Pillar, each Coalition with the most Wind counters on it gains D6 Laurels of Victory.

COALITION OF DEATH

Players should divide as evenly as possible into two thematically appropriate sides for this multiplayer battle. Each player will get to bring an army of up to 30 models as usual.

Use the Coalition of Death multiplayer rules in the *Warhammer: Age of Sigmar* General's Handbook.

Calculate the martial strength difference using the combined strength of each Coalition. Each Underdog Deed can only be achieved once by each Coalition.

UNDERDOG DEEDS

While We Live, We Fight!: You achieve this deed if at least one of your models is still on the battlefield at the end of the battle.

Lead by Example: You achieve this deed once your warlord's general has slain one enemy **HERO** or **MONSTER**, or five other enemy models.

Gloryseeker: After set-up, your opponent must select one of their units on the battlefield; that model is a worthy foe whose death would earn you glory. You achieve this deed when the unit is slain or flees the battlefield.

Wind at Your Back: You achieve this deed when your coalition has placed at least one Wind counter on each of the four pillars.

Kingslayer: You achieve this deed when the enemy warlord's general is slain.

THE BLUDOR ACCORDS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

When Lord Cueyatl's scaly host reached Bludor, the city had nearly fallen. Smoke rose from the ashes of building razed to the ground. Open pits of bilious plague had been rent in its streets with plague magic. The city's defenders had held on only just long enough. They hid during the day, and came out at night to activate the city's defense shrines and turn the streets into death-traps for the occupying forces. His armies were ragged from battle and from plague. He had not come to Bludor to battle, but to parley.

The Bludor Accords

Having fought to a standstill, and sustaining heavy losses, the undersigned agree to cease hostilities under the condition that the Vale of Efengie, with the exception of the cities therein of Bludor, Reaper, Shelf, and the villages of the Table-lands, shall be the sole domain of the Dark Gods of Chaos. Resolved, the aforementioned cities will conduct business uninterrupted so long as their occupants do not trespass on lands outside of the old Kings' Road.

Sworn and subscribed before Alarielle, Sigmar, and the Dark Gods,

Cueyatl *Lady Vendetta* 
Faelynthyth 
Rheatrivix 

At the end of the Warring Gates period of Efengie's history, Lady Vendetta negotiated a cessation of hostilities between the forces of Azyr and Nurgle. Unfortunately, this came at a high price. The less populous areas of Efengie were ceded in total to the evil machinations of the dark gods, and more specifically to the brutal reign of High King Itzach bar Itzach.

The terms did, however, allow the cities and villages of the vale to continue their business unmolested within their borders and along the King's Road running from Bludor to the Azyrspire.

The treaty held for only a few decades before hostilities were reopened, but during the interim years, the people of Efengie were able to rebuild their cities.

Bludor opened naval trade with the kingdoms across the Sea of Tears. Shelf reaped the benefits of this new trade, selling rare minerals to faraway lands.

Outside of the cities, a great shadow fell over the land. The braying in the woods intensified, and farmers no longer went out at night.

Of course, that was before the Azyrspire Wars began.

THE DEFENSE OF BLUDOR

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Left nearly defenseless, the walls of Bludor have been breached by Chaos and their allies. However, Bludor's defenders are not without hope. The Sigmarite shrines hidden throughout the city that control its arcane defenses have been activated, but are yet uncontrolled. If the city's defenders can control the shrines, Bludor's arcane defenses can drive the denizens of Chaos back.

LAURELS OF VICTORY TABLE

The player with higher Martial Strength rolls on the table, then the Underdog chooses a Victory Condition, both of which are in effect during the battle.

Roll Victory Condition

- Take the Shrines:** Place three shrines along the center of the battlefield. At the end of each battle round, each player gains 1 Laurel of Victory for each shrine they control.
- Corpses not Captives:** Players gain 1 Laurel of Victory each time an enemy unit is wiped out.
- Breakthrough:** At the end of each battle round, players gain 1 Laurel of Victory if at least 5 of their models are within enemy territory. In addition, at the end of each battle round, each player gains 1 Laurel of Victory if there are less than 5 enemy models within their territory.
- Wrath and Ruin:** At the end of each battle round, each player who inflicted the most damage on enemy models during the round gains D3 Laurels of Victory.
- Hold the Center:** At the end of each battle round, the player who controls the piece of scenery closest to the center of the battlefield gains 1 Laurel of Victory. Each player also gains 1 Laurel of Victory if their general is within 3" of the piece of scenery.
- Twist of Fate:** Roll two dice and use both Victory Conditions (you may choose to re-roll additional results of 6).

WAR TORN

Both armies are but a remnant of their original glory. They are weary from the constant battles and from the long siege of Bludor.

After armies have been set up, but before calculating each army's Martial Strength, each unit suffers D3 mortal wounds. Each **MONSTER** unit suffers D6 mortal wounds instead. **WAR MACHINE** units share D3 mortal wounds between the **WAR MACHINE** and its crew.

ARCANE DEFENSES

At the start of each battle round, before rolling for initiative, each player rolls a dice and adds the number of models in their army with the **WIZARD** or **PRIEST** keywords to the roll.

The player who rolled highest places a marker on the battlefield that lasts for the duration of the battle round. All terrain within 6" of the marker (including open ground) is treated as Deadly terrain.

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.

UNDERDOG DEEDS

Lead by Example: You achieve this deed once your general has slain one enemy **HERO** or **MONSTER**, or five other enemy models.

Keys to the City: You achieve this deed when any enemy model is slain by the city's Arcane Defenses.

Gloryseeker: After set-up, your opponent must select one of their units on the battlefield; that model is a worthy foe whose death would earn you glory. You achieve this deed when the unit is slain or flees the battlefield.

Kingslayer: You achieve this deed when the enemy general is slain.

EUCEBIUM GHYRAN

HAMMERSTADT WAS THE FIRST AND ONLY SETTLEMENT FROM AZYR IN EUCEBIUM. DURING NURGLE'S ASSAULT ON GHYRAN, THE CITY WAS DESTROYED BY A TRIO OF PLAGUED METEORS THAT NOT ONLY DESTROYED THE CITY, BUT LEFT IT BLIGHTED FOR THE FORESEEABLE FUTURE. SINCE ITS DESTRUCTION, THE RUINS OF HAMMERSTADT HAVE BEEN A RIPE TARGET FOR TREASURE HUNTERS FROM EFENGIE.

THE AZYRSPIRE
It is said that the Azyrspire leads to Azyr, but it would take a lifetime to walk it.

VALE OF EFENGIE

BLUDOR,
PORT CITY

FORT S'NAK

Mt. KOULA

CRAG OF
FALLEN KINGS

RUINS OF
HAMMERSTADT

BLIGHTED MIRE

GATES OF
EUCEBIUM

SKYWELL

WANDERING KEEP

PIGSTIKKA PEAK

PIGSTIKKA PEAK IS HOME TO MANY NOMADIC TRIBES THAT HUNT IN THE PLAINS TO THE SOUTH BEFORE RETURNING TO THEIR BASE CAMPS AT THE BASE OF THE MOUNTAIN.



THE ROAD TO AZYR

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Since the Gates of Eucebium opened, all manner of warbands from empires throughout the Realms have trickled through its unstable portals. For every kingdom of Efengie fighting to preserve their homeland, there are half a dozen invading armies warring for control of Eucebium, its precious resources, and most importantly, the Azyrspire.

MAP CAMPAIGN

This map with spoils rules is for use with the Map Campaign rules on page 87 of the *Warhammer: Age of Sigmar* General's Handbook.

BATTLES

You and your opponent can use any battleplan you like when you battle, but keep in mind that some of the battleplans in this book are set at specific locations.

CAMPAIGN IDEAS

You can add more depth to your campaign by having your characters and units grow over time. Whenever a unit gains a special ability by virtue of a Triumph table, write the unit's name down on a campaign roster along with the ability gained. The unit gains the ability for the duration of the campaign. Units can even gain multiple abilities this way!

After each battle, for each unit listed on your roster that was wiped out, roll a dice. On a roll of 1, the unit has been slain for good. Erase the unit from your campaign roster (or cross it out and leave it there as a memorial).

Alternatively, you could create an experience system incorporating the General Traits and Artefacts tables or the Champion Rewards and Follower Rewards tables in the General's Handbook.

THE SPOILS

The Azyrspire: At the start of any battle round, you may choose to bathe your army in light shining from Azyr. If you do, units in your army re-roll save rolls of 1 for the duration of the battle round.

Blighted Mire: Once during each battle, you may force your opponent to re-roll all save rolls for a unit for the remainder of the phase.

Bludor, Port City: You may take one additional artefact in each battle. It can be randomly selected from any artefact table.

Crag of Fallen Kings: When your general would be slain during a battle, roll a dice. On a result of 5 or higher, they are instead reduced to 1 wound remaining.

Fort S'nak: At the beginning of each battle, choose one of your **HERO** models to wield a Titan-forged weapon. Increase the Damage of one of that **HERO**'s melee weapon attacks by 1.

Gates of Eucebium: **WIZARDS** in your army add 1 to their spellcasting rolls.

The Geistwald: After set-up in each battle, choose a terrain piece to be haunted by malignant spirits. Enemy units treat the haunted terrain piece as Deadly as described in the *Warhammer: Age of Sigmar* rules sheet.

Mt. Koula: Add 1 to your general's Wounds attribute.

Pigstikka Peak: Once during each battle, you may re-roll a charge roll made for one of your units.

Ruins of Hammerstadt: At the beginning of each battle, select one of your **HERO** models to bear one of the lordly rings of Hammerstadt, lost during the fall. Then chosen **HERO** may use the command abilities on their warscroll even if they are not your general.

Skywell: Your general carries nourishing waters from the Skywell. Once during your hero phase, your general may drink from their water skin to heal D3 wounds suffered during the battle.

Wandering Keep: The Wandering Keep has many towers that roam Eucebium, searching for new territory. Place a watchtower in your territory during set-up.