WARHAMMER
AGE OF SIGMAR

Efengie Campaign 2

Through the Deathgate

THROUGH THE DEATHGATE

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT
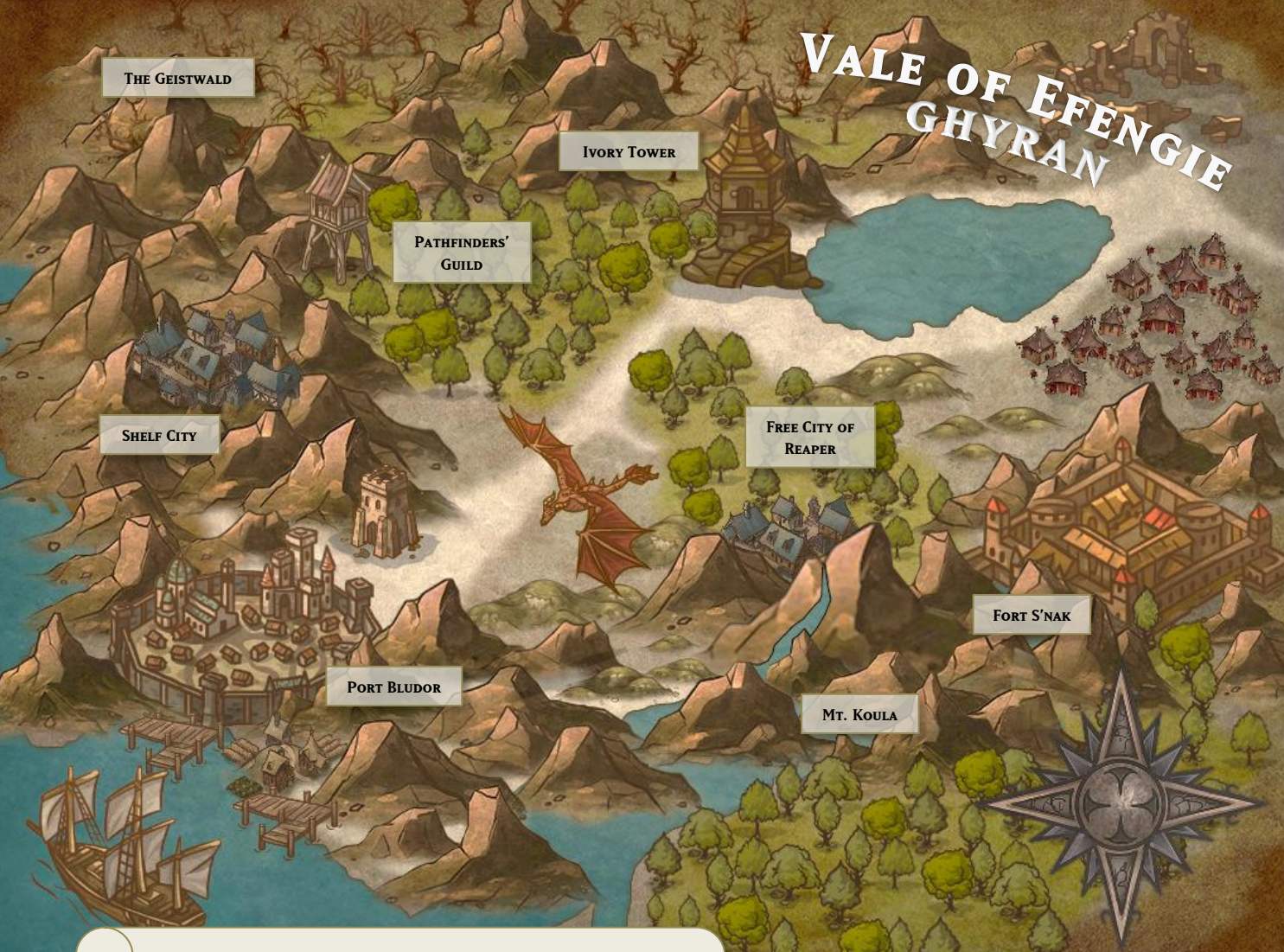
WARHAMMER
AGE OF SIGMAR

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

Some background textures and stock art came from the internet and/or Warhammer: Age of Sigmar documents.

Battleplans based on Warhammer World's Clash of Empires.

The Geistwald

Ivory Tower

Pathfinders' Guild

Shelf City

Free City of Reaper

Fort S'nak

Port Bludor

Mt. Koula

WITHOUT A UNIFYING FORCE TO BRING ORDER TO THE REGION, THE VALE OF EFENGIE HAS FALLEN INTO THE CLUTCHES OF CHAOS.

FOR FIVE YEARS, THE VALE OF EFENGIE HAS LABORED UNDER CHAOS' DESPOTIC REIGN. THE PEOPLE OF BLUDOR SEEK HOPE, AND IT MAY YET COME. WE, THE COLLEGIATE ARCANUM OF THE IVORY TOWER, BELIEVE WE HAVE FOUND A WAY TO UNLOCK THE POWER OF THE AZYRSPIRE. IF WE CAN ALERT SIGMAR'S COURT TO OUR DIRE NEED, PERHAPS THEY WILL SEE FIT TO DISPATCH AID TO OUR EMBATTLED REGION. GATHER THE FAITHFUL, AND MAKE HASTE TO THE AZYRSPIRE, AND WE MAY YET BE LIBERATED.

Granderknotty Spelltinkle PhD

"Lord Egon, a falcon has come with a message for you!" the Wyldwood Ranger knelt in the dirt before his lord, a falcon perched on his outstretched arm.

Lord Egon carefully removed the scroll from the falcon's leg, unrolled it, and silently read its contents. He nodded his head, and looked to the North, squinting at the Azyrspire in the distance climbing high into the heavens.

He could clearly make out an army of Orruks marching toward toward the Spire.

War had come again to Eucebium.

Clash of Empires II

An Unofficial Warhammer: Age of Sigmar Supplement

This battleplan 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 conditions for earning Laurels of Victory. Each battleplan in this book uses this framework with its own set of victory conditions and other special rules.

The Armies

Each army will need to include at least one **Hero** to serve as the general. Your army should consist of no more than 30 models.

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 (or battalion) at least 12" from enemy territory. Then, players alternate setting up units until both players are finished.

Reinforcements

You may only add one new unit to your army during the battle via summoning spells, abilities, etc.

Abilities that add models to existing units may not increase the unit beyond its starting size.

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 be able to earn bonus Laurels of Victory by achieving Underdog Deeds.

Laurels of Victory

After set-up is complete, use the table overleaf to determine the means of scoring Laurels of Victory.

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	Bonus Laurels of Victory
0-19	0
20-39	1
40-59	2
60-79	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' martial prowess, as shown on the table.

EUCEBIUM

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

As the inhabitants of Efengie have fled into Eucebium to escape the brutal reign of Chaos, newly founded kingdoms have sprung up throughout the region. Exploratory forces have begun the process of examining the further reaches of Eucebium. Some adventurous souls have begun a campaign to retake and cleanse Hammerstadt, though it will be a long and arduous task as the city has become home to numerous grotesque denizens in the ages since its abandonment.

CRAG OF
FALLEN KINGS

THE AZYRSPIRE
The Collegiate Arcane of
the Ivory Tower believe
they have found the secret
to traversing the Azyrspire
into Sigmar's realm.

RUINS OF
HAMMERSTADT

SKYWELL

THE GEISTWALD

BLIGHTED MIRE

WANDERING
KEEP

FORT S'NAK

BLUDOR,
PORT CITY

MT. KOULA

PIGSTIKKA PEAK

Through the Deathgate Campaign

An Unofficial Warhammer: Age of Sigmar Supplement

1. On The Road

A great path runs down the center of Eucebium leading to the Azyrspire. You can see it off in the distance, vanishing into the clouds.

Play the Road to the Azyrspire battleplan on page 7.

To The Victor Go The Spoils
The winner gains an additional Command Trait for their general during the next battle.

2. Return of the Gatewatch

You have glimpsed the divine secrets of the Azyrspire and been set to a sacred task, to pass through the Gates of Eucebium and destroy the evils that lay beyond them. Of course, you already have enemies right here in Efengie.

Play the Eucebium Awakened battleplan on page 8.

To The Victor Go The Spoils
The winner may roll on the Gates of Eucebium Triumphs table during the next battle in addition to any other Triumph abilities they may benefit from.

3. The Ghoul King's Demesne

The Ghoul King Marrowthirst's grisly prisons overflow with the damned; but an implacable foe has followed you into the Realm of Shyish. It seems there are two fronts to this war.

Play the Corpse Orchards battleplan on page 11.

To The Victor Go The Spoils
In the next battle, the winner's general can carry an additional Artefact from the Death Artefacts table.

Gates of Eucebium

If you use the Gates of Eucebium Time of War rules for this battle, roll only once each battle round for both Battlefield in Flux and Unstable Realmgates so that the battlefield is only attuned to a single realm each round.

Narrative Idea

After each battle, choose one of your opponent's units that did something interesting during the battle. That unit may roll on an appropriate Path to Glory Rewards table.

4. A Chill Wind

Bloodied and harried, the defeated army flees into the grasp of the deadly Geistwind.

As night falls, spectral fog swirls around the combatants, draining life with a ghostly touch. Whoever survives this night will be ready for the final showdown with death itself.

Play the Geistwind Dale battleplan on page 13.

To The Victor Go The Spoils
In the next battle, the winner may choose one of the models in their army. The chosen model adds 1 to their rolls for the 'On Death's Doorstep' rule.

5. Death's Defiler

The Azyrspire's portents have finally become clear. You are crusaders, here to conquer death itself. One final battle, fought over an crypt older than myth, will judge your worthiness.

Play the Death's Doorstep battleplan on page 15.

To The Victor Go The Spoils
The winner gains of this battle wins the campaign!

Road to the Azyrspire

An Unofficial Warhammer: Age of Sigmar Supplement

Eucebium has been in an unsettled peace since the Bludor Accords were signed years ago. But now, the wizards of the Ivory Tower claim they have unlocked the secrets of the Azyrspire. Armed with their methods, many generals race for control of the Azyrspire, some to ascend to Azyr themselves, others to lay claim to this now-valuable resource.

Laurels of Victory

There are two ways to earn Laurels of Victory in this battle.

Capture Ground: After set-up is complete, you and your opponent each select one piece of scenery. At the end of your turn, gain a Laurel of Victory for each of these two features that they control.

Spirit of Battle: The first unit to slay the last model in an enemy unit during the battle gains the Spirit of Battle. When a unit that has the Spirit of Battle is slain, the unit that killed the final model gains the Spirit of Battle. At the end of your turn, if one of your units has the Spirit of Battle, gain a Laurel of Victory. If you are the Underdog and one of your units has the Spirit of Battle, gain the number of bonus Laurels of Victory listed in the Clash of Empires II rules.

Strategy Matrix

Before set-up, each player should conceal a dice showing either 1, 2, or 3, depending on which strategy they wish to take. Both players then reveal their choices simultaneously and consult the table below to determine what additional rules apply to the battle's set-up.

Lord of the Blighted Mire

Lord of the Geistwald	1 - March along the Road to the Azyrspire	2 - Ambush from the Geistwald	3 - Scout from The Skywell
1 - March along the Road to the Azyrspire	During set-up, both players may place units within 3" of enemy territory instead of 12"	The Lord of the Blighted Mire may set up units off of the battlefield in ambush. These units move onto the battlefield from any table edge(s) during their second movement phase.	During set-up, the Lord of the Geistwald may place units within 3" of enemy territory instead of 12".
2 - Ambush from the Geistwald	The Lord of the Geistwald may set up units off of the battlefield in ambush. These units move onto the battlefield from any table edge(s) during their second movement phase.	Both players may set up units off of the battlefield in ambush. These units move onto the battlefield from any table edge(s) during each player's second movement phase.	The Lord of the Geistwald must set-up their entire army. Then the Lord of the Blighted Mire sets up their army.
3 - Scout from the Skywell	During set-up, the Lord of the Blighted Mire may place units within 3" of enemy territory instead of 12".	The Lord of the Blighted Mire must set-up their entire army. Then the Lord of the Geistwald sets up their army.	Both players pick again.

Eucebium Awakened

An Unofficial Warhammer: Age of Sigmar Supplement

Standing victorious atop the Azyrspire's gates, Lord Egon set his spellweavers to their true task. Eucebium's realmgates had lain dormant for far too long. As the spellweavers worked their magic, channeling the energies of Azyr to boost their incantations, the Gates of Eucebium once again crackled to life.

Laurels of Victory Table

There are two ways to earn Laurels of Victory in this battle. One is to Hold the Gate, and the second is determined using the rules in the Battlefield in Flux section.

Hold the Gate: There is a terrain piece at the center of the battlefield that represents one of the Gates of Eucebium. It cannot be moved by the Earthshaping spell. At the end of your turn, gain 1 Laurel of Victory if you control that terrain piece. Gain another Laurel of Victory if your general is within 3" of that terrain piece.

Attunement

All **Priest** models know the Attunement prayer in addition to their other prayers. When the Gates of Eucebium are in flux, anyone with strong enough will and proper training can alter the course of fate itself.

During your hero phase, the priest can utter a prayer to the old gods and roll a dice. On a result of 4 or higher, re-roll the result for the Battlefield in Flux rule to generate new Victory Conditions for the remainder of the battle round.

Battlefield in Flux

The magic of the Gates of Eucebium is fickle and wild. As landscapes shift and magical energies wash over the battlefield, objectives and tactics can change in an instant. At the start of each battle round, roll 2D3 to determine which of the Realms is dominant during the round. At the end of your turn, if you are the Underdog and you scored any Laurels of Victory from these victory conditions, gain the number of bonus Laurels of Victory listed in the Clash of Empires II rules.

2D3	1	2	3
1	**Azyr** At the end of your turn, if you **successfully cast one or more spells**, gain 1 Laurel of Victory.	**Ghyran** At the end of your turn, if you have **more models on the battlefield** than your opponent, gain 1 Laurel of Victory.	**Chamon** At the end of your turn, if you **control two or more terrain pieces**, gain 1 Laurel of Victory.
2	**Hysh** At the end of your turn, if **5 or more of your models are in enemy territory**, gain 1 Laurel of Victory.	**Aqshy** At the end of your turn, if you **control a terrain piece that is entirely within your opponent's territory**, remove it and gain 1 Laurel of Victory.	**Shyish** At the end of your turn, if you **have slain one or more enemy units**, gain 1 Laurel of Victory.
3	**Ghur** At the end of your turn, if you **successfully charged** with one or more units, gain 1 Laurel of Victory.	**Ulgu** At the end of your turn, if your **opponent had one or more models flee due to Battleshock**, gain 1 Laurel of Victory.	**Chaos** At the end of your turn, **roll a dice for each model (friend of foe) slain during the turn. If one or more rolls are a 6**, gain 1 Laurel of Victory.

Time of War

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Just northeast of the Vale of Efengie are the Gates of Eucebium. The Gates were erected by the Wanderers thousands of years ago as a waypoint between Realms, but they were abandoned long ago. The Gates have recently awakened from their slumber and are unstable. Without the proper rituals being performed, the magic of the Gates drags the battle wildly from Realm to Realm warping both magic and reality.

GATES OF EUCEBIUM

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

WILD MAGIC

Whenever a WIZARD rolls doubles for a casting roll, consult the table below and follow the instructions.

Roll Effect
1-2 Miscast: The caster suffers d3 mortal wounds.
3-4 Surprise Teleportation: Place the caster anywhere on the battlefield at least 12" away from its current position and not within 3" of an enemy model.
5-6 Epic Magic: The caster may attempt to cast an additional spell this turn.

RITES OF WANDERING

All WIZARD models at the Gates of Eucebium know the Rites of Wandering spell in addition to their other spells. By reading from ancient texts and presenting the Gates with an item attuned to their Realm of choice, a well prepared wizard can manipulate the Gates to gain a tactical advantage in battle.

Rites of Wandering has a casting value of 5. If successfully cast, choose one of the Realms from the Unstable Realmgates table. The battle is moved to that Realm until the end of the battle round, or until this spell is cast again.

UNSTABLE REALMGATES

In the heat of battle, sometimes there isn't time to perform the proper rituals to stabilize the magic of the Gates. To represent the changing terrain as the battle shifts from Realm to Realm, roll 2D3 at the beginning of each battle round and consult the table below to determine which Realm the battle takes place in for the round.

2D3	1	2	3
1	**AZYR** **REALM OF HEAVENS** Re-roll to hit rolls of 1.	**GHYRAN** **REALM OF LIFE** Re-roll all save rolls of 1.	**CHAMON** **REALM OF METAL** Re-roll to wound rolls of 1.
2	**HYSH** **REALM OF LIGHT** Re-roll Battleshock rolls of 6.	**AQSHY** **REALM OF FIRE** Whenever a unit would suffer mortal wounds, it suffers 1 additional mortal wound.	**SHYISH** **REALM OF DEATH** Re-roll all save rolls of 6.
3	**GHUR** **REALM OF BEASTS** Add 1 to all run and charge rolls.	**ULGU** **REALM OF SHADOWS** Re-roll Battleshock rolls of 1.	**CHAOS** **REALM OF THE DARK GODS** Add 1 to all casting rolls.

GATES OF EUCEBIUM 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** at the Gates of Eucebium.

D6 Reward

1 Rites of Wandering: One WIZARD in your army knows the Rites of Wandering spell and may cast it even if the battle does not take place at the Gates of Eucebium.

2 Teleportation Ritual: During set-up, you may choose one of your units to teleport using Realmgate magic. During one of your hero phases, you may choose for the unit to teleport into the battle. Place a marker on the battlefield and roll a dice. On a result of 1 or 2, your opponent may move the marker up to 2D6" in any direction. On a result of 3 or higher, set up the unit within 3" of the marker (or as close as possible).

3 Hex Scroll: The Gates are littered with ancient wanderer trash and treasures. Pick a HERO in your warband to bear the Hex Scroll. Once per battle, after an enemy WIZARD within 18" of the bearer successfully casts a spell, you may announce that you are using the scroll. If you do, the spell is unbound, then roll a dice. On a result of 4 or higher, the enemy Wizard is tranformed into a harmless frog until your opponent's next hero phase. As a harmless frog, the enemy wizard cannot cast spells or attack.

4 Realm Attunement: Your general has become infused with the arcane energies of one of the realms. Choose a realm for them to be attuned to. During the battle, your general gains the benefits listed on the Unstable Realmgates table that correspond to the chosen realm.

5 Wanderer Traps: Using techniques gleaned from the Wanderers territory, your scouts have rigged the battlefield with traps. Secretly note up to three pieces of terrain to be trapped. Trapped terrain is Deadly as described in the *Warhammer: Age of Sigmar* rules sheet in addition to any other rules it may have. Whenever a unit enters the trapped terrain, reveal to your opponent that it is trapped.

6 Oath of the Gatewatch: One of the units in your army has chosen to take the ancient Oath of the Gatewatch. They now belong to the Gates of Eucebium, but they still appear when needed to protect their old allies when a realmgate is nearby. You may place a Baleful Realmgate on the battlefield during set-up. If you do, set aside one unit to be the Gatewatchers. During your hero phase, you may roll a dice to determine whether or not the Gatewatch arrives this turn. On a roll of 4 or higher, the Gatewatch arrives and can be placed anywhere within 3" of the Realmgate. The Gatewatch adds 1 to their to hit and wound rolls while within 6" of their Realmgate.

The Corpse Orchards

An Unofficial Warhammer: Age of Sigmar Supplement

Despite the obvious warning signs, the rasping death cackles of the corpses carefully impaled on each branch, the blood droplets shaking from the leaves at each ominous breeze, the Ironjawz army tramped haphazardly through the King's orchards. They were on the hunt for the biggest, baddest necromancer in the land, and odds were, they could be found in the castle.

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 for both players during the battle.

Roll   Victory Condition

1. **Capture Ground:** You and your opponent each select one piece of scenery. At the end of your turn, gain 1 Laurel of Victory for each of these two features that you control.

2. **Corpses not Captives:** Gain 1 Laurel of Victory each time an enemy unit is wiped out.

3. **Breakthrough:** At the end of your turn, gain 1 Laurel of Victory if at least 5 of your models are within enemy territory. In addition, gain 1 Laurel of Victory if there are fewer than 5 enemy models within your territory.

4. **Cut off the Head:** 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, gain 3 Laurels of Victory instead.

5. **Foul Blossoms:** At the end of your turn, gain 1 Laurel of Victory for each Corpse Orchard you control with at least one corpse counter on it.

6. **Gruesome Harvest:** At the end of your turn, for each of the Corpse Orchards you control, roll a dice and remove that many corpse counter. During the battle, for every 5 corpse counters you remove in this way, gain 1 Laurel of Victory.

Ghoul King's Favour

At the start of the battle, each player secretly chooses a number of wounds to sacrifice to the Ghoul King. The player who offered more wounds (both players in case of a tie) distributes that many mortal wounds among models in their army and rolls on the table below:

Roll Effect

1-2 **Frenzied Devotion:** During one battleshock phase, you may choose for one unit to automatically pass.

3-4 **Undying Loyalty:** During one combat phase, you may re-roll failed save rolls for one unit.

5-6 **Bloodthirsty Hunger:** During one combat phase, you may re-roll failed rolls to hit for one unit.

The Corpse Orchards

Forests on the battlefield are King Marrowthirst's Corpse Orchards; grisly prisons for those caught trespassing on the King's land.

Warden of the Dead: Whenever one of your models is slain, place a corpse counter on one of the forests on the battlefield.

Grisly Prison: When a unit within 3" of one or more Corpse Orchards would test for Battleshock, roll an additional dice and discard the lower roll.

Underdog Deeds

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 Corpse Orchards are no match for this Rogue Idol of Gork (Mork?). Many tried to fell the stony monstrosity, but none succeeded.

← An autumnal court of Sylvaneth arrived to free their brethren from grisly servitude. As in the World-that-was, they found that nearly all woods are infested with Chaos' braying children.

Geistwind Dale

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The Bonesplitterz cleared the forest greatly dimished by enraged dryads and their Stormcast Eternal allies. The mists obscuring Voldyr Keep had a distinctly necrotic glow. They pushed briskly forward, throwing caution to the wind in an effort to distance themselves from their pursuers. One orruk entered the mists, then another, then, a guttural war cry cracked the stillness and ghostly hands filled the air; night fell in Shyish.

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 for both players during the battle.

Roll   Victory Condition

1. **Geisthunter:** Gain 1 Laurel of Victory at the end of your turn if you control the Geistwind.

2. **Corpses not Captives:** Gain 1 Laurel of Victory each time an enemy unit is wiped out.

3. **Breakthrough:** At the end of your turn, gain 1 Laurel of Victory if at least 5 of your models are within enemy territory. In addition, gain 1 Laurel of Victory if there are fewer than 5 enemy models within your territory.

4. **Cut off the Head:** 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, gain 3 Laurels of Victory instead.

5. **Hold the Center:** At the end of your turn, gain 1 Laurel of Victory if you control the piece of terrain nearest to the center of the battlefield. Additionally, gain 1 Laurel of Victory if your general is within 3" of the piece of scenery.

6. **Geistslayer:** Units may charge, attack, and cast spells at the Geistwind. It has a 4+ save, ignores Rend, and cannot be slain. For every 5 wounds you inflict on the Geistwind, gain 1 Laurel of Victory.

The Geistwind

At the start of the battle, place the Geistwind at the center of the battlefield.

At the start of each player's turn, that player rolls 2D6. They may move the Geistwind that many inches in any direction. Then, roll a dice for each enemy unit within 6" of the Geistwind. On a roll of 4 or higher, it suffers D3 mortal wounds.

Dusk of the Dead

Surviving the night in Shyish is a feat all by itself even without the Geistwind at your back. At the start of each battle round, roll a dice. If the result is less than or equal to the round number, night falls and the following rules are in effect.

Killing Fields: All terrain (except open ground) is *Deadly*.

Dread Wind: After the Geistwind moves, roll a dice for each enemy unit within 12" instead of 6".

Underdog Deeds

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.

Though they were dispatched to investigate the Suppurating Court of King Marrowthirst, the Anvils of Heldenhammer found themselves constantly sidetracked by other enemies.
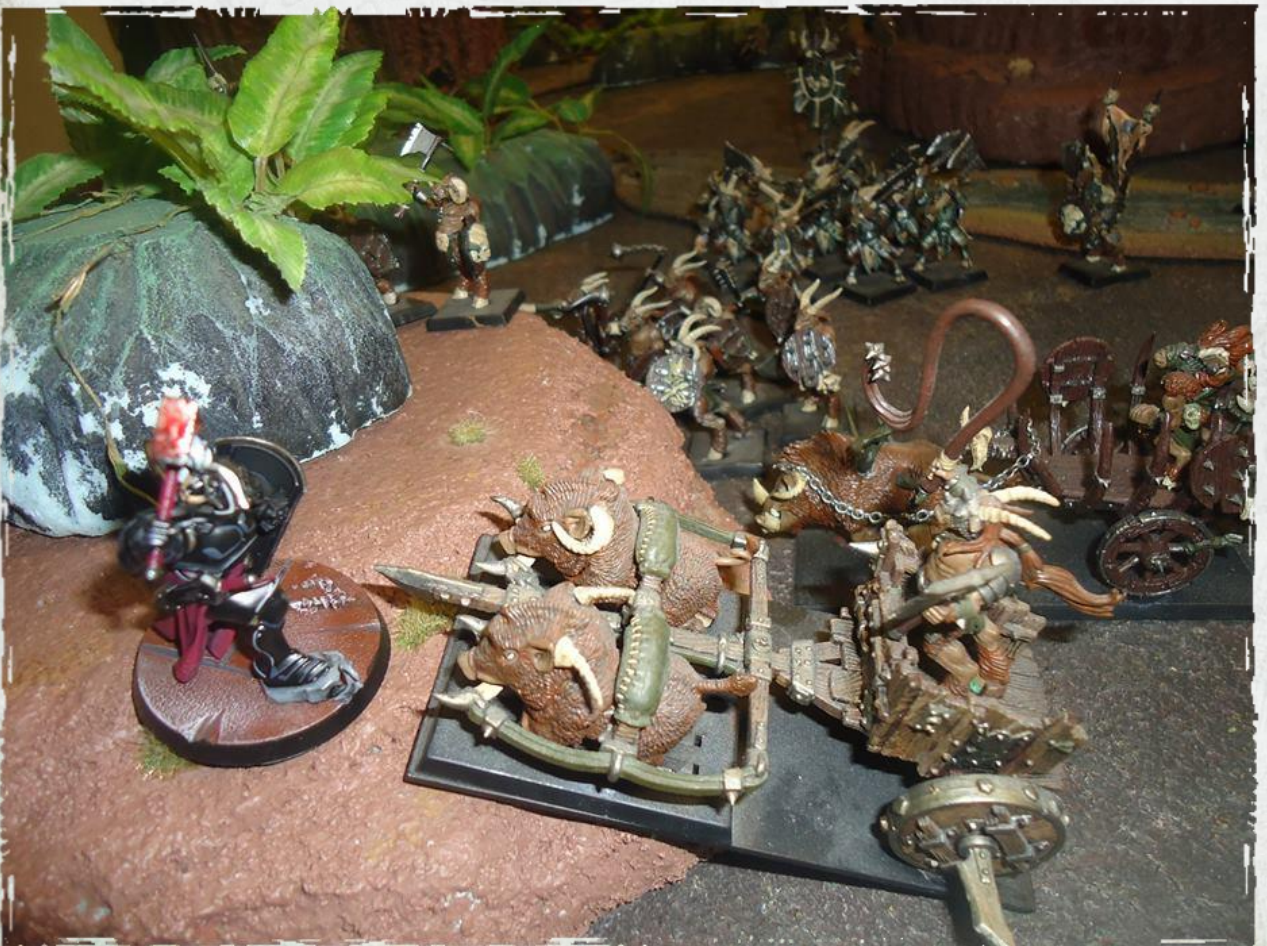
Death's Doorstep

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The orruk horde, beaten, bloody, and weary from defeat, found themselves at Death's Doorstep. A powerful spirit rose from the ancient monument and spoke; "To conquer the kingdoms of Death, you must first conquer Death itself. Only those who have fallen and been judged worthy can rule over Death and its domains." The spirit turned to wisps and blew away on the breeze.

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 for both players during the battle.

Roll   Victory Condition

1.   Capture Ground: You and your opponent each select one piece of scenery. At the end of your turn, gain 1 Laurel of Victory for each of these two features that you control.

2.   Gate to the Afterlife: At the end of your turn, if more of your models await judgment at Death's Doorstep than your opponent's, gain 1 Laurel of Victory. Gain an additional Laurel of Victory if your general is on Death's Doorstep.

3.   Breakthrough: At the end of your turn, gain 1 Laurel of Victory if at least 5 of your models are within enemy territory. In addition, gain 1 Laurel of Victory if there are fewer than 5 enemy models within your territory.

4.   Cut off the Head: 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, gain 3 Laurels of Victory instead.

5.   Reborn Reaper: Whenever one your models that has been on Death's Doorstep slays an enemy model, gain 1 Laurel of Victory. Whenever one of your units slays an enemy model that has been on Death's Doorstep, gain 1 Laurel of Victory.

6.   Strategic Engagement: Choose one of the other Victory Conditions.

On Death's Doorstep

When warriors draw their last breath in the Fallow Kingdom, they are sent to Death's Doorstep, an ancient monument at the center of the battlefield, to be judged and sent to their afterlife.

Living models may not move within 3" of the monument.

Whenever a model is slain, place it on Death's Doorstep. During your hero phase, you may choose one of the models awaiting judgment. Roll two dice and choose one of them.

If the chosen dice shows 1-3, the model is removed and is sent on to the afterlife. If the chosen dice shows 4 or higher, they are returned to life. Place them back on the battlefield within 3" of the monument (as a single model unit).

This resurrection does not count towards your Reinforcements limitations.

Underdog Deeds

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.

↑ Rheatrivix, Chaos Lord of Slaanesh, takes the fight to the Deathrattle Queens.
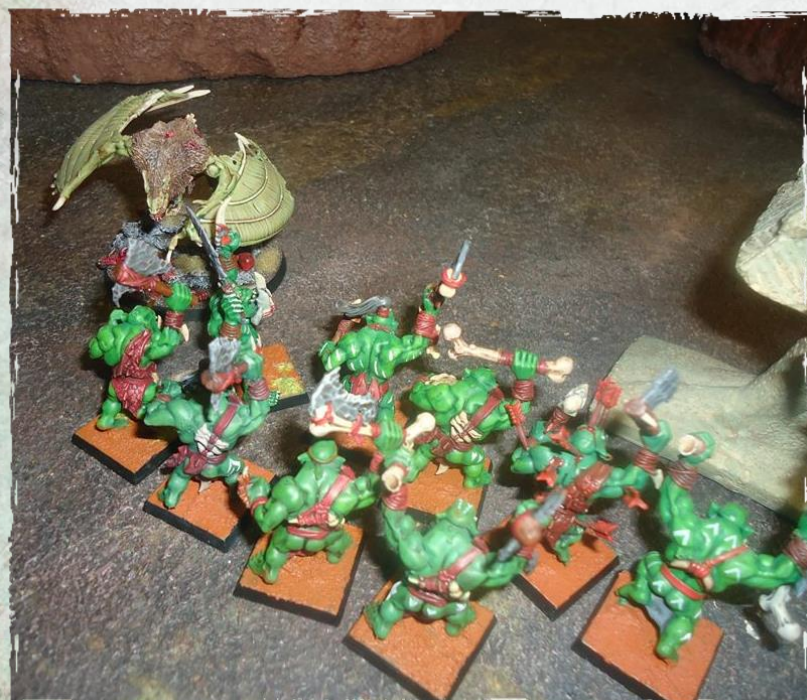
← The Orruks eventually triumphed over Death itself, and captured Death's Doorstep.