



PLAYING GAMES



One of the great things about Warhammer Age of Sigmar is the chance to play games with your friends. There are lots of different ways to play – your game might be a contest of tactics and skill, or a story-telling experience where you and your friends create a narrative through the unfolding battle. As long as everyone participating enjoys the game, you're doing it right!

What you'll find on the next few pages is a special game for you to play with your club, 'Escape the Realm of Death'. It's a great introduction if you've never played Warhammer before. Escape the Realm of Death includes all the rules you need to play this game – so you'll be able to follow along and play with your friends.

ESCAPE THE REALM OF DEATH

Sigmar has just received word that a unit of Stormcast Eternals Vanguard-Hunters were ambushed and slain while on an important scouting mission in the Realm of Beasts. Their souls have been trapped in fragments of shadeglass and taken to the Realm of Death! Prevented from returning to the Realm of Heavens to be reborn in the celestial forges, these valiant warriors were unable to share the vital information from their mission.

You have been tasked by Sigmar himself to enter the Realm of Death and return as many of the shadeglass pieces as possible so the warriors within can be freed and reformed. As a Stormcast Eternal's memory is fragmented each time they are made anew, you must save as many as you can to increase the chances of getting all the information about the location of the valuable artefact they were sent to locate.

Beware, the Realm of Death is a dark and dangerous place. The shadeglass pieces have been scattered throughout the Endless Boneyard on Hallost – the Land of Dead Heroes. A terrible place where foul winds blow, it is plagued by Glaivewraith Stalkers, whose evil blades can sense and locate the heartbeat of all living things.

Sigmar has ordered you to recover the shadeglass fragments as quickly as possible and has forbidden combat of any kind. If any of Nagash's guards find you carrying the shadeglass, they will steal them, and the chance to recover the knowledge will be lost forever.

Go now, sneak into the Realm of Death and save your comrades.



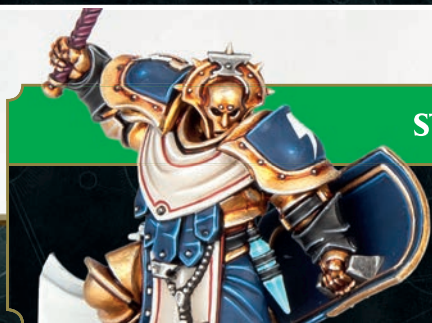
FACTION FOCUS: NIGHTHAUNT

Shaped by the magic of Nagash, who has appointed himself their eternal jailer, Nighthaunts are ghostly horrors that echo the sins of their former lives. Driven to inflict terror upon the living, their touch is death and their spectral forms are challenging for even the mightiest of blows.



ADVENTURE BATTLEPLAN

HOW TO PLAY

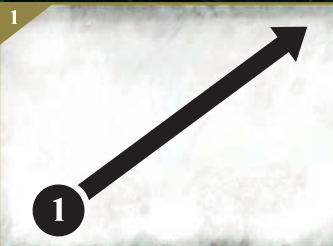


STORMCAST ETERNALS SEQUITOR WARSCROLL

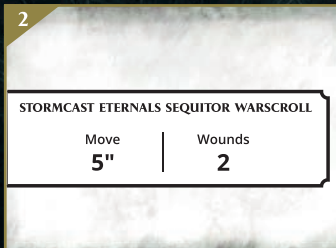
Move
5"

Wounds
2

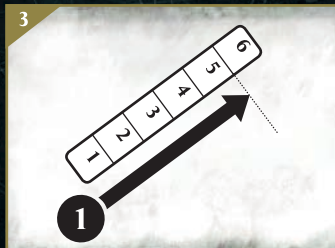
HOW TO MOVE



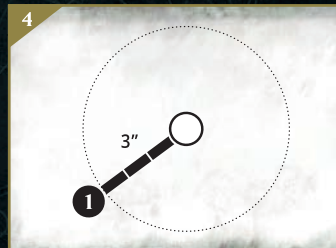
You may move each model in your army once, only on your turn.



Check the Move characteristic on the datasheet for that model.

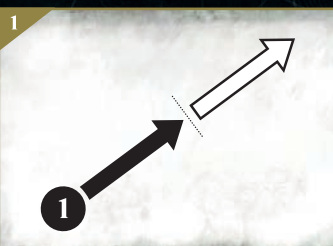


Use a range ruler to move that model up to the number of inches shown in the move characteristic.

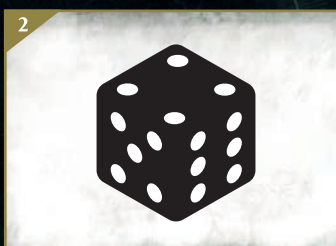


You must not finish your move within 3" of an enemy model or move through or over other models.

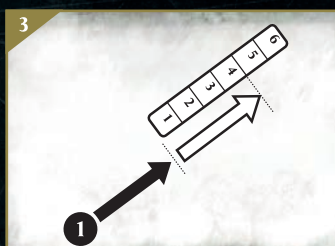
HOW TO RUN



Select a model. Each model in your army may run once, only on your turn.



Roll one dice. Add the result, in inches, to your Move characteristic for this turn.



If your model runs, it cannot charge or shoot in the same turn.





PLAY

KHARADRON OVERLORDS ARKANAUT ADMIRAL

ADVENTURE BATTLEPLAN

HOW TO PLAY



Escape from the Realm of Death can be played by up to six players. Here's what you'll need to play:



1x Sequitor
per player



2x dice



1x Realmgate Token
(only 1 needed per game)



3x Shadeglass
Tokens
per player



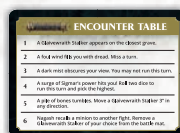
3x Glaivewraith
Stalker Tokens
per player



1x First Player Token
(only 1 needed per game)



1x Range Ruler



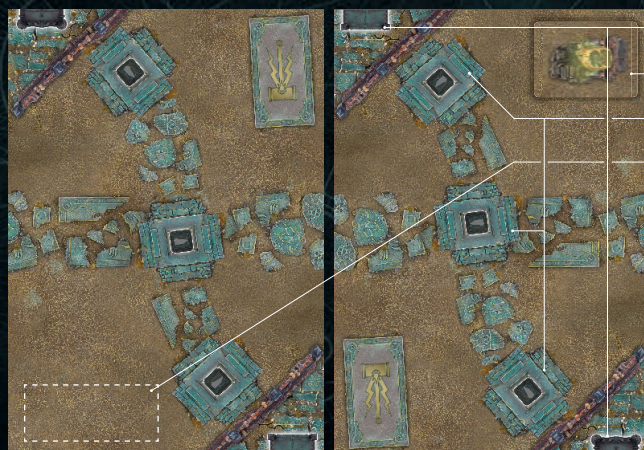
1x Encounter Table



1x Endless Boneyard Battle Mat
per player

1. SET UP

This set-up guide is for a game with two players. If you have more players, simply add one extra battle mat per additional player to create a bigger play area. There should be one Realmgate token in each game, and this should be placed as far as possible from the start position. Each player must add one Glaivewraith Stalker token to a grave on the board; the rest go in a pile near the board. No more Glaivewraith Stalkers may be used in the game than there are tokens available. Each player should add three shadeglass tokens to the indicated area on the battle mat.



GRAVE

REALMGATE TOKEN

SHADEGLASS TOKENS

STARTING AREA

TIP: SCENERY

When playing games of Warhammer Age of Sigmar, sometimes there will be scenery. These are objects that models cannot move over. The scenery in this game is highlighted with a white outline to let you know what you cannot move through.

2. HOW TO PLAY

Pick one participant to be the first player and give them the first player token. After each round of play, pass the token to the person on the right, who will then take the first turn in that round. Do this after each turn, so every player gets a chance to go first.

3. TURN SEQUENCE

To complete a round, each player will resolve their turn. After every player has resolved their turn, each Glaivewraith Stalker will then complete a turn. The next round will then start.

STORMCAST ETERNALS SEQUITOR TURN ORDER

- 1 Roll a dice. Look at the encounter table and resolve the result.
- 2 Move and run as per the instructions on your Sequitor Warscroll (page 15).
- 3 If the base of your Sequitor contacts a shadeglass fragment during your move, that fragment has been collected. Remove it from the board and place it in front of you. This represents your model carrying the fragment.
- 4 If you collect a shadeglass fragment, roll a dice. On a 4, 5 or 6, you have successfully avoided detection. On a 1, 2 or 3, a Glaivewraith Stalker senses the disturbance and appears on the closest grave that doesn't have a Glaivewraith Stalker on it.
- 5 If a Sequitor ends its turn on the Realmgate token, it has made it safely back to the Realm of Heavens and is removed from the game.

GLAIVEWRAITH STALKER TURN ORDER

- 1 Locate the closest Sequitor model to the Glaivewraith.
- 2 Move the Glaivewraith Stalker its total move allowance (see Glaivewraith Stalker Token) towards the closest Sequitor model, following the shortest possible route. Glaivewraith Stalkers can fly, so they move through scenery.
- 3 If the Glaivewraith Stalker contacts a Sequitor's base, it searches for a shadeglass fragment.
- 4 If the Sequitor is carrying a fragment, it is stolen. Remove the token, and the Glaivewraith that took it, from the board. Glaivewraith Stalkers can only carry 1 shadeglass token each.
- 5 If the Sequitor is not carrying a shadeglass fragment, that Sequitor loses a wound. Reduce the Wounds characteristic on their Warscroll (pg 15) by 1. If no wounds remain, the model is removed from the game.

4. HOW TO WIN

To win this game, at least one Sequitor must reach the Realmgate token carrying at least one shadeglass token. If successful, all players should add up their points and use the table to find out their result.

1 Victory point for each player to make it safely through the Realmgate

1 Victory point per shadeglass token carried to safety

1 Player	2 Players	3 Players	4 Players	5 Players	6+ Players	Result
1 VP	1 - 2 VP	1 - 3 VP	1 - 4 VP	1 - 5 VP	1 - 6 VP	Your mission has failed. You have not recovered enough of your fellow warriors' souls to access the information. Prepare for Sigmar's judgement.
2 - 3 VP	3 - 6 VP	4 - 9 VP	5 - 12 VP	6 - 15 VP	7 - 18 VP	You have rescued enough souls to find the location of the artefact, but not enough to understand the dangers that await in the Realm of Beasts. Your fellow warriors face a perilous journey to retrieve it.
4 VP	7 - 8 VP	10 - 12 VP	13 - 16 VP	16 - 20 VP	19 - 24 VP	You have served Sigmar well! Your warriors have retrieved enough shadeglass to learn the location of the artefact, and the dangers around it. Sigmar will be pleased!

READY FOR MORE?

Enjoyed your first taste of Warhammer Age of Sigmar? There's loads more to do: in a full game, your warriors will battle with swords, axes and magical powers as they conquer the Mortal Realms. To get you started, we have prepared several more Adventure Battleplans for you to try out with your Stormcast Eternals Sequitor. Your adventure starts here!



ASK YOUR CLUB LEADER FOR THE ADDITIONAL BATTLEPLANS AVAILABLE TO PLAY.



ENCOUNTER TABLE

- 1 A Glaivewraith Stalker appears on the closest grave.
- 2 A foul wind fills you with dread. Miss a turn.
- 3 A dark mist obscures your view. You may not run this turn.
- 4 A surge of Sigmar's power hits you! Roll two dice to run this turn and pick the highest.
- 5 A pile of bones tumbles. Move a Glaivewraith Stalker 3" in any direction.
- 6 Nagash recalls a minion to another fight. Remove a Glaivewraith Stalker of your choice from the battle mat.

