



EFENGIE CAMPAIGN 4

MALIGN PORTENTS™



CAMPAIGN

MALIGN PORTENTS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT



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DRAMATIS PERSONAE

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The struggle for control of the Vale of Efengie has been ongoing for many years now, and several key players have established their presence. Many of the champions who signed the Bludor Accords and ended the first War for Efengie have moved on to fight their battles elsewhere, but a few still remain. With the arrival of the Stormcast Eternals and the re-opening of the Azyrspire, they will once again have to muster their forces and march to war..

LORD CELESTANT CNUT

The general of Sigmar's forces in Eucebium commands from his heavenly Obsidian Citadel deep in the heart of the ruined city of Hammerstadt. The city is unsalvageable, but as a cesspool of chaos worshippers, mutants, and monsters, it is an important front line of the Stormcasts fight to reclaim the region.



HIGH KING ITZACH BAR ITZACH

High King Itzach bar Itzach rules the Vale of Efengie from his seat of power at Fort S'nak. The Bludor Accords capitulate the Vale to his rule, but in actuality he lacks the organization to enforce borders of that size.

GREAT SLAAN CUEYATL

This young Slaan was drawn to Mount Koula's nourishing waters. He hopes to eventually grow up, lay a clutch of eggs, and rebuild the Seraphon race.



LADY VENDETTA

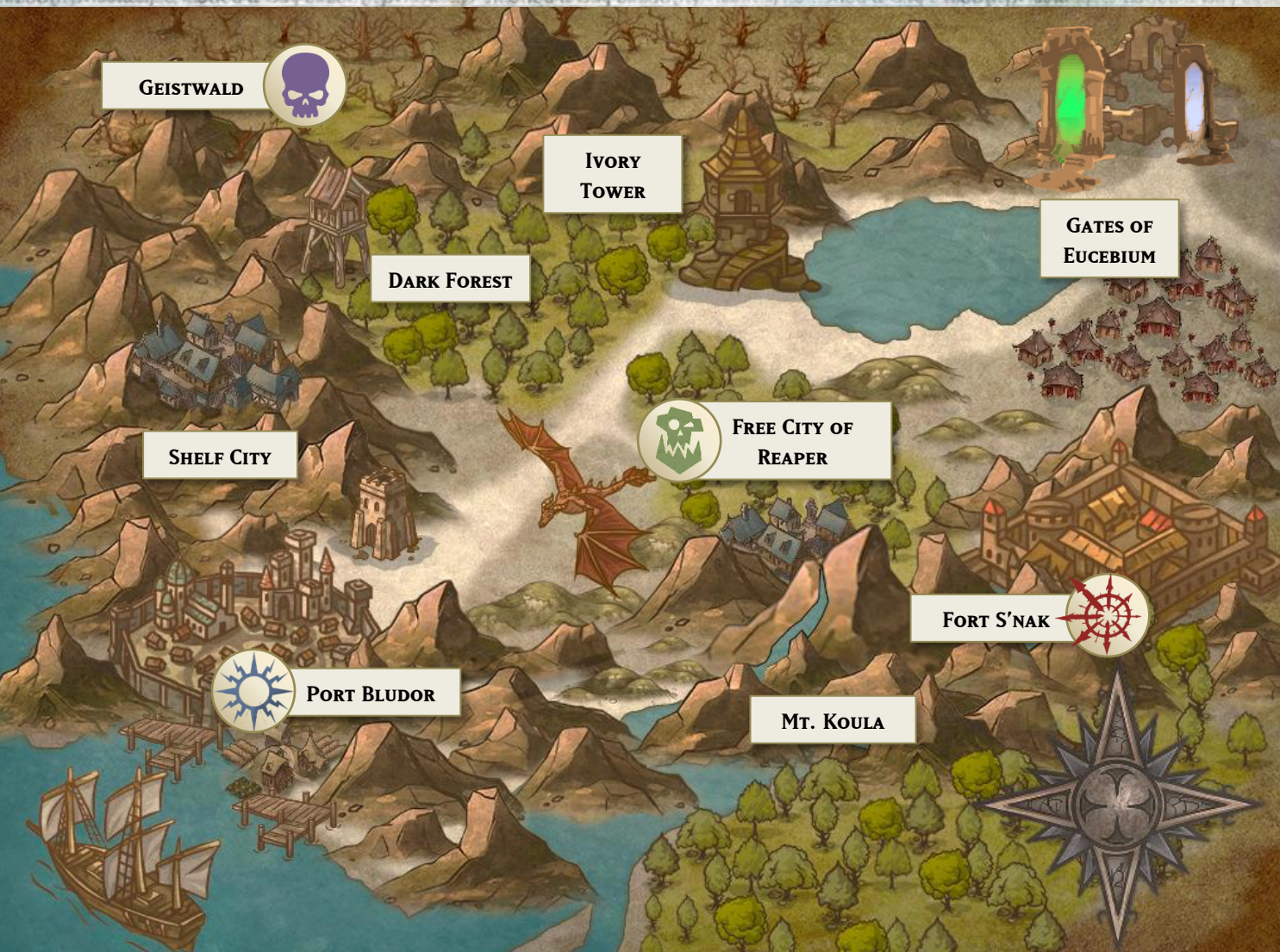
The Ogor Tyrant of the Heartstealer Tribe commands unwavering loyalty from her followers. Driven from her ancestral home in Fort S'nak, she waits (more cannily than the average Ogor) for the opportune moment to strike and exact her revenge.



PORTENTIOUS TIMES

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The time of the Malign Portents has been tumultuous for the people of Efengie. The smallfolk of the Vale are panicked by the strata of screaming skulls that torments them while they till their fields. Old and noble houses have begun to fail, their heirs dying young. Each night when the Balemoon is full in the sky the arcanists of the Ivory Tower fritter and debate what the portents could mean for Efengie. The generals know though. Change is coming to Efengie, and upending of the old order, and a sign of things to come.



The Gates of Eucebium, active but unmoored, have begun to stabilize for longer periods of time. Recently they have converged with the Helfire Gate connecting Shyish to Aqshy. The wizards of the Ivory Tower believe this to be coordinated with the appearance of the Malign Portents. As the people of Efengie have grown more comfortable with the

awakened Gates, they have become somewhat of a neutral ground. Armies come and go regularly to wage war on behalf of the higher powers of the Mortal Realms, and merchants travel between the realms to sell their wares and collect new delicacies. Travel is still unreliable because the Realmgates realign themselves often and without warning.

COALESCENCE

THE HELFIRE GATE

During the Dread Solstice, this baleful realmgate connecting Shyish and Aqshy was of vital tactical importance to Nagash. Many armies from Eucebium passed through the Gates of Efengie to join in the fight for control of it.

MALIGN PORTENTS

THE DARK OATH

The Darkoath Warqueen Marika has joined forces with Slaambo and Lady Rheatrivix's treacherous lieutenant Xt'Makabii. The tenuous alliance may not stand the tests of Shyish, but for the moment they have forged a powerful pact and will be a force to be reckoned with.



FRESH RECRUITS

When the other realms sent forces to invade Nagash's domain they failed to recognize that their losses would only bolster the ranks of the dead. Keldrek leads a force of these fresh recruits in defense of the gate.



THE TRAITOR KELDREK

Despite heavy losses, and an even matchup between the forces of Chaos, Order, and Death, Keldrek's attunement to the death magic of the Helfire Gate's ebon pylons broke the stalemate and carried the day for Nagash.



THE ARENA OF KOU'UCH

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Long ago, there were twin cities that stood where the haunted forest now lies. The cities of North and South Kou'uch, like the Seraphon who once dwelled within, exist now only in memory. The mighty arena where they pitted their enemies against one another in mortal combat still stands though, and the time of the Malign Portents has awoken something within it; something that demands blood.

THE ARMIES

Each player will need up to 30 wounds worth of **HERO** models without the **MONSTER** keyword to make up their army. Additionally, one **HERO** will be the general and may have a Command Trait.

Closed Entry: No new models can be added during the battle. Spells or abilities that would summon new units instead do not.

The Underdog: The player with the fewest Wounds in their warband is the Underdog. Once per battle when they score one of the Underdog Deeds below, they earn D3 Laurels of Victory.

UNDERDOG DEEDS

Follow Orders: You achieve this deed once you earn at least 1 Laurel of Victory from the Laurels of Victory section above.

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

Make Them Bleed: You achieve this deed once you have slain at least one enemy unit.

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

ARENA TACTICS

After making their normal attacks during the combat phase, roll a dice for the attacking Hero. On a 5+, the **HERO** can take a special Arena action chosen from the options below:

- **Circle:** The **HERO** can move up to its Move characteristic.
- **Dirty Fighting:** One enemy model within 3" suffers a mortal wound.
- **Taunt:** Gain 1 Laurel of Victory.
- **Trip:** One enemy model within 3" is knocked down.
Knocked Down: A model that is knocked down until the end of its next movement phase. Additionally, add 1 to rolls to hit a model that is knocked down.

LAURELS OF VICTORY

Before set-up, each player chooses one of the objectives below. Both objectives are available to both players for the duration of the battle.

Blood!: At the end of your turn, gain 1 Laurel of Victory for each enemy unit that was wounded during the turn.

Hold the Center: At the end of your turn, gain 1 Laurel of Victory if there are more of your models than enemy models within 3" of the battlefield center.

Glory to the Old Gods: Place an Altar in the center of each battlefield quarter. At the end of your turn, gain 1 Laurel of Victory for each Altar you control.

Killing Field: Whenever a model is slain, place a Corpse marker on the battlefield. At the end of your turn, gain 1 Laurel of Victory for each Corpse marker you control.

A SOUL RECLAIMED

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The Black Void is open, and the Writhing Serpent crawls from it. Those who escaped Nagash's oubliette know this to be a potent sign of rebirth, and remember the ancient souls from before the Age of Myth that were locked away, but now are free. The mystics say that an ancient soul is waiting just beyond the veil of death... waiting to be awakened by the potent blood sacrifice of combat in the Arena of Kou'uch.

USIDORE AND THE DARK LORD

Usidore the Blue, Wizard of the 12th Realm of Ephysiyies, Master of Light and Shadow, Manipulator of Magical Delights, Devourer of Chaos, Champion of the GREAT HALLS OF TERR'AKKAS!! received a quest of great import from the birds.

And lo, the birds did say unto Usidore, "Usidore! You were born of a conspiracy of the birds, and wind, and fire, and frogs, and mud; accept our quest! Journey to the distant land of Efengie and find the Arena of Ko'uch. Discover its secrets and treasures and this will surely help you in your quest to defeat the Dark Lord!"

Unfortunately, he didn't really know what the Dark Lord looked like, so no one's sure if he succeeded or not.



A CHAMPION OF HASHUT

The Infernal Castellan Fyrd-Hashut made his way to the arena in the hopes that the escaped soul might be a friend of Zharr Goroth. All he earned for his efforts though was a beating from the champions of the Eternal Hammer Brotherhood.



THE RE-REAPING

At the height of the battle's fervor a new entrant appeared shrouded in mists and glowing with unearthly light. Malignant spirits swept the arena, slaying all who stood before them, and recollecting the wayward soul.

COALESCENCE

Desolation of Eristrat

IN THE WAKE OF ERISTRAT'S ASSAULTS MANY REALMGATES LIE BROKEN. Archagon has used the might of the beast to deny Sigmar his captured realmgates, undoing decades of fighting and countless sacrifices. What the Everchosen's ultimate goal is, none know. Yet from the fragments of the realmgates shards of Realmstone have awakened. These ruined stones glow with baleful energies, many of their potent magics yet remaining. The lords of the realms have decreed that realmstone must be gathered. Across the Mortal Realms, countless warbands surge towards the devastation, seeking honour and glory and shards that resonate with the very realm itself. Only through these powers can Eristrat be empowered or banished.

IRADRÜLL

Though Iradrüll began as a lowly Herald of Slaanesh, after harvesting the power of her Realmstone Shards, she ascended to become an Exalted Keeper of Secrets.

IRADRÜLL'S DREAMS SEEM RIPE WITH PORTENTS READY TO COME TO FRUITION. Despite a few losses, and Golban's failure to receive a boon in the last few skirmishes, even the defeats appear to lead her towards her destiny. After an unfortunate run in with some Ogors a small portion of the horde of seekers ended up being sacrificed in order for her warband to escape. Slowed by the soporific properties of the daemon steeds' flesh the Ogors rapidly gave up the chase in favor of feasting and napping and Iradrüll's warband took refuge for the night in an ancient ruined which was bisected by a series of columnar basalt pillars.

She dreamed that night that she was wandering in the dungeons of a floating castle, after several false turns and corridors that ended in open air she found a room with an altar over which floated a glowing golden key. It had an ornate bit with holes in the familiar shapes of Ulgu and Hysh, and a human skull with Opals set in the eyes for the bow.

As she closed her hand around it she awoke, finding herself in an abandoned room deep within the ruins, and clutched in her hand a slightly warm cube, each of the six faces engraved with a different rune. It whispered to her, tantalizing quite, a susurrant of secrets for her alone.

Now Iradrüll just needs to find the lock. Already she could feel power swirling within her, all the souls she'd consumed while seeking seeming to wake. The potential felt like a swarm of bees within her, the exquisite agony only strengthening her resolve. Somehow the Godbeast of Eristrat is related to the lock. Even as other forces attempt to banish it, she can feel the power flowing around it. If she can empower it how trivial will it be to siphon off some of that for herself and her cause. Iradrüll the Voidripper will let nothing stand in her way.

ULGU

PENUMBRAL REACHES

SCREAMING
SEA

WAILING
GATE

NEAVE'S
LANDING

TEMPLES OF THE
DARKSOULS

CHAMON FERRIC MOORS

BRINY SPIT

RUSTED GATE

ERISTRAT'S
RUINATION

GHYRAN

GATES OF
EUCEBIUM

HYSH SOMATIC PLAINS

GLIMMERPORT

PRISMATIC
GATE

COALESCENCE

Realms at War



THE DUEL

A Skink Priest battles an Ironjawz Warchanta' on frozen expanse of the Somatic Plains. They are locked in a duel to the death for control of a crystalline Realmstone Shard, the remains of the once glorious Prismatic Gate that was destroyed by Eristrat during Archaon's reign of terror.

GAL'AGOR

A giantess, newly graduated from Lady Vendetta's tutelage takes to the field of battle in the Penumbra Reaches. Though her hammer found its mark on Megaboss Bloodspitta' Rabidcrusha' her jubilation was cut short when her blood brought to a boil by the Ironjawz' Khornate allies.



LAST STAND

Keldrek's potent onslaught claimed the lives of many a would be Banisher.



THE GORECHOSEN

After Mighty Lord Murderface and the Damsel of Distress were slain by the deadly toxic clouds of the Penumbral Reaches, the remainder of their Gorechosen captured the Site of Exultation.



EXTREMIS CHAMBERS

Dracoth mounted Stormcasts of the Extremis Chamber executed a flanking maneuver in an ill-fated attempt to bring down Iradrüll, Exalted Keeper of Secrets.

THE EXULTATION OF IRADRÜLL

Iradrüll stood defiant atop the Site of Exultation in the Ferric Moors. Amongst the shambles of an Orruk settlement, the tomb of a fallen Stormcast was transformed by Eistrat into the locus of an unholy ritual. It was here that she and her Nighthaunt allies tore down the last remnants of the Stormcast and Seraphon alliance attempting to banish Eistrat from the mortal realms.



MONOLITHIC DRIFT

A series of twelve ancient pylons ring the Somatic Plains' Prismatic Gate, but the terrain in this region of Hysh moves erratically and crushes unwary warriors. Nearly as many were slain by the wandering pylons as by their enemies.

SHATTERING THE GATES

The battle began at the Realmgates ruined by Eistrat. Things looked good for the Banishers with Cnut the Curmudgeon and Cueyatl's lieutenant Acoatl leading their forces to victory.

STONETOUCHES

The brave souls that recovered the Realmstone shards found themselves glowing with elemental light. The Stonetouched tried to purify themselves at places of power, but instead found themselves sacrificed to Eistrat by Keldrek and Iradrüll's coalition of Death and Chaos.

SCRAPYARD RUMBLE

The Rusted Gate is surrounded by an Orruk scrapyard. There, Cnut the Curmudgeon's met in battle with Bloodspitta' Rabidcrusha's Ironjawz and destroyed them mercilessly.

BATTLE OF THREE ARMIES

After suffering defeat, Warboss Rabidcrusha' sought an alliance with Lord Murderface's Gorechosen. Together, they fought back and defeated Banishers from the Heartstealer Tribe at the Penumbral Reaches of Ulgu..

CUT OFF THE HEADS

The Stonetouched sacrifices were received, and dark omens have led Eistrat's devotees to the Sites of Exultation. There, they fought to reach a dark apotheosis. Amongst the rusted roots of the Ferric Moors, Keldrek and Iradrüll won a crushing victory over Cnut and Acoatl's Banishers.

COALESCENCE

Eristrat Empowered

THE DIN OF BATTLE FADES. The smell of burned flesh and the cries of the near dead hang in the air like an autumn mist. Everywhere, the forces that sought to finally banish the god-beast hang their heads low, even in places where they had won the day on the field of battle. Their sacrifice, their valor and their numberless dead were all in vain.

When those who sought to Banish Eristrat were defeated in the Ferric Moors, Eucebium shook briefly with unbound power. The stonetouched fell to their knees as the shreds of Eristrat's power were ripped from their bodies. As the warriors of Eucebium and neighboring realms returned home through barely functional Realmgates, some reported feeling a powerful presence around them, others claimed to have seen a pair of glowing eyes in the mist of the Realmgate, and something scaled lurking just beyond the veil.

FATEFUL CHARGE

Cnut the Curmudgeon's Palladors lead the charge against Iradrüll at the Penumbra Reaches.



Get the Coalescence event packs
at www.wearetheneon.com

EFENGIE CAMPAIGN

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

1. A KNOCK AT DEATH'S DOOR

As morning mist clears in the overgrown arena, you hear a trapped soul struggling for freedom.

Play the Arena of Kou'uch battleplan on page 7.

TO THE VICTOR GO THE SPOILS

The winner gets to choose where the next battle takes place. Also, choose one Hero from your army who is not the general to gain a Command Trait during the next battle.

2. ENDLESS MAGIC

As endless spells crash through the encampment, you realize the bitter truth; that if you do not harness this magical mayhem, your enemies surely shall.

Play the Reckoning of Iradrull battleplan on page 17.

TO THE VICTOR GO THE SPOILS

The winner gets to choose where the next battle takes place. Also, they may set up an Endless Spell of their choice on the battlefield at the beginning of the next battle.

3. THE 2ND BATTLE FOR S'NAK

Days into the siege, the order comes for an all out assault. The fort must be liberated at all costs!

Play the Return to Fort S'nak battleplan on page 19.

TO THE VICTOR GO THE SPOILS

The winner gets to choose where the next battle takes place. Also, the winner may choose their territory, and force their opponent to deploy the first unit during the next battle.

NARRATIVE IDEAS

Have each player write down a secret twist (an event that affects all players or alters the battleplan or battlefield in some fun narrative fashion). At the end of the second battle round, randomly select one player to reveal their twist and do what it says.

Use the *Malign Portents* rules for all of these battleplans!

4. THE SKULL IN THE MOON

As you lead your army on a march through the Geistwald, the balemoon hangs heavy and red in the afternoon sky. Will you make it to the Feast of the Blood Moon? Or be led astray by the wisps of the wood.

Play the Hallowed Portents battleplan on page 21.

TO THE VICTOR GO THE SPOILS

The winner gets to choose where the next battle takes place. Also, the winner gains an additional Portent Point at the beginning of each battle round in the next battle.

5. THE TRAP IS SPRUNG

Nagash's plan has become all too clear. Can his soul trap's connection to Efengie be severed?

Play the Soul Trap battleplan on page 23.

TO THE VICTOR GO THE SPOILS

The winner of this battle wins the campaign!

REGIONS OF WAR: VALE OF EFENGIE

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

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.

REGIONS OF WAR

If you decide that your battle is taking place in the Realm of Life, you can choose for it to take place in one of the following Regions of the Vale of Efengie. If you do, the rules for that Region apply.

MOUNT KOULA

Koula Eruption: At the start of each battle round, roll a dice. On a roll of 5 or higher, each unit on the battlefield is splashed with healing Koula and heals D3 wounds returning slain models as needed.

FORT S'NAK

Titanic Armoury: At the beginning of the battle, choose one **HERO** from your army to bear a Titan-forged weapon. Choose one of that **HERO**'s melee weapons to be the Titan-forged weapon. Add 1 to the Damage of that weapon's attacks.

THE GATES OF EUCEBIUM

Arcane Instability: Whenever a casting roll results in doubles, the spell cannot be unbound and the caster suffers D3 mortal wounds.

THE GEISTWALD

Death's Call: At the end of each turn, roll a dice for each model that had a wound allocated to it during the turn, but was not slain. On a 5+, that model suffers an additional mortal wound.

THE IVORY TOWER

School of Magic: Each non-WIZARD **HERO** in your army can attempt to cast one Endless Spell as though they were a Wizard during each of your hero phases (but cannot unbind spells).

REGIT-ZHARR, CROWN OF CHAOS

City of Kings: At the start of your hero phase, gain an additional D3 Command Points.

VON HORTLAK ESTATE

Blood Kiss: Whenever your **HERO** slays an enemy **HERO** in the combat phase, you may roll a dice. If you do, on a 3+ your **HERO** consumes the blood of their enemy and heals D3 wounds, adds 2 to its Move characteristic, and gains the **DEATH** keyword.

WINDSWEPT PLAINS

Dramatic Headwind: After a unit in your army attacks for the first time during the combat phase, roll a dice. On a 6+, they may pile in and attack again immediately. Also, Flying units increase their Move by +D6" when moving.

THE RECKONING OF IRADRÜLL

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

At Iradrüll's coronation, High King Itzach bar Itzach, perched upon the walls of S'nak, placed a massive spiked crown upon her head. The moment the crown touched her brow, she began to writhe in agony. Her mouth opened and raw magical energy spewed forth in the forms of flaming skulls, buzzing lifeswarms, and gnashing magical teeth. The endless spells flew forth into Efengie leaving havoc in its wake.

LAURELS OF VICTORY

The following victory conditions are in effect for each battle. Some victory conditions are specific to one location (The Ivory Tower, the Windswept Plains) and are only in effect on the battlefields matching that location. The player with the most Laurels of Victory at the end of the fourth battle round wins a **major 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.

Spell Hunters: Whenever you cast or dispel an Endless Spell, gain 1 Laurel of Victory. Each time an enemy **WIZARD** is slain, gain 1 Laurel of Victory.

The Ivory Tower

Leylines: Before set-up, each player places a Leyline objective by drawing a line from one edge of the battlefield to the other. Their opponent then places a second Leyline so that they cross. At the end of your turn, gain 1 Laurel of Victory for each Leyline you control, and another D3 if you control an intersection of the Leylines.

The Windswept Plains

Magic on the Wind: Before set-up, place Raw Magic Shard in the center of each battlefield quarter. At the start of each battle round, when you could move a Predatory Endless Spell, you may instead move a shard 3D6" in any direction as they are carried by the winds. At the end of your turn, gain 1 Laurel of Victory for each Raw Magic Shard you control.

THE ARMIES

Your army should consist of no more than 5 units (**WAR MACHINES** with **CREW** count as 1 for this purpose).

Underdog: If your army is worth fewer points than your opponent's, you are the Underdog. Add 1 to your Underdog Rating for every full 100 points of difference between your army lists. The Underdog chooses which player takes the first turn in the first battle round.

At the end of your turn, if you scored any Laurels of Victory, you earn bonus Laurels of Victory equal to your Underdog Rating.

SET-UP

Randomly determine which player chooses their territory first. Then, alternate placing units within your territory and at least 3" from enemy models starting with the player who chose first.



ENDLESS MAGIC

The endless spells that poured forth from Iradrüll are more potent than normal and must be unbound many times before they disappear permanently.

Whenever you unbind an endless spell, place it on another battlefield at least 3" from any other models. If its presence would alter the state of the game, it does not count as being present until the end of the current phase.

THE REIGN OF IRADRÜLL

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

After Nagash's Necroquake disrupted the coronation, the wizards of Efengie scrambled to defend their empires from the rampant spells. However, the same disruption that birthed the spells into reality was also at work drawing new warriors to the region.

NEW FOES

The Necroquake has drawn new forces to the forefront of the war for the soul of Efengie. Idoneth Deepkin have risen from the seas to reap souls, representatives of the newly opened Sacrosant Chamber of Stormcasts have descended from Azyr in unforgiving fashion, and aelves of the Darkling Covens stalk the lands. The tides of history ebb and flow as empires go into decline and new civilizations arise to take their places.



JUST DESSERTS

The Necroquake left a bitter taste in the mouth of the young slaan Cueyatl. He determined to feast on the finest magicks, sampling a variety of endless spells. Pitted against his old enemy the Zharr Goroath, he summoned so many that the battlefield was flooded with spells far outnumbering the living. Though he feasted on life-infused salads from Ghyran, and iron potatoes of Chamon, he never tasted the zesty fire tart that he saved for dessert.



THOSE WHO KEEP SECRETS

Iradrüll called her behemoth lieutenants to her side and gorged herself on souls. However, she was not able to use the chaos to expand her reach in the Vale. The grim and mysterious Sacrosant Chamber of Stormcast Eternals that has arrived in Efengie matched her legion's prowess.



RETURN TO FORT S'NAK

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

A new dark queen reigns from S'nak, and the exchange of power is an excellent opportunity for her enemies. Lady Vendetta has waited long enough at Pigstikka Peak, and the forces of Order recognize that it is the right moment to strike. Who will sit on the throne when the siege breaks?

LAURELS OF VICTORY

The following victory conditions are in effect for each battle. Some victory conditions are specific to one location (Foothills of Koula, Walls of S'nak, Regit Zharr, Crown of Chaos) and are only in effect on the battlefields matching that location. The player with the most Laurels of Victory at the end of the fourth battle round wins a **major 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.

Capture and Control: Together place D3+1 objectives on the battlefield. Gain 1 Laurel of Victory at the end of your turn for each objective you control.

Foothills of Koula

Ritual of Revival: Before set-up, place a Pool of Nectar at the center of the battlefield. At the end of your turn if you control the Pool of Nectar, heal D6 wounds from one unit in any other battle. Then, gain D3 Laurels of Victory.

Walls of S'nak

Hold the Walls: Before set-up, place a Castle Wall along the centerline of the battlefield. At the end of your turn, gain 1 Laurel of Victory for each Tower or Castle Wall Segment you control. Then, you may grant one other player that number of Command Points.

Regit-zharr, Crown of Chaos

The Guns of Regit Zharr: Before set-up, place 3 Cannons along the center line of the battlefield. At the end of your turn, for each Cannon you control, gain 1 Laurel of Victory. Then, if you control any cannons, you may inflict D6 mortal wounds on one unit in any other battle.

THE ARMIES

Your army should consist of no more than 5 units (**WAR MACHINES** with **CREW** count as 1 for this purpose).

Underdog: If your army is worth fewer points than your opponent's, you are the Underdog. Add 1 to your Underdog Rating for every full 100 points of difference between your army lists. The Underdog chooses which player takes the first turn in the first battle round.

At the end of your turn, if you scored any Laurels of Victory, you earn bonus Laurels of Victory equal to your Underdog Rating.

SET-UP

Randomly determine which player chooses their territory first. Then, alternate placing units within your territory and at least 3" from enemy models starting with the player who chose first.



SIEGE TACTICS

Before set-up, secretly choose one of the following Siege Tactics for your army:

1 – Tunnel: You may set up one unit in the tunnels. At the end of your first movement phase, place it anywhere on the battlefield at least 9" from enemy models.

2 – Batter: After set-up, remove up to D3 pieces of terrain from the battlefield.

3 – Starve: After set-up, roll a dice for each enemy unit. On a 5+, it suffers D3 mortal wounds.

REGIME CHANGE

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Betrayal seized the hearts of generals as they each eyed Fort S'nak and envisioned themselves sitting on upon the titanic throne of Efengie. While the other armies quarreled outside the castlewalls, a battle was brewing between two Queens of Efengie, past and present, Iradrüll and Vendetta!

THE HAG QUEEN'S TREACHERY

Lord Cueyatl thought at first that perhaps Morathi's daughters of Khaine would be natural allies in the battle to take Fort S'nak and regain control over the Vale of Efengie. He was terribly wrong. Instead she mounted a vicious assault upon the Seraphon army, demolishing the Seraphon warriors with ease. She then used the Guns of Regit-zharr to bombard Iradrüll as she stood upon the castle walls. After betraying all of their likely allies the Khainites stood little chance of capturing the fort for themselves.



THE FATED AND THE SEEKING

The forces of Tzeentch and Slaanesh waged war in the streets of the city. After the Arcanites summoned a unit of Pink Horrors, the dreaded Slaaneshi Mutalith Beast lashed out and transmuted a pair of horrors into grotesque spawns of chaos, rendering them perhaps even more horrible than before!



SHOWDOWN AT FORT S'NAK

Lady Vendetta was sick of Iradrüll and her towering daemonic body with zero body fat and boundless confidence. With the bulk of the assault repelled, Vendetta ventured into the fortress that was once hers. Iradrüll's daemonic presence had turned it into a labyrinthine maze, but Vendetta had little time for games and commanded her Ogors to smash down the walls! They battled and just as the Ogors began to gain the upper hand, the Slaaneshi daemons began to retreat back into the Realm of Chaos. Was it cowardice? Or part of a grander scheme? Either way, Vendetta once again rules Efengie from her throne at Fort S'nak!



HALLOWED PORTENTS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

When the balemoon passes through the sign of the bloodied skull it is known to the sages of Efengie as the Blood Moon. It is a time when death holds sway, especially in places like the Geistwald where the veil between Ghyran and Shyish has worn thin. It is a time for dark rituals and eldritch empowerment.

LAURELS OF VICTORY

The following victory conditions are in effect for each battle. Some victory conditions are specific to one location (Von Hortlak Estate and the Geistwald) and are only in effect on the battlefields matching that location. The player with the most Laurels of Victory at the end of the fourth battle round wins a **major 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.

Portents of Victory: Whenever you interpret a sign gain a Laurel of Victory.

Von Hortlak Estate

Feast of the Blood Moon: Whenever the last model in a unit is slain, its controller places a Blood counter within 1" of it. At the end of your turn, gain 1 Laurel of Victory for each Blood counter you control. Then give another player that many Portent Points.

The Geistwald

The Willow Wisps: At the start of the battle, each player places a Willow Wisp counter in their territory. At the beginning of your turn, you may move your opponent's Willow Wisp counter up to 3D6" in any direction. At the end of your turn, gain D3 Laurels of Victory for each Willow Wisp counter you control. Then give another player that many Portent Points

THE ARMIES

Your army should consist of no more than 5 units (**WAR MACHINES** with **CREW** count as 1 for this purpose).

Underdog: If your army is worth fewer points than your opponent's, you are the Underdog. Add 1 to your Underdog Rating for every full 100 points of difference between your army lists. The Underdog chooses which player takes the first turn in the first battle round.

At the end of your turn, if you scored any Laurels of Victory, you earn bonus Laurels of Victory equal to your Underdog Rating.

SET-UP

Randomly determine which player chooses their territory first. Then, alternate placing units within your territory and at least 3" from enemy models starting with the player who chose first.



HONOR THE DEAD

The dead are honored by ending the lives of their remaining foes.

Your general can use the Honor the Dead command ability during the hero phase. If they do, pick a friendly unit that is within 12" of them and roll a dice. If the dice roll is less than the number of models that have been slain from the unit you picked, add 1 to the Attacks characteristic of weapons used by that unit until the end of the turn.

IN THE LIGHT OF THE BLOOD MOON

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While their enemies wandered the Geistwald, chasing the Willow Wisp, the forces of Nagash prepared for the Feast of the Blood Moon. However, there were a few unexpected guests. No less than three hosts of seraphon, the stormhost of Cnut the Curmudgeon, and daemons of Slaanesh collided in the light of the blood moon as a malign ritual was undertaken.

ANOTHER HAG QUEEN

The Hag Queen of the troggoths trekked from the festering swamps to take part in the malign rituals. Sadly, her troll army was driven back first by seraphon, and then again by the Cnut the Curmudgeon's Stormcast Eternals. The trolls lurked back to their swamp beaten, but unbowed, to return again when least expected.



PLEASURE FROM PAIN

Despite their defeat at Fort S'nak, the daemons of Slaanesh brought their full prowess to bear. In the Geistwald, they offered their temptations to Cnut the Curmudgeon, who accepted the gifts of Slaanesh, but remained uncorrupted! He did, however, make a tactical retreat back into the darkness of the Blood Moon. At the von Hortlak Estate, the daemon host beat back an army of seraphon to join the undead in their Feast of the Blood Moon, sealing their unholy alliance.



DEATH AWAKENS

Not only were two separate undead forces present in the Geistwald, but one of the three broods of seraphon was led by the long dead Lord Kroak. Lord Kroak did not fare so well, but Nagash's forces in the Vale of Efengie rallied to the Von Hortlak estate where they partook in the Feast of the Blood Moon, empowering their dark magic and strengthening the power of their soul trap...



THE SOUL TRAP

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The most Malign Portent has been interpreted. The sages of the Ivory Tower have sighted the Falling Star moving through the heavens into the Black Void. The terrible truth has become clear that Nagash has sown discord in Efengie to bolster the strength of his own armies! The connection must be severed at the Altars of the Living so that the stolen souls can go freely into the afterlife.

LAURELS OF VICTORY

The following victory conditions are in effect for each battle. Some victory conditions are specific to one location (the Gate of Eucebium and Morthaven) and are only in effect on the battlefields matching that location. The player with the most Laurels of Victory at the end of the fourth battle round wins a **major 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.

Soul Trap: Place a Soul Trap at the center of the battlefield. At the end of the battle, whichever player controls the Soul Trap may destroy it to earn D6 Laurels of Victory, or protect it to earn 2D3 Laurels of Victory.

The Gates of Eucebium

Leave No Survivors: Whenever the last model from an enemy unit is slain or flees, gain 1 Laurel of Victory. Then, place a Spirit Host on any battlefield in Morthaven under the control of a player of your choice and not within 3" of their opponent's models. You may add it to an existing unit of Spirit Hosts, or create a new unit of Spirit Hosts.

Shyish - Morthaven

Altars of the Living: Before set-up, place an Altar at the center of each battlefield quarter. At the end of your turn, gain 1 Laurel of Victory for each Altar you control. Then, if you control any Altars, heal D3 wounds from a unit at the Gates of Eucebium returning slain models as necessary.

THE ARMIES

Your army should consist of no more than 5 units (**WAR MACHINES** with **CREW** count as 1 for this purpose).

Underdog: If your army is worth fewer points than your opponent's, you are the Underdog. Add 1 to your Underdog Rating for every full 100 points of difference between your army lists. The Underdog chooses which player takes the first turn in the first battle round.

At the end of your turn, if you scored any Laurels of Victory, you earn bonus Laurels of Victory equal to your Underdog Rating.

SET-UP

Randomly determine which player chooses their territory first. Then, alternate placing units within your territory and at least 3" from enemy models starting with the player who chose first.



EYE OF THE GODS

The Gods themselves watch closely as Nagash unveils his new scheme to rapidly raise new legions. Though they have important matters to attend to, they take a moment to even the odds.

At the beginning of each battle round, after turn order has been established, the player taking the second turn gains D3 Command Points.

TRAPS BROKEN

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At the Gates of Eucebium, and also through the Gates in the Realm of Shyish, the armies of Efengie met in battle to destroy the Soul Traps, but also to serve their own ends. As they battled, moving back and forth between the realms of the living and of the dead, the boundaries between life and death blurred.



A REALM MOBILIZED

Armies from every corner of Efengie (and beyond!) flooded to the Gates of Eucebium to free Efengie from the curse of the Soul Traps. Spiderfang Grots came from the Dark Forest seeking battle and treasures while Idoneth Deepkin traveled far inland from their Soulless Vortex to steal the stolen souls for their own purposes.

GRUDGE MATCH

Aernel Ivley, still salty from Iradrüll's defeat at the hands of Lady Vendetta, set out to exact vengeance upon Vendetta's favorite student. Unfortunately for her, Gal'agar was taught well, and Aernel was swatted down with a hammer before she even got to fight.



NAGASH'S PLAN

With the exception of the treacherous Slaanesh Daemons, all of the armies of Efengie were set upon destroying Nagash's nefarious machinations. The soul traps were sundered and the souls of the fallen warriors of Efengie were released to their proper afterlives instead of being pressed into Nagash's service.



MAGICAL LAND OF FOON

Usidore the Blue traveled to Eucebium from the Magical Land of Foon in Ghur.