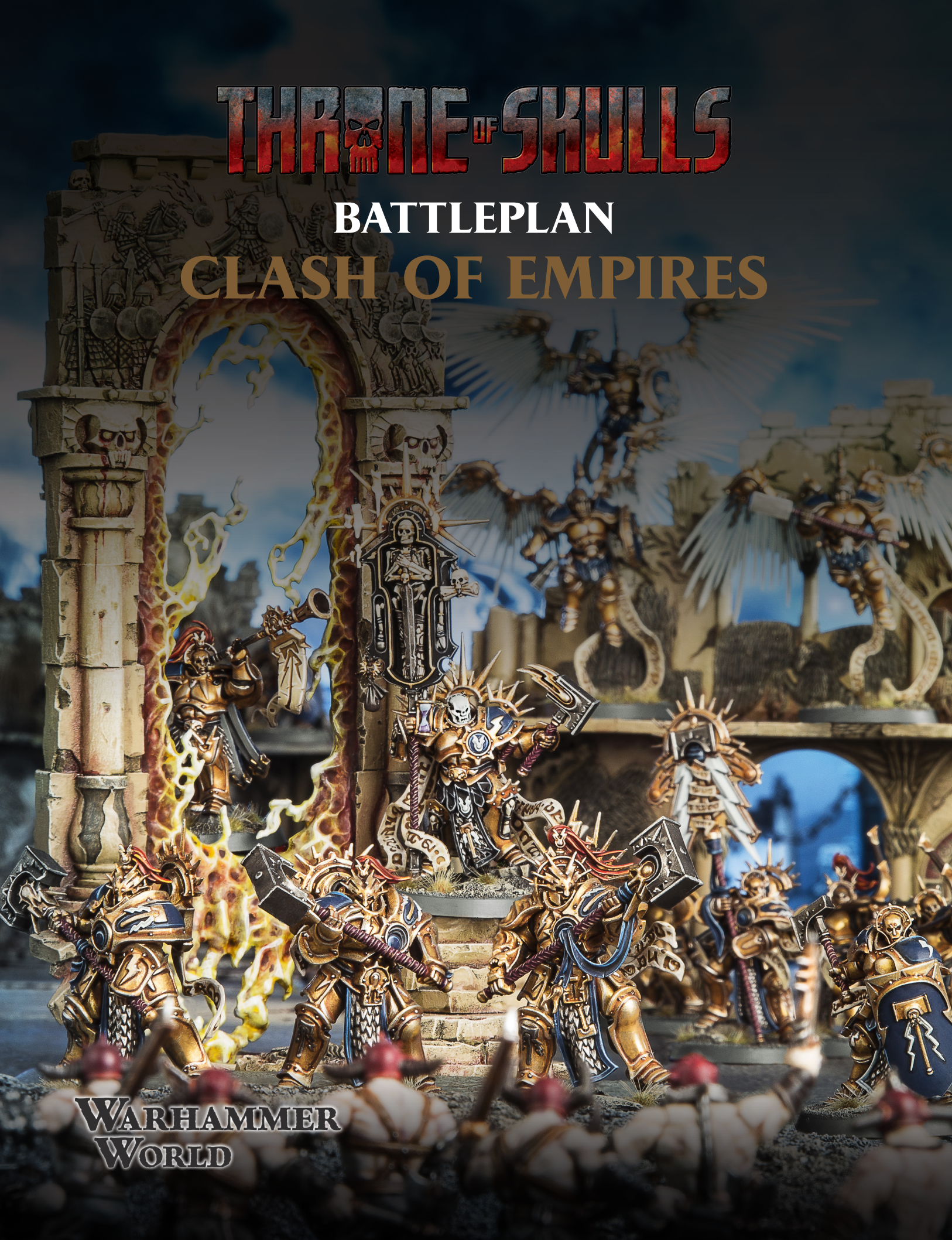


THRONE OF SKULLS

BATTLEPLAN

CLASH OF EMPIRES



WARHAMMER
WORLD



HOW TO USE THIS BATTLEPLAN

This battleplan enables you to fight an exciting battle as part of the Throne of Skulls: Clash of Empires event at Warhammer World. Each game should last about an hour and a half. It should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless specifically indicated otherwise.

THE ARMIES

In order to play, you must first muster an army from the miniatures in your collection. You will have fifteen minutes before the game to chat to your opponent and decide what models will be in use. Make sure you both have enough models to ensure an exciting game for the full hour and a half.

You can include up to thirty models in your army, and you must include at least one **HERO** to be your general, but you can otherwise use any models from your collection. You can add up to fifteen additional models in total to your army throughout the game (for example, through summoning, reincarnation and so on) provided the models in your army have the ability to do so.

GENERALS' OBJECTIVES

The time has come to prove your worth as the greatest warlord in all the realms! All that stands between you and ultimate glory is an enemy army bent upon your destruction.

If possible, you must achieve total command of the battlefield by wiping out the enemy. However, there are

many other paths to victory that remain shrouded in mystery; only when battle is joined and the fog of war lifts will such paths be revealed. The battlefield may hold sites of strategic import that must be secured at all costs, or enemy champions may be present whose deaths will break your foe's morale. Therefore, be wise when marshalling your forces and be prepared to adapt your plans. Know also that the gods look favourably upon those who show courage by facing superior foes – after all, the greater the challenge, the greater the glory. A cunning general can earn many honours by facing overwhelming odds, and secure victory even in the face of mounting casualties.

THE BATTLEFIELD

The scenery on your table will be pre-determined by the Events Team. Players should feel free to move it around before rolling for set-up should they wish.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves, as shown on the deployment map, and pick one half to be their territory. The other half is the opposing player's territory.

The players then alternate setting up units, one at a time, starting with the player that won the previous dice roll. Models must be set up in their own territory, no more than 12" from your own battlefield edge. Both sides must set up at least one **HERO** to be their general. Continue setting up units until both sides have set up their army.

Count the number of models set up in each army – this may be useful later. Also, determine each army's Martial Strength by adding together the Wounds characteristics of all the models set up in that army; whichever player has the lowest Martial Strength is the Underdog. If both players have the same Martial Strength, the player who lost the dice roll to choose their territory is the Underdog.

FIRST TURN

If one player finished setting up their army before their opponent, they always choose who takes the first turn in the first battle round.

LAURELS OF VICTORY

Laurels of Victory are awarded throughout the battle for slaying enemy forces, accomplishing heroic deeds, capturing enemy territory or by pleasing the capricious desires of the gods. Just before the timer for the game begins, the Events Team will roll two D3 and consult the table shown overleaf to determine how Laurels of Victory are gained by both players during the battle. As such, everyone at the event will be trying to achieve the same Victory Condition in each battle.

CONTROLLING TERRAIN

Sometimes, a Victory Condition will instruct players to control one or more terrain features. A player controls a terrain feature if there are more models from their army within 3" of it than there are enemy models.

LAURELS OF VICTORY TABLE

Roll Victory Condition

- 11 Capture Ground:** After set-up, you and your opponent each select one terrain feature. At the end of each battle round, players gain 1 Laurel of Victory for each of these two features that they control.
- 12 Corpses not Captives:** Players gain 1 Laurel of Victory each time an enemy unit is wiped out.
- 13 Break Through:** At the end of each battle round, players gain 1 Laurel of Victory if at least 5 of their models are in 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 in their territory.
- 21 Cut off the Head:** Players gain 1 Laurel of Victory each time a leader of an enemy unit is slain (or flees), and 2 Laurels of Victory each time an enemy **HERO** is slain (gain 3 instead if the enemy general is slain).
- 22 Hold the Centre:** At the end of each battle round, the player who controls the terrain feature closest to the centre of the battlefield gains 1 Laurel of Victory. In addition, at the end of each battle round, each player gains 1 Laurel of Victory if their general is within 3" of the centremost terrain feature.
- 23 Despair and Slaughter:** Keep track of how many enemy models are slain (or flee) during each battle round. At the end of each battle round, the player that inflicted the most casualties upon the enemy army during that battle round gains 2 Laurels of Victory.
- 31 Raze and Ruin:** The *Break Through* and *Corpses not Captives* Victory Conditions both apply.
- 32 Honour and Glory:** The *Hold the Centre* and *Cut off the Head* Victory Conditions both apply.
- 33 Seek and Destroy:** The *Capture Ground* and *Despair and Slaughter* Victory Conditions both apply.





FATE FAVOURS THE BRAVE

If the Underdog is facing an army whose Martial Strength exceeds their own by at least 10, they can earn bonus Laurels of Victory by achieving any of the deeds listed opposite. Each deed can only be achieved by the Underdog once during the battle. The number of bonus Laurels of Victory earned for achieving each of these deeds depends on the difference between the two armies, as shown below.

Difference in Martial Strength	Laurels of Victory earned for each deed achieved
0-9	0
10-19	1
20-39	2
40-79	3
80 or more	4

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 fourth battle round.

Lead by Example: You achieve this deed once your general has slain one enemy **HERO**, one enemy **MONSTER**, or 5 other enemy models.

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

Marked for Death: After set-up, your opponent must select one of their units that is on the battlefield; that unit is marked for death. You achieve this deed if that unit is wiped out.

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

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the battle lasts for four battle rounds, or for one and a half hours (whichever comes first). If the timer ends in the middle of a battle round, ensure that both players have had the same number of turns before ending the battle. If one player has no models left on the battlefield, the battle immediately ends and the opposing player gains 5 Laurels of Victory.

At the end of the battle, the player who has the most Laurels of Victory claims a **major victory**. If both players have the same number of Laurels of Victory, the Underdog claims a **minor victory**.