

WARHAMMER

AGE OF SIGMAR

BATTLEPLAN

A CONVERGENCE OF FATE



A new age of war has begun. Old alliances must be forged anew, and common ground found between ancestral enemies lest all that ever was – and will be – falls to anarchy and strife. Amid this turmoil, four armies have caught wind of an ancient relic that could turn the tide of the war, in this realm and beyond, and even now converge on its location. Desperate bargains will be struck, treachery will tear them apart, but only one will emerge triumphant.

HOW TO USE BATTLEPLANS

This battleplan should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet, unless it specifically indicates otherwise. It includes a map reflecting a typical landscape over which such a battle could have been fought; this battlefield is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

THE ARMIES

This battleplan is designed to be played by four players. Each player musters an army as described on the *Warhammer Age of Sigmar* rules sheet.

The general of each player's army has a unique command ability, shown opposite, in addition to any others they have. Furthermore, at the start of each turn players can choose to make (or break!) an alliance with one other player, as described opposite.

OBJECTIVES FOR ALL PLAYERS

You march to battle alongside three rival armies, each with the same goal – at battle's end the relic must be in your possession. Your enemies will try to thwart you at every turn by offering terms of parley and alliance, but your resolve must remain true. The relic is all. Do not let your conviction lead you to spurn proffered aid without thought, however, for should others be prepared to spill blood for your cause, they could serve you well... for a time, at least.

SECRET ALLIANCES

An alliance forged and broken in the heat of battle can swing its outcome, and lead to the destruction of those that fall foul of its politics. At the start of each battle round, players can secretly note down an Offer of Alliance and a Vow of Enmity. You cannot choose the same opponent to be the object of both, and your choices must be kept hidden from all other players – even your intended ally – until all players have made their selections. All players must then reveal their choices. Players will only become allies if they both made an Offer of Alliance to the other; if your offer was not reciprocated, then you are on your own this battle round! Until the start of the next battle round, units belonging to players that are allies do not count as enemy units to one another. Furthermore, until the end of the battle round, you can re-roll hit rolls of 1 that target units belonging to the player against whom you took a Vow of Enmity.

COMMAND ABILITY FOR ALL PLAYERS

Hidden Agenda: A wily general knows better than to honour his word if betrayal can lead to victory. Your general can only use this ability if you are in an alliance with another player. If your general uses this ability, your alliance immediately ends with that player and that player instead becomes the target of your Vow of Enmity in place of your current choice.



THE BATTLEFIELD

This battle is fought around a blasted hilltop, upon which rests the powerful Relic that all seek to claim.

You can either generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

THE RELIC

The Relic is positioned at the centre of the battlefield. So determined are those in its presence to claim this priceless

artefact that units within 10" of it do not need to take battleshock tests. Furthermore, when empowered by the Relic's magical aura, such conviction can lead nearby warriors to fight on through wounds that would otherwise slay them outright. Each time a model within suffers a wound or mortal wound whilst within 5" of the Relic, the controlling player can roll a dice. On the roll of a 6 the wound is ignored.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, each player rolls a dice, re-rolling in the case of any ties. Starting with the player who rolled the highest and continuing in descending order, the players take it in turns to pick one of the four territories marked on the map as their own. Then, in the same order, players take it in turns to set up their armies. Units cannot be set up within 12" of any enemy models at this stage.





FIRST TURN

Each battle round comprises four turns – one for each player. After determining Secret Alliances, each player rolls a dice, re-rolling in the case of any ties. The player who rolls highest gets to take their turn first, and so on in descending order until all players have had their turn.

MASSED COMBAT

During each combat phase, players take it in turns to pick a unit to attack with, starting with the player whose turn it is and then moving clockwise around the table based upon each player's starting territory. The combat phase ends when all eligible units have attacked.

VICTORY

This battle lasts for 6 battle rounds, or until the end of any battle round in which a player has no models left on the battlefield. The player with the most models within 3" of the Relic at the end of the game wins a **major victory**.



HINTS & TIPS

This battleplan has no sudden death victory conditions for players that are outnumbered by their rivals at the start of the game; instead, the challenge for these players is to work together by striking secret pacts and alliances in order to bring down stronger opponents. Of course, the strength of a player's army can diminish greatly as the battle unfolds, and you may find it prudent to switch sides later in the game. War is never fair, after all. But remember, there can be only one winner, so clever politicking will only get you so far – at some point you will have to go it alone to stand the best chance of winning!