WARHAMMER
AGE OF SIGMAR

BATTLETOME
THE END TIMES

GLOTTKIN

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TIME OF WAR

Like sands through he hourglass, these are the last days of our lives. The Chaos gods stand ascendant, and their power waxes over the world in a sickly flow of magic and power. The followers of the dark gods draw from this power to achieve even greater acts of barbarity. The weave between the worlds weakens, and foul daemons threaten to tear into reality. Only stout hearts and good steel stands between Order and its destruction.

Designers notes: The Chaos Ascendant rules give some pretty heft bonuses to Chaos players. To get the most out of battles in these conditions, the player facing chaos should either have more troops, or be prepared for an uphill struggle. Try balancing things with favorable terrain or scenario rules for a truly epic struggle!

A GOD ASCENDANT

After setting up terrain, but before deployment, check to see if the scenario determines which god is ascendant. If no god is given, roll a dice. On a 1, Khorne is Ascendant, 2 is Nurgle, 3 is Tzeench and 4 is Slaanesh, reroll any results of 5-6. Consult the chart below to see which effects this has.

THE STORM OF CHAOS

If a Chaos Wizard rolls a double whilst attempting to cast a spell, the spell is automatically cast and the Wizard summons a daemon unit of minimum size. The daemon unit must be placed within 15" of the Wizard, and more than 9" away from enemy models. This counts as the summoned unit's move for this turn. What daemons are summoned depends on which god is ascendant, consult the chart to the right.

Ascendant God	*Unit placed*
Khorne	Bloodletters
Nurgle	Plaguebearers
Tzeench	Pink Horrors
Slaanesh	Daemonettes

KHORNE ASCENDANT

All Khorne models add 1 to their Hit roll. All Chaos models add 1 to their run and charge rolls. All Wizards suffer a -1 to their casting and unbinding rolls.

NURGLE ASCENDANT

All Nurgle models add 1 to their Wound rolls. All Chaos models may reroll save rolls of 1. Nurgle Wizards add 1 to their casting and unbinding rolls.

SLAANESH ASCENDANT

Any Slaanesh models give enemy models within 3" -1 to their bravery. All Chaos models may reroll failed battleshock tests. All Slaanesh Wizards add 1 to casting and unbinding rolls.

TZEENCH ASCENDANT

All Tzeench models may reroll failed save rolls. All Chaos models ignore Mortal Wounds on a 6. All Tzeench Wizards add 1 to their casting and unbinding rolls.

SUMMON INFERNAL LEGION

As the fabric of reality weakens, the daemons are easier to drag from their realm into this reality. It is no longer the activity of long rituals and great sacrifice. Any daring follower of the dark gods may attempt to draw demons from the realm of chaos. All Chaos Wizards know the Summon Infernal Legion spell.

Summon Infernal Legion has a casting value of 6. If successfully cast, you can set up a unit of minimum sized of Chaos Daemons within 18" of the caster and more than 9" away from the enemy. The unit is added to your army, but cannot move in the following movement phase. This cannot be a Hero. If the result of the casting roll was 11 or more, set up a unit of up to twice its minimum size Chaos Demons or a Hero instead. The unit set up must have the same keyword as the Ascendant Chaos God.

TIME OF WAR

Battles are fought in all corners of the world. Few can match the ferocity and brutality of city battles. Tight corners, unexpected ambushes and assaults on hardened positions make any city fighting an unwelcome affair. That's even assuming one can breach the city walls! As the End Times progress, the forces of Chaos take the battles home to the cities of Elves, Dwarfs and Men. Use these rules to recreate those desperate fights, or use them to create your own stories! Remember to use plenty of buildings when fighting with the Streets of Death rules. That really adds to the flavor of the battle.

Designers note: Use at least one building per 2x2 square. Two or more per square to represent larger, more tightly packed cities. Determining the size of the settlement you're fighting over helps build a good narrative. A small village will have fewer buildings (but more other terrain) than a major city. Deploying the buildings in a manner that looks like a real-ish settlement really ups the ante!

STREETS OF DEATH

Attacker and Defender

Every game must have an attacker and a defender. Certain rules only apply to the attacker or defender, so it is imperative that you figure out who is who. Who is the attacker and who is the defender will be stated in all relevant battleplans.

Generating Terrain

You may set up terrain in three ways. You can agree to an amount of buildings with your opponent, and set up using the Age of Sigmar rules sheet. Or you may simply place buildings in a manner that looks good. Battles in hamlets and villages across the Old World should feature both buildings and other terrain.

For battles in larger cities, you can use the system. Divide the table into 2x2' squares. Roll 2 dice for each square and consult the following chart.

Result	Terrain
2-3	1 Building
4-5	1 Building + 1 other Terrain feature
6-7	2 Buildings + 1 other Terrain Feature
8-9	2 Buildings
10-11	1 Building
12	1 Non-building Terrain feature

The buildings should be set up in a manner resembling a part of a city. Perhaps a market square, training barracks or broad avenue? There are countless possibilities. You could also simply set up buildings and other terrain as suits your battle. If you have a particular idea in mind, try that first. These guidelines exist for when you don't have any specific ideas, or need help filling out the rest of your table.

Buildings

A unit of up to 20 models may garrison a building. To do so, they must all begin their movement phase within 6" of one, or deploy within it. Place the unit off to one side (but feel free to place any models on/within it to show that it is garrisoned. The unit may shoot and attack as normal, and all ranges are measured to and from the building model itself. Garrisoned units count as being in cover. In addition to the unit, a single Hero model may garrison the building. Monsters may not garrison buildings. To exit a building, place every model within 6" of the building, and more than 3" from enemy units.

A building can be destroyed. Each building has 10 wounds and a 3+ save. A unit must choose to attack either the garrisoned unit (if any) or the building. Any ability that targets everything within an aura will also hit the building if it is in range. If the building is destroyed, any garrisoned units takes D6 Mortal Wounds, and any garrisoned Heroes takes D3 Mortal Wounds. The unit must then be placed within 6" of the building. Any garrisoners who have fled the building in this manner in the combat phase may not make any further attacks that phase, they are too busy getting out of the wreckage! A Building which has been destroyed is then removed from the battlefield, and should be replaced by a similarly sized piece of rubble. The space it occupied counts as Deadly terrain.

In addition to these rules, the following models have the Building keyword:
Chapel, Deathknell Watch, Garden of Morr, Watchtower, Witchfate Tor, Skullvane Manse, Ophidian Archway, Numenous Occulum

Ambushes

The defender may set up to one unit and one Hero ambushing in a building within his deployment zone, instead of deploying them normally. You can reveal the ambushing unit at any point in your turn. You must reveal the garrisoned unit if an enemy attempts to come within 3" of the building. The enemy cannot come closer than 3" without charging, as usual. Write down or otherwise mark which unit is hiding where. Make sure this is clear, such as describing a particular feature of the building.

Barricades

The defender may set up any number of barricades in his deployment zone during deployment. A barricade stretches from one building to another within 8".
If the entire unit is within 3" of the barricade, and on the same side, the unit gets a cover save from attacks coming from the other side.

Sewers

A scenario will state if it uses the Sewer special rule. After deployment, but before rolling to see who may take the first turn, the Sewer Markers must be placed. The side who gets to use the Sewers places the markers. These must be more than 3" away from buildings and enemy models. Reinforcements may deploy from the sewer marker instead of any other deployment method. Place one model on the marker, and the rest of the unit within 6" of the marker. This must be more than 3" away from enemy models. If there are enemy models within 3" of the Sewer Marker, that sewer may not be used.

Death from Above

The defender may do D6 attacks with the Thrown Debris attacks from every building within his deployment zone. If the building is garrisoned, the garrisoning unit gains the Thrown Debris missile weapon, and may use that or the missile weapon the unit is normally armed with. A building loses this ability as soon as an attacking model comes into base contact with the building. Even if the attackers are driven off, the ability no longer applies.

Thrown Debris	Attacks	Range	Hit	Wound	Rend	Damage
Missile Weapon	1	8"	4+	4+	-1	1

Firestorm

Units may attempt to set buildings on fire with a Firestorm attack. This is a special sort of attack made in the shooting phase. Any unit may attempt to do so if they are within 6" of a building, even if they do not normally have missile weapons. Units with missile weapons may attempt a Firestorm attack within the range of their missile weapon.
If a unit makes a firestorm attack, roll 3 dice. If the result is lower than the number of models making a Firestorm attack, the attack is successful. The building has been set ablaze! Mark the building with a suitable token.
If the building has been set ablaze, roll a D6 at the start of each players turn. Add one to the result for every building on fire within 6". Check the result on the table below:

Result	Effect
1	The fire gutters out. Remove the token.
2 - 3	The building burns. The building suffers 1 Mortal Wound, and any units garrisoning suffers D3 Mortal Wounds
4 - 5	The flames burn higher! The building suffers D3 Mortal Wounds. Any unit garrisoning suffers 2D3 Mortal Wounds. If there are any other buildings within 6", roll a dice for each. On a 4 or more, the fire spreads to that building as well.
6	Flaming Inferno! The building suffers D6 Mortal Wounds. Any garrisoning units suffers 3D3 Mortal Wounds. If there are any buildings within 6", roll a dice for each. On a 2+, the fire spreads to that building!

The Battle of Marienburg

Marienburg is the first step of the Glottkin's plan to destroy the Empire. They must sack the city and march overland to Altdorf. But the city's defenders will not yield, for theirs is a proud history. This brutal city battle is all about capturie and control. The attacker must wither deadly firepower and assault guarded buildings in order to break their foe. Only total control of the city is good enough, for the Everchosen has commanded it so. The city will burn.

This battleplan represents a typical city-fighting battle. Once the defences are breached and the enemy are within the walls, it's down to blood and steel to guard the city. The defenders maintain a strong advantage, able to garrison buildings and prepare palisades. Yet they also know that should they fail, all is lost. This could just as easily be the insides of a Magmahold, or the shimmering towers of the Eldritch Council. For the best battles, place the buildings as if they belong to a structured city, and not just a random collection of terrain!

THE ARMIES
One player fights as the invading Glottkin, intent on taking over the city. The other player must hold the city of Marienburg, player as its defenders. The player with the largest army should act as the Glottkin.

THE GLOTTKIN'S OBJECTIVES
The Glottkin have made landfall at Marienburg. Hurling their plague urn into the ancient walls, all defences have crumbled. Seeking to sack the city and tear it apart, the Glottking will stop at nothing to break through the defending lines.

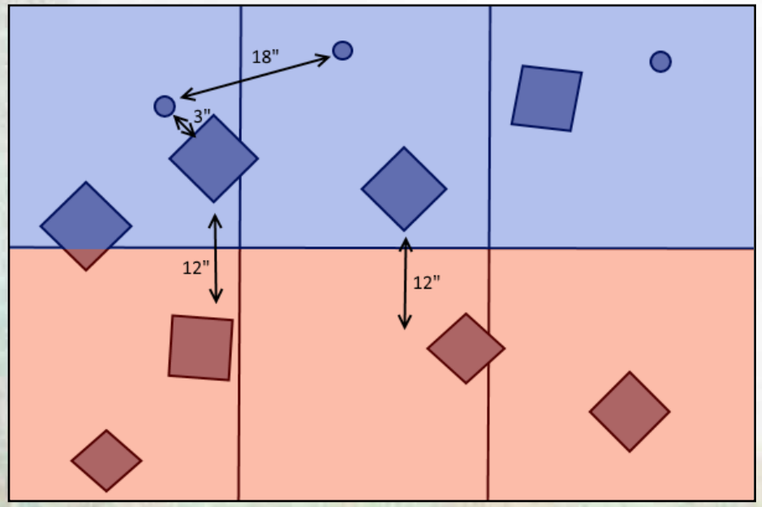
MARIENBURGER'S OBJECTIVES
The defenders of Marienburg rally! The living fight until only the dead can stand. Munnvard, lord of Marienburgs underworld becomes the cities greatest defender. Yet, before him stands a foe almost beyond measure, and behind him the rotting heart of the city.

COMMAND ABILITIES

Marienburg
This is our city they mean to sack! Delivering a rousing speech, the Warlord may nominate three friendly units within 16". Roll a dice for every model in those units that have fled due to battleshock. On a 4 or more, those models return to the unit, ready to fight.

Glottkin
The Plague Urn Cometh: If you Warlord uses this ability, nominate a building within 24". That building counts as having been set ablaze, and immediately suffer D3 Mortal Wounds.

THE BATTLEFIELD
Generate as per the Streets of Death rules.



SET-UP
The battlefield is divided by a line across the middle of the board, east to west. Roll to see who picks which half of the board to deploy on. Before deploying, the Marienburg player places three objectives in his deployment zone. These must be more than 3" away from any building, and more than 18" from each other.

Marienburg then divides it's army into two halves, choosing every other unit to arrive later as reinforcements. Marienburg deploys its entire army first, excepting the reinforcements.

The Glottkin then deploy their entire army anywhere in his deployment zone, more than 12" away from buildings wholly in the enemy deployment zone, and enemy models.

FIRST TURN
Roll to see who goes first.

STREETS OF DEATH
This Battleplan uses the Streets of Death Times of War rules. Do not use the Sewers special rule. The Glottkin are the Attacker, and the Marienburg defenders are the Defenders.

CHAOS ASCENDANT
This Battleplan uses the Chaos Ascendant Times of War rules. If the Glottkin's Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

LAST OF THE MARIENBURGERS
From the third battleround on, the Marienburg reinforcements arrive. They may deploy at the start of the Hero phase anywhere within 6" of the Marienburg long table edge. Units deployed like this may move and attack normally.

CAPTURE THE STREETS
Deploy 3 objectives markers as per the setup rules. To capture an objective marker, The Glottkin must have a model within 3". The objective is not captured if there is a Marienburg model within 3" of the marker.

VICTORY
If the Glottkin have all three objective markers captured at the end of the fifth battle round, they win a Major Victory.

If the Glottkin have two objective markers captured at the end of the fifth battle round, they win a minor victory.

If the Glottkin have one objective marker captured at the end of the fifth battle round, the game is drawn.

Any other result is a victory for the Marienburgers

War in the Drakwald

The Glottkin have begun their three-pronged attack into the Empire. Like a trident gutting a fish, three mighty plaguehosts march on Altdorf. Gutrot Spume has been tasked with marching through the Drakwald, corrupting as he goes. But in amongst the trees, the goblins stir. The children of Nurgle disturb the spider nests, and now they will pay for their transgression.

You never know when you walk into a monster nest. Even a seemingly peaceful valley may harbor Gargants in every cave. Those who dare make their living in such areas often find themselves protected and hunted in equal measure. But when invaders come, the monsters are not slow to react, and will destroy any intruders.

THE ARMIES
Both players should pick an army, then decide who plays what role. One must be Gutrot Spume, invader of the Drakwald, and the other the Forest Goblins. The player with the most Monters in their army should be the Forest Goblins.

GUTROT SPUME'S OBJECTIVES
Gutrot Spume, Lord of Tentacles, has landed his third of the invasion force in Nordland. Driving south through the endless forests, he is reinforced by countless beastmen. Having passed into the deepest, darkest regions of the Drakwald, his army now faces the terrible threat that has long lurked in the shadows. Caught in a trap, the forces of Gutrot Spume must slay the beasts before them.

FOREST GOBLIN'S OBJECTIVES
The Forest Goblins respond to the chaos incursion. None may trespass into the sacred grounds of their spider gods. Drawing up poisoned bows and ragged weapons, the goblin tribes answer the threat with a rare fervor, and giant, monsterous spiders. Springing their ambush, the Forest Goblins seek to slay the invaders.

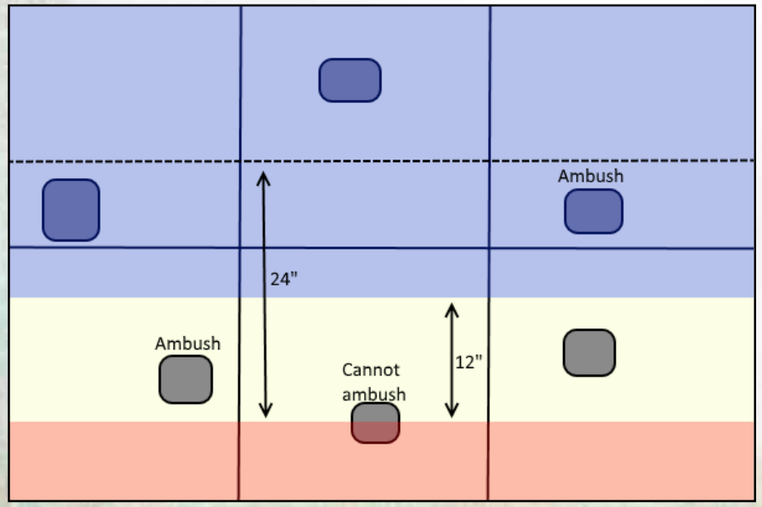
COMMAND ABILITIES

Gutrot Spume
Get on with the slaying: Twisting and pointing his tentacles, the Warlord drives his followers into the mouth of the beasts. When using this command ability. all friendly units within 12" of the Warlord may roll three dice and choose the highest two when charging, if there are any Monsters visible to him.

Forest Goblins
We needz the nasty stuff!: Drawing forth the worst of their poisons, the goblins strike back. If the Warlord uses this ability, nominate three units within 14". Each of these units do an additional Mortal Wound for every Hit roll of 6 or more.

THE BATTLEFIELD
Generate terrain as per the Age of Sigmar Rules Sheet.

SET-UP
Gutrot Spume may deploy anywhere within 8" of the southern table edge.



The Forest Goblins may set up anywhere on the battlefield not in their opponents deployment zone and at least 12" from the enemy. Monsters and War Machines must deploy at least 24" from the enemy units.

The Forest Goblins must deploy at least 3 Monsters. These may be set up normally, or in ambush. If so, make a secret note of which terrain piece each monster is hiding in. There may only one ambushing Monster per terrain piece, and they cannot hide in any terrain wholly or partially within the enemies deployment zone.

FIRST TURN
Forest Goblins take the first turn.

GAME LENGTH
The game lasts five battle rounds.

BLESSINGS OF NURGLE
If one of Gutrot Spume's Wizards attempts to cast Arcane Bolt on an enemy Monster, the spell adds 2 to its casting roll.

CHAOS ASCENDANT
This Battleplan uses the Chaos Ascendant Times of War rules. If Gutrot Spume's Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

AMBUSHING SPIDERS
Deploy the Monsters as per the setup rule. In any of his own movement phases, the Forest Goblin player may reveal his ambushers. He may choose which and how many to reveal. Deploy the Monster wholly within a terrain feature, and no closer than 3" to an enemy unit. This counts as its movement for the turn.

If any enemy models come within 3" of a terrain feature in which a Monster is hiding, the Monster is revealed! Deploy the Monster wholly within the terrain piece, more than 3" away from the enemy. The monster may act as normally after being revealed in this manner.

VICTORY
If Gutrot Spume has slain three enemy monsters by the end of the game, he scores a major victory!

If Gutrot Spume has slain two enemy monsters at the end of the game, he scores a minor victory.

The Forest Goblins must slay two thirds of the enemy models, and prevent the Lord of Tentacles from slaying two Monsters to score a major victory.

Slaying half the enemy models and preventing Spume from slaying two Monsters will give the Forest Goblins a minor victory.

Any other result is a draw.

The Battle of Talabheim

Talabheim has fallen. Drowned in a deluge of offal matter, gore and pus, the city has been abandoned by its people. As they leave the city walls, they find the shambling hordes of Nurgle ready to destroy them. The defenders are scattered across every gate. Only swift action and desperate gambits will stave of the complete destruction of Talabheim and its people.

This is a battle of unfair proportions. One army is divided across the field, whilst the other is ready to march in and destroy them. No doubt such battles were common during the Age of Chaos, as the agents of the dark gods slew millions and brought empires to their knees. No doubt Nurgle has done similar atrocities to the Sylvaneth in their glades, or poisoned the waters of the Scourge Privateers.

THE ARMIES
One player takes the role of Orghotts Daemonspew, commander of the Nurgle forces. The other acts as the Defenders of Talabheim, desperate but resolved.

ORGHOTTS DAEMONSPEW'S OBJECTIVE
Orghotts Daemonspew shattered his Plague Urn upon the city of Talabheim. Grandfather Nurgle has responed with glee, drowing the city in a putrid rain of pus and gore. Turning the city walls against it, Orghotts Daemonspew now awaits the confused and disorganized defenders to rush out the gates and into his awaiting arms.

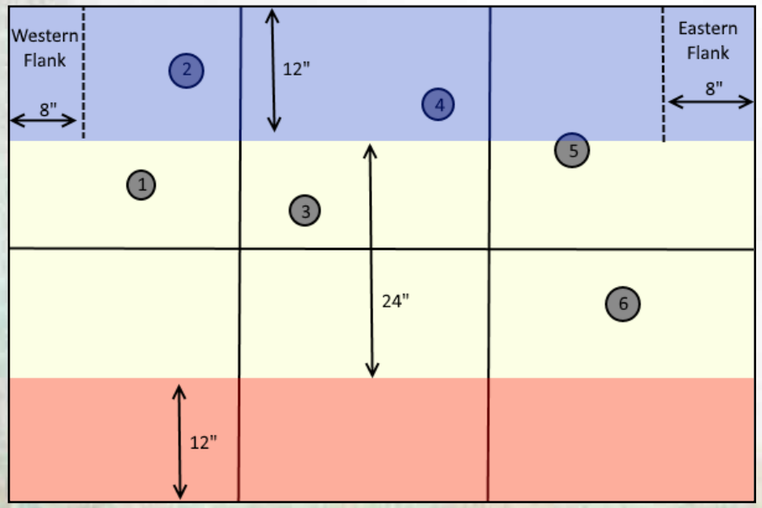
DEFENDERS OF TALABHEIM'S OBJECTIVE
The Defenders of Talabheim are scattered. Fleeing the downpour that has engulfed their city, the defenders are in disarray. Yet not all is lost, for Talabheim was well defended, and many can still fight. Now is the moment to rally the defenders and save whatever can be saved.

COMMAND ABILITIES

Orghotts Daemonspew
Grandfathers Deluge: Powerful in the blessings of Nurgle, the Warlord may steer the great Deluge to further intoxicate his foes. If the Warlord uses this ability, nominate one enemy unit within 24". That unit suffers D3 Mortal Wounds, and must half its movement, run and charge distances in its next turn.

Talabheim
Rally and Attack!: Using their extensive training and iron discipline, the defenders of Talabheim aim to use what maneuvering space they have to great affect. If the Warlord uses this ability, nominate three units within 20". These units may retreat, run and charge in the same turn. They also add 1 to run and charge rolls.

THE BATTLEFIELD
Generate terrain as per the Age of Sigmar Rules Sheet.



SET-UP
Before setting up any models, Orghotts Daemonspew may place six markers, numbered 1 through 6, anywhere on the table. These are the Nurgle's Deluge markers.

Orghotts Daemonspew may deploy anywhere within 12" of the southern table edge, and deploys his entire army first.

The Talabheim deployment zone is divided in three. All models must deploy within 12" of the northern table edge. The western and eastern flank are each 8" in from their respective table edges.

The Talabheim defenders are scattered by bad luck and a hasty retreat from the city. Before deploying each unit, roll a dice. On a 1, that unit is deployed in the western flank. On a 2, that unit is deployed in the eastern flank. On a 3-5, that unit is deployed in the center, and on a 6 you may choose where to deploy the unit.

FIRST TURN
Orghotts Daemonspew takes the first turn.

CHAOS ASCENDANT
This Battleplan uses the Chaos Ascendant Times of War rules. If Orghotts Daemonspew's Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

NURGLE'S DELUGE
Roll a dice at the start of each Hero phase. Nurgle's putrid rain falls upon the marker matching the dice result. Roll another D6, this is the range of the deluge. Any unit caught within the deluge suffers D3 Mortal Wounds, and has their movement, run and charge distances halved. If a unit with the Nurgle keyword is caught, the deluge instead heals D3 wounds, and does not affect their movement.

BREAKING POINT
In the battle of Talabheim, each army seeks to break their opponents. This means that slaying the enemy is not the only route to victory. As such, each army has fortitude points, representing the collective strength of the army. Each army also has a breaking point, any less fortitude than this represents the army cracking under pressure and fleeing. An army with 6 or fewer units has a breaking point of 3. An army with 7 or more units has a breaking point of 4. If the army has 12 or more units, the breaking point is 6.

FORTITUDE
A unit generates 1 fortitude if it starts the game with 5 wounds or more worth of models. The army loses this fortitude point if the unit falls beneath 5 wounds worth of models. The Warlord generates 2 fortitude points, and the army loses those if he is slain.

GAME LENGTH
The game lasts five battle rounds, or until an army breaks.

VICTORY
Breaking point:
Orghotts Daemonspew immediately wins if the Talabheim defenders breaks.

Any other result is a Talabheim victory!

Fall of Altdorf

The battle rages outside Altdorf. The three-pronged attack of the Glottkin has succeded, and the city is surrounded on all sides. Though besieged and beset, there is much fight left in them. The defenders sally forth to smash their foes and relieve the city. The men of the Empire are joined by the noble knights of Bretonnia and the soulless horde of the undead. They all fight for the survival of the Empire, and for the fall of Chaos.

Turning the tides on one's attacked is never easy. But the benefits of breaking the foe before the wall is great. Supplies, reinforcements and an end to the siege can all be won by a daring assault outside the city. In this battle a main force of defenders sally forth, whilst allies come to their aid. Countless such battles have been fought since the founding of the Great cities, as trade and troops march once again beneath the lightning standards. Stormcast arrive to relieve the Freeguild armies, or Kharadron mercenaries are hired to aid a desperate (and wealthy) city. The besieged has everything to gain, and everything to lose.

THE ARMIES
Decide on your armies, then decide who shall play which role. One must be the Defenders of Altdorf, a motley assembly of warriors, whilst the other plays as the Host of Nurgle. The Defenders of Altdorf should be able to divide the army into three parts.

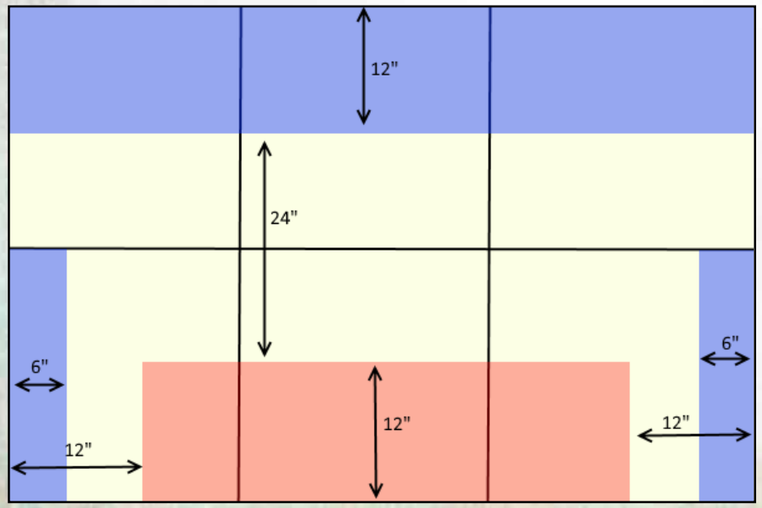
HOST OF NURGLE'S OBJECTIVES
A ferocious battle rages outside the eastern walls of Altdorf. Orghotts Daemonspew and his demonic allies have descended upon the city with plague and sword. The Host of Nurgle has come to claim its prize.

DEFENDERS OF ALTDORF'S OBJECTIVES
The Defenders of Altdorf are strange bedfellows. In this battle for the heart of the Empire, Men of the Empire fight alongside Bretonnian knights and the living dead. Only together might they hope to triumph.

COMMAND ABILITIES

Host of Nurgle
Plagues beget plagues: Driving his own men forward, Orghotts Daemonspew commands the host to slay and corrupt. Grandfather is pleased, and sends more foul soldiers to join the fight. Nominate a point on the battlefield within 20" of the Warlord. On a roll of 4 or more, you may set up a unit of 10 plague bearers on that point. Place one model on the point, and the rest of the unit within 3" of this model. This must be further than 9" from an enemy unit, and counts as their move for the turn.

Defenders of Altdorf
Only the Faithful: "The Empire stands. Only man, courage and steel keeps it so. The hordes of chaos will be driven back! Hold, men of the Empire! Hold, brave knights of Bretonnia! Today we prevail!". If the Warlord uses this ability, all friendly Heroes may use their command abilities as if they were the Warlord.



THE BATTLEFIELD
Generate terrain as per the Age of Sigmar Rules Sheet.

SET-UP
The Defenders of Altdorf must divide its army into three pieces. One must be the Imperial Defenders, and make up at least one third of the army. The remainder may be split between the Bretonnian Knights and Undead Reinforcements. The Defenders of Altdorf must nominate three units to act as the lynchpins, and must be deployed as an imperial defender.

The Defenders of Altdorf have three deployment zones. The northern deployment zone goes from 12" from the center line all the way to the northern table edge. The Imperial Defenders must deploy here.
The Bretonnian Knights must all be deployed in the south-eastern or south-western deployment zones. These are each 6" from the eastern and western table edge, going from the southern edge to the center line. The Undead Reinforcements will arrive in the southern deployment zone not used by the Brettonian Knights.

The Host of Nurgle deployment zone starts from 12" south of the center line, and 12" from the eastern and western table edges.

FIRST TURN
Roll to see who takes the first turn.

CHAOS ASCENDANT
This Battleplan uses the Chaos Ascendant Times of War rules. If Orghotts Daemonspew's Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

DEFENSIVE LYNCHPIN
The men of the Empire have been preparing for this siege. For months, they have marched, trained and drilled under the harshest generals and drillmasters in the world. These units are the lynchpin around which all other plans revolve. Iron hard and irresistible, they will fight to the last man, horse, pot of steam or pint of blood to defend Altdorf. The three Lynchpin units ignore battleshock and reroll failed save rolls.

UNDEAD REINFORCEMENTS
Any unit sat aside as Undead reinforcement enters the battle in the Defenders of Altdorf's second movement phase. They are deployed anywhere within their deployment zone, more than 3" from an enemy model. This counts as their movement for the turn. Any models that cannot fit come back on in the subsequent Defenders of Altdorf's movement phase.

GAME LENGTH
The game lasts five battle rounds

VICTORY
The Defenders of Altdorf win a major victory if they have slain three quarters of the enemy models, and lost less than half of their own.

The Defenders of Altdorf win a minor victory if they have slain half the enemy models, and lost less than a third of their own.

The Host of Nurgle wins a major victory if it can slay all the Lynchpin units and at least half the enemy models, whilst losing less than half of their own.

The Host of Nurgle wins a minor victory if it slays two of the lynchpin units whilst losing less than half of their own.

Any other result is a draw.

Battle at the Temple

The fell sorceror Festus has unleashed a vile magical vortex upon the city. Daemons are loose within the walls, even as men fight and die upon the walls. Now the city is rotting from within, and only the temple of Shallya offers any protection. Festus descends upon the temple to root out the last vestige of hope and purity in the city, even as Louen Loencour, former King of Bretonnia, races to meet his destiny.

This is a defensive battle, where one side seeks to destroy the other's holy site. The defenders are not as well entrenched as they might normally be, as this is a temple district. This makes the fighting all the more desperate, as each building must become a redoubt against all foes.

THE ARMIES
For this battle one player is Festus, seeking out his prize. The other will be the Defenders of Shallya, safeguarding the last hope of the city.

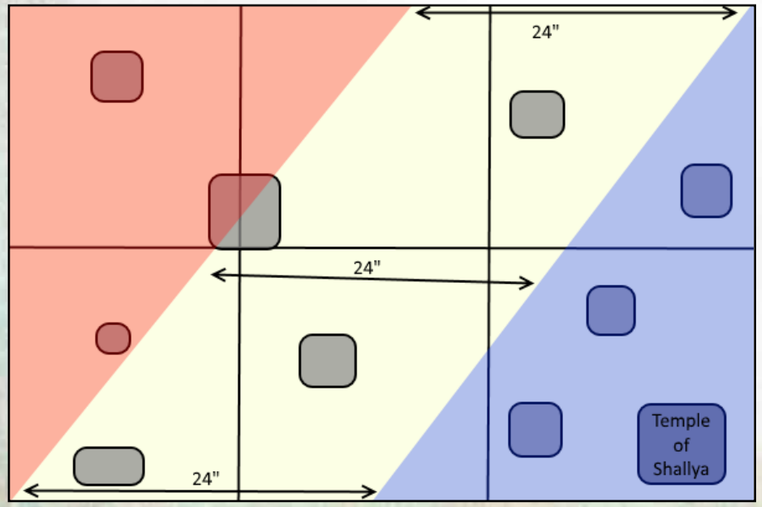
FESTUS' OBJECTIVES
The walls of Altdorf have fallen. Festus, empowered by his maniacal vortex, now advances on the last safe haven in the city. The temple of Shallya stands firm, but cannot withstand the festering corruption of Festus.

DEFENDERS OF SHALLYA'S OBJECTIVES
The Defenders of Shallya rally to the temples defences. Though the city is overrun by demons and barbarians, every man of the empire stands his ground and fights. Louen Leoncoeur, former King of Bretonnia, has come to the temple to meet his destiny. Only the courage of men stand between chaos and this last bastion of hope.

COMMAND ABILITIES

Festus
Master of Blights: Chanting hymns of foul words and cursed powers, or throwing vials of terrible concoctions, the Warlord brings the plagues of Nurgle upon his foes. Blinded, binded and distracted, this is the opening they need to slay even the holiest of foes. If the Warlord uses this ability, nominate one enemy model within 10". That model suffers a -1 on all hit and wound rolls until your next hero phase. If that model is a Monster, you may reroll all hit rolls of 1 against that model, but if the model is a Hero, you may reroll all failed hit rolls until your next hero phase.

Defenders of Shallya
Blessing of the godesses: The power of Shallya and the Lady runs through the very veins of the defenders. Divining where their assistance is most needed, this blessing can turn even the foulest blade or cure the vilest disease. If the Warlord uses this ability, nominate three units within 14". Those units may reroll failed save rolls of 1.



THE BATTLEFIELD
Generate terrain as per the Streets of Death Time of War sheet, with the following exception. A model representing the Temple of Shallya must be deployed in the south-eastern corner of the table. This model always has the Inspiring rule, and may not have any others.

SET-UP
The Defenders of Shallya must deploy their entire army first, in the southeastern deployment zone. This zone stretches from the center of the southern table edge to the north-eastern corner.

Festus deploys his army second, in the northwestern deployment zone. This zone goes from the center of the northern table edge, to the southwestern corner of the table.

FIRST TURN
Roll to see who takes the first turn.

STREETS OF DEATH
This Battleplan uses the streets of Death rules. For the purposes of these rules, Festus is the attacker, and the Defenders of Shallya are the defenders.

CHAOS ASCENDANT
This Battleplan uses the Chaos Ascendant Times of War rules. If Festus' Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

HOLY BLOOD
For each Defenders of Shallya hero slain by an opposing Hero or Monster model, roll a dice. On a 3 or more, the slayer takes D3 Mortal Wounds.

THE TEMPLE OF SHALLYA
The temple of Shallya is a Building which cannot be garrisoned, as it is already filled with wounded soldiers and temple acolytes! The Temple of Shallya has 20 wounds, a 3+ save and ignores Mortal Wounds on a roll of a 5 or 6.

BLESSINGS OF THE TEMPLE
Any Defenders of Shallya units within 12" of the Temple ignore Mortal Wounds on a roll of 5 or 6. Any Festus units within 12" of the Temple of Shallya suffer a -1 on their save rolls.

GAME LENGTH
The game lasts five battle rounds.

VICTORY
Festus wins a Major victory if he manages to destroy the temple of Shallya.

The Defenders of Shallya win a Major victory if they can slay the enemy Warlord and the Temple of Shallya is still standing at the end of the game.

The Defenders of Shallya win a minor victory if the Temple of Shallya is standing at the end of the game.

Gods and Monsters

The Siege of Altdorf reaches its climax. The Glottkin have breached the Imperial palace, even as his minions are beset elsewhere. Though the pests of Nurgle recede before the rightous men, all is for naught if the Emperor is slain. The Undead under Vlad von Carstein march to his defence. In exchange for the position as Elector Count, the once-pretender to the throne sides with the living, against the wishes of his Master. Now the living and the dead must fight off a foe that anathema to both of them.

Designers notes: This scenario is best played with a lot of heroes and a few elite units. This is the all-star brawl for the heart of the Empire, and nothing is to be spared. Though the Glottkin only need to slay some of the Emperor's Heroes, he has to slog through the Undead Legion troops first. Quick and targeted movement, as well as good use of the buildings will be key here.

THE ARMIES
In this battle, one player takes the side of the Emperor, and the other the Glottkin.

THE GLOTTKIN'S OBJECTIVES
Ku'gath and Festus are defeated, and Oghotts Daemonspew is held at the wall. It has fallen to the Glottkin to seize the Imperial Palace and sack the city. Followed by their strongest and most corrupt troops, the Glottkin are ready to confront the Emperor.

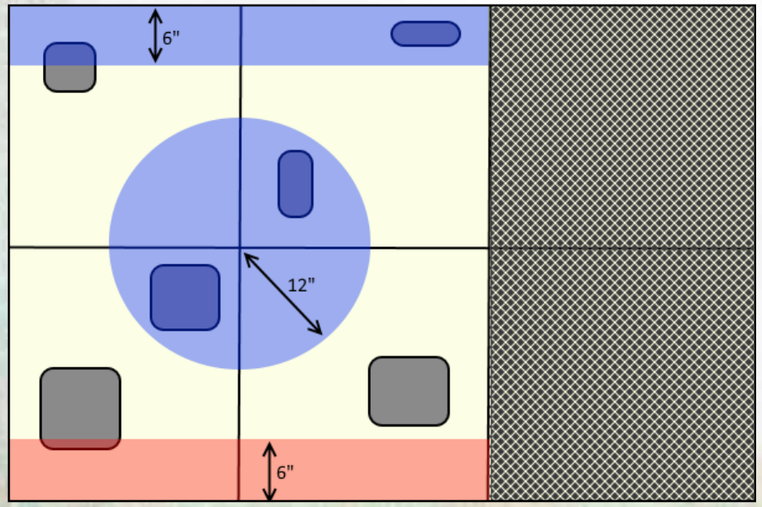
THE EMPEROR'S OBJECTIVES
The Emperor is returned! Thought slain after Alderfen, Karl Franz has come home to his city and his people. Now is his most desperate hour, and the Empire needs all that he can offer. Only victory could ever be enough as he defenders Sigmar's city.

COMMAND ABILITIES

Glottkin
Now, upon the threshold: Enraging themselves and their followers, the Glottkin pour their fury into action. Nominate one friendly model within 6" (including the Warlord). That model may immediately make a 10" Fly move. Any units with 10 or more models that were flown over using this move suffer D3 Mortal Wounds.

The Emperor
Stand your ground: No matter how beaten, no matter how bloody, the Emperor stands. If the Warlord uses this ability, all friendly units within 12" may reroll failed hit, wound and save rolls of 1, until your next hero phase. Should the Warlord use this ability, he may not move or charge until his next hero phase.

THE BATTLEFIELD
Generate terrain as per the Streets of Death Time of War sheet. As this is a smaller confrontation, fought in a limited space, use a 4x4' board rather than the usual 6x4' table.



SET-UP
The Emperor must divide his army into two parts. Each part must be led by at least one Hero, otherwise you may divide the army as you see fit. The first part, the Palace defenders, must be led by the Warlord. The second part, the Undead Legions, are deployed first. They may deploy anywhere within 12" of the center of the board.

The Glottkin then deploys their entire army anywhere within 6" of the southern table edge.

The Palace Defenders deploy last, anywhere within 6" of the northern table edge.

FIRST TURN
Roll to see who takes the first turn.

STREETS OF DEATH
This Battleplan uses the Streets of Death rules. For the purposes of these rules, the Glottkin are the attackers, and the Emperor is the defender.

CHAOS ASCENDANT
This Battleplan uses the Chaos Ascendant Times of War rules. If the Glottkin's Warlord has the Nurgle keyword, Nurgle is always the Ascendant God in this Battleplan.

DEATH TO THE EMPEROR!:
All attacks directed towards the Emperor's Warlord may reroll failed to hit rolls of 1.

TO THE DEATH:
All units ignore battleshock.

GAME LENGTH:
The game lasts until the victory conditions are met.

VICTORY
The Glottkin win a Crushing Victory if they slay all the Heroes deployed as a part of the Palace Defenders.

The Emperor wins a Crushing victory when they slay all the Glottkin's heroes.

Mighty Battles:
The Tentacle Lord's Conquest

THE ARMIES

One player is the Rotbringer, and the other is the Plaguebreaker.
Both players must select armies of an agreed upon size. Both players must select a single army for use throughout the entire campaign.
Players may switch out 1 Hero and 1 other unit between each battle.
Generate Strategic Characteristics as normal. The Rotbringer general adds 1 to his Persuasion characteristic, whilst the Plague-breaker general adds 2 to his guile characteristic, but must subtract 1 from his persuasion characteristic.

CAMPAIGN SPECIAL RULES

Blessings of the Grandfather
At the start of each of the Rotbringer's hero phases, roll a dice for each unit within 3" of another Rotbringer unit. On a roll of a 6, the unit heals D3 wounds.

Flames of Defiance
The Plaguebreaker is ready to meet their foe head on. Add 1 to all Run and Charge rolls for Plaguebreaker units.

CAMPAIGN STRATAGEMS

Accidental reserves
They should have been here yesterday, but I'll take them!
Before deployment, secretly note down 3 units. If any of these units have been destroyed, then in your next hero phase you may reveal that you have additional reserves. Place an identical unit to the one destroyed anywhere in your deployment zone, more than 9" from enemy units. This counts as their move for the turn. You may only do this once per game.

The Lay of the Land
The enemy may have scouts, but ours are tougher.
Instead of deploying a unit normally, you may declare that it has hidden itself on the battlefield. Note down a terrain piece in secret. You may reveal the unit in any of your movement phases, or if an enemy unit comes within 3" of the terrain piece. Deploy the unit wholly within the terrain. They may not move that turn.

RECREATING THE WAR

Following the steps of Gutrot Spume, this campaign recreates his campaign of destruction through the Empire.

The Rotbringer must use Gutrot Spume as his General, and all units in his army must have the Nurgle keyword.

The Plaguebreaker must change his army between each battle, but may only use units from the provided list.

In The First Strike, the army must be divided in two. One half must be selected from the Empire Warscroll Compendium, whilst the other half must have the Death keyword. The Death half is the Last of the Marienburgers part of the army.

In Rot in the Deep Woods, all units in the army must have the Spiderfang keyword.

In Failure is not an option!, the army may be a mix of units selected from the Empire Warscroll Compendium or have the Death keyword. If you include any Death units, at least one of these must be a Vampire Lord.

In The Northern Wall, the army must be selected from the Empire Warscroll Compendium, and the general must be Kurt Helborg.

Neither side may have any other named characters than the ones already mentioned.

THE FIRST STRIKE
Play The Battle of Marienburg (See Battletome: The End Times: Glottkin)
The Plaguebreakers act as the Marienburgers, whilst the Rotbringers take the role of the Glottkin.
STRATAGEMS
Before the battle, the Rotbringer must take a persuasion test. If successful, nominate 1 building. It is Set Ablaze.
The Plaguebreaker must take a guile test. If successful, he may choose either Strategic Reserves or The Lay of the Land.

ROTBRINGER VICTORY

ROT IN THE DEEP WOODS
Play War in the Drakwald (See Battletome: The End Times: Glottkin).
The Plaguebreaker plays as the Forest Goblins, whilst the Rotbringer acts as Gutrot Spume.
If The Rotbringer won The First Strike, that player may use the Accidental Reserves stratagem in addition to any other they gain.
STRATAGEMS
The Rotbringer may take a Persuasion or Guile test. If successful, he may select a stratagem of the correct type to his ability.
The Plaguebreaker may take a persuasion test or a guile test. If the planning test was successful, you may use the Lay of the Land stratagem or a planning stratagem. If the persuasion test was successful, choose a persuasion stratagem.

PLAGUEBREAKER VICTORY

FAILURE IS NOT AN OPTION!
Play Breakthrough (See Warhammer: Age Of Sig-mar)
The Plagyebreaker is the Blocking Force, whilst the Rotbringer is the Invader.
The Plaguebreakers may use the Accidental Reserves stratagem in addition to any other they gain.
STRATAGEMS
The Destined Defenders must take a planning test. If successful, they may select Strength in Numbers or a Planning stratagem to their ability.
The Dark Summoner may take a strategic characteristic test of their choice. If successful, you may take either a common stratagem or a relevant stratagem to your ability.

THE NORTHERN WALL
Play the Border War battleplan (See the General's Handbook 2016)
If the Rotbringer won Rot in the Deep Woods, he may use the Lay of the Land stratagem in addition to any other you may gain.
If the Plaguebreaker won Rot in the Deep Woods, you may nominate D3 of the Rotbringer's units. This may not include their general. Those units are held back, delayed. They enter in the Rotbringer's second movement phase, anywhere within 6" of his board edge more than 9" from enemy models. This counts as their move for the turn.
STRATAGEMS
Each player must take a strategic characteristic test of their choice. If successful, the player may use a common stratagem or a Stratagem of the correct type, as far as their abilities go. If the Plaguegreaker succeeded in a planning test, they may instead take

CAMPAIGN VICTORY!
If the Rotbringer won The Northern Wall, then he has won a Legendary victory!

CAMPAIGN VICTORY!
If the Plaguebreaker won The Northern Wall, then he has won a Narrow victory! If he also won The First Strike, he has instead won a Heroic victory!

The world is ending, though few believe it.

The Dark Gods have set in motion their final schemes. The dead stirr, as the master of their kind awakens to the world once again. Hordes of barbarians and madmen fall upon the domains of the faithful. The fair isle of Ulthuan is shattered by revelations five thousand years in the making. Far beneath the earth, the vile ratmen rise to consume and defile all before them. Archaon the Everchosen has returned to fulfill his destiny.

The Hordes of Chaos march, and foremost amongst them are the children of Nurgle. The Glottkin have been given the honour of first assault, to bring plague and ruin upon the Empire. Only the steel and courage of Karl Franz' armies stand before the pestulent hordes and total annihilation.

Death rises,
Kingdoms fall.
Chaos Reigns.

These are the End Times.

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2 Time of War rules for use in your games.

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