WARHAMMER
AGE OF SIGMAR
BATTLEPLAN

STUFF OF LEGENDS

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AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

This battleplan enables you to fight a narrative battle with little to no preparation. This battleplan is designed to facilitate a storytelling experience by creating a battle with evocative objectives, asymmetric motivations for your armies, and the means to reward memorable moments and cinematic game-play. Most of all, this battleplan will help you and your opponent create a fun story around your battle.

FORGING THE NARRATIVE

These rules are intended to be used to create exciting narrative battles without a lot of preparation. To complete your narrative experience, you might want to consider using a Time of War in addition to these rules.

SET UP

Follow the Battlefield and Set-up rules from the *Warhammer: Age of Sigmar* rules sheet. But before setting up your armies, set up Objectives and determine your armies' Motivations using the tables on the next page.

OBJECTIVES

The Objectives table will tell you what kind of objects to place on the battlefield. These will be your objectives.

MOTIVATIONS

During the battle, both players will have the opportunity to earn Victory Dice. How you do this is generally based on your army's Motivation. Each army will interact differently with the objectives as set out by the Motivations table.

VICTORY

Do not use the victory conditions from the *Warhammer: Age of Sigmar* rules sheet. At the end of the fourth battle round and each successive battle round, each player rolls a dice. The player who rolled higher may choose to either make a tactical retreat and end the battle, or to stay and fight another round!

At the end of the battle, each player answers the following questions:

- Did you defeat a memorable enemy?

- Did you capture a challenging objective?

- Do you have an idea for your army's next mission?

For each affirmative answer, gain 1 Victory Dice.

Then, both players roll their Victory Dice. The player with the most rolls of 4 or higher wins a **major victory**.

SEIZING THE DAY

Victory can take many forms. Sometimes mere survival can be victory, or a single moment of greatness can change the course of history. The secondary Victory Conditions described below are designed to create memorable moments in battle.

FOR HONOR AND GLORY

Each player starts the battle with three special Victory Dice that they may award to their opponent. You can use them to bribe your opponent, reward them for cinematic play, or set objectives for your opponent to achieve. Any of these dice that have not been awarded by the end of the battle are discarded.

THE UNDERDOG

If both players agree that one player is the Underdog, either because they are grossly outnumbered or the victory conditions have simply been stacked against them, the Underdog Deeds become available to that player.

UNDERDOG DEEDS

While We Live, We Fight!: At the end of the battle, if at least one of your models is still on the battlefield, gain a Victory Dice for each objective that was on the battlefield at the start of the battle.

Kingslayer: When the enemy general is slain or has fled the battlefield, gain a Victory Dice for each objective on the battlefield at the start of the battle.

Victory Conditions Table

First, choose one or more Objectives appropriate to your armies, or randomly generate one. Then, for each objective, each player should choose a Motivation appropriate for their army, or randomly generate one.

Roll Objective

1. **Watchtower:** Place a building at the center of the battlefield. Any units garrisoning the building control it.

2. **Relics:** Each player chooses one of their **Hero** models to carry a Relic. When the bearer is slain, place it within 3" of the bearer. Any other **Hero** can pick it up when they move within 3" of it. This objective is always controlled by the bearer.

3. **Shrines:** Place 3 Shrines along the center line of the battlefield. The Shrines are *Mystical*.

4. **Pillars:** Divide the battlefield into quarters. Place a pillar at the center of each quarter.

5. **Villagers:** Together, place D6 Villagers within 6" of the center line of the battlefield. Either player can move each Villager 6" during their hero phase if it is within 3" of one of their units.

6. **Allegiance Objective:** Place the objectives for an Allegiance that suits the armies.

Roll Motivation

1. **Capture:** At the end of your turn, gain a Victory Dice for each of the objectives that you control.

2. **Ruin:** You may attack objectives (and cast spells on and charge them). They have a Save of 4+ (if they don't already have a Save). At the end of your turn, gain a Victory Dice for each objective you have wounded.

3. **Command:** At the end of your turn, gain a Victory Dice for each objective if you have a **Hero** within 3" of it, or if your general is within 6" of it.

4. **Consecrate:** At the end of your turn, gain a Victory Dice for each objective if at least one enemy model was slain in a unit that was within 6" of it.

5. **Scout:** When one of your units moves to within 6" of an objective during any phase, roll a dice. On a 4+, it is scouted. At the end of your turn, gain a Victory Dice for each objective you scouted during the turn.

6. **Allegiance Motivation:** Each Allegiance has its own motivations. Choose one that suits your army.

Grand Alliance Victory Conditions

If you chose Allegiance Objective or Allegiance Motivation, you can choose from an appropriate Grand Alliance below or from one of the many faction allegiances.

Chaos

Objective – Altars: Each player places an altar in their territory. The altars are *Damned* terrain.

Motivation – Bless: At the end of your turn, for each objective, roll a dice for each of your models within 6" of it. If at least one of the dice rolled is a 6, gain a Victory Dice.

Order

Objective – Village: Together, place a D6+4 buildings together on the battlefield to form a village.

Motivation – Defend: At the end of your turn, for each objective, if there are no enemy models within 6" of it, roll a dice. On a 4+, gain a Victory Dice.

Destruction

Objective – Idols: Place 2 Idols along the center line of the battlefield. Add 1 to rolls to wound for units that are within 6" of an Idol.

Motivation – Raze: At the end of your turn, you may set fire to any objective you control. Then, roll a dice for each burning objective. On a result of 1-3, it goes out; on a 4 or higher, it continues to burn and you gain a Victory Dice.

Death

Objective – Gravesites: If there are not already 4 Gravesites on the battlefield, together, place 4 Gravesites on the battlefield.

Motivation – Necrotize: At the end of your turn roll a dice for each objective you control. On a 5+, the objective being rolled for is Necrotized. Then, gain 1 Victory Dice for each Necrotized objective.

Allegiance Victory Conditions

Choose Objectives and Motivations that suit your armies.

Sylvaneth

Objective – Glades: Together, place D3 Glades on the battlefield. The Glades are *Mystical*.

Motivation – Seed: At the end of your turn, roll a Dice for each objective that is within 6" of a Sylvaneth Wyldwood. For each result of 3 or higher, gain a Victory Dice.

Stormcast Eternals

Objective – Baleful Realmgate: Each player places a Baleful Realmgate in their army's territory.

Motivation – Dominate: At the end of your turn, gain a Victory Dice for each objective on the battlefield if you control more objectives than your opponent.

Flesh-Eater Courts

Objective – Corpses: Whenever a unit is slain, place a Pile of Corpses within 3" of it.

Motivation – Viscerate: Whenever a model is slain from a unit within 6" of an objective, put a Viscera marker on that objective. At the end of your turn, roll a dice for each objective. If your roll is lower than the number of Viscera markers on the objective, gain a Victory Dice.

Bonesplitterz

Objective – Monstrous Game: Each Monster on the battlefield is an objective. Whenever a Monster is slain, place a marker within 3" of it; its remains are an objective.

Motivation – Mob: At the end of your turn, roll a dice for each objective. For each objective, if the result is lower than the number of your models within 6" of the objective, gain a Victory Dice.

Allegiance Victory Conditions

Choose Objectives and Motivations that suit your armies.

Seraphon

Objective – Falling Stars: At the start of each battle round, randomly choose a 2'x2' battlefield section. Drop a Fallen Star onto the battlefield from above the center of the chosen battlefield section.

Motivation – Cleanse: At the end of your turn, roll a dice for each objective you control. On a 3+ it is cleansed until it becomes controlled by an opponent. Then, gain a Victory Dice for each cleansed objective.

Clan Pestilens

Objective – Poison Globes: Together, place 2D6 Poison Globes on the battlefield. At the end of each player's turn, each of their units within 3" of a Poison Globe suffers D3 mortal wounds.

Motivation – Taint: When you control an objective, it becomes tainted. It remains tainted until an enemy unit within 6" of it chooses to suffer D3 mortal wounds during their turn to remove the taint. At the end of your turn, gain a Victory Dice for each tainted objective.

Kharadron Overlords

Objective – Aether-Gold: Place 2D6 Aether-Gold tokens near the center of the battlefield. At the start of your turn, you may move D6 of the Aether-Gold tokens 2D6" in any direction (roll for each token being moved).

Motivation – Prospect: At the end of your turn, roll a dice for each objective you control. For each roll of 4 or higher, place an Ore marker on a unit within 6" of that objective. Then, gain a Victory Dice for each Ore marker on your units.

Beastclaw Raiders

Objective – Ice Shards: At the end of each of the Beastclaw Raiders player's turns, place an Ice Shard within 6" of their unit that is furthest from their battlefield edge.

Motivation – Freeze: When you control an objective, freeze it. When your opponent controls a frozen objective, they may roll a dice. On a result of 3 or higher, it thaws. At the end of your turn, gain a Victory Dice for each frozen objective.

Fyreslayers

Objective – Ur-Gold: Together, place D6 Ur-Gold deposits on the battlefield. A unit may pick up an Ur-Gold deposit by moving within 3" of it. That unit controls the Ur-Gold deposit When the unit is slain, place the deposit within 3" of the unit.

Motivation – Smelt: When you control an objective, place an Ore marker on one of the units controlling it. At the end of your turn, gain a Victory Dice for each of your units with one or more Ore markers.

Tzeentch

Objective – Loci: Together, place 9 Loci on the battlefield. Each of the Loci is *Arcane* terrain.

Motivation – Enchant: You can cast spells on objectives. If you successfully cast a spell on an objective or a Wizard in your army successfully casts a spell while within 6" of an objective, that objective is enchanted until the end of the turn. At the end of your turn, gain a Victory Dice for each enchanted objective.

Khorne

Objective – Skulls of the Worthy: Whenever a **Hero** is slain, place a skull marker within 3" of it. The skull is an objective.

Motivation – Bloodsoak: Whenever a model is slain from a unit within 6" of an objective, that objective becomes Bloodsoaked. At the end of each of your turns, roll a dice for each Bloodsoaked objective. On a result of 4 or higher, this pleases the blood god, gain a Victory Dice. On a result of 1-3, the blood dries.

Ironjawz

Objective – Effigies: Each player places an Effigy in their army's territory. Each player may move their Effigy up to 6" during their movement phase as though it were a unit (an Effigy may move within 3" of enemy models). During your hero phase, you may inflict D6 mortal wounds on one enemy unit within 3" of your Effigy.

Motivation – Embattle: At the end of your turn, for each objective, gain a Victory Dice if a unit within 6" of it is engaged in combat.

Allegiance Victory Conditions
Choose Objectives and Motivations that suit your armies.

Nurgle
Objective – Feculent Gnarlmaw: If there is not a Feculent Gnarlmaw on the battlefield, place one near the center.

Motivation – Rot: At the end of your turn, for each objective you control, roll a dice. On a 5+ the objective rots away and you gain D3 Victory Dice.

Daughters of Khaine
Objective – Bronze Statuary: Together, place a D6 Bronze Statues on the battlefield. Units add 1 to Wound rolls while they are within 6" of the Bronze Statue.

Motivation – Reclaim: At the end of your turn, gain D3 Victory Dice for each objective you control that is in your opponent's territory.

Nighthaunt
Objective – Cairn: Together, place D6 Cairns on the battlefield. The Cairns are *Sinister*.

Motivation – Haunt: When a model in one of your units is slain, place a Haunt marker on the nearest objective. At the end of your turn, gain a Victory Dice for each objective with more Haunt markers on it than enemy models within 6" of it.

Beasts of Chaos
Objective – Herdstone: If there is not already a Herdstone place one on the battlefield.

Motivation – Defile: You may attack objectives (and cast spells on and charge them). They have a Save of 4+ (if they don't already have a Save). When you damage an objective, roll a dice. On a 6, the objective becomes Defiled. At the end of your turn, gain 1 Victory Dice for each Defiled objective.

Idoneth Deepkin
Objective – Etheric Vortex: If there is not already an Etheric Vortex on the battlefield, together, place one or more.

Motivation – Pillage: At the end of your turn gain D3 Victory Dice for each objective you control. If you rolled a 3, the objective is thoroughly Pillaged, and cannot be Pillaged further during this battle.

Gloomspite Gitz
Objective – Shrooms!: Together, place D3+3 Mushrooms on the battlefield. The Mushrooms are *Deadly*.

Motivation – Spite: At the end of your turn, choose a battlefield quarter that has more of your models in it than enemy models. Then, gain control of each objective that is at least partially within that battlefield quarter and score a Victory Dice for each one.