



CAMPAIGNS IN THE DARK AGE OF SIGMAR

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# HEART OF DARKNESS





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# CAMPAIGN

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# HEART OF DARKNESS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT



## CONTENTS

Introduction	3
The Ruins of Hammerstadt	4
Morbid Tales	5
Artefacts on the Dark Age	7
Life (and Death) in the Dark Age	8
Rewards of Battle	9
Warband – Shepherds of Rot	11
Skirmish Battleplans	12
Dark Age Quests	17
Campaign – The Fate of Hammerstadt	21

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# How To Use This Book

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

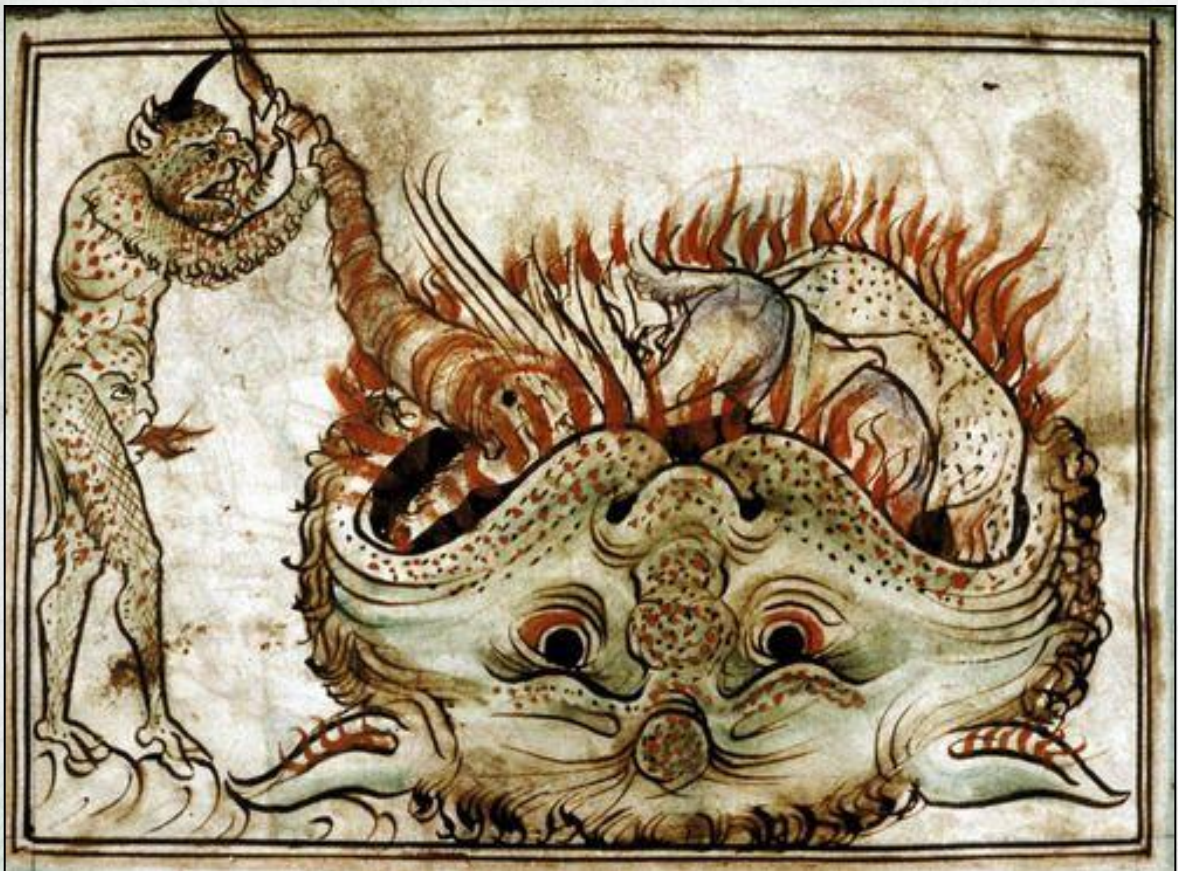
## WHAT IS DARK AGE OF SIGMAR?

Dark Age of Sigmar, also known as AoS28 is a modeling and painting aesthetic that focuses on the grim, gritty, horrifying shadows of the Mortal Realms. The Dark Age of Sigmar is a story about the tortured hero who has been tainted by the dark magic they loathe, ravenous cultists prepared to give their lives to an uncaring god, or the villagers huddled in the darkness afraid of what might knock on their door.

The Dark Age of Sigmar is inspired by old renaissance paintings of revelers writhing before an onslaught of horned and bearded devils. The Dark Age of Sigmar can be found in Ray Harryhausen's weird sculptures and uncanny special effects. Of course, the true father of the movement is John Blanche, the artist to whom Warhammer owes much of its grimdark appeal. Finally, the Dark Age of Sigmar is what you make of it, because it is above all else a collective art project for you to kitbash and paint and write and share your work with the world. So get out there, and make your own Dark Age of Sigmar.

## BATTLES IN THE DARK AGE

This book contains a collection of battleplans, artefacts, campaign rules, quests, and fluff to help theme your battles and give them that little extra narrative push. Everything in this book is compatible with the *Warhammer: Age of Sigmar Skirmish* rules. Basically every piece of this book is modular, so feel free to use as much or as little of it as you like. There is no wrong way to play *Warhammer: Age of Sigmar*!



MOUTH OF HELL, MS TANNER (13<sup>TH</sup> CENTURY)



# THE RUINS OF HAMMERSTADT

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The great city of Hammerstadt was founded in Ghyran by Sigmarite settlers. Humans, aelves, and duardin forged a beautiful city nestled between a high mountain range and a waving sea of grain. For a time, life was good and the city thrived, but then the Age of Chaos arrived and shattered their hope.



FOR 777 YEARS, THE CITY OF HAMMERSTADT STOOD AT THE BASE OF THE AZYRSPIRE. IT WAS A BEHCON OF ORDER AND A DESTINATION FOR PILGRIMS FROM SIGMAR'S REALM. BUT NURGLE SOUGHT TO SEIZE GHYRAN FOR HIMSELF. HE BELCHED FORTH A TRINITY OF PLAGUERIDDEN METEORS THAT REDUCED THE CITY IN AN INSTANT TO A FESTERING RUIN. THE REMNANTS OF THIS ONCE-GLORIOUS CITY NOW CRAWL WITH THE GROTESQUE VESTIGES OF NURGLE'S WRATH.

Many chose to leave Hammerstadt after its ruin, but some remained, living generation after generation in squalor and gloom. The once proud people of Hammerstadt declined into cannibals and dirt farmers and scavengers picking through the ashes of their ancestors. There are no heroes in the ruins, only the broken ghosts of a city in the Dark Age of Sigmar.



# MORBID TALES

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## HUNTING FOR WITCHES

The ruins are a breeding ground for all manner of witches and mutants. Witch Hunters often begin their quests at the Sisters' Keep, where the Sisters of Sigmar keep a watchful eye over the city.

## BRIDGE TROLLS

Mountain troggoths have moved into the ruins in search of easy prey. They tend to lurk beneath bridges waiting for unsuspecting travelers.

## OLD MAN WINDMILL

When the end came for Hammerstadt, dozens of people barricaded themselves in the old windmill as packs of daemons roamed the streets. They say that the daemons burned it to the ground, but it mysteriously still stands today, spinning relentlessly on windless nights. If you listen closely, you can hear the tortured screams of villagers waiting to be saved.

## BONE THIEVES

Albino grots live in the catacombs beneath the ruins, coming to the surface only to claim the bones of the living for use in their grisly shamanic rituals.

## THE OBSIDIAN CITADEL

Sigmar has borrowed Nurgle's strategy by hurling a meteor of his own into the city. They call it the Obsidian Citadel because of its mirrored black exterior. None know what Sigmar plans for the area, but some claim to have seen heavily armoured warriors returning to the citadel drenched in blood and ichor.



### THE HANGING TREE

Townfolk claim that the tree moves in the night and takes vengeance upon those who despoil the natural world, but of course there have never been any witnesses.

### THE KING IN GOLD

Heralds have visited many of the scavenger settlements offering protection in exchange for swearing fealty to the King of Hammerstadt. Although they wear rags themselves, they always describe their king as being clothed in a suit of golden armour. They claim that he has numerous knights and men-at-arms at his disposal, but they have not been sighted despite the growing ghoul problem.

### PLAGUETOWN

The largest settlement within the ruins is carefully tended by Rotbringers raising humans like livestock to be held in captivity, bred, and eventually slaughtered.

### TWIN-CITY

Swarms of innumerable rats flow through the ruins like tides, rising and falling in a delicate cycle. Where they come from and where they go is oft debated among the smallfolk, but they have never guessed at the truth. The rats disappear into gnaw-holes in reality, crawling into the domain of Chaos where the city exists as a twisted reflection of itself.



# WHAT PRICE POWER?

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Leadership is a tenuous position even when your followers are loyal and mentally stable. Trying to lead a band of zealots, cutthroats, and madmen through the deadliest places in the Mortal Realms is a near death sentence that many an aspiring hero has fallen victim to.

## COMMAND ABILITY

Commanding a warband at the edge of their sanity requires a different skill set from those in less dire conditions. Your general knows the What Price Power? command ability, and can use it during your hero phase. If they do, roll 2D6 and consult the table below. Add 1 to your roll for each wound inflicted by your general during the preceding turn.



### 2D6 Command

**2-6 Questioned Authority:** Your opponent may choose one of the other units in your warband and roll a dice. On a 3+, that unit cannot move this turn.

**7-9 Marginal Loyalty:** Your followers fall in line with minimal grousing. Choose one Order from the list to the right.

**10+ Fall In Line:** Your minions are too filled with fear to defy your orders. Choose up to three of the Orders from the list to the right.

## ORDERS

No unit may be chosen for the same Order twice in the same turn.

**Advance:** Choose one of your units that is within 12" of your general. Move it up to D6" in any direction. They must end this movement at least 3" from any enemy models.

**Fight to the Last Breath:** Choose one of your units that is within 12" of your general. Until your next hero phase, whenever that unit would suffer a wound or mortal wound, roll a dice. On a 6+, the wound is ignored.

**Show No Mercy:** Choose one of your units that is within 12" of your general. Until your next hero phase, add 1 to the Attacks attribute of its melee weapons.

**Bide Your Time:** Gain 1 re-roll that can be used to re-roll one dice rolled to Hit, Wound, Save, Run or Charge before your next hero phase.



## LARVULOUS, GADFLY OF NURGLE

IN THE COLD MORNING, LARVULOUS FELT THE GRAVE-CHILL OF STEEL PLUNGE INTO HIS BACK. HE TRIED TO CRY OUT TO HIS WARRIORS FURTHER AHEAD ON THE BATTLEFIELD, BUT HIS GASPS CAME OUT AS BLOODY GURGLES. HIS NURGLING TURNED AND GRINNED TOOTHILY. LARVULOUS LURCHED FROM HIS FEET AND FELL TO THE GROUND. AS HE LAY ON HIS BACK, THE NURGLING BEGAN TO EAT. THE LAST THING HE SAW BEFORE AWAKENING IN NURGLE'S GARDEN WAS HIS OWN LIEUTENANT WEX STANDING OVER HIM, SMILING.



# TOOLS OF THE TRADE

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The dark places of the Mortal Realms are peopled by the desperate and grotesque, the piteous and the cursed. They arm themselves with scraps clutched tightly against each coming night. They bear as great treasures items that are commonplace in better times, and relics too damned for the pure of heart.

## CURSED ARTEFACTS

One **HERO** in your warband may carry a thematically appropriate Cursed Artefact.

### D6 Artefact

- 1 **Hand of Glory:** Once per battle at the start of any phase, you may set the Hand of Glory ablaze. If you do, models within 3" of the bearer (friend and foe alike) cannot move or attack until your next hero phase.
- 2 **Deathshroud:** The Deathshroud was woven to ease an ancient king's journey into the afterlife; but graverobbers and their ilk have found other uses for it. The bearer's Save rolls cannot be modified, and they have the ability to fly.
- 3 **Excrutiator's Casket:** If you can wrestle your enemy into this ensorcelled casket, it will bury its victim alive. Once per battle, after damaging an enemy with a melee attack, roll a dice. If the result is greater than or equal to the model's remaining Wounds, that model is removed.



- 4 **Daemonheart:** When a daemon is killed, canny adventurers know to cut out its heart and save it for their moment of need. Once per battle, during your hero phase, the bearer may consume the Daemonheart. When they do, they double their attacks and damage until your next hero phase.
- 5 **Screaming Skull:** Some die so horribly that they continue to scream even when their flesh is gone. The bearer of such a skull can make a Scream attack during the shooting phase. To do so, choose an enemy unit within 6" and roll 2D6. If the result is greater than the target's Bravery, it suffers mortal wounds equal to the difference.
- 6 **Cygor Eye Fetish:** In the wild, Cygors are the bane of magical practitioners. If a Cygor's eye is dried and strung onto a necklace, it can create a powerful anti-magic field surrounding its wearer. The bearer can attempt to unbind one spell in each enemy hero phase as though they were a **WIZARD**.



## MUNDANE ARTEFACTS

One model (any model) in your warband may carry a thematically appropriate Mundane Artefact.

### D6 Artefact

- 1 **Holy Symbol:** Once per battle during your hero phase, the bearer may press their holy symbol into the flesh of an enemy within 3". Roll a dice. On a 4 or higher, the target suffers a mortal wound.
- 2 **Rope:** Traversing the ruins of the mortal realms is greatly assisted by keeping a good rope handy. The bearer moves at twice their normal Move when ascending vertical terrain.
- 3 **Cloak:** A dark cloak melts into the shadows. While the bearer is within 3" of any terrain, it counts as being in cover.

- 4 **Torch:** A torch is always helpful in the shadowy corners of the world. Enemy units within 12" and line of sight of the bearer do not benefit from cover.
- 5 **Duelling Pistol:** While not as robust as a proper pistol, the duelling pistol serves most warriors well in close quarters combat. The bearer gains the ranged weapon profile shown below:

Rng	Atk	Hit	Wnd	Rend	Dmg
6"	1	4+	3+	-1	1

- 6 **Grisly Trophy:** Many adventurers carry grotesque prizes from past victories as a tool to demoralize the enemy. Any models slain by the bearer of a grisly trophy count as 2 for the purposes of battleshock tests.





# A CURSED EXISTENCE

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As adventurers explore the most deadly and accursed places in the mortal realms the tithes of constant battle wear on them. Heroes and henchmen alike cannot escape the eventual embrace of death, or the slow dismemberment that precedes it.

## MUTATION

One model (any model) in your warband may be gifted with a thematically appropriate Mutation. Mutations are treated as Artefacts for the purposes of constructing your warband.

### D6 Mutation

- 1 **Tentacle:** The warrior has a squirming tentacle protruding from their body. Attackers within 3" subtract 1 from their rolls to hit this model.
- 2 **Horns:** Gnarled bestial horns have grown from the warrior's head. Re-roll hit rolls when this model charges.
- 3 **Third Eye:** Add 1 to the model's rolls to hit.

- 4 **Extra Arm:** Additional arms are an all too common mutation when exposed to tainted Chaos energies. Add 1 to the attacks characteristic of one of this model's melee weapons.
- 5 **Wings:** The warrior has massive wings that can be used to fly over the battlefield. This model has the ability to fly.
- 6 **Conjoined Familiar:** An impish grotesque has sprouted from the warrior's body. It whispers advice and sometimes offers assistance. You may re-roll one dice for this model each turn.

## INJURY

When a model in your warband is slain in battle, you may choose for them to gain a randomly determined injury. They are still removed from action in the current battle, but in all future battles they suffer the drawbacks of their injuries, or sometimes benefit from them because whatever doesn't kill us makes us stronger.

### D6 Injury

- 1 **Brutal Injury:** Many would not survive such a wound, and many will not. Reduce the model's Wounds attribute by 1. If this reduces it to 0, the model is slain permanently.
- 2 **Injured Arm:** Choose 1 of the model's weapons. Reduce that weapon's attacks characteristic by 1. If the model no longer has any attacks, they retire from your warband.
- 3 **Lost Eye:** Subtract 1 from the model's rolls to hit.

- 4 **Hatred:** They wake in the night, sweating and filled with adrenaline and loathing toward the monsters that hurt them. Note down the allegiance of the model that delivered the injury. The model re-rolls failed wound rolls against enemies that have that allegiance keyword.
- 5 **Fearsome Scars:** The warrior's face has been slashed and mangled beyond recognition. Their ruined features impress the greenhorns, but intimidate their enemies. Attackers within 3" subtract 1 from their rolls to wound this model.
- 6 **Too Tough to Die:** Some folk just don't die easy, and if you get in the habit of not dying for long enough, it's a hard habit to break. Add 1 to the model's Wounds attribute.



# UNSPEAKABLE WORDS

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The mystics and augurs that haunt the blackest nights and darkest hollows often learn forbidden knowledge too risky or too dishonorable for most battlefields in the Mortal Realms. In the darkness where the gods do not see their crimes, they do the unspeakable.

## BLACK MAGIC



If there is a **WIZARD** in your warband, whenever they could gain an Artefact, they may instead learn a spell from the Black Magic table.

### D3 Spell

- 1 **Skinstearer:** *The wizard wears their enemy's skin like an old comfortable glove.*

Skinstearer has a casting value of 8. If it is successfully cast, choose an enemy model within 18" of the caster and which is visible to them. Treat that model as though it were part of your warband until the end of your turn.

- 2 **Call of the Pit:** *The screaming never stops.*

Call of the Pit has a casting value of 6. If it is successfully cast, choose a model within 18" of the caster and which is visible to them. The chosen model adds D3 to the Attacks attribute of each of its melee weapons for the remainder of the battle, and gains the **CHAOS** keyword. For the rest of the battle, at the end of each of its owner's turns, the chosen model suffers D3 mortal wounds.

- 3 **Banishment:** *Originally devised to send daemons back to their realm, this spell was never meant for the living.*

Banishment has a casting value of 9. If it is successfully cast, choose an enemy model within 12" of the caster and which is visible to them. The chosen model is banished to the Realm of Chaos, remove them from the battlefield. At the end of each of your opponent's movement phases, they may roll a dice. On a 5+, the model returns and may be placed anywhere on the battlefield that is not within 9" of an enemy model.

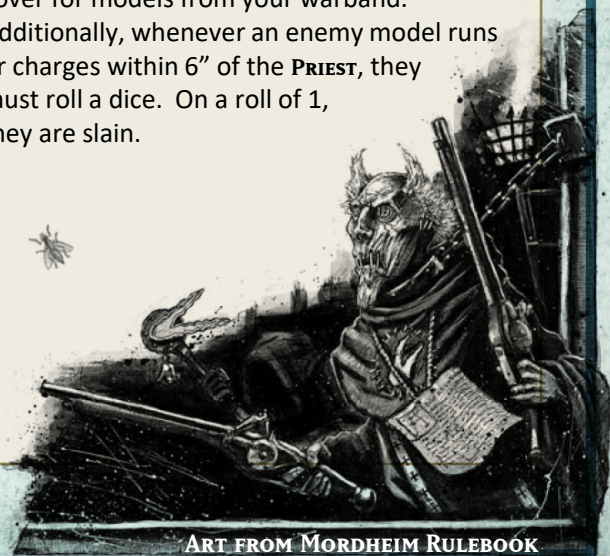
## DARK RITUALS

If there is a **PRIEST** in your warband, whenever they could gain an Artefact, they may instead learn a prayer from the Dark Rituals table.

**PRIESTS** can attempt to perform these dark rituals in each of your hero phases in addition to any prayers they may know. To do so, roll a dice. If the result is 3 or higher, the prayer is answered and its effect takes place. If the result is a 1 or 2, the priest is rebuked by a vengeful god and suffers D3 mortal wounds.

### D3 Prayer

- 1 **Deny the Witch:** Choose an enemy **WIZARD**, **CHAOS**, or **DEATH** model within 12" of the **PRIEST** and which is visible to them. The chosen model loses all abilities and cannot cast spells until your next hero phase.
- 2 **Last Rites:** Choose a model from your warband within 12" of the **PRIEST** and visible to them. Until your next hero phase, when the chosen model is slain, instead it is reduced to 1 wound and gains the **DEATH** keyword.
- 3 **Sanctified Ground:** Until your next hero phase, open ground within 6" of the **PRIEST** becomes cover for models from your warband. Additionally, whenever an enemy model runs or charges within 6" of the **PRIEST**, they must roll a dice. On a roll of 1, they are slain.





# REWARDS OF BATTLE

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## EXPLORING THE RUINS

After each battle, roll to determine what your warband has discovered as they explore the ruins of civilization. If you won a major victory or minor victory, you can roll three dice and pick one to keep, otherwise roll two dice. If you rolled doubles or triples of the result you chose, you may choose results from the doubles or triples tables instead of the normal table.



### EXPLORATION TABLE

If you chose a result that you rolled one or more times, you may discover the corresponding location on this table.

#### D6 Reward

- 1 **Madman:** A madman barrels down the alleyway screaming about a great eye. Choose one of your models to attack the madman (who has 1 Wound and a 6+ save) as though it were the combat phase. If they slay the madman, treat it as a Corpse, and earn an extra D3 Renown. If they fail to slay the madman, they gain an Injury.
- 2 **Corpse:** You discover a rat-gnawed corpse. Roll a dice to loot the corpse. On a 5+, you find a Mundane Artefact. If your warband has the **DEATH** allegiance, you may add a **ZOMBIE** to your warband instead of rolling.

- 3 **Prisoners:** You may choose to sacrifice the prisoners to your gods to earn an extra D3 Renown, or if you prefer, you can set them free to earn an extra 2 Renown.
- 4 **Well:** You find a questionably clean well. You may choose one of your models to drink from it. If you do, roll a dice. On a 1-2, the model gains a Mutation; otherwise, earn an extra D3 Renown.
- 5 **Shop:** Searching through the remains of the shop you find a Mundane Artefact.
- 6 **Tailor:** In the tailor's shop are bolts of fabric and tattered fineries. Hanging around the neck of a mannequin is a dusty cloak. Choose one model in your warband to wear a Cloak (see Mundane Artefacts).

### EXPLORATION TABLE — DOUBLES

If you chose a result that you rolled two or more times, you may discover the corresponding location on this table.

#### D6 Result

- 1 **Shrine:** In a small untouched shrine, you find a Holy Symbol. If there is a **PRIEST** in your warband, they also learn a prayer from the Dark Rituals table.
- 2 **Graveyard:** Defiling a graveyard is risky business, but if you're up for it, roll 6 dice. For each 3+, gain an extra 1 Renown. For each roll of 1, choose one of your models to gain an Injury as skeletons grab and claw to drag them down to the afterlife.

- 3 **Observatory:** You gaze into the heavens to read the portents of the stars, then follow the signs. Gain an extra D3 Renown, then roll again with the same number of dice.
- 4 **Tavern:** There's nothing quite like a night spent with fine drink and company at the tavern. Unless, you burn the tavern to the ground, which is fine too. Either way, you earn an extra D6 Renown.
- 5 **Gunsmith:** You may equip one of your models with a Dueling Pistol (see Mundane Artefacts).
- 6 **Cursed Artefact:** You find a locked box buried in a patch of dead earth. After loosing the chains that hold it shut, you gain a Cursed Artefact.







## EXPLORATION TABLE — TRIPLES

If you chose a result that you rolled three or more times, you may discover the corresponding location on this table.

### D6 Result

- 1 **Arena:** You hear the roar of a crowd and smell spilled blood. The dregs of what remains of civilization have gathered together to rejoice in a frenzy of killing. Choose one of your models to enter into the Arena. They must fight a single round of combat against a bloodthirsty enemy (2 Wounds, 4+ save). If they slay the enemy, the crowd cheers their new champion and spreads the word of their mighty deed, gain an extra D6 Renown and the chosen model gains a Grisly Trophy (see Mundane Artefacts). If they fail to slay the enemy, they are defeated and gain an Injury. 
- 2 **Feast:** While exploring a palatial estate, you find an immense feast of fresh cut sweetmeats and honeyed giblets. At the head of the table sits a king clothed in golden armour with a leg in one hand beckoning you to join him. If you choose to let your warband join in the feast, they gain the **DEATH** keyword and may heal any of their injuries. If you prefer to abstain, gain an extra D6 Renown.
- 3 **Wizard's Tower:** You creep into a tower that clearly once belonged to a powerful wizard, carefully avoiding anything that looks like it could be some kind of magical trap. You find a book of spells laid open on a table in the study. You can choose to read it if you like... to learn its secrets. You may choose one model in your warband to attempt to glean the magical ways. Roll a dice, on a 4+ the chosen model gains the **WIZARD** keyword, can cast one spell in each of your hero phases, can attempt to unbind one spell in each enemy hero phase, and know the Arcane Bolt and Mystic Shield spells along with one spell from the Black Magic table. On a 1-3, they gain a Mutation.

- 4 **Priceless Artefact:** In the ruins of a noble's villa, you see something precious glinting in the pale moonlight. You lean down to examine it, prying off the skeletal fingers that clutch it tightly and blowing off a thick layer of dust. What was it that was so valuable that they grasped it to their last breath? Your general gains a bonus Artefact of your choice. It can be from any book, any allegiance. 
- 5 **Catacombs:** Below the city streets is a network of tunnels where ravenous ghouls live their entire lives in darkness and monstrous fimir lurk waiting for their next meal. You pull open the long sealed grate and instantly smell rotten flesh and rat pellets. If you wish to explore the catacombs, roll a dice for each model in your warband. You may re-roll one dice for each Torch your warband is carrying. For each result of 1, choose a model in your warband to be lost forever in the catacombs. If you rolled any results of 6, you have successfully explored the Catacombs. From now on, whenever you roll to explore the city, you may change one dice to any result.
- 6 **The Pit:** Deep in the heart of the ruins are the rotting pits left by the ravages of the Age of Chaos. If they are bold enough, your warband's leader can descend into The Pit. Deep within The Pit is a fragment of a plagued meteor that burned through the city all those years ago. Some say that it is forged from the heart of a greater daemon, while others claim that it was once a chunk of the World-that-was. Whatever the truth may be, when a hero places their hand upon it, they are tested by the Dark gods. Roll a dice; on a roll of 1, the general is turned into a Chaos Spawn. If your warband has the **CHAOS** allegiance, you may add the Chaos Spawn to your warband. On a 2-3, they gain a Mutation, on a 4-5 they are untouched by the afflictions of the Dark Gods, and on a result of 6 they are cured of all Mutations and Injuries and forged anew having bested the gods themselves. No matter what happens, gain an extra 2D6 Renown, as the legend will not soon die.



# SHEPHERDS OF ROT

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The Shepherds of Rot roam Ghyran searching for grotesques worthy of Nurgle's menagerie. Under the leadership of Wex the Alchemyst, they have come to the Ruins of Hammerstadt on a pilgrimage to find the remains of Nurgle's hurled meteors, and if they should find any lost souls to add to their flock, they will be all the more blessed for it.

Squagg the Krabulent skittered along the ground on his gnarled crustacean legs, following a scent. He stretched out his tongue, licked at the dirt, and raised a single claw to point their new direction.

Wex had a need for fresh alchemical ingredients and Squagg had sniffed out a group of scavengers not too far off.

They followed Squagg through winding alleys and dilapidated buildings until they saw signs of life. Piles of discarded clothing and chunks of bloody meat were set outside the doorway to a charred hovel. Wex stepped over the threshold into a stinking cesspool of offal and viscera.

In the corner, a family huddled shivering and naked, gnawing on bones. The largest one raised himself to his feet, held a femur outstretched as if it were a sword, and said "Back you fiend, or the King in Gold will hear of this."

"My good Ser" Wex rasped, indulging the delusion, "I merely wish to parley. Now where can I find this king of yours?"



# GRAVE ROBBING

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Under the cloak of night, the truly desperate creep with shovels and lanterns in hand to violate the last remaining integrity of those who have already given this grim world everything else they had. In the right hands, a heart, or a brain, or even an eye can be a powerful magical reagent.

The graveyards in the ruins were filled long ago, now the corpses lay bloated next to overfilled graves, easy pickings for the depraved mercenaries and heretics who walk these streets. When they find a promising looking corpse, one that is relatively well-preserved and preferably having been of higher station, they carve carefully with their dagger to clean the useful parts away from the worthless giblets.

## THE BATTLEFIELD

In one quarter of the battlefield, set up terrain to serve as a graveyard, tomb, or other place where corpses can be looted.

## SET-UP

The players each choose one of the two territories shown in red & blue below, then take turns placing models until both warbands have been set up.

## FIRST TURN

The Player who finished setting up first chooses which player takes the first turn.

## SPELL COMPONENTS

Nobody's doing anything with these bodies, so I'm sure they won't mind if you put them to good use. Some of those uses involve harvesting their parts for use in spell-casting. Even if you're not going to do the magic yourself, they're worth a pretty penny to the right buyer.

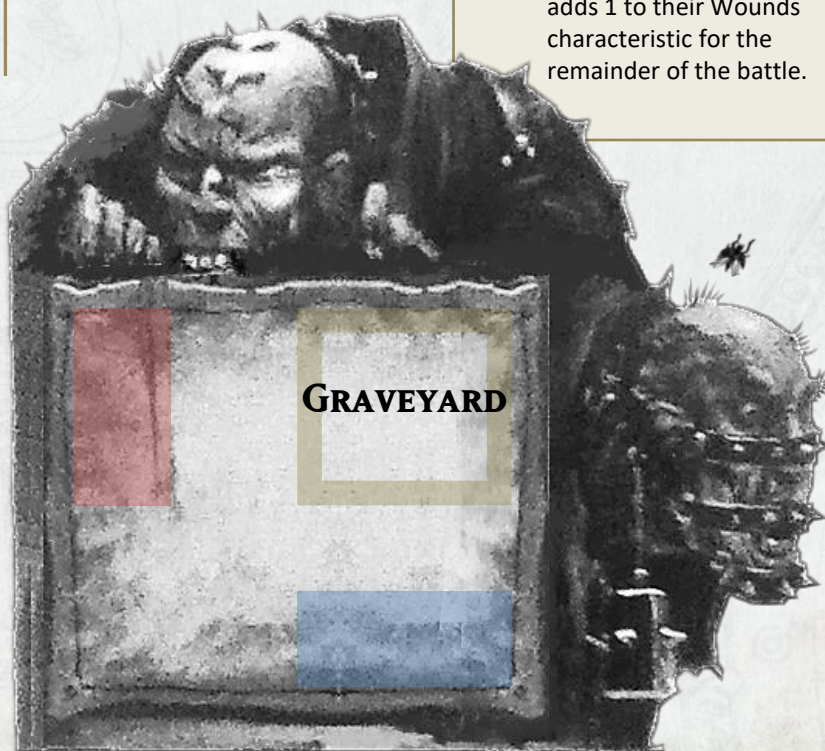
During your hero phase, for each of your models in the Graveyard and not within 3" of any enemy models, they may attempt to unearth an interned corpse. Roll on the Parts Table to see what they find.

## VICTORY

The battle ends when one warband wins a **major victory** by collecting one of each body part (Brain, Eye, and Heart) or a **minor victory** by completely wiping out their opponent's warband.

## PARTS TABLE

D6	Body Part
1	<b>Cold Hands</b> – a cold, dead hand grasps at you; make a Save roll. If the Save roll is failed, suffer 1 mortal wound.
2-3	<b>Nothing</b>
4	<b>Brain</b> – When you find a Brain, add 1 to your next roll on the table.
5	<b>Eye</b> – When you find an Eye, you can roll again.
6	<b>Heart</b> – When you find a Heart, one of your models adds 1 to their Wounds characteristic for the remainder of the battle.





# BROKE DOWN

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Rain poured from the sky churning the cracked earth into a thick sludge. The beast of burden fought against its yolk as its cart creaked under the weight of ill-gotten spoils. The wheels ground to a halt and the driver cracked his whip against the beast's sopping buttocks, eager to be clear of the eerie hovels and prying eyes.

Straining in the mud and the rain, the beast pulled as hard as it could to dislodge the cart. A loud snapping sound filled the air and the wheel shattered into pieces.

The driver climbed down from his perch to inspect the damage. It would take a few hours to repair, no problem in the daylight. Darkness was closing quick though, and the faces in the windows were looking impatient.

## THE BATTLEFIELD

In the center of the battlefield, place the Strangers' cart. Scatter houses, huts, buildings, and so forth over the remainder of the battlefield (or forests for Sylvaneth, caves for Moonclan, and so forth).

## THE STRANGERS

A group of strangers is just passing through. They would be gone soon, but their cart has broken down and they have to stop and fix it.

## THE LOCALS

Peering through the blinds, you hope the strangers will go away. As the sun goes down, action must be taken. These strangers must be driven from your territory.

## SET-UP

First, the Strangers set up their entire warband within 6" of their cart. The Locals begin the battle concealed within their homes.

## FIRST TURN

The Locals go first in the first battle round.

## HOME DEFENSE

At the start of each of their turns, the Locals must roll a dice for each model in their warband. On a 3+, the model being rolled for works up the gumption to leave their home. Place them within 3" of any house. Each house can only have one model placed next to it each turn. They may move, shoot, and charge as normal this turn.

## FIXING THE CART

At the end of each of the Strangers' turns, if at least one of the Strangers' models is within 3" of the Cart and no enemy models are within 3" of the cart, gain D6 repairs. When the Stranger has 15 repairs, they can get in their cart and escape.

## VICTORY

The battle ends when either the Strangers have been wiped out or they have fixed their cart.

If the Strangers are wiped out, the Locals win a **major victory**.

If the Strangers repair their cart, they win a **major victory**.





# BURN THE WITCH

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The Witch is a truly lost and damned soul. It can take the form of anyone... your mother, your brother, your leader; even the Witch Hunters must take precaution to keep from being overwhelmed by its dark influence.

In the forests tribes where their women cavort with beasts and birth daemonic offspring, they welcome The Witch's presence. But the people of the ruins, still clinging to their civilization and their sanity, fear that one day she will come for them, and turn them against everything they love.

## THE COVEN

One warband is the Coven. The Coven seeks to protect The Witch at all costs. One **HERO** in the Coven is The Witch as described in the box below.



## THE WITCH HUNTERS

The other warband is the Witch Hunters. The Witch Hunters seek to destroy The Witch and to burn them to the ground until naught but blood and ashes remain.

## SET-UP

Starting with the Coven, alternate placing models within 12" of your battlefield edge. The player who finishes set-up first may choose who goes first in the first battle round.

## VICTORY

The battle ends when The Witch is slain, or when the Witch Hunters have been wiped out. If The Witch was slain, the Witch Hunters win a **major victory**. If the Witch Hunters were wiped out, the Coven wins a **major victory**.

## THE WITCH

Choose one **HERO** in the Coven to be The Witch. The Witch has been possessed by an otherworldly entity, and is imbued with the horrific abilities listed below:

### Wicked Witchcraft

The Witch is a **WIZARD**. It can cast one spell in each of your hero phases and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells.

### Violent Exorcism

Whenever The Witch suffers a wound or mortal wound, roll a dice. On a result of 5 or higher, the wound is negated and you may place a single **DAEMON** or **SUMMONABLE** model with no more than 1 wound anywhere within 1" of the attacker.

### Magical Instability

During your hero phase, roll a dice and consult the following table.

### D6 Effect

- 1 **Dark Servants:** Place a single **DAEMON** or **SUMMONABLE** model with no more than 1 Wound anywhere within 9" of The Witch, and not within 9" of any enemy models.
- 2 **Unmortal Host:** The Witch heals D3 wounds.
- 3 **Hellish Swiftess:** The Witch may charge and shoot even if it ran this turn.
- 4 **Shadow Step:** Remove The Witch from the battlefield. Replace them anywhere at least 12" from their original position that is within 3" of an enemy unit (*it is intentional that they teleport into combat*).
- 5 **Boundless Hate:** The unit may pile in and attack as though it were the combat phase. It may still do so during the combat phase as normal.
- 6 **Witchfire:** Each unit within 3" of The Witch suffers D3 mortal wounds.



# AGAINST THE DARKNESS

## AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

To conserve limited fuel, the great fires that keep the night at bay are doused each morning and lighted again at dusk. Though this keeps the wild creatures of the night from entering the settlements of the smallfolk that eke out an existence in the ruins, malign forces seek to extinguish the fires and make way for their less tactically inclined allies.

### THE BATTLEFIELD

Together, place 3 Bonfires along the center-line of the battlefield as illustrated. At the start of the battle, none of the Bonfires are lit.

### THE DAYWALKER

One player is the Daywalker. The Daywalker must keep the fires lit to stave off the darkness.

If at the end of the Daywalker's turn, if they control more models within 3" of a Bonfire than their opponent, the Bonfire is set ablaze (if it had gone out). The fire continues to burn until it is extinguished by the Darksoul.

### THE DARKSOUL

The other player is the Darksoul. The Darksoul seeks to extinguish the flames, and bring cover of darkness to the more fearsome creatures of the night.

At the end of the Darksoul's turn, if they control more models within 3" of a Bonfire than their opponent, the fire is extinguished.

### SET-UP

First, the Daywalker sets up their entire warband at least 6" from enemy territory. Then, the Darksoul sets up their entire warband at least 12" from enemy territory.

### FIRST TURN

The Daywalker may choose who takes the first turn in the first battle-round.

### NIGHT FALLS

At the end of the fourth battle round, each player rolls a dice. The player who rolled higher decides whether or not night falls causing the battle to end.

### VICTORY

The battle ends when night falls. If all 3 Bonfires are lit, the Daywalker wins a **major victory**. If only 2 are lit, the Daywalker wins a **minor victory**. If 1 is lit, the Darksoul wins a **minor victory**; and if all 3 are extinguished, the Darksoul wins a **major victory**.





# THE REAPING

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The townsfolk huddled in the darkness together clutching ineffective weapons in sweaty palms. In the witching hour the wind blows through the alleys carrying a stench of damnation. It pulls the flames from their torches and sends them flickering against ruined stone walls.

They don't know it yet, but Sigmar has not completely forsaken them, for they are not alone this night. Perhaps not friends, but at least enemies of the encroaching horrors have mustered outside the village to engage their quarry and thwart their dark ritual.

Where the light falters at the edge of vision, unseen horrors skitter pushing the villagers to the edge of insanity. A scream pierces the darkness and steel rings against steel. The killing has begun.

## THE BATTLEFIELD

Together, place d6+4 Villagers along the center-line of the battlefield.

## THE SHEPHERD

The other player is the Defender. The Defender is trying to corral the villagers to safety.

During the Shepherd's hero phase, they may move D6 Villagers up to 2D6". Additionally, any Villager that is within 6" of the Shepherd's general at the beginning of the hero phase may move 2D6".

## THE REAPER

One player is the Reaper. The Reaper must harvest innocent souls for their malign ritual. The villagers huddled in their ruins are fearful and uncertain of what exactly is happening. They move erratically about the battlefield intermittently seeking safety and running into danger.

During the Reaper's hero phase, they may move D6 Villagers each up to 2D6".

The Reaper may charge, attack, and cast spells at any Villager that is not within 3" of a Shepherd. Each Villager has 1 Wound, and a Save of 6+.

## SET-UP

The Shepherd picks a battlefield edge. Starting with the Shepherd, alternate placing units within 12" of your battlefield edge as shown on the diagram.

## FIRST TURN

The Shepherd takes the first turn.

## VICTORY

The battle ends when all surviving Villagers are within the Shepherd's territory or when one warband is completely wiped out. If the Reaper slew over half of the Villagers, they win a **major victory**. If the Reaper's warband was completely wiped out, it is a **minor victory** instead. If the Shepherd saved over half of the Villagers, the win a **major victory**. If the Shepherd's warband was completely wiped out, it is a **minor victory** instead.





# DARK AGE QUESTS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Quests are a new mechanic for the Dark Age of Sigmar that assist you in forging a narrative with your pickup games. Each Quest tells a dark pulpy story about your warband over the course of your battles, and gives your warband some extra abilities to go along with it. There are three quests in this book as well as a multiplayer Skirmish Campaign set in the Ruins of Hammerstadt.

## WARBAND ROSTER

Each of the Quests is wholly contained on one page that can double as your warband roster. It has all of the special abilities associated with the quest listed as well as a space for you to name the members of your warband and a field for notes. The warband roster is also helpful for tracking your progress on the quest.

## BATTLEPLANS

When playing through a Quest, you can use whatever battleplan you like. The Quest's goals can be completed in any battle.

## SPECIAL ABILITIES

Each Quest has special abilities associated with it. These special abilities replace any abilities of the same type that your warband would normally have. For example, in the Lake of Blood Quest, it has a special Command Trait listed. If you choose this quest, you have the listed Command Trait instead of one from your allegiance. Likewise, an Artefact granted by a quest takes the place of the Artefact from your allegiance.

## FINAL CHALLENGE

Each Quest has a Final Challenge that must be achieved to complete the quest. The Final Challenge is a special climax of the Quest, where you must achieve a specific objective to complete the story.



HIS BROTHERS IN ARMS SIMPLY CALL HIM "THE BLOAT". HE USED TO HAVE A NAME, BUT NOBODY USES IT NOW THAT HE'S DEAD, HIS BELLY SWOLLEN WITH ROT AND NUGRLINGS. SOME SUSPECT THAT HE'S ACTUALLY JUST A MEATBAG FULL OF THE VILE LITTLE CREATURES AND THAT WHEN HE 'DIES' AGAIN, THEY'LL COME POURING OUT. WHATEVER IT IS THAT KEEPS HIM WALKING, IT'S RENDERED HIM FORMIDABLE ENOUGH THAT NOBODY HAS YET BEEN ABLE TO TEST THAT THEORY.

## THE FATE OF HAMMERSTADT CAMPAIGN

This narrative multiplayer campaign can be organized easily with as many players as you like. The structure is very simple, so it should be easy to replicate or modify for your own setting. There are three different motivations each of which has a checklist of four different ways to earn Laurels of Victory. In each battle, there will be two ways to earn Laurels, one from each player's motivation. When designing your own, make sure that the four objectives tell a story about the warband's progress, and you're ready to go!





You have a warband of crazed  
zealots and faithful . Write their  
names on the lines below:

A grayscale, high-contrast image of a person's face, heavily distorted by horizontal black lines, suggesting a corrupted or glitched image. The image is oriented vertically, with the face appearing to be in profile or a three-quarter view. The features are obscured by the heavy horizontal lines, but some details like the eye, nose, and mouth area are visible through the gaps. The overall effect is one of digital corruption or a glitch.

As you fill the lake with blood, you too will become swollen with power and with rage. Before each battle, roll 2D6 and add 1 for each model your general slew in your previous battle.

**2-6 Plagued by Nightmares:** *Your nightmares bleed into the waking hours. You see the faces of those you've slain on your enemies. They mock and harry you.*

Your opponent chooses a model in their warband to be your nightmare. The nightmare may always shoot and charge even if it ran and/or retreated during the turn. It also adds 1 to its rolls to hit and wound your general with its melee attacks.

**7-9 Whispers from the Lake:** *You scream for relief, and the lake grants it. It whispers to you the name of your tormentor and tells you the secrets to its defeat.*

You are plagued by nightmares as in the 2-6 results, but once the nightmare is defeated, your **HERO** adds 1 to their rolls to hit and wound for the rest of the battle.

10+ **Dealer of Death:** The lake fills you, simmering beneath your flesh, giving you the power to defeat your foes.

Your general adds 1 to their rolls to hit and wound.

After you have filled in all of the skulls on the Endless Slaughter tracker below, play a final battle. In the final battle, place the lake as a piece of *Deadly* terrain in the center of the battlefield. During each of the opponent's hero phases, they may return a model slain during the battle to the battlefield within the lake.

At the end of the battle, if your hero still stands, they are freed from their madness.

Each time your general slays an enemy model, fill one skull.



## NOTES



You have a warband of loyal dupes, fawning acolytes, and treacherous sellswords. Write their names on the lines below.

[illegible]

The Lich's Eye is merely the first and most important step along the path to immortality. The second is to harvest the material components for the Draught of Unlife. Grind them together with a cursed pestle and pour the powder into an empty flask. Under the light of the full moon, open the throat of a hero, mix with the fresh spilled blood, and drink deeply.

## NOTES



# WHISPERS IN THE DARK

## (WARBAND NAME)

Something foul lurks in the darkness. You can hear it in the dead of night, whispering lies. You hunt it. Or maybe it is hunting you?

As you follow it deeper into the ruins, you begin to wonder what malign intelligence it possesses.

You have a warband of skilled huntsmen, trackers, and flattering retainers. Write their names on the lines below.



### BATTLE TRAIT

You pursue your quarry doggedly. What is it? You look for clues everywhere, and they only lead to more questions.

At the start of each battle, roll a dice on the table below to determine what you have learned about your quarry, and how it informs your warbands hunting tactics.

#### D6 Effect

**1-2 Swift Quarry:** Add 2" to the Quarry's Movement characteristic, or give it Wings. Add 2 to your warband's run and charge rolls this battle.

**3-4 Tenacious Quarry:** Add 1 to the Quarry's Save or Wounds characteristic. Re-roll wound rolls of 1 this battle.

**5-6 Deadly Quarry:** Add 1 to the Quarry's Attacks, To Hit, or To Wound attribute. Re-roll save rolls of 1 this battle.

### THE HUNT

As your pursue the mysterious beast, it writhes and changes in your imagination. What you thought was a troggoth becomes a fearsome drake or an enormous hellhound. Still, the hunt must continue and the whispering silenced.

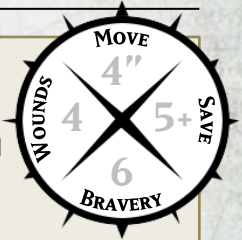


After each battle, if you won, mark off one of the boxes below. If you lost, mark half of one. When you have marked all five, you have completed The Hunt and are finally able to confront your quarry.



### THE QUARRY

An elusive beast. Write in its modified stats here.



Rng	Atk	Hit	Wnd	Rend	Dmg
1"	3	4+	3+	-1	2

### FINAL CHALLENGE

After you have completed The Hunt, play a final battle. In this battle, your opponent adds The Quarry to their warband. You must slay The Quarry to end your obsession.

When you do, you feel a great weight lifted. The whispering stops. Everything falls silent as you kneel in cold morning air and begin to clean your kill.

### DESIGNER'S NOTE

You can always substitute a thematically appropriate ability in place of the Quarry's attribute bonuses. For example, you could give a Deadly Quarry the **WIZARD** keyword, or Tenacious Quarry could have an ability that allows it to ignore wounds.

### NOTES



# THE FATE OF HAMMERSTADT

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

## LAURELS OF VICTORY

The Fate of Hammerstadt is a skirmish campaign that you can organize easily at home. When each player creates their warband, they choose one of the three motivations that best describes how they want to shape the future of the Ruins of Hammerstadt. During each battle, each player's current objective will be in play as a way to earn Laurels of Victory. After each battle, if you won, check off your current objective and move on to the next one. Each battle should last for 4 battle rounds, or for a duration agreed upon by both players. When a player completes all four of their objectives, they win and/or complete the campaign.

### THE DRAKE

*The portents are clear, the time for Hammerstadt to be rebuilt has come.*

**□ Realmstone Harvest:** Together, place 2D6 Realmstone Shards on the battlefield. Any time a model moves over a Realmstone Shard, they may pick it up. Gain 1 Laurel of Victory for each Realmstone Shard you control at the end of the battle. When a model carrying a Realmstone Shard is slain, place it within 3" of them.

**□ Capture Ground:** At the end of the battle, gain D3 Laurels of Victory for each battlefield quarter with more of your models in it than enemy models.

**□ The Watchtower:** Together, place a Watchtower near the center of the battlefield. At the end of the battle, whoever has more models within 3" of the Watchtower gains 2D6 Laurels of Victory.

**□ Rebuild:** Together, place several buildings on the battlefield. At the end of your turn, roll a dice for each building within 3" of one of your models. On a 4+, you lay claim to it. At the end of the battle, gain 1 Laurel of Victory for each building you have claimed.

### THE EYE

*For years seers have spoken of the great treasures of the ruins, and you're going to find them.*

**□ Graverobbing:** Together, place a Grave Site near the center of the battlefield. At the end of your turn, roll a dice for each of your models within 3" of the Grave Site. For each 5 or 6 rolled, gain 1 Laurel of Victory.

**□ Treasure Hunt:** Together, place 4 Treasure Caches on the battlefield. At the end of your turn, gain 1 Laurel of Victory for each Treasure Cache with more of your models within 3" of it than enemy models.

**□ Bought with Blood:** At the beginning of the battle, choose one enemy model to carry a valuable treasure. When that enemy model flees or is slain, gain 2D6 Laurels of Victory.

**□ The Grail:** Together, place a Grail near the center of the battlefield. Any time a model moves over the Grail, they may pick it up. When a model carrying the Grail is slain, place it within 3" of them. At the end of the battle, gain 2D6 Laurels of Victory if you control the Grail.

### THE SKULL

*In this time of tribulations, the gods demand sacrifice. What better altar than a city of the damned.*

**□ Blood Sacrifice:** Whenever you slay an enemy model, gain 1 Laurel of Victory.

**□ Dark Ritual:** Together, place D6 Altars on the battlefield. At the end of your turn, gain control of each Altar that is within 3" of one of your **HEROES**. Gain 1 Laurel of Victory for each Altar you control at the end of the battle.

**□ Vision Quest:** Together, place an Arcane Fulcrum near the center of the battlefield. At the end of your turn, if you have a **HERO** within 3" of the Arcane Fulcrum, gain D3 Laurels of Victory.

**□ Tide of Damnation:** Place a Tide marker in your territory. Whenever an enemy model is slain, move it D6". At the end of your turn, if you have more models within 3" of your Tide marker than your opponent does, move it D6". At the end of the battle, gain 1 Laurel of Victory for every full 6" your Tide marker is from your battlefield edge.