WARHAMMER
AGE OF SIGMAR

Efengie Campaign 6

Fall of Bludor

Campaign

Fall of Bludor

An Unofficial Warhammer: Age of Sigmar Supplement

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Animosity I: Hallowed Necropolis

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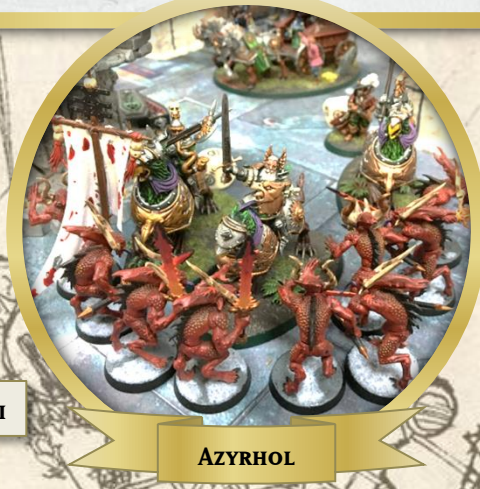
Across the Soulless Sea lies a city of the dead, Amasya, once a beautiful monument to the great pantheon but now forsaken. The call was quiet at first, whispers of treasures and hidden wonders to the South, but then emissaries arrived from foreign lands recruiting warriors for alliances with strange names like The Reclamation and The Sigmarsmacht Delegation.

The chaos generals of Efengie were the first to answer the call, swearing themselves to the Varanpact and the Horde. Lady Vendetta pledged a bevy of her finest gnoblars to Amasya in service of Da' Big Eat. Jack Vorpal and Usidore the Blue led a force of free peoples from the Land of Foon.

The City of Amasya stands as a monument to the failing of Sigmar's pantheon… a district for each god… now in ruins. What will the people of this new age make of it?

Teselli Alari

Harrgorath Khor's Brass Butchers cared not from whence the blood flowed. Khadroth's Choir was slain to the last daemon, while the Brass Butchers had only four warriors standing at the battle's end!



Rahipmezar

Arinath the Dreadful led his forces to victory in Rahipmezar, capturing it for The Reclamation.

Isik Kulesi

Azyrhol

Yol Grimnir

Grung Esik

Nagaskahip

Karanlik Saray

Gorkoyuk

Slogg Sexipants' Grey Tide of gnoblars defeated King Gurloes the Good's Varanguard at Gorkoyuk, capturing Gorkamorka's rampaging squiggly beasts for Da' Maw Dat Walks.

Learn more at
https://animositycampaigns.com

The War for Amasya

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The ruined city of Amasya was once a thriving and diverse capital of Sigmar's pantheon. It housed a borough for each of the great gods of men, aelves, duardin, orruks, and even the dead. An effort is underway to retake the city, but while some aim to rebuild it in their image, others seek its final ruination.

The Armies

The war for Amasya was fought by non-traditional alliances brought together by shared objectives rather than sustained contact.

Strange Bedfellows: Armies can include any number of Allies units, and up to one unit that would not normally be available as Allies (this unit doesn't even have to be from the same Grand Alliance).

Set-up

Randomly determine which player chooses their battlefield half first. Then, starting with that player, alternate placing units within 12" of your battlefield half.

Victory

Choose a location in the City of Amasya to be the site of your battle. Place the objectives on the battlefield that are listed for that location. At the end of your turn, gain 1 VP for each objective you control.

The player with the most VP at the end of the fourth battle round wins a **major victory**. If at any time only one player has models left on the battlefield, the battle ends immediately and they gain D6 VP.

Amasya Locations

Azyrhol
Hall of the Heavens
Place an *Inspiring* Vista at the center of the battlefield.

Gorkoyuk
Gorkamorka's Pits
Place 3 Rampaging Beasts along the center-line. At the start of each charge phase, each Rampaging Beast charges the nearest unit. If the charge is successful, the charged unit suffers D6 mortal wounds.

Grung Esik
Grungni's Aqueduct
Place a 4-6 River segments stretching from one end of the battlefield to the other.

Isik Kulesi
Tower of Light
Together, place D6 *Mystical* Hyshan Wards in an arcane pattern on the battlefield.

Karanlik Saray
Palace of Shadow
Together, place 2 *Arcane* Shadows on the battlefield. At the start of each battle round, move them as though they were Predatory endless spells that move 9" and fly.

Nagaskahip
Nagash's Graveyard
Split the battlefield into 4 or 6 sections. At the start of each battle round, place a *Deadly* Restless Spirit at the center of a random battlefield section without a Restless Spirit in it.

Rahipmezar
The Priest's Tomb
Place a *Sinister* Sarcophagus in the center of each battlefield quarter.

Tesseli Alari
Alarielle's Solace
Together, place D3+3 *Deadly* Woods on the battlefield.

Yol Grimnir
Grimnir's Road
Place 3 Guardhouses on the battlefield: one 12" from each player's battlefield edge, and one at the center of the battlefield.

Fall of Bludor Campaign

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1. Opening The Vault

Everything is better when you experience it in a vault.

Play the Treasures of Thindrongol Nuk battleplan on page 7.

To The Victor Go The Spoils
The winner can equip their Hero of the Realms with an artefact from any book! They keep the artefact for the remainder of the campaign. Other players can equip their Hero of the Realms with an appropriate artefact that they keep for the remainder of the campaign.

2. Through the Rusted Gate

As endless spells crash through the encampment, you realize the bitter truth; that if you do not harness this magical mayhem, your enemies surely shall.

Play the Spare Parts battleplan on page 9.

To The Victor Go The Spoils
The winner gains D6 Scraps each of two types of their choice. Other players gain D6 Scraps of a random type.

Narrative Ideas

Allow each player to add an Awakened Artefact from *Forbidden Power* to their army. Track its Power Level over the course of the campaign.

3. By Land and Sea

Morning mist cloaks the harbour. A lookout peers into them and sees… black sails peeking over the fog. A cry rings through the streets followed by a pealing chime; "Sound the Bells! They're COMING!"

Play the Bludor Embargo battleplan on page 13.

To The Victor Go The Spoils
The winner adds 1 to their casting rolls during the next battle.

Narrative Ideas

Gather some friends and organize a mini-tournament for this section of the campaign instead of a single battle. Alternatively, you could play a battle for control of each location.

4. Malign Secrets

Powerful magic needs to be fed like a raging fire. The Soul Engine runs on souls, but is stoked with secrets, and not just any secrets will do. That's why you've been marching your army through this blasted steaming jungle. But as you part the thick leaves, you see it at last, the Lost Library.

Play the Lost Library of Lamellia battleplan on page 15.

To The Victor Go The Spoils
The winner keeps all of the Malign Portents cards collected during the battle and can interpret them during the final battle.

5. The Moveable Siege

You spent days pursuing the Soul Engine across Efengie. It's easy to track because of the churned land left in its wake. Now that you've caught up with it, it's time to just hope it doesn't catch up with you.

Play The Immortal Engine battleplan on page 17.

To The Victor Go The Spoils
The winner of this battle wins the campaign!

Hero of the Realms

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
_____	9"	3	4+	4+	-2	2
Melee Weapons	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
A Hero's Weapon	1"	4	4+	4+	-1	2

Description

A Hero of the Realms is a single model that bear A Hero's Weapon. Give them a name, they're a Named Hero! Fill in the blank keywords with keywords of your choice.

Abilities

A General In Their Own Right: A Hero of the Realms cannot be your general, but counts as being a general for the purposes of command abilities.

Something to Prove: Roll a dice each time you allocate a wound or mortal wound to this model. On a 3+, that wound or mortal wound is negated.

One of a Kind: Choose any **two** of the following abilities:

- O **Fast:** +4" Move
- O **Tough:** +2 Wounds
- O **Commander:** Gain a Command Trait
- O **Relic-Bearer:** Bear a bonus Artefact
- O **Mastery:** +1 to the To Hit characteristic of A Hero's Weapon.
- O **Armed to the Teeth:** Give the Missile Weapon profile above a name. The Hero of the Realms bears that weapon in addition to A Hero's Weapon.
- O **Wizardry:** Gain the **Wizard** keyword and the ability to cast one spell in each of your hero phases and attempt to unbind one spell in each enemy hero phase. They know Arcane Bolt and Mystic Shield.

Old Injuries: When the Hero of the Realms is slain in battle, roll a dice. On a 1 or 2, subtract 1 from their Wounds characteristic permanently. When their Wounds characteristic reaches zero, they retire, no longer able to fight… for now.

Experienced: After each battle:

- Gain 1 XP!
- Gain 1 XP if they slew an enemy **Hero** or **Monster**
- Gain 1 XP if you won the battle
- Gain 1 XP if they survived

After rolling one or more dice for this model, you may spend 1 XP to re-roll one of those dice.

Keywords	_____, Hero of the Realms, Hero, _____, _____, _____

Narrative Ideas

Add a **Hero of the Realms** to your army! As you play through the campaign, track your Hero's injuries and experience. For the final battle on the Immortal Engine, gather some friends to participate with their own Heroes of the Realms.

Treasures of Thindrongol Nuk

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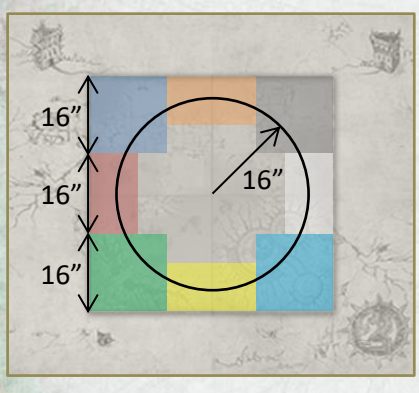
When the Necroquake rocked Efengie, it disrupted the Penumbral Engine concealing one of Sigmar's Stormvaults; a sprawling subterranean duardin labyrinth with a single inscription over its gateway, "Thindrongol Nuk". A few days ago, a bandit hiding out in the Painted Spires stumbled upon the vault. Although she returned to Reaper with the intention of gathering a crew, word travels fast in Efengie.

The Armies

Your army should be no more than 500 points, and players are encouraged to include as many **Hero** units as possible. Additionally, armies cannot include Behemoth units or units costing more than 200 points. Allegiance Abilities will not be in effect for this battle and new units cannot be summoned.

Set-up

Randomly determine which player chooses their territory first. Then, alternate placing units within your territory and at least 16" from the center of the battlefield and 3" from enemy units, starting with the player who chose their territory first.



First Turn

Roll off to determine which player decides who takes the first turn in the first battle round. In the case of a tie, the player who finished set-up first decides.

Victory

The player with the most VP at the end of the fourth battle round wins a **major victory**. If at any time only one player has models left on the battlefield, the battle ends immediately and they gain D6 VP. You can also earn VP as listed below:

Vault Denizens: Each player places a Predatory endless spell within 12" of the center of the battlefield. The denizens cannot be unbound! Instead, they can be attacked and targeted by spells. Each Vault Denizen has a 4+ Save and Wounds equal to its casting value. They do not count as an enemy unit for the purposes of movement. Whenever a player slays one of the Vault Denizens, they gain VP equal to its casting value.

At the start of each battle round, any player who doesn't get to move a Predatory endless spell because all endless spells have been moved may place a new Predatory endless spell within 12" of the center of the battlefield and then move it.

Treasures of the Stormvault: The Stormvault contains a number of Treasures. At the end of your turn, when you control a Treasure, gain 1 VP, roll a dice, and record the roll. At the end of the battle, for each Treasure you control, gain VP equal to the dice roll recorded for it.

Adventurers Wanted

Regiments of Renown: *As Sigmar's Stormvaults are uncovered throughout the mortal realms, adventurers who would otherwise be bound for Shadespire or the Silver Tower have changed course to explore more worldy loci.*

Warhammer Underworlds units and **Hero** models from *Warhammer Quest: Silver Tower* add 1 to the Attacks characteristic of their weapons.

Stormvault: No, you can't fly through or over the walls of the dungeon.

The Vault Opens

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The lord and patriarch Khorne felt the disturbance of the vault opening as far away as the warp. Realizing that something of such power had been awakened he sent a band of heroes, demon and mortal alike, to find and retrieve that which was hidden for so long. Led by Valkia the Bloodthirsty they descended into the labyrinth to claim whatever is to be found for the glory of Khorne!

Arcane Duels

This Sand Warrior of the Endless Desert fought valiantly against the Quicksilver Swords high atop the dungeon's oubliette.

Elsewhere in the dungeon, Severin Steelheart did battle with Mollog the cave troll.

Blood for the Blood God! Skulls for the Skull Throne!

Valkia led her band of heroes through the dark, dripping dungeons of Thindrongol Nuk. Natural enemies of magic, they dispatched many an Endless Spell. By conquering the stormvault's defense systems so thoroughly, they gained control of the dungeon and were able to seize the treasure for the glory of Khorne.

Spare Parts

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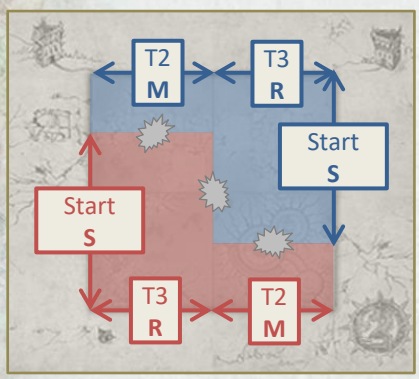
Junk merchants have begun streaming through the Gates from the Ferric Moors, hawking parts from the newfangled Penumbral Engines in addition to defunct pump wagons, steam tanks, and other such bits and bobs. Though they've tried to keep it to themselves, intel suggests that the Ferric Moors are an excellent source of parts that could be used to turn these Penumbral Engines to your own uses.

The Armies

Each player will need a 1000 point Meeting Engagements army.

Set-up

Randomly determine which player chooses their territory first. Then, the players take turns setting up units from their Spearhead within 3" of their starting edge starting with the player who chose first. The remainder of the army is set up later as described in the Meeting Engagements rules.



First Turn

Roll off to determine which player decides who takes the first turn in the first battle round. In the case of a tie, the player who finished set-up first decides.

Victory

The player with the most VP at the end of the fourth battle round wins a **major victory**. If at any time only one player has any models left on the battlefield, the battle ends immediately and they gain D6 VP. You can also earn VP as listed below:

Scrap Heaps: Place 3 Scrap Heaps on the battlefield as marked on the map. At the end of each battle round, the player who controls the most Scrap Heaps scores 3 VP and gains 1 Scrap of their choice. If both players control an equal number of Scrap Heaps, each player scores 1 VP.

Total War: At the end of each battle round, each player adds up the Wounds characteristics of all enemy models that were slain during the battle round. The player with the higher total scores 2 VP. If neither player has a higher total, each player scores 1 VP.

Scrap Golems

The Great Awakening: *Engines of war from the Age of Myth lie dormant in scrap heaps throughout the Ferric Moors, waiting to be awakened.*

At the end of your turn, roll a dice for each Scrap Heap you control. On a 5+, place a Scrap Golem within 3" of the Scrap Heap being rolled for.

Scrap Golem: A Scrap Golem is a part of your army with:

Move: 6" Wounds: 3 Save: 3+

Ferric Engine: The Scrap Golem follows the rules listed below:

- **Bombard:** During the shooting phase, choose one enemy unit within 12". That unit suffers D3 mortal wounds.
- **Charge:** Charge, if the charge ends a charge move within ½" of an enemy unit, each enemy unit within ½" of the Scrap Golem suffers D3 mortal wounds.
- **Crush:** At the start of the combat phase, each enemy unit within 1" suffers D3 mortal wounds.
- **Recycling:** When a Scrap Golem is slain, replace it with a new Scrap Heap.

Campaign

Conquering the Ferric Moors

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The Ferric Moors lie in ruins, demolished by the godbeast Eristrat. As scavenging warbands from Efengie come through the Rusted Gate, they are re-establishing civilization and fighting for control of a new domain in addition to precious mechanical components.

Powers of Efengie

Players should be somewhat evenly divided between the three kingdoms: **Ivory Magi**, **Hands of the Queen**, and **Dark Barony**.

At the start of the campaign, each kingdom controls one territory:

- **Ivory Magi (M):** Sunken Keep
- **Hands of the Queen (Q):** Eristrat's Ruination
- **Dark Barony (D):** The Clavicle

Conquest

After you finish a battle, if you won your battle you may either conquer a territory controlled by their opponent, or conquer an uncontrolled territory.

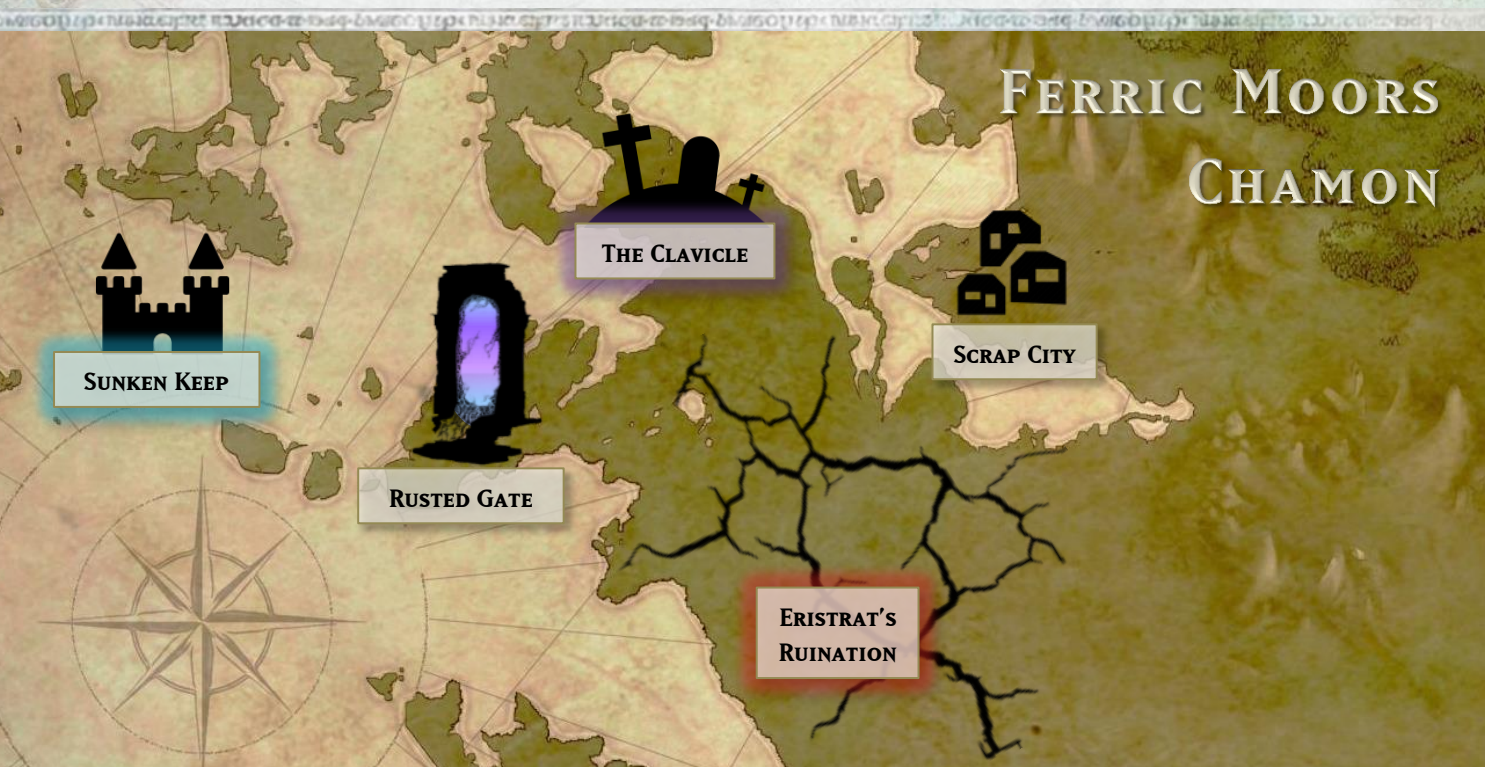
At the end of the event, whichever kingdom controls the most territories is the winner! Control of the Rusted Gate and then Scrap City are used as tie breakers. Each player in that kingdom gains 1 more Scrap for each territory their kingdom controls.

Scrap Harvest

Before the first battle, and again after each Conquest phase, each player gains D3 Scraps of a random type plus 1 Scrap for each territory their kingdom controls.

Each territory produces a different type of Scrap:

- **Eristrat's Ruination:** Helspring
  - Spend 1 Helspring after making a Charge roll to re-roll it.
- **Sunken Keep:** Aether Nodule
  - Spend 1 Aether Nodule after making a Casting roll to re-roll it.
- **The Clavicle:** Soul Cage
  - Spend 1 Soul Cage after making a Save roll to re-roll it.
- **Scrap City:** Razorcog
  - Spend 1 Razorcog after making a Hit roll to re-roll it.
- **Rusted Gate:** Gatestone Shard
  - Spend 1 Gatestone Shard after making an Initiative roll to re-roll it.



Ferric Moors
Chamon

Sunken Keep

Though originally home to Idoneth Deepkin, this underwater city was retrofitted during the Age of Chaos for occupancy by surviving men and duardin. Now, it serves as an outpost for the Magi of Efengie where they are learning to produce the Aether Nodules that were once the trade secret of the kingdom.

Rusted Gate

This Realmgate is currently aligned with one of the Gates of Eucebium, allowing for easy access between the two realms. However, it is currently controlled by the Hands of the Queen, who tightly restrict travel.

The Clavicle

This veritable necropolis is home to all manner of undead constructs powered largely by a device known as a soul cage. The soul cages transmute stolen souls into raw arcane energy. The power to harness this technology is now in the hands of Efengie's Dark Barony.

Scrap City

Piled high with cast-off cogs and sheet metal, scrap city is a walking health hazard. It roams the eastern part of the Ferric Moors, crushing everything in its path on massive treads. Under the control of the Dark Barony, Scrap City has begin moving toward the Clavicle to consolidate their foothold.

Eristrat's Ruination

During the Coalescence, a large portion of the Ferric Moors was demolished by Eristrat under Archaon's orders. Now, the Hands of the Queen summon hordes of daemons from this crack in reality.

The Bludor Embargo

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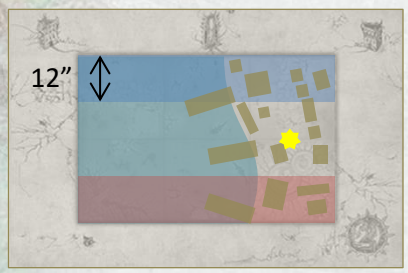
The Magi of Efengie have begun construction of a Grand Soul Engine in the city of Bludor. Forces of Chaos have laid into a blockade from the West while also cutting off supply lines through the Windswept Plains to the East. The Magi have called in allies to deliver the final parts of the Grand Soul Engine, but their enemies have something else in mind. The Dark Queen seeks to complete the Grand Soul Engine with a daemonic engine that would twist its mechanisms to evil ends.

The Armies

Each player will need an army of an agreed upon size. However, in this scenario, the bigger the armies the better. Your army should include Warships as described in the Sailing the Soulless Seas rules (*see Efengie Season 5 or the Soulless Seas campaign book*).

Set-up

Randomly determine which player chooses their territory first. Then, alternate placing units within your territory and at least 3" from enemy units, starting with the player who chose their territory first.



First Turn

Roll off to determine which player decides who takes the first turn in the first battle round. In the case of a tie, the player who finished set-up first decides.

Victory

The player with the most VP at the end of the fourth battle round wins a **major victory**. If at any time one side has no models left on the battlefield, the battle ends immediately and the opposing team gains D6 VP. You can also earn VP as listed below:

Precious Cargo: Each player places a Cargo on two units that are crewing warships in their army. When a unit carrying Cargo is destroyed, the Cargo is picked up by a unit of the bearer's choice within 3". At the end of the battle, gain D3 VP for each Cargo your units are carrying.

Not Yet Fully Operational: Place a Grand Soul Engine at the center of the city. At the end of your turn, if a friendly unit bearing Cargo is within 6" of it, the Grand Soul Engine becomes fully operational! When this happens, each enemy unit within 3D6" of the Grand Soul Engine suffers D6 mortal wounds.

At the end of the battle, if you control the Soul Engine, gain 3 VP. If the Soul Engine is on, gain another 3 VP.

Sewers

Each player places D3 Sewer Entrance markers in the city after Set-Up is complete, starting with the player who finished Set-Up first. Each Sewer Entrance must be placed at least 9" from any other Sewer Entrances.

At the end of your movement phase, any of your units that are in the Sewers can be set up entirely within 6" of a Sewer Entrance and at least 3" from enemy units.

You may deploy up to 3 units "in the Sewers" during Set-up, and during your movement phase, a unit that is entirely within 6" of a Sewer Entrance may enter the Sewers instead of moving (it may not exit in the same turn).

Bludor Has Fallen

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After seven days of grueling siege, the gates of Bludor fell. The Hands of the Queen streamed through the Southern Gate with rotbringer allies while a crude alliance of Chaos and Death broke through the Northern Gate. The city lay silent, not a single occupant remained to defend its walls. But there was plenty of blood still to be shed.

Seas of Filth

The fighting began in the bay where the Seventh Sons warband came to blows with the brayherd flotilla that had joined them in the bay.

Streets of Death

Meanwhile, Syll'Esske advanced aggressively into the Khornate ranks only to fall beneath a hail of axe-blows.

'Twas Brillig

Beasts of Chaos are the true children of Chaos. There is literally no telling what they'll do. Sometimes a jabberslythe just eats you. Sometimes it writes War & Peace. This one learned to operate highly complex, arcane technology from the Age of Myth.

Chaos!

The Lost Library of Lamellia

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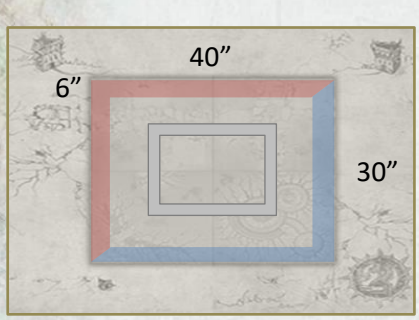
The Grand Soul Engine has been corrupted by the Dark Gods, but the magi that constructed it have vanished, and with them their secrets. Fortunately, those secrets can be found across the continent in the steaming jungles of Lamellia. So even as war continues to rage in the Vale of Efengie, mighty heroes have brought their retinues to plunder the forsaken library's secrets and unlock the full potential of the Grand Soul Engine!

The Armies

Each player will need a 1000 point Vanguard army. The Lost Library of Lamellia is so steeped in malign magical energy that Endless Spells can be included in your army for 0 points!

Set-up

Randomly determine which player chooses their territory first. Then, alternate placing units within your territory and at least 3" from enemy units, starting with the player who chose their territory first.



First Turn

Roll off to determine which player decides who takes the first turn in the first battle round. In the case of a tie, the player who finished set-up first decides.

Victory

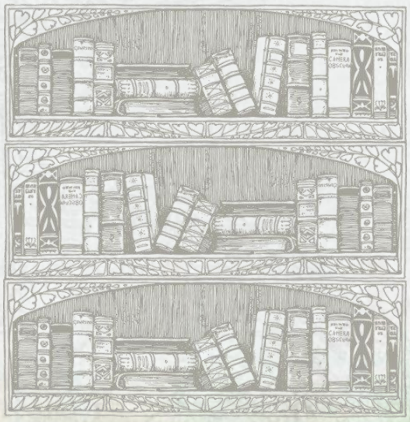
The player with the most VP at the end of the fourth battle round wins a **major victory**. If at any time only one player has any models left on the battlefield, the battle ends immediately and they gain D6 VP. You can also earn VP as listed below:

Searching for Secrets: The central portion of the battlefield is the library ruins. Scatter 7 Torn Pages (*Malign Portents cards*) within the library ruins. At the end of your turn, each of your **Heroes** picks up one Torn Page they are touching; add it to your hand. When your **Hero** picks up a Torn Page, gain 1 VP. When your **Hero** interprets a Malign Portent, gain 1 VP.

Malign Secrets

At the start of each battle round, each player gains D6 Prophecy Points +1 for each **Wizard** and each **Priest** in their army. Prophecy Points can be saved from round to round.

Any **Hero** in your army can interpret a Malign Portent in your hand by spending the listed number of Prophecy Points. When they do, resolve the effects as described on the card. The timing of each Malign Portent is described clearly on the card.



Malign Portents?

If you do not have access to the *Malign Portents* rules, you could alternatively choose seven spells from battletomes and write them on cards. The cost to 'interpret' the spell would be equal to its casting value, and they could be interpreted during the hero phase.

Secrets Uncovered

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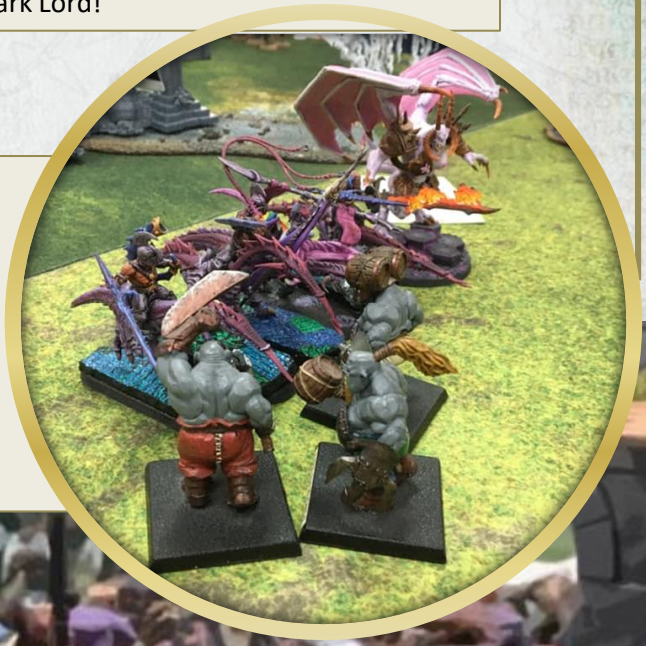
The forces of Chaos gathered the secrets needed to fully activate the Grand Soul Engine. Upon returning to Bludor, they whispered their secrets to the army of souls in the machine. The ground began to shake. They fell to their knees as the skyline dropped away and the city rose from the ground. Enormous tracks rumbled out of the earth, and the district began to move.. slowly at first... then faster... and faster... Bludor had risen.

The Lost Book Of Sight

Usidore of Foon scoured the library for the Lost Book of Sight. The book is much sought after by minions of evil, for it contains the secrets to defeating The Dark Lord!



Gluttons For Punishment

Ogor gluttons came prepared for an arcane showdown, but were stymied at every turn by a pair of voluptuous Slaaneshi mirrors. Though the Ironguts eventually connected and smashed the mirrors into tiny shards, it was too late, their swift adversaries had made off with the library's secrets.

The Bloodbath

Most ruins of the Mortal Realms are haunted by a Skaventide lurking beneath the ground, gnawing their tunnels through rock and reality. No sooner had the Bloodbound arrived in the library than they were surrounded by an innumerable horde of the disgusting ratmen. Though it looked like they might fall to the gnawing teeth, the ratmen had no interest in the library's secrets. The Mighty Lord of Khorne made off with the torn pages, leaving a trail of blood and broken bodies in his wake.

The Immortal Engine!

An Unofficial Warhammer: Age of Sigmar Supplement

The Immortal Engine that was once known as the free city of Bludor rumbles slowly across the Windswept Plain. Like a stormcast breaking a rampaging dracoth mount to the saddle, mighty heroes have made their way aboard the rolling city to try to wrest control of it. Their armies gather ready to seize the Arcane Fulcrums that dot the Windswept Plains. The cursed city will make a powerful prize.

The Armies

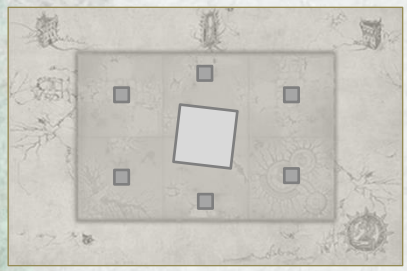
Each player will need a 1000 point Vanguard army as well as a single thematic model to serve as their **Hero of the Realms**. This is a Coalition of Death battle for two teams.

The Battlefield

Play on as large a battlefield as you can. Place a decent sized moving City in the center of the battlefield.

Set-up

Players from one side each place their **Hero of the Realms** near the center of the City. Players from the other side each place their **Hero of the Realms** within 3" of the edge of the City. Then, players alternate placing armies each within a battlefield sixth of their choice.



First Turn

Roll off to determine which player decides who takes the first turn in the first battle round. In the case of a tie, the player who finished set-up first decides.

Victory

Who's Driving This Thing?: At the start of each battle round, the Coalition that controls the center of Immortal Engine moves the Engine 4D6" in any direction moving units out of the way as needed and destroying any terrain (including Arcane Fulcrums) in the way. Any unit that is moved out of the way of the Immortal Engine's movement suffers 3D6 mortal wounds.

At the end of the fourth battle round, the Coalition that controls the center of the Immortal Engine wins a **major victory**.

Arcane Fulcrums

Place 6 Arcane Fulcrums on the battlefield as shown on the map. At the end of your turn, if you control an Arcane Fulcrum, you can channel the winds of magic to choose one of the effects listed below:

Wind of Blood: If they are in the City, your **Hero of the Realms** can immediately pile in and attack as though it were the combat phase.

Wind of Change: Switch any two **Heroes of the Realms** on the City.

Wind of Rebirth: Heal D6 Wounds allocated to one **Hero of the Realms** on the City.

Wind of Screams: Choose a **Hero of the Realms** in the City. That model suffers D3 mortal wounds.

We Broke This City

An Unofficial Warhammer: Age of Sigmar Supplement

The forces of Order overtook the Immortal Engine upon the Windswept Plains, amongst the pillars of the winds. At first, the battle seemed lost. Hordes of warriors were crushed beneath grinding stone and tossed and buried by churning earth.

The Mawhunt

The Mawtribes focused their wrath on Nurgle's champion, Pyramid Head, first blasting him with cannons, then sending a pack of Frost Sabres to tear him to pieces.

K. Relly's Claim

Rebel grot and Sigmarisnacht enthusiast K. Relly entered the city with a strategy. Hold the high ground, no matter the cost. He quickly spooked Fogor the Traitor, and spent the remainder of the battle in a firefight with Carnival Wilson of the Land of Foon.

Siezing Control

After dispatching K. Relly's hordes of squigs, the forces of Order (and Ogor) stormed the city, wresting control of the steering wheel, and turned it off.

After capturing the city, they tore it piece from piece while performing cleansing rituals, and buried the pieces of city in four different Realms. There was no way it could come back after that.

Warhammer Age of Sigmar

Chaos Reigns

Replay epic adventures in the kingdom of Efengie! The sixth installment of the Efengie Campaign includes:

Battleplans – Five new battleplans for narrative play (plus a bonus sixth battleplan!).

Hero of the Realms – A warscroll to represent your own custom Hero in your Age of Sigmar campaigns.

Efengie

Animosity I – Recap of the Animosity: The Hallowed Necropolis Global Narrative event.

Tales of Efengie – Read about the history of Efengie and enjoy new stories to go with each battleplan.

Linked Battles – A two-player campaign to relive the glory of the sixth season of the Efengie campaign.

6 — Fall of Bludor