

The Khromaticon Vale

Firestorm Summer 2019 Age of Sigmar

Campaign Pack:

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Introduction

This Age of Sigmar Narrative Campaign is fought over the Khromaticon Vale in the realm of Ghur. In this campaign players will muster their armies and fight to complete a quest. The campaign will be fought over a number of campaign days where players will play games of Age of Sigmar to try and achieve the next step in the quest.

At the end of the campaign, some players will have completed their quests, while others may not have succeeded.

The aim of the campaign is to create a fun, narrative experience where players can enjoy linked games of Age of Sigmar and create their own epic story.

The Games Master

The campaign will be run by a Games Master, who will have the final say on any disputes or queries. The Games Master's most important job is to help ensure everyone enjoys the campaign as much as possible!

The Games Master will be responsible for determine how each player achieves their quest (see below), for running campaign days and anything else required to successfully run and complete the campaign.

If there are any questions regarding the campaign, then the Games Master should be your first port of call.

The Games Master is Martin Neal-Price and you can find him on the Warhammer: Age of Sigmar at Firestorm Games facebook page. If, at any point the Games Master cannot attend a Campaign day he will nominate someone to help co-ordinate the games.

<https://www.facebook.com/groups/SWGCAOS>

Schedule

All Allegiances and Quests to be submitted by: Sunday June 23rd

Campaign Starts: Friday July 5th

Campaign Ends: Friday August 30th

During the Campaign games will not be played every week. Gaming days and breaks will be published on the Warhmmaer: Age of Sigmar at Firestorm Games Facebook page.

<https://www.facebook.com/groups/SWGCAOS>

The Map

The campaign is fought over the Khromaticon Vale – an area in Ghur, the Realm of Beasts. The area is split into 11 different locations as you can see on the below map

Each location has its own brief description, which can be found towards the end of the pack. They are deliberately lacking in detail to allow players to create their own narratives in terms of what the areas could contain and how it will affect their quests. Each game played in the campaign will be fought in one of the 11 locations, with the appropriate realmscape features, if players choose to use them.



For example the description for the **Quaking Plain** is: *"The wasteland here is wracked with tremors and quakes that prevent any solid structures being built here. The ground sometimes opens up and swallows many a traveller who has dared journey through these desolate plains."*

When creating your narrative consider what might be causing the tremors and quakes and what the impact of those might be. Is some magical force creating these quakes? Is anything underground being thrown to the surface and what powers might it have?

The detail behind each location hasn't been pre-written; it'll be created based on the quests the participating players select and how these interact with the area.

The Locations

Titan's Boneyard: On these plains lie the bones of many huge creatures, maybe slain by the followers of the dark gods as they ravaged the realms in the Age of Chaos. It is said that some vestiges of the beasts' power remain in these great skeletons.

Caves of Kaleidus: Deep within the huge caverns carved into these mountains can be found staggering crystal formations, but brave indeed are those who face the guardians of these caves.

The Auroric Needles: This region is dotted with towers. Most are but ruined husks of their former glory, but a few of the smaller towers still stand. Strange lights can be seen in the area at night.

River Khromaticon: Through this region runs a river whose waters ever shift in colour. Some who drink from it, without first purifying the water will die. Some go mad. Still others are said to experience a moment of pure peace.

Inevitable Ruin: The ruins of an ancient city from the Age of Myth can be found here, though none know the true name of this place. Treasure hunters continue to brace its dangerous halls to seek out ancient artefacts in the rubble. More than a few have regretted their greed.

Quaking Plains: The wasteland here is wracked with tremors and quakes that prevent any solid structures being built here. The ground sometimes opens up and swallows many a traveller who has dared journey through these desolate plains.

The Howling Fangs: The stones and rocks here are said to sing; sound echoes off the rocks so that silence is forever banished. They say that any who do manage to still their breaths can hear whispers of ancient secrets on the air.

The Greenmaw: This dark and foreboding forest is not a place to travel lightly. The air is close and no-one who has ventured deep into its tangled copse ever return. They tales say that the trees themselves steal their souls to nourish the forest.

Delta of Dreaming Gods: In the midst of this swampland there can be found statues to ancient powers long forgotten. But have they forgotten us?

Khromescent Miasma: Visibility is reduced to almost nothing in this mist-covered plain, filled with destroyed buildings and ancient trees. Who knows what magical tragedy created such fog and what secrets it may hide?

The Free City of Amberwatch: Here stands a free city, built around an ancient realm gate, now reawakened by Sigmar's storm hosts. The city also contains ancient stones of unknown origin, potentially made from the same substance as the realm gate. These stones pulse with magical energy and the people know well to avoid close contact with these stones. Some believe the stones were built to offer some kind of protection for the realm gate and this now extends to the city built around it.

The Armies

Each player participating in the Campaign will need to muster an army to fight with. While we want to keep things as flexible as possible, in the interests of creating a truly entertaining and narrative experience there are some limits. Each player will need to create a Campaign Roster to record some elements of their armies on. This can be in any format you like as long as it can be shared with other players.

Each player can pick a single Allegiance for their army, which should be noted down on their Campaign Roster. All armies will be able to take allies if they wish.

The General

Each player should create a general to lead their Campaign efforts. This can be any hero from your chosen Allegiance, following the restriction in Army Construction noted below. That general should be given a Command Trait generated from the relevant Command Traits for your Allegiance and may be given an Artefact of Power if you wish. Your General's Command Trait and Artefact should be noted on the Campaign Roster and may not change during the course of the Campaign (even if an ability in a game removes either of these). The General must be present in every game fought. Your general is an exception to the Rewards (see the "Rewards" section), in that he or she can have up to 2 Rewards over the course of the Campaign, rather than just 1. We recommend you give your General a name.

Army Construction

In each campaign game you play you will need to muster an army. You can do that based on the game type being fought (see "Playing Games" below). However, the majority of your army must be from your chosen Allegiance.

No army may include:

- Any named characters (e.g. Lady Olynder, Gavriel Sureheart, Gordrakk, Kairos Fateweaver)
- Any unit whose Matched Play cost is greater than 500 points.
- While you can include allies and mercenaries, you may never have more than 300 points in any army.

The Games Master may change these rules at any time if it is felt that players are creating forces based purely on competitive abilities rather than entering into the spirit of the Campaign – i.e. that every game should be enjoyable for all players taking part.

The Quests

Each player will have their own objectives to achieve in order to claim their own campaign victory. Potentially every player in the campaign could achieve their own objective.

At the start of the campaign each player who wishes to take part will need to notify the Games Master which Allegiance their army will be from and what their quest will be. Players should come up with their own quests, provided they relate in some way to the Khromaticon Vale and the 11 locations on the map – a quest might focus on one location or encompass several. If players are struggling to come up with an idea, then please approach the Games Master.

The Games Master will then secretly write a set of steps which each army needs to complete their quest. These steps may change between campaign days as it's possible that different player's quests will be linked and so one player completing one of their steps might change another player's next step. Each player will have at least 3 steps to complete their quest and very successful players may find additional steps are added ... just to keep things interesting.

Prior to each campaign day, the Games Master will reveal what step(s) each player is trying to achieve on the next campaign day, along with confirming who will be playing whom and in what location on the map the games should be fought in. If the player has reached their final step, the Games Master will notify the players at this point. The Games Master will act as a spare man in case of an odd number of players, to ensure everyone gets a game.

Once a player has completed their quest they are welcome to continue playing in the campaign, to see how many Rewards they can achieve (and to try and stop other players completing their quests ... if you're feeling mean!)

Occasionally, a player may be given an objective simply be to stop another player achieving their story objective, in order to drive forward a coherent narrative. The goal will be to limit this as much as possible.

Example Quest

My army is Death Rattle (Legions of Nagash) with some Necromancers. Hearing of the great skeletons in this area, Kriel, my army's Wight Lord seeks to forge a mighty steed from these remains to ride when he leads his forces into battle.

In terms of accomplishing this quest, the Death rattle army will need to gather some suitable bones within the Titan's Boneyard, but also find a way to animate them (as they don't seem to react to normal Necromantic magic), which will involve the army winning some battles in other locations on the map.

Playing Games

Games will be played on nominated campaign days. The Games Master will allocate the players who will be facing off against each other and suggest the battleplan that should be used, based on their current objective(s). However, players are free to ignore this and play any battleplan they wish, use the open war cards or even make something up between them, if they prefer.

The Games Master will also tell the players which location on the map the game is being fought on. If both players agree, you can use the special realmscape feature for that location in your games.

If there are any Predatory Endless Spells in the location a game is being played on, players may elect to place these on the table, before the game begins (see below).

It is recommended that games are fought between armies of 1500 points, using the Vanguard battle type (2+ battle line, 1-4 Heroes, 0-2 Artillery and 0-2 Behemoths). However, players are free to choose to play in any way they see fit, including not using points at all, or not being restricted by the unit type limits from the different matched play game types. Players can also decide they wish to play Skirmish games if they wish to (although if they do this no Rewards can be used or generated). The above recommendation is purely to provide all players a minimum they need to bring with them on campaign days.

At certain points the Campaign multi-player games may be fought using Triumph and Treachery or Coalition of Death rules.

All games are fought in the realm of Ghur and the realm spells from Malign Sorcery are available in every game. In addition, any benefits granted to Endless Spells for games fought in Ghur are also available.

Rewards

As players progress through the campaign their heroes and units can earn rewards they can use in future battles. [These will be based on the Regiments of Renown rules in General's Handbook 2019.](#)

Earning Rewards

At the end of each battle (excluding Skirmish games), each player can nominate **one** unit or hero from their army that was on the table at the end of the game and give them a reward. A unit or hero can only ever have one reward at any time (except your General who can have up to 2), and the nominated unit must be from the Allegiance selected for your army –allies and mercenaries may not gain rewards.

Game Result	Reward
You lost the game, or it was a draw	Roll once on the Regiments of Renown table from General's Handbook 2019 and apply that result to the nominated unit or hero.
You won the game	Roll twice on the Regiments of Renown table from General's Handbook 2019 and select which one of the two results you want to apply to the nominated hero or unit. Doubles may not be rerolled

[In the interests of being transparent, please roll your dice in front of another player.](#)

The reward applies to that unit for the rest of the campaign unless they lose the reward (see below). Add the unit to your Campaign Roster, noting down the unit type, any wargear options, its size and its reward. Each time that unit is used in a subsequent game (excluding Skirmish games), they may use the reward. Once a unit has received a reward the size of the unit may not change, if you wish to use that unit in future games. If you wish to use a unit of the same type, but of a different size it is a different unit and may not benefit from the reward.

Losing Rewards

At the end of the game, for every unit or hero that was completely destroyed and had a reward, roll a D6 on the Unit Death table. If you won a **major** victory (not a minor) add +1 to the result.

Unit Death table:

Result (D6)	Effect
1-2	<i>The unit has been completely destroyed or suffered such grievous injuries that it has lost some of its fighting prowess.</i> The unit loses its reward(s). Remove the unit from your Campaign Roster.
3+	<i>The unit has survived, despite its injuries.</i> The unit keeps its reward(s)

Predatory Endless Spells

As the campaign progresses it is likely that different sides will unleash endless spells on each other that may survive the game and continue to rampage across the lands. Some may already be on the map at the start of the campaign.

When starting a game, if the game is being fought in a location where a Predatory Endless spell is on the map then, if both players agree and a model is available, that Endless Spell may be placed on the table as follows:

After choosing territories, but before setting up any units, both players roll off. The winner divides the table into 6 equal 2'x2' areas and assigns each square a unique number between 1 and 6. That player then rolls a D6. Place the Predatory Endless spell in the centre of the area rolled. The player that lost the roll off can then move the predatory endless spell up to D6" from this location in any direction. Then continue with set up as per the battleplan rules.

If more than one Predatory Endless Spell could be present, players should alternate setting them up using the above rules. The players roll off at the start of the game as noted above. The winner selects and Predatory Endless Spell and rolls to place it on the table. The player that lost the roll off can then move that Predatory Endless Spell up to D6" from that location. The player that lost the roll off can then select the second Predatory Endless Spell and rolls to place it on the table. The winner of the roll off can then move that Predatory Endless Spell up to D6". Continue alternating until all Predatory Endless Spells have been placed.

These Predatory Endless Spells acts from the first turn, so the player chosen to take the second turn in the first battle round will get to move the first Predatory Endless Spell before the first turn.

These predatory endless spells can be dispelled as normal; however, you will need to beat the casting value of the endless spell as written on the map, rather than on the warscroll for that spell. The value on the map will be higher to represent that the spell has grown stronger.

At the end of a game, if there are any Predatory Endless spells on the battlefield, let the Games Master know. These will be added to the campaign map for future campaign days, along with a casting value which will be greater than the casting value on the spell's warscroll.

Realmscape Features

Instead of (or in addition to, if you want) using the standard Realm of Ghur Realmscape features from the core rulebook, each location will have its own special realmscape features. When playing a game in this location, players may agree to use these realmscape features in their game if they wish. It is highly recommended that you do use these features as they will add to the narrative feel of the campaign, but it is entirely your choice.

Titan's Boneyard: *The carrion birds that circle this area weaken your resolve.* The bravery of all units is reduced by 1. If, when making a bravery roll the result is an unmodified 1, the unit being rolled for suffers 1 mortal wound after removing models that flee.

Caves of Kaleidus: *The crystals in these caverns will grow from the ground and walls and try to ensnare anyone who doesn't move too quickly.* At the end of each movement phase, any unit from the player's whose turn it is that has moved 3" or less takes 1 mortal wound. Consider using the Darkest Depth rules on page 298 and 299 of the Age of Sigmar core rulebook.

The Auroric Needles: *Both sides have deployed spotters in some of the watch towers that help direct missile units.* Add 6" to the range of all missile weapons. Reroll unmodified 1s to hit for shooting phase.

River Khromaticon: *The waters can steal life from one, but give life to another in balance.* At the beginning of each player's Hero phase they may control two units they control to drink from the waters. One unit suffers D3 mortal wounds and the other unit may heal D3 mortal wounds if any models have suffered any wounds. If no models have suffered any wounds you may restore models to the unit whose total wound characteristic is less than or equal to D3 – i.e. if you roll a 3, you can restore 3 1 wound models, 1 3 wound model or 1 2 wound model.

Inevitable Ruin: *The ruins here are always at risk of crumbling, and crushing anyone who stands too close.* After a unit completes any move (including charge and pile-ins) and ends within 1" of a non-faction specific terrain feature, rolls a dice. On a 6+ the unit suffers a mortal wound.

Quaking Plains: *The ground may attempt to claim its due at any moment.* At the start of each player's turn they divide the table into thirds – 3 24'x48' blocks, numbering them from 1 to 3 from their left to right. Roll a D3. Roll a dice for every unit that is within the area rolled for. On a 6 that unit suffers d3 mortal wounds. In addition, for every 10 wounds in the unit, they suffer an additional mortal wound. Units that can FLY are not affected.

The Howling Fangs: *The songs of these stones amplify magic.* If, when trying to cast a spell you roll a double the spell is automatically cast and cannot be unbound. If, when trying to unbind a spell or dispel and endless spell is a double the spell is automatically unbound or dispelled.

The Greenmaw: *Soul vines are always waiting to catch the unwary.* Every time a unit makes a move of any kind (including charging and piling in) toll a dice. On a 6+ that unit suffers a mortal wound.

Delta of Dreaming Gods: *Sometimes the slumbering gods will grant a boon to those that travel the swamps.* At the start of your Hero Phase you can pray to the slumbering gods. Pick a unit to pray and roll a D6. Add +1 to the roll for every 10 wounds left in the unit. On a 5+ you gain a command point. However, regardless of whether you succeed that unit cannot move, cast spells, use command abilities, fire missile weapons or fight with melee weapons in the combat phase for the rest of the turn. It must take battle shock tests as normal.

Khromescent Miasma: *The mists make fighting at range nearly impossible.* A spell or ranged weapon may only target a unit or point on the battlefield if it is also within 6" of a friendly unit.

The Free City of Amberwatch: *The rocks from the city may grant aid to those bold enough to seek it.* Once per game at the start of either the shooting phase or combat phase you can call for aid from the city. Pick a single terrain feature. Any friendly units within 3" of that terrain feature can reroll hit and wounds rolls of an unmodified 1 for the rest of that phase. If the game involves a force from the Order grand alliance and forces from another grand alliance, consider using the Siege Warface rules from the Age of Sigmar core rulebook.

Questions and Answers

When are Campaign Nights?

Campaign Nights will be on Fridays, aiming to kick off around 6:30pm

What if I can't make every night?

Don't worry, just make sure everyone knows which nights you are coming down on, so the Games Master can allocate games.

What if something comes up last minute and I can't make it; I don't want to ruin anyone else's campaign?

Don't worry. The Games Master will act as a spare man, to ensure that everyone [gets a game](#). Just let us know via the Warhammer: Age of Sigmar at Firestorm Games facebook page and we'll sort it out. No-one will miss out. However, the Games Master may tweak your story a little bit if there's another player dependent on you so they can still have a chance of achieving their objectives.

What if I can't do Friday nights at all?

You won't be able to join in fully, but if there are a group who prefer a different night, the Games Master will do his best to ensure you can play in effect in a separate story arc.

What if there's a big release during the campaign that I want to play?

It's likely that there will be big release – we're expecting Warcry to drop, maybe late July. The Campaign will take a break for a week if there's a big release. Hopefully campaign players will come down and get involved in trying out the new game.

What do I need to bring on a Campaign night?

Your models, dice, rulebooks, your army's battletome and other gaming tools you need to play your army. Terrain and gaming space will be provided.

I don't have any Path to Glory rules for Rewards; what do I do?

It may well be your reward rules are in the Path to Glory book. The Games Master will ensure a copy is available on Campaign nights, but you'll need to note down reward rules in full on your campaign roster.

I'm really struggling to think of a Quest. What do I do?

Reach out to the games master on the Warhammer: Age of Sigmar at Firestorm Games facebook page and we'll try to help.

What about when the Campaign finishes?

There a good bunch of people who regularly come down to Firestorm to play AoS, and we'll continue to do so. Hopefully by joining the campaign you'll meet a load of new friends who you can hang out and play with.