

BLOOD & GLORY

Rules Pack



*Warhammer
Achievements
2019*

**A BAD
ADVICE**

Warhammer Achievements 7

The Event Pack V1.1

Tournament Format:

Warhammer Achievements is returning to the Roundhouse this year, once again running over two days on Saturday 2nd and Sunday 3rd November 2019. Included in the ticket price is lunch, along with five variable point, scenario driven games using the exciting new rules from the Generals Handbook 2019 that are designed to promote fun and create a real hobby atmosphere. This event should be treated as a chance to run the kind of armies that you would not take to a normal UK Matched Play event. As you look through the rules pack you should see that overall victory does not require you to win all your games. Instead it is based around what you bring to the hobby in terms of painting, the decisions that you make before and during your games, and how you interact with your opponent. Victory will not always mean smashing your opponent off the table (although if you do you will get an Achievement point...).

However, we do appreciate that Age of Sigmar is a game about winning battles, so there will be a Best General award for the person who does the best in all five games – being good at Age of Sigmar should always be encouraged and rewarded.

The first round is drawn randomly, grudges will, of course, be allowed, but as is traditional at Warhammer Achievements these are done in Round 5 as the storylines and army choice often influence who you may wish to Grudge!

Contact Details:

If you've any questions about the rule packs or about the event in general, please don't hesitate to contact the event organiser Stephen Wren at stevewren1976@googlemail.com or @stevewren on Twitter. There is also a Warhammer Achievement Watts App group for the players. Please contact Steve directly for the link.

Things you need to remember:

- To book accommodation! Visit the bloodandglory.baddice.co.uk site for details on local hotels
- Your fully painted army
- The main Age of Sigmar 2 rules and any relevant battle tomes and FAQ's
- Dice and tape measure
- Super glue for repairs
- Objective markers
- At least two copies of your army list which must be available to opponents (especially if you have any cool conversions!)
- An open-minded attitude to what the day will bring!

Things you will receive when you register:

- Special reference sheets for each player unique to the event
- Unique tournament stuff – this could be sticker sheets, artefact cards etc. Keep an eye on

Umpires:

There will be a judge available to answer any questions that cannot be answered by simply referring to the relevant army or rules book. Please note, where a judge is asked to rule on a dispute their answer is binding

Timings

Saturday:

8.30am – Registration	9.00am – 11.30pm - Game 1
11.30pm till 12.30pm - Lunch	12.30pm - 3.30pm - Game 2
3.30pm until 4.00pm - Afternoon break	4.30pm onwards - Game 3

Sunday:

8.30am – Venue Opens	9.00am – 12.00pm - Game 4
12.00 till 1.00pm - Lunch	1.00pm - 4.30pm - Game 5
5.00pm - Awards	

Army Selection:

- You need to select two armies for the event: a 2000 point singles list and a 1000 point doubles list. Armies are to be selected from the latest version of any published GW Battletome/warscroll. All armies must be selected from the same faction/Grand Alliance (unless you can come up with an awesome justification for this to happen...)
- The models in the 1000 point list do not have to be used in the 2000 point lists. This will represent the changing nature of your force as units are killed, or new units are brought in. **Please note that the 2000 point list will be the army considered for the Best Painted Award.**
- The armies should conform to the Matched Play restrictions, although special consideration may be given for armies that are themed/story driven – please email the organisers if you have a non-matched play army you would like to use.

Proxies/Alternative Models:

Creativity and alternative models are part of the appeal of the Warhammer Achievements experience. However, it is important that players have a clear understanding of what it is they are facing. Please make sure you have a printed copy of your list that you can hand to your opponents throughout the weekend. If you are using particularly different or unique models I would recommend creating a roster with photos for extra clarity.

Event Scoring:

Overall event scoring is based around achievement points (of which more later). The key points are that any achievement can only be gained once during the event (not once per game), apart from the scalable objectives that are scored throughout the tournament, and must be signed off by opponent or, in the case of painting, by judges. Please spend a few minutes at the end of each game going over the achievements and make sure that you have recorded all the ones that you achieved.

Game Scoring:

Each game is scenario based and Battle points are awarded depending on the Scenario conditions. Battle points are separate from Achievement points and will be used to decide who is the Best General on the day. You also need to record VP's as per the rulebook as these will be used to separate players on equal Battle points.

Sports Scoring:

During the tournament, no sports scores will be used. On your event reference sheet, there will be a space to nominate your Most Sporting Opponent. Should you have any issues with your opponent or would like to speak to the Tournament Organizers about your game, please approach the organisers or come to the Scoring Station after your game.

Awards (currently...):

- 1st Best Overall – Most Achievement Points
- 2nd Best Overall
- 3rd Best Overall
- Best General – Most points achieved through games
- Best Sports – Most Achievement points through Sports
- Best Painted (your 2000-point list) – Player Votes
- Best Painted (your 2000-point list) – Judges Choice
- Power Gamer – Most Negative Achievements!
- **New for 2019! Best in Brotherhood – for the player that finishes highest in their Brotherhood based on Achievements.**

Event Scoring:

Achievements are the main scoring mechanism and will determine the overall champion and final positions. Best General will be determined by how you perform in the games. Each game will have 10 points up for offer:

The Primary (Major Victory = 10 points, Minor Victory = 7 points, Draw = 3 points):

The primary objective will be the main scenario objective. See the scenario pack for details of these

What is this Achievement Lark then?

OK, so the achievements are the main focus of the Warhammer Achievement event. The award for Best Overall will go to the player who gains the most achievements throughout the day. This means, of course, that the winner could come from anywhere within the field and the Achievements are hopefully diverse enough that they can be attained in any situation. Be warned though; getting every Achievement is probably not possible, and to gain the most Achievements you will probably need to do things in games that would not normally seem, let us say, sensible. For example, you would not normally charge your entire army on one turn, but to get one of the Achievements that is what you will need to do. The idea is to promote fun games where the unexpected happens and show off the narrative side of Age of Sigmar.

Achievements are grouped into 6 categories:

1. Generalship – these are achieved through the games
2. Army Selection – what you bring in your list
3. Painting – Achieved for painting!
4. Sports – Being sporting
5. Brotherhood Achievements (more later...)
6. Negatives – For the more gamey people out there....

A quick word on Negative Achievements...

We all know that there are some tournament issues with Age of Sigmar so to celebrate the competitive nature we have Negative Achievements. Again, they are not serious and there is a prize for the player who gets the most, but they will hamper you if you try to get them all. Minus 5 Achievement points is pretty rough, so read them – you may have to alter your list/mind-set a little...

Achievements in Yellow are new for 2019

Achievement List:

50 General-ship Achievements

1. Double Up! – Win the double turn (1-4 = 1AP, 5-9 = 2AP, 10+ = 3 AP)
2. Richard Hammond Award – Totally wipe-out your opponent's army
3. **So long Suckers! – Lose a whole unit to a Battleshock test**
4. **Standing Firm – Hold an Objective with your General for 3 consecutive turns (this is worth 3 achievements if the general has five wounds or less)**
5. Crash Landing! – Kill a flying unit
6. Professional Mage – Do 3 wounds with a single Arcane Bolt
7. Eager Beaver – Complete a turn 1 charge
8. Super Charged! – Perform a max distance (double 6) charge
9. By your Command – Use 3 or more command abilities in a turn (Archaon's ability does not count)
10. Summoned – Summon 2 or more units to the battlefield
11. **Oh! You Want Some Too!? - Split a units combat attacks between X enemy units (2-3 = 1AP, 4 = 2AP, 5+ 3AP)**
12. Heroic Duel – Kill a *Hero* with your *General*
13. **Most Triumphant – Use a triumph in a game**
14. **Splat! – Kill a 4-6 wound model with one shot/hit from a weapon**
15. The End(less) – Dispel an opponent's Endless Spell
16. Cold Feet - Fail a charge of 4" or less
17. First Blood – Kill the first model of the game
18. Death by a Thousand Cuts – Kill a *Leader* or *Behemoth* with a *Battleline* Unit
19. Chop off the Head – Kill a *Leader* model (1-6 = 1AP, 7-14 = 2AP, 14+ = 3 AP)
20. Monster Hunter – Kill a non-*Leader Behemoth/Monster* model (1-4 = 1AP, 5-9 = 2AP, 10+ = 3 AP)
21. Never Ending Story – Cast an Endless Spell (1AP per game)
22. Scenery Spice! - Make use of a scenery special rule (1AP for each scenery piece utilised up to a maximum of 5)

In Game Achievements (23-47)

These can be found in the Scenario Pack alongside the Battleplans

48. Splitter – Finish the event with a win, a draw and a loss
49. Ultimate Warrior – Win all your games
50. To the winner go the spoils – 1AP for each game won (up to a maximum of 3)

15 Painting Achievements

1. Conversion Corner – Include a converted unit in your army
2. Impressive! Most Impressive – Bring a display board
3. Old School – Include a Unit from 5th Ed or earlier
4. Plant the Flag! – Paint an impressive banner with Freehand on it!
5. Down and Dirty! – Demonstrate weathering techniques across a unit
6. Make Up Brush – Drybrush a model for your army
7. I'm all about that Bass (Base) – Show off some scenic bases (not just sand and flock)
- 8. The Architect – Include a themed terrain piece in your army**
9. Technicality – Use the GW technical paints in your army
- 10. Contrasting Emotions – Include a model painted using only Contrast Paints**
11. X Marks the Spot – Make some custom objective markers
12. The Enemy of my Enemy – Paint an allied contingent for your army
13. Greenstuffer – Include a model with some greenstuff sculpting (not filling) on it
14. NMM – Attempt some non-metallic metal on a model
- 15. I'm only in it for the Money – Build and include a Mercenary Unit in your army**

10 Sports Achievements

1. Barman – Supply your opponent with a drink
2. Turncoat – Give your opponent advice on what he can do to beat your army
3. The Written Word – Write background fluff for your army (should include your army lists)
4. Dude! That's Cocked – Allow your opponent to reroll any one dice
5. Puppy Dog Eyes – Let your opponent go back and do something they forgot
6. InstaFace – during the weekend show off your games on social media with the #WA7 hashtag
- 7. Partnered Up - Play in a Doubles game twice over the weekend**
8. Time Manager – Complete all 5 games (games go 5 turns/army is destroyed/players agree the end)
9. Grudge Match – Nominate a player to 'Grudge' during the tournament
10. Most Sporting – Receive a 'Most Sporting Opponent' nomination (will be filled in at the end by the event organisers – you receive 1 AP per nomination received)

Brotherhood Achievements – New for 2019

- 1. Battle Brothers - Team up with at least 3 different Brothers**
- 2. Kindred Spirits – Team up with a player from the same Brotherhood (gain 1 AP for each different partner from the same Brotherhood to a max of 3)**
- 3. Rhodri and Ryan – Play against a Brother that you teamed up with Earlier**
- 4. Only Child - Play 3 games without a Brother**
- 5. Twins – Play a Brother with the same army as you**
- 6. The Chosen One – have at least three Brothers ask to team up you before one game**

15 Army Selection Achievements (these can come out of any of your army lists, but cannot be split – i.e. you cannot split 5 battleline units across the 1000 and 2000 point lists)

- 1. Big 'Ol Boy– Include a non-monster Behemoth in your army (3 AP for the Brotherhood Behemoth)**
- 2. Battleline – Include 6 or more Battleline units**
- 3. Battle Forged – Bring an army that comes from a single Battletome**
4. Ben-Hur! – Bring a unit of 3 or more **Chariots**
5. The Changling! – Bring a different Faction from Warhammer Achievements 2018
- 6. Mounted for your Pleasure – Include 2 or more units of Cavalry (3 AP for the Mounted Brotherhood)**
7. Terror from the Skies – Include a non-character unit that has the **Fly** keyword
8. One of a Kind – Have no duplicate unit entries in either your 1000- or 2000-point list
- 9. Master Builder – Include a Battalion in your army (1 point for 1 battalion, 2 points for 3+ Battalions)**
10. That's My Boy (or Girl) – Include a Named Character (e.g. Allarielle)
- 11. Master of Magic – include a unit with the Wizard or Priest keyword (2 AP for 3+ Wizard/Priest models)**
12. Here be Dragons – Take 2 or more units with the keyword **Monster** in your army
- 13. The Madness of King Foote – Develop a completely new narrative for an army...**
14. Big Guns Never Tire! – Include a unit with the **Warmachine** keyword
15. I'm feeling very Maligned today! – include an Endless Spell

10 Negative Achievements (-5 achievement points)

1. Where did they come from? – Set up a unit within 9” of an enemy model
 2. Kroaking – Cast the same spell more than once per turn (-5 per casting)
 3. Spammer – Take three or more of the same unit (different weapon options count as different units)
 - 4. The Activation Wars – Fight twice outside the combat phase in a single turn (this includes abilities that allow you to fight at the start/end of the combat phase)**
 - 5. Where you at Bro? – Make an opponent’s unit move at half speed or less**
 - 6. I Work Alone – play all your games without a Brother**
 7. It’s just not Cricket! – Battleshock a unit outside of the Battleshock phase
 8. Suck out the Fun – During a game combine abilities to give a unit more than 2 saves (not including rerolls)
 9. Destiny’s Child – Use your Destiny Dice to gain an Achievement (1 = -5pts, 2-3 = -10pts, 4+ = -15pts)
 10. 30! That’s the magic number! – Take 3 or more units of 30+ models
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GENERIC RULES:

These rules will apply for every scenario unless stated on a map/battleplan.

THE TABLES

Each table will have its own Realm stated on the map. Each table will have a specific selection of spells and/or realmscape features available to it.

THE DRAW

Before the first game players must decide if they wish to play alone or as a team. They will then be paired up at random. For Game 1 you will be given a table to play on. From game 2 onwards the games will still be randomly chosen, but the players can use Command Points to choose a table. Whichever player/team bids the most will choose the table.

DEPLOYMENT

Use the following rules to determine which force you choose (as noted in the scenarios, each battle has a 'Force'. These could be invaders, Guardians, etc).

- If the game is one player vs a team then the single player can decide which Force they will play.
- If the game is one player v one player or team v team then the player/team that lost the previous game can choose the Force they play.
- If both opponents lost/won then roll off as usual.

BROTHERHOODS

When you submit a list you have to have selected a theme, or Brotherhood, for your force. This is your Secondary Achievement for the event. At the end of your five games the winner of each brotherhood will receive an award. Games can be played as a single 2000 point army or as a team of two 1000 point armies. Some achievements can only be gained by playing single player games, and some can be gained by playing as a team. Players are free to mix and match teams every round or play as an individual player. You do not have to play on the same team as someone from your Brotherhood.

The Brotherhoods:

- **Brotherhood of the Five** – General must have 5 wounds or less. Once per game you can use the Special Rule – **Gift of Sight**. You can reroll 1 dice (except the priority roll). If all characters in the army have five wounds or fewer you gain the following Special Rule - **Dice Master**: once per game you can choose the number on the dice for the priority roll rather than rolling
- **Brotherhood Behemoth** – General must have the **Monster/Behemoth** Keyword. At the start of the game you receive a Triumph. Roll as normal. If your army contains 3 or more **Behemoth/Monster's** you can choose the triumph rather than rolling.
- **Brotherhood of Destruction** – General must have the **Destruction** Keyword. You can substitute a Battleline unit for a unit that doesn't have the Battleline Keyword.
- **Brotherhood of One** – You can only have a single character in your army that must be the General. The General must be equipped with the Artefact the Stone of Rebirth. If the General dies roll a D6. On a 3+ he returns on full wounds. Place the model anywhere on the board, at least 6" away from an enemy model
- **Brotherhood of the Mystical** – General must be a wizard. If the army includes three characters with the Wizard Keyword it gains the following ability - At the start of each game roll a D6. On a 1 all wizards gain +2 to cast, on a 2-5 all wizards gain +1 to casting, dispelling and unbinding, and on a 6 you can add a free Endless Spell to your army
- **The Mounted Brotherhood** – General must be a mounted character. All mounted units in the army gain the following abilities when they make a charge: +2 to charge, -2 rend, or +2 attacks. This can be chosen at the start of each game.

Brothers in Arms: If two armies from the same Brotherhood team up all models in the army are considered to be friendly models with matching keywords for all abilities, spells etc. You may also share Command Points.

Brotherhood Bonus: After Game 5 the Brotherhoods will be rewarded or cursed depending on their performance. All of the gaming scores will be added together and divided to gain a percentage score for each Brotherhood. Each player in the Brotherhood gains the 'bonus' score:

1 st Place Brotherhood gains +3 Achievement Points	4 th Place Brotherhood gains -1 Achievement Points
2 nd Place Brotherhood gains +2 Achievement Points	5 th Place Brotherhood gains -2 Achievement Points
3 rd Place Brotherhood gains +1 Achievement Points	6 th Place Brotherhood gains -3 Achievement Points

THE COMMANDER

Nominate one model in your army to be the **Commander**. This model is used in every game and uses the *Commander Warscroll*. This model does not cost points towards the army composition. The Commander can be upgraded with unique *Command Abilities* at the end of each game depending on the outcome (see the *Commander upgrade stickers*)

COMMAND POINTS

Commanders gain command points by having their army meet the criteria below. These can be spent in game as usual, or they can be used to select the table you wish to play on. Or they can be added to your overall achievements total. These are in addition to any Command points you have from your army selection. Command Points cannot be shared across a Doubles army unless they are **Brothers in Arms** (see above).

Any unused Command points can be carried over from game to game.

All Brotherhoods:

- The Commander gets D3 Command Points at the start of the game
- You gain 1 Command Point for every **Hero** in your army

Specific Brotherhood Command Point Generation Mechanics

- **Brotherhood of the Five** – *Your Commander gains D6+1 Command Points at the start of the Battle instead of D3. When you use the **Gift of Sight** ability you gain the amount of Command Points equal to the value of the Dice*
- **Brotherhood Behemoth** – *Gain 1 Command Point each time a Behemoth kills a model in a unit (limit to 1CP per Behemoth per Combat Phase). This becomes D3 if it is your General*
- **Brotherhood of Destruction** – *Gain 2 Command Points every time you make a successful charge move.*
- **Brotherhood of One** – *Your general gains 1 Command Point every Battleround that he is alive. If he dies and comes back to life using the Stone of Rebirth he immediately gains D6 Command Points, and then a further D6 for the following Battlerounds that he is alive in.*
- **Brotherhood of the Mystical** – *Gain 1 Command Point if the first spell that each Wizard casts is successfully cast and not dispelled. Gain D3 Command Points if the General casts the spell.*
- **The Mounted Brotherhood** – *Gain 1 Command point every time a cavalry unit runs and/or charges. Gain D3 if the General runs and/or charges.*

Commander Warscroll (players will be given a copy of this warscroll at the event)

WARSCROLL

THE COMMANDER

All races have stories of fabled Commanders - leaders that have honed their tactical skills to such levels as to be unmatched in warfare. Often these great generals have started from humble beginnings, rising from the most unlikely of positions, but inspiring such devotion in their men that many feel divine inspiration can be the only explanation...



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Pistol		9"	1	3+	3+	-1	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Realmstone Weapon		1"	5	3+	4+	-1	D3

DESCRIPTION

The Commander is a single model. Commanders inspire great devotion in their troops, usually favouring a magical single-handed Realmstone Weapon. Many Commanders carry a pistol to shoot their foes from afar.

ABILITIES

Inspiring Leader: Once per game, if the Commander is within 9" of a model with a Command Ability, that ability can be used for free.

Divine Intervention: If the damage inflicted by an attack, spell or ability that targets or affects this model is greater than 1, change it to 1. In addition, if a spell or ability would slay this model, this model suffers 1 mortal wound instead.

MAGIC

The Commander is a wizard. They can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. They know the Arcane Bolt and Mystic Shield spells.

POWER OVER TIME

As your Commander gains experience he will increase in power and knowledge. After each game you can select one upgrade to give to your Commander. Stick the upgrade in the spaces for each game.

Game 2 Upgrade:

Game 3 Upgrade:

The Commander can cast and unbind an extra spell

Game 4 Upgrade:

Game 5 Upgrade:

Commander Upgrades (these will be given to players at the event to stick onto the Warscroll)

<p>Corrupter Upgrade: Despoil the Earth (1CP): Any Heroes within 3" of a terrain feature and within 36" of the Commander at the start of their Hero Phase can re-roll a dice during the turn. (once per Hero per turn)</p>	<p>Guardians Upgrade: Protect the Land (1CP): Any friendly unit within 36" of the Commander and wholly within 6" of a terrain feature can reroll failed hits until the end of the Battleround (once per turn)</p>
<p>Corrupter Upgrade: Ritual of Corruption (2CP): If the Commander is within 12" of a terrain piece at the Start of the Hero Phase you can change the Scenery Rule for that terrain to one of your choice</p>	<p>Guardians Upgrade: Aura of Regrowth (3CP): Use in your Hero Phase. Restore D6 slain models to a unit wholly within 12" of the Commander (Once per Hero Phase)</p>
<p>Universal Upgrade Inspirational Attack (2CP): Use at the end of the Combat Phase. If the Commander is within 24" of a friendly unit that is within 3" of an enemy unit, that friendly unit may pile in 3" and attack with its melee weapons. You cannot pick the same unit twice to benefit from this ability.</p>	<p>Universal Upgrade Entreat the Dark Prince (4CP): Use at the end of the Combat Phase. If the Commander is within 9" of a friendly unit that is within 6" of an enemy unit, that friendly unit may pile in 6" and attack with its melee weapons. You cannot pick the same unit twice to benefit from this ability.</p>
<p>Arcanite Revealed Upgrade: Magical Dominance (1CP): Use at the start of your Hero phase. Add +1 to any casting or unbinding rolls till the end of the battleround.</p>	<p>Inhabitant Upgrade: Cleansing Breath (0CP): You can reroll a single dice the following turn for each unit destroyed at the end of your current turn.</p>
<p>Arcanite Revealed Upgrade: Glory to the Changer (1CP): Add +2 to the movement stat of a unit that is wholly within 15" of the Commander at the start of the Movement phase</p>	<p>Inhabitant Upgrade: Power of the PreEminent (2CP): Use at the end of the Combat Phase. If the Commander is within 15" of a friendly unit that unit can add +2 to its Armour Save till the end of the turn.</p>
<p>Despoilers Only: Power of the Lodestone (1CP): You can use this command ability once per battleround at the start of the movement phase. Add 3" to the move of all friendly units. In addition, pick a terrain feature on the battlefield. Friendly units must finish closer to the terrain feature than it was at the start of the move.</p>	<p>Defenders Upgrade: The Final Charge (1CP): You can use this command ability once per battleround at the start of the movement phase. If you do so, pick a friendly Hero. You can reroll charges for units wholly within 12" of that Hero.</p>
<p>Despoilers Upgrade: Speed of Light (3CP): Use at the Start of your Combat phase. Any units wholly within 12" of the Commander can attack at the start of the Combat phase before any other units. Fight with all eligible units one after the other, and then resolve any fights with any other units.</p>	<p>Defenders Upgrade: Timely Arrival (3CP): Use this at the start of the movement phase. You can select a unit within 3" of the Commander. Remove that unit from the battlefield and place it anywhere on the Battlefield 9" away from an enemy unit. The unit may not move but can charge.</p>

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Scenario Pack



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**A BAD
ADICE**

Chapter 1: ON TAINTED GROUND

The weakened enemy lines buckled at the sudden fury of the onslaught, losing ground against the frenzied attackers with every passing second, and the last few guardians raised a mournful dirge as their sacred glade rotted and blackened around them. They still fought on, but the Commander could see that victory was at hand. Suddenly a beam of light burst into the glade, and the ground shuddered and cracked. A bloom of flowers burst from the ground, forming a pathway upon which stood a figure, resplendent in the glow of sunlight. The Commander gave a tight smile. It seems that victory will have to wait a while longer...

THE ARMIES and SET UP

One player commands the Corrupters, and the other represents the Guardians.

Alternate the setting up units one at a time, starting with the player who chose the which Force they will play. Units must be wholly within their own territory.

The Corrupter can choose whether to go first or second.

COMMANDER ABILITIES (These abilities are available to the Commander only)

Guardians Commander Ability	Corrupter Commander Ability
<p>Protect the Land (1CP): Any friendly unit within 36" of the Commander and within 6" of a non-contaminated terrain feature can reroll hits until the end of the Battleground (once per turn)</p>	<p>Despoil the Earth (1CP): If the Corrupter player has any Heroes within 3" of a terrain feature and within 36" of the Commander at the start of their Hero Phase roll a dice. On a 4+ the terrain feature becomes Contaminated. (once per Hero per turn)</p>
<p>Aura of Regrowth (3CP): Use in your Hero Phase. If the Commander is within 12" of a corrupted terrain feature, he can draw upon the power of the Mossgleam to heal a despoiled terrain piece. Flip the token from Contaminated to Non-Contaminated.</p>	<p>Ritual of Corruption (2CP): If the Commander is within 12" of the Hero attempting to Despoil the Earth you can reroll the dice</p>

THE BATTLEFIELD

At the start of the game, after deployment has been determined, the Corrupter must select six terrain features, one in each zone, that must be despoiled. Place a Non-Contaminated token on the selected pieces. One terrain feature in the Corrupters deployment zone can start the game Contaminated.



GLORIOUS VICTORY

The game lasts for five battle rounds. If, at the end of the game the Corrupter has contaminated two terrain features or fewer the Guardian wins a **major victory**, or a **minor victory** if three have been contaminated, If at the end of the game the Corrupter has contaminated four terrain features they gain a **minor victory**, or a **major victory** if five or more have been contaminated.

ACHIEVEMENTS

23. Allarielle's Blessing – Turn a Contaminated terrain feature to a non-contaminated one

24. Hero Hitlist - Kill all the enemy Heroes (**Single Player Only**)

25. Carry the Day – Destroy more units than your partner (**Doubles Only**)

26. Blessings of the Horned Rat – Contaminate two terrain features in a single turn

27. Teamwork – Destroy an enemy Unit with a combined attack from units from both armies (**Doubles Only**)

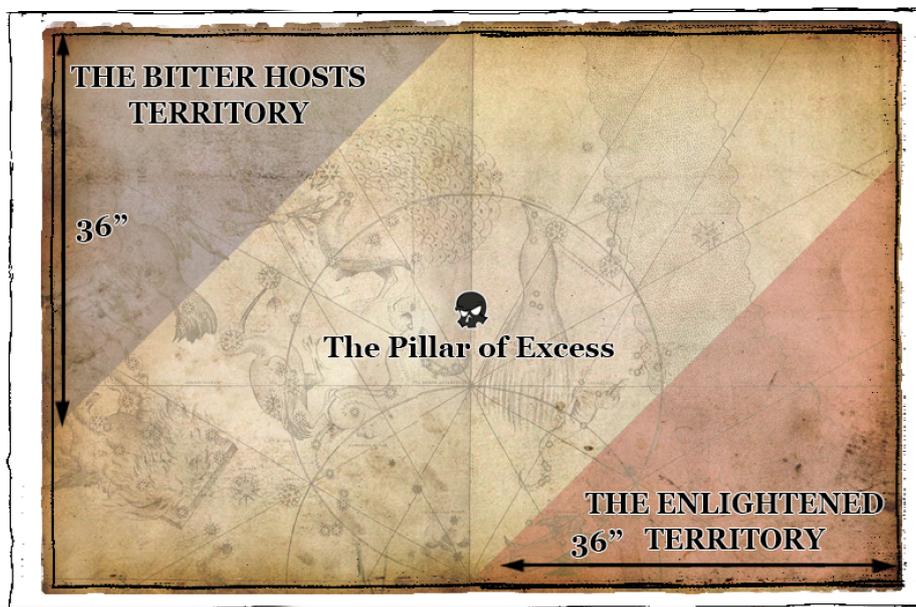
Chapter 2: THE QUEST FOR EXCESS

The centre of the battlefield glowed with a purple light emanating from the golden machine that looked like it had been driven into the earth. The Commander stared at it for a while, and then realized that it was drawing his gaze even though he meant to look away. With a force of will only he possessed he was able to turn and look at his force. They clearly did not have the same inner strength he possessed. Today was going to be difficult he knew. They already had their hands full with the enemy force arrayed against them, as well as having to complete some unknown quest for their mysterious benefactor. The last thing they needed was some unknown deity working against them as well...

THE ARMIES and SET UP

One player commands the Bitter Hosts, and the other represents the Enlightened.

Alternate the setting up units one at a time, starting with the player who chose the which Force they will play. Units must be wholly within their own territory.



THE PILLAR OF EXCESS

The battle is fought to control the Engine of Excess which is located in the centre of the battlefield.

COMMANDER ABILITIES (These abilities are available to the Commander only)

<p>Inspirational Attack (2CP): Use at the end of the Combat Phase. If the Commander is within 24" of a friendly unit that is within 3" of an enemy unit, that friendly unit may pile in 3" and attack with its melee weapons. You cannot pick the same unit twice to benefit from this ability.</p>	<p>Entreat the Dark Prince (4CP): Use at the end of the Combat Phase. If the Commander is within 9" of a friendly unit that is within 6" of an enemy unit, that friendly unit may pile in 6" and attack with its melee weapons. You cannot pick the same unit twice to benefit from this ability.</p>
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QUESTS OF EXCESS

At the start of the battle, before deployment, each player/team must select a quest/s. If the game is a Single army vs a Doubles army the Singles player can look at the quests and choose 1. The Doubles team must randomly choose one each.

If the game is a singles vs Singles game both players select a card randomly, starting with player who selected the Deployment Zone.

Warhammer Achievements 7 – Scenario Pack

If the game is a Doubles vs Doubles game both teams alternate to select two cards randomly, starting with the team who selected the Deployment Zone.

- **Quest 1 - Invasion!** Complete your Quest if any friendly models that started the game set up in your deployment zone are wholly within your opponent's territory at the end of the battle (they cannot leave the battlefield for any reason)
- **Quest 2 - Assassination!** You complete your quest if the highest pointed Hero on the opponent's army is slain at the end of the battle.
- **Quest 3 - Saving Private Jaegar!** At the start of the game select a Battleline unit that is set in your deployment zone. The unit must have at least one model remaining at the end of the Battle.
- **Quest 4 – Arcane Majesty!** Complete this quest if you successfully cast 5/10 (singles/doubles) spells that are not unbound by the end of the battle.

GLORIOUS VICTORY

Starting from the third battle round at the end of the battle round roll a dice and add it to the current Battleround. On a 9+ the battle ends. On any other roll the battle continues. The game also ends at the end of turn 5.

When the Battle ends, if one player or team controls the Pillar of Excess by having the highest number of models within 6" and has completed a quest then that player or team achieves a **major victory**. If one player or team has completed a quest but neither player/team controls the objective, then that player or team achieves a **minor victory**. Any other result is a **draw**.

ACHIEVEMENTS

28. There can be only One! – When the game ends have more of your models within 6" of the Objective than your teammate (**Doubles Only**)

29. Knights of the Grail - Complete more quests than your teammate (2AP) (**Doubles Only**)

30. Questing Knights – Complete your Quest

31. Objective Secured - Have all your heroes within 6" of the Objective at the end of a battleround

32. We are French – Prevent the opponents from completing any quests (**Singles only**)

Chapter 3: THE SKEINS OF FATE

It has been said that when the Arcanite Cults reveal themselves, they do so in a surety of knowledge that they serve some aspect of their master’s plan. The Commander grinned. They certainly hadn’t reckoned with him. Once again, he felt confident in his tactical insights and planning; bringing along an extra cabal of sorcerers had definitely paid off today. Yet despite the Commander’s certainty of purpose, the plans of the Great Conspirator are rarely obvious, and this battle would be decided on the subtlest of signs proffered to them by the Changer of Ways...

THE ARMIES and SET UP

One player commands the Arcanites Revealed, and the other represents the Inhabitants.

Alternate the setting up units one at a time, starting with the player who chose the which Force they will play. Units must be wholly within their own territory. The Inhabitants can choose who has the first turn.



COMMANDER ABILITIES (These abilities are available to the Commander only)

Arcanite Revealed Commander Ability	The Inhabitant Commander Ability
<p>Magical Dominance (1CP) Earn 1 Laurel of Victory each time you successfully cast a spell or unbind a spell during the Battleround</p>	<p>Cleansing Breath (0CP): Earn 1 Laurel of Victory for each unit destroyed at the end of your turn.</p>
<p>Glory to the Changer (1CP) Earn 1 Laurel of Victory each time you successfully wipe out a unit during the battleround. Earn 2 Laurels of Victory if you slay an enemy Hero</p>	<p>Power of the PreEminent (1CP): Use at the end of the Combat Phase. If the Commander is within 15” of a friendly unit that is within 6” of an enemy unit, that unit may pile in 6” and attack with its melee weapons. You cannot pick the same unit twice to benefit from this ability.</p>
<p>Ritual Slaughter (1 CP) Earn 1 Laurel of Victory for every 9 wounds taken by enemy models (unused wounds do not count – i.e. if you cause 21 wounds to a unit that contains 18 wounds the remaining three are discarded)</p>	<p>Gift of Forsite (2CP): Pick three units instead of one when you use the Power of the PreEminent. However, the Commander must be within 9” of units instead of 15”. May only be used once per battleround.</p>
<p><i>You can only select two of the three options per Battle round (Arcanite Revealed player only)</i></p>	

Please note you are capped at 4 Laurels of Victory per turn

GLORIOUS VICTORY

The player/team who has earned the most Laurels of Victory with the most victory points at the end of round 5 is the winner

If a player has twice as many Laurels of Victory as their opponent, they gain a **Major Victory**. If a player has more Laurels of Victory than their opponent, but less than double, they gain a **Minor Victory**. If the Laurels of Victory are tied the game ends in a **draw**.

ACHIEVEMENTS

33. Balanced Scoring - Earn a Laurel of Victory from each Commander Ability (**Arcanite Revealed player only**)

34. Magical Cleansing - Kill all the enemy **WIZARDS**

35. In Defense of the Realm – Earn 4 Laurels of Victory in a single turn (**Inhabitants only**)

36. Laurel of Dishonour – Prevent the opposition from gaining any Laurels of Victory in a turn

37. Commanding the Baleful Energies – Cast 5+ spells in a turn

Chapter 4: THE BLOOD SWAMP

The Commander of the Invaders had been dispatched to destroy the Lodestone that had been erected by the encroaching horde, who had carved a bloody path into the civilized lands of Azyr. However, whomever supplied this poor excuse for a map was not long for the world if they ever make it back. What had once been an impressive force was now scattered and lost in this infested swamp, and it felt like someone was moving in around them. As this thought crossed his mind the Commander looked across as something rather large started rustling the trees ahead...

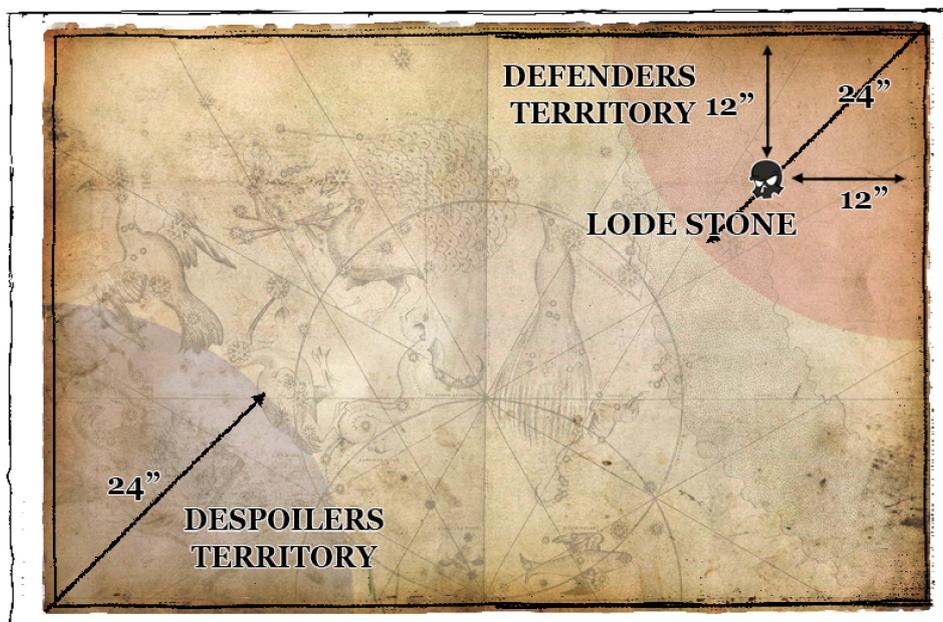
THE ARMIES and SET UP

One player commands the Despoilers, and the other represents the Defenders

The Despoiler sets up their army first. The Despoilers units must be wholly within their own territory. Before each Despoiler unit is set up roll a dice. On a 1, 2, 3 the unit is lost in the swamp and is not placed on the battlefield. Instead the unit is set up in reserve. Any units that have abilities that allow them to be set up in reserve are considered to be lost in the swamp.

The Defenders use the Ambush rule (see below). They may set up in the Lodestone Exclusion Zone

The Despoilers must take the first turn.



COMMANDER ABILITIES (These abilities are available to the Commander only)

The Defenders Commander Ability	The Despoilers Commander Ability
<p>Defend the Lodestone (1CP): You can use this command ability once per battleround at the start of the movement phase. Add 3" to the move of all friendly units. In addition, friendly units must finish closer to the Lodestone than it was at the start of the move.</p>	<p>The Final Charge (1CP): You can use this command ability once per battleround at the start of the movement phase. If you do so, pick a friendly Hero. You can reroll charges for units wholly within 12" of that Hero.</p>
<p>Speed of Light (3CP): Use at the Start of your Combat phase. Any units wholly within 12" of the Commander can attack at the start of the Combat phase before any other units. Fight with all eligible units one after the other, and then resolve any fights with any other units.</p>	<p>Timely Arrival (3CP): Use this before you roll the Lost in the Swamp ability. You can reroll the dice and position a unit anywhere on the Battlefield 9" away from an enemy unit.</p>

LOST IN THE SWAMP

At the end of the Despoilers movement phase they can roll a dice for each reserve unit. Add the current battleround to the roll. If the total is 4 or more, you can set up the unit wholly within 6” of the table edge and 9” away from enemy units.

AMBUSH

Every other Friendly Defenders unit to be deployed must be set up in Ambush. At the end of your movement phase you can choose to set up units on the battlefield wholly within 6” of the edge of the battlefield and more than 9” from any enemy units.

SPLINTERING THE LODESTONE

The Lodestone is treated as an enemy character. Resolve any attacks against it as normal. It has no save characteristic and has a wounds characteristic of 25. However, it can only take a maximum of 10 wounds per Battleround. If it takes 25 wounds the Lodestone is considered to have been splintered and the game ends immediately.

GLORIOUS VICTORY

The Despoiler wins a major victory if the Lodestone is splintered. If all the units in the Despoilers army are destroyed the Defenders win a major victory. Any other result is a draw.

ACHIEVEMENTS

38. Bring it Down! (Despoilers only) – Splinter the Lodestone (T3=3AP, T4=2AP, T5=1AP)

39. ABC (Always Be Charging!) – Make a 10+” charge

40. Claim the Prize (Doubles only) – Put more wounds on the Lodestone than your team-mate

41. Truly Lost (Despoilers only) – Have at least 2 units fail to arrive before round 3

42. Lod-ed! (Defenders only)– Keep the Lodestone safe (3 turns = 1AP, 4 turns = 2AP, 5 turns = 3AP)

Chapter 5: A FEAST OF SKULLS

The Commander looked over the Usurpers below. Reveling in their latest massacre the enemy force had set up camp and erected a horrific Skull Altar, flanked by two great piles of corpses as sacrificial pyres nearby. The Commander knew that the aim was to wipe out the enemy threat and give proper burial to their deceased comrades. The Avengers planned to strike quickly, dispatching the enemy's leaders. However, the Commander knew that his enemy would see this battle as nothing more than an extension of their feasting...

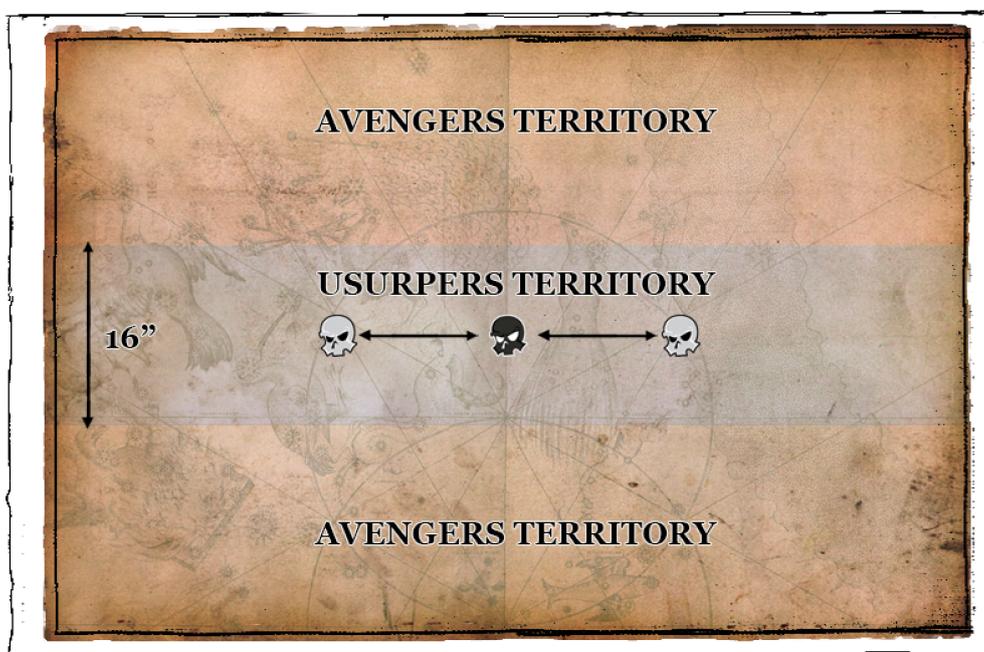
THE ARMIES and SET UP

One player commands the Despoilers, and the other represents the Usurpers.

Place a Suitable objective to represent the Skull Altar in the centre of the Battlefield. Then place two objective markers 12" away. These represent the Sacrificial Pyres.

The Usurper player sets up their army first, wholly within their territory. The Avenger then sets up their army wholly within their territory, and 12" away from enemy models.

The Avengers must take the first turn.



COMMANDER ABILITIES (These abilities are available to the Commander only)

The Avengers Commander Ability	The Usurpers Commander Ability
<p>Defend the Lodestone (1CP): You can use this command ability at the start of the Hero phase. Pick one friendly unit within 12" of a Sacrificial Pyre. Add 1 to save rolls for attacks that target that unit.</p>	<p>Burning Hatred (1CP): You can use this command ability at the end of the combat phase. If you do so, pick 1 enemy unit within 8" of a friendly Hero and within 8" of a Sacrificial Pyre. If that unit had any wounds allocated to it that were not negated roll a dice. On a 3+ that unit suffers D3 mortal wounds.</p>
<p>Consumed by Rage (3CP): You can reroll hit rolls of 1 for attacks made by units wholly within 12" of the Skull Altar.</p>	<p>Unbridled Anger (3CP): You can reroll hit rolls of 1 for attacks made by units wholly within 12" of the Skull Altar.</p>

GLORIOUS VICTORY

At the end of the battle, players receive 1 Victory point for every Hero slain during the battle. In addition, at the end of the battle players score 2 Victory points if any friendly Heroes are within 6” of a Sacrificial Pyre and there are no enemy Heroes within 6” of that Sacrificial Pyre. You receive 3 Victory points if any friendly Heroes are within 3” of the Skull Altar and there are no enemy Heroes within 3” of that Skull Altars. The Player with the most Victory points at the end wins a Major Victory. If you are tied on VP's the player with the most Kill Points wins a Minor Victory. If players are tied on Kill Points the game ends in a Draw.

ACHIEVEMENTS

43. Hero Slayer – Kill an Enemy Hero

44. Blood for the Blood God – Have a Hero within 3” of the Skull Altar at the end of the game

45. Burn Baby Burn – Control both Sacrificial Pyres at the end of the game.

46. Death of the Infidel (Avenger only) – kill the opponents Commander (3AP)

47. Return to Azyr (Usurper only) – Have the Commander within 3” of the Skull Altar at the end of the game (2AP)

IN ASSOCIATION WITH
BLOOD & GLORY

WARHAMMER ACHIEVEMENT'S THE REALM WALKER 6



THE ATLAS

Each battle takes place in the Realm noted on the Map
At the start of each game players should roll for the Realms-
cape Feature that is in play for that game (p254 - 260 Core Book)

All Wizards/Realm Walkers know the appropriate Realm
Spells (p72 - 78 Malign Sorcery)

At the start of each game players may equip their Realm
Walker with an artefact from the realm they are playing in
(p79 - 85 Malign Sorcery)



THE SERPENTS LAIR

The Realm Of Ghur



Scenery Rules:

Numinous Occulum: use the Games Workshop scenery rules

Serpents Lair: Any units that run, charge or retreat within 6" risk getting poisoned by the snake. Roll a D6 – on a 3+ the unit takes D6 Mortal wounds

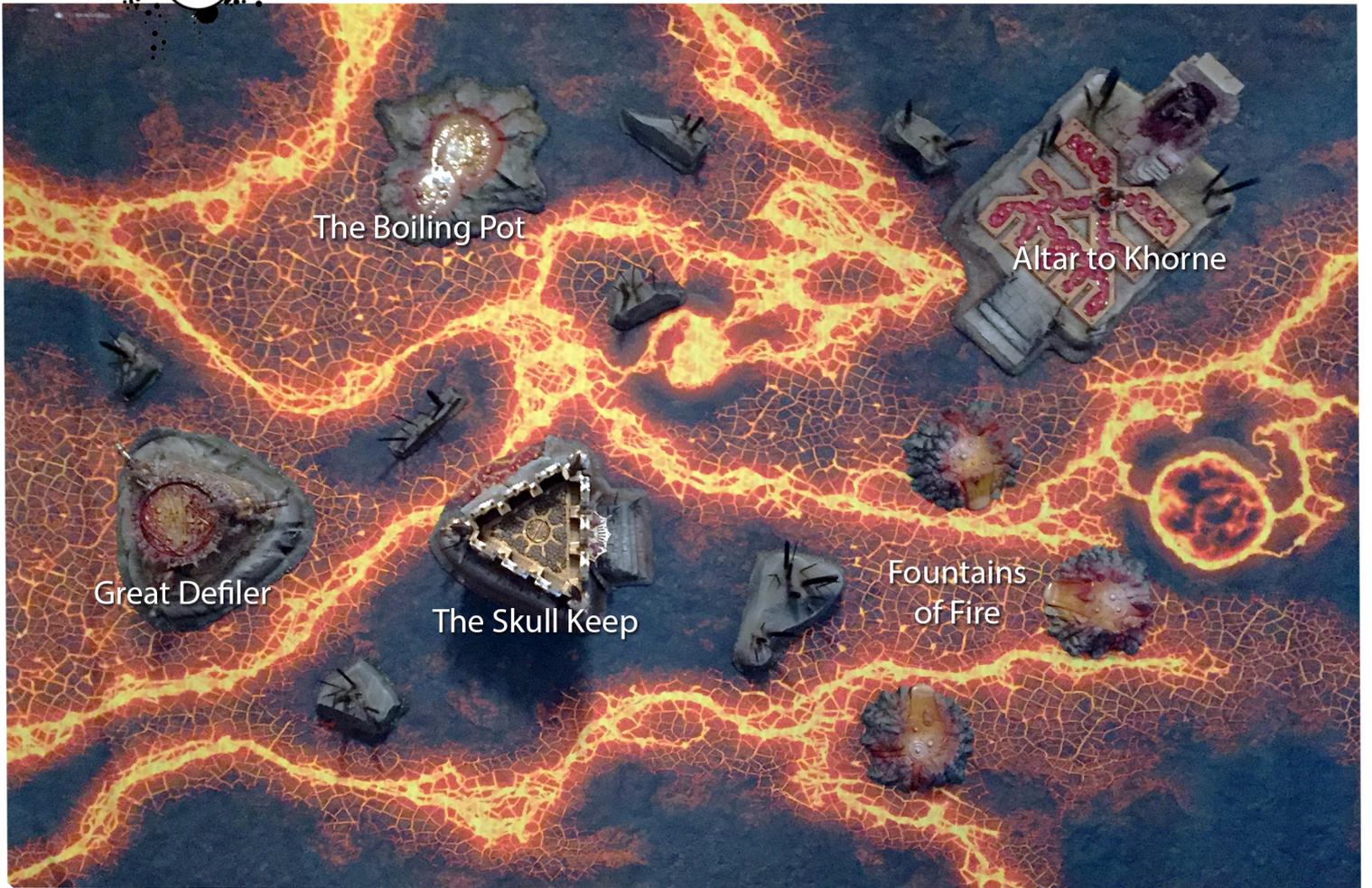
Altar of Sep: Units within 3" gain the Serpents Kiss rule. Any wound rolls of a 6 or more will do 1 mortal wound in addition to their regular damage

Plateaus: Damned terrain



THE VOLCANIC PLAINS

The Realm Of Aqshy



Scenery Rules:

Altar of Khorne: If a unit within 6” of the altar wipes out another unit in the combat phase they can add +1 to hit and wound rolls for the rest of the game (a unit can only be affected by this once per game)

The Skull Keep: use the Games Workshop scenery rules for the *Skull Keep*

The Boiling Pot: Deadly terrain

Great Defiler: use the Games Workshop scenery rules for the *Dreadhold Crucible*, but ignore the Garrison Rules

Fountains of Fire: At the start of each Battleround roll a D6 for the Fountains of Fire. On a roll of a 4+ the volcanoes unleash a torrent of fire. Every unit within 3” of one volcano takes D3 mortal Wounds (a unit can only be hit once per phase)



TZEENTCH'S WILL

Realm of Chamon



Scenery Rules:

The Silver Tower: Silver Tower moves areas (Roll a D6 - 1-6, can be placed anywhere in that zone), and casts Arcane Bolt at the nearest enemy unit in that zone (the targeted player can spend 1 Realmstone to force player to choose a new target if there is one available. This can only be done once per turn).

Realm Gates: use the Games Workshop scenery rules for the *Realm Gates*

The Well of Eyes: If a model with the **HERO** keyword is within 1" of the Well of Eyes he can take D3 mortal wounds at the start of their Hero Phase to reroll 1 dice this turn.

Pillars of Change: Arcane Terrain

Balewind Vortex: Arcane Terrain



MANSES OF MELKOTH

Realm of Ulgu



Scenery Rules:

Melkoths Manse: Any Wizard on the Manse can cast the Mystifying Miasma. It has a casting value of 4. Select a visible enemy unit within 18". That unit must subtract 3 from run and charge rolls until the casters next HERO phase. The spell can also affect any unit within 3" of **Realm Gates** or either part of the **Great Gate**

Realm Gates: use the Games Workshop scenery rules for the **Realm Gates**

The Great Gate: Roll a D6 for every model that passes through the Great Gate. On a 1 the model is lost in the shadow realm for the remainder of the game. On a 2-6 the model can be set up within 3" of any terrain piece or table edge

Watchtower: Use the Games Workshop **Watchtower** warscroll

The Skull Sisters: Sinister Terrain



SLUDGEON BRIDGE BATTLE

Realm of Ghyran



Scenery Rules:

River Sludgeon: The River Sludgeon is Deadly Terrain. It is also divided into sections. Consult the table below to see the effects (*measure from the section edges*):

1. Models crossing here ignore the Deadly terrain rules
2. Order Units within 3" of the Unsullied Mill can regain D3 wounds at the start of the Hero phase
3. Really Deep! Deadly terrain on a 1 or 2
4. Ignore the Deadly terrain. units wholly on the bridge gain +1 to their armour save

5. Chaos units that cross here in the movement phase regain D3 wounds (Nurgle models regain D6).

6. Pupa Grotesse attacks all Non Chaos aligned units within 6" in the inflicting D6 Mortal Wounds

Wyr-Maggots: At the start of the HERO phase Roll a D3 to see where the Wyr Maggot appears. Any unit within 6" of the pool it appears in takes a Mortal Wound.

Wyldwoods: Use the **Sylvaneth Wyldwood** warscroll



CONTROL the SHIMMERFALL

Realm of Ghyran



Scenery Rules:

Shimmerfalls: HERO's within 3" of one Shimmerfall regain D3 wounds at the start of the Hero Phase

The Falls of Filth: At the end the Hero Phase roll a D3 to select a Shimmerfall. The Falls of Filth replaces that terrain piece and inflicts D3 mortal wounds on any Unit within 3" of the Shimmerfall. Nurgle units are unaffected.

The Festering Island: Damned terrain

Eternity Waystone: Arcane Terrain

The Oak of Ages: WIZARDS and PRIESTS within 3" of the Oak of Ages gain the Sylvaneth Regrowth spell.

Wyldwoods: Use the Sylvaneth Wyldwood warscroll



The WINDS of DEATH

Realm of Shyish



Scenery Rules:

The Winds of Death: At the start of the game that player that goes second can choose the starting direction for the windmill. In each *Hero Phase* rotate the windmill one space (either clockwise or anti clockwise). You may spend one Realmstone to move the windmill an extra space. The **Wind of Death** attacks all enemy models in that zone (5+ to hit, 6+ to wound, -3 rend).

Magewrath Throne: Use the **Magewrath Throne** warscroll

Deathknell Watch: Use the **Deathknell Watch** warscroll

Garden of Morr: Use the **Garden of Morr** warscroll

Tree of Woe: Any non Death units within 6" of the **Tree of Woe** must subtract 2 from their Bravery

Skeleton of the Elder: Death units count the skeleton as both **Arcane** and **Sinister** terrain. All other factions count it as **Sinister** terrain.



The SAVAGE PLAINS

Realm of Ghur



Scenery Rules:

Barricades: A unit that is wholly within 2" of a barricade gains +1 to their armour save. If the unit didn't move they gain +2.

Shardwrack Spines: Models within the Shardwrack Spines receive +2 to their save. However a unit that starts on the Spines moves at half speed. Any unit that runs or charges over the Shardwrack Spines takes D6 wounds at -3 rend

The Spiderflinger: Any unit within 1" of the flinger in the Shooting phase can fire spider webbing at an enemy unit. The Flinger hits on a 5+. A unit hit by the Flinger has its movement halved for their next movement phase

Da Cunnin' Skull: Mystical Terrain

Temple of the Great Maw: Arcane Terrain and +D6" to any spells



PYRAMID of SHADOWS

Realm of Ulgu



Scenery Rules:

Pyramid of Shadows: If you have the most models on the pyramid at the start of your Movement Phase you can teleport one unit anywhere on the Battlefield. Remove the unit and replace it anywhere on the battlefield but 9" from enemy units. This is the units move for the phase

Blood Pools: Roll a dice for each pool in the Hero Phase. On a 6 every unit with 12" suffers D6 mortal wounds

Statue of Ra: Damned Terrain

Watch Tower: Use the **Watch Tower** scenery warscroll

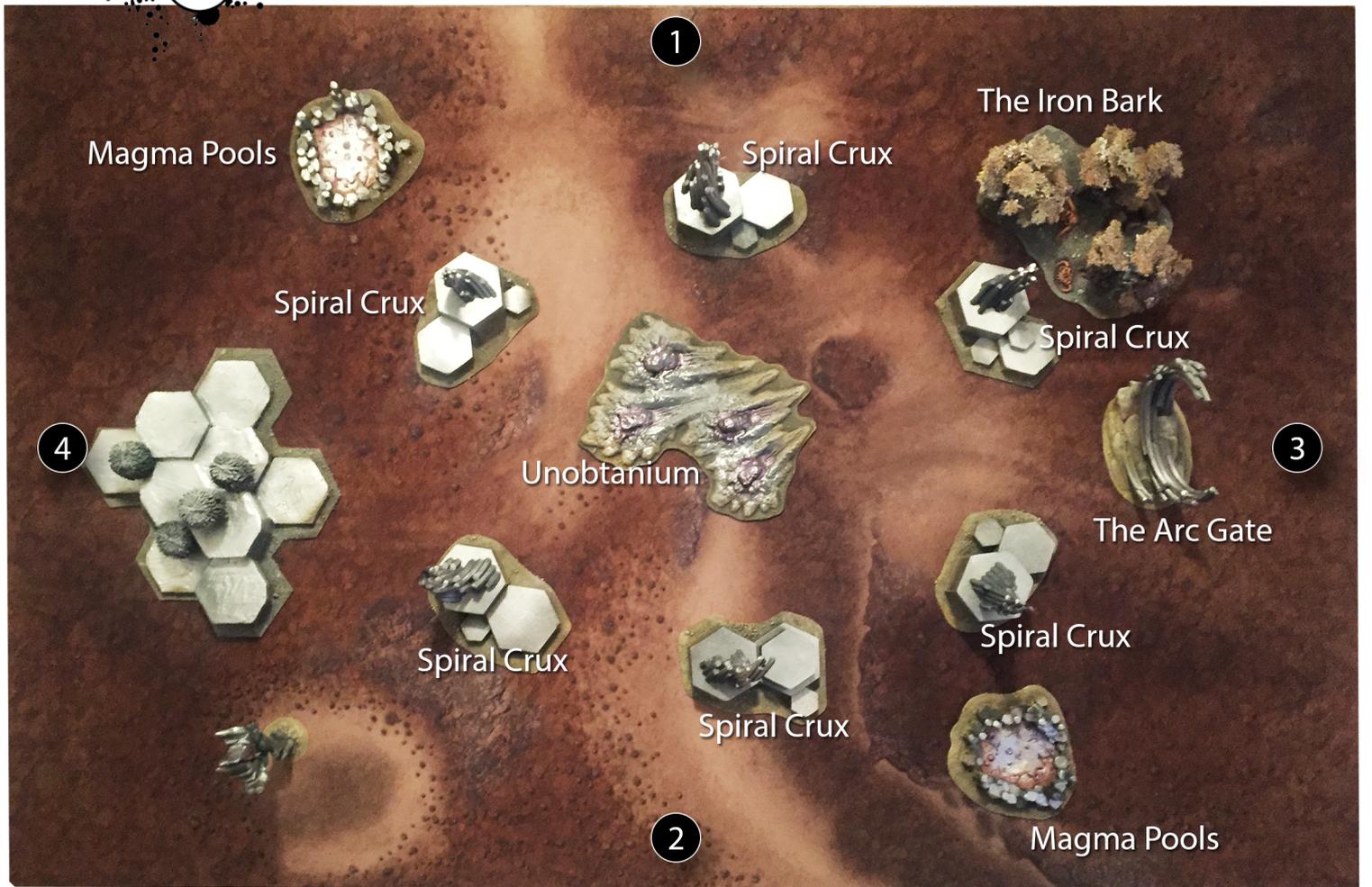
The Sphinx: Units within 6" can attempt the sphinx's riddle. Roll a dice. On a 3+ you have solved the riddle and been granted +2 to hit. On a 1 or 2 you suffer a -1 penalty to all hit and wound rolls until your next hero phase

Contrary Crystals: At the start of the Hero phase reroll the Terrain Dice for the crystal



THE WYVERN WASTES

The Realm Of Chamon



Scenery Rules:

Spiral Crux: Players control the Spiral Crux by having more units within 1" of a Twisting Pillar than their opponent. If you control the Spiral Crux you can reroll 1's for armour saves and 6's for Battleshock tests until you lose control of the Spiral Crux.

Unobtanium: Damned Terrain

Magma Pools: Magma Pools are Deadly Terrain. Additionally at the start of the Hero phase roll a dice for each pool. On a 1 the pool erupts spraying molten lava across the battlefield. Every unit within 18" of a magma pool will take D3 mortal wounds.

The Iron Bark: Any unit wholly within 3" of the Iron Bark forest can add 2 to their Armour Save

The Arc Gate: If a unit goes through the Arc Gate roll a dice. On a 1-4 the unit appears on the relevant table edge 6" away from the nearest enemy unit. On a 5+ you can pick the table edge

Cursed Icon: Mystical terrain. Additionally any Wizard within 1" of the Cursed Icon can double the range of any spells cast. However if the casting roll is a double the Wizard will suffer D3 mortal wounds. If the double would result in the spell being cast it is still successful.



THE KHAPHTAR FORTRESS

The Realm Of Hysh



Scenery Rules:

The Aethersea: At the start of each Hero Phase roll a dice for every unit wholly in the sea. On a 1 that unit takes a mortal wounds.

Artefacts of the Idoneth: Any *Leader* within 3" of the treasure chest at the end of the Movement Phase can roll a dice. On a 5+ you can select a Triumph to use this turn.

Baleful Realmgate: Use the *Baleful Realmgate* Warscroll from the GHB 2018. In addition units can be set up wholly within 6" of any island

Islands: Any unit wholly on an island can reroll armour saves of 1

Lair of the Kharibdyss: If a Wizard is within 3" of either island they can summon a Kharibdyss. The Kharibdyss is set up within 12" of the Islands and 9" away from an enemy model. It is controlled in the same way as an Endless Spell.

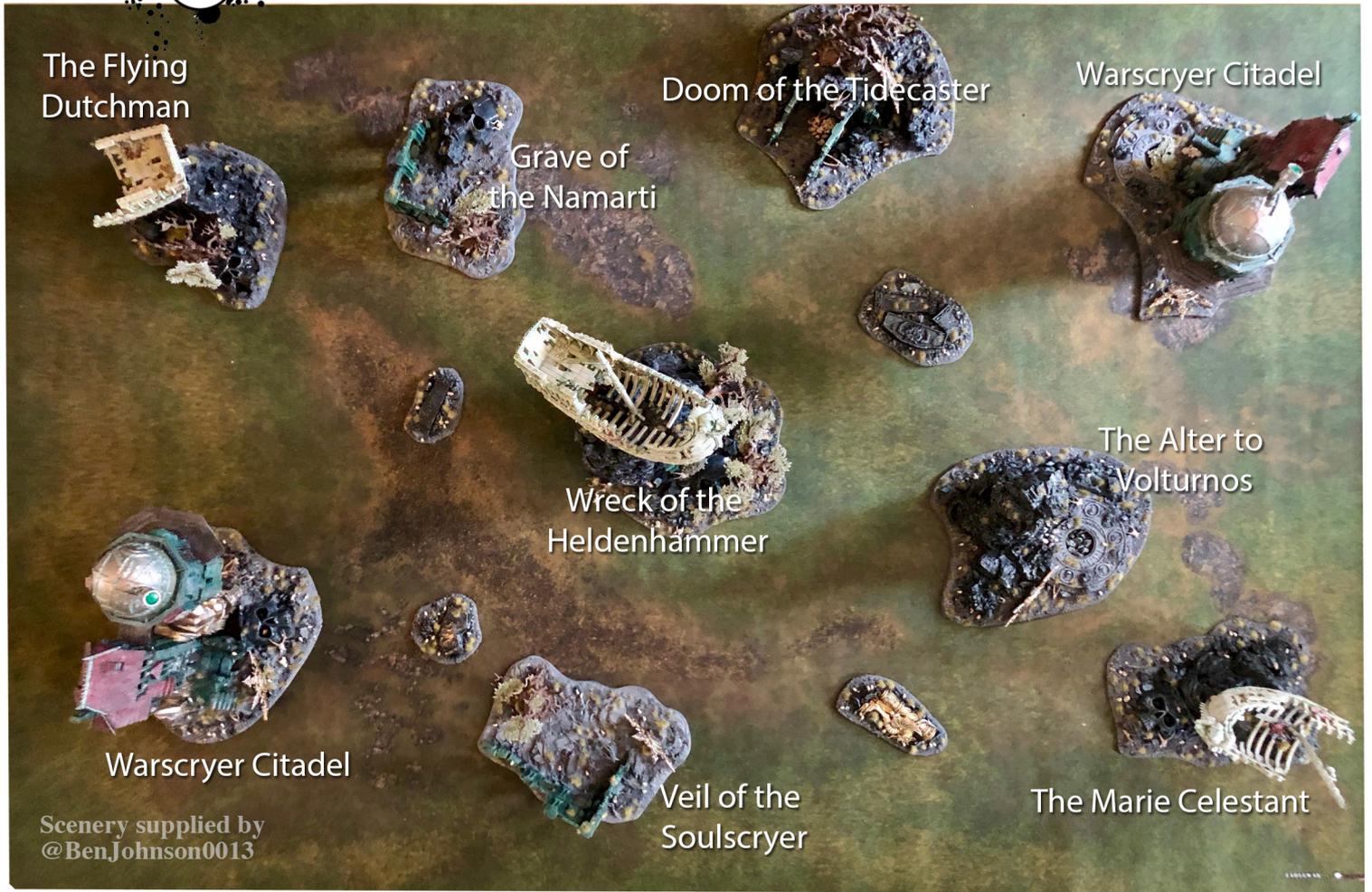
Lalotai, Realm of Monsters: Any units with the Monster keyword add +1 to hit and wound rolls if they start their movement phase within 3" of Lalotai

The Khaphtar Fortress: Heroes wholly on the fortress can roll a dice in the Hero phase. On a 2+ gain a command point. On a 1 you lose a command point



GLOOMTIDE GRAVEYARD

The Realm Of Shyish



The Flying Dutchman

Doom of the Tidecaster

Warscryer Citadel

Grave of the Namarti

The Alter to Volturnos

Wreck of the Heldenhammer

Warscryer Citadel

Veil of the Soulscryer

The Marie Celestant

Scenery supplied by @BenJohnson0013

Scenery Rules:

Wreck of the Heldenhammer: Use the *Gloomtide Shipwreck* warscroll. The **Guardians of the Deep** rule applies to all units wholly within 6"

The Alter to Volturnos: Reroll hit rolls of 1 for units wholly within 18" of the Alter to Volturnos

The Flying Dutchman/The Marie Celestant: If a unit within 10" of the Flying Dutchman or the Marie Celestant is destroyed before the Battleshock phase roll a die. On a 5+ the unit can be set up wholly within 18" and more than 9" away from an enemy unit.

Warscryer Citadel: Use the *Warscryer Citadel* warscroll (p96 of the GHB 2018)

Veil of the Soulscryer: Units within 3" of the Veil of the Soulscryer at the start of the *Hero Phase* can heal D3 wounds (Death HEROES heal D6 wounds)

Grave of the Namarti: Mystical terrain

Doom of the Tidecaster: Leader models within 6" of the Doom of the Tidecaster ignore the first wound or mortal wound allocated to it each turn



THE BLASTED LANDS

The Realm Of Aqshy



Scenery provided by
@benJohnson0013

Scenery Rules:

The Igneus Throne: Use the Magewrath Throne warscroll (p93 GHB2018)

Burning Brew: At the start of the Hero Phase any leader within 3" may drink the Burning Brew. On a 3+ the model gains a once per game 12" breath weapon that hits automatically in the shooting phase and inflicts D6 mortal wounds. On a 1 or 2 the model takes D6 mortal wounds as they cant cope with the ferocious heat!

Realm Gates: Use the Baleful RealmGate warscroll (p91 GHB 2018)

The Slaughter Pit: Each time your opponent makes a hit roll of a 1 with a unit within 9" of the Slaughter Pit, the attacking unit suffers a mortal wound after all its attacks have been made

Burning Bones: Units wholly within 6" of the Burning Bones inflict +1 damage on damage rolls of an unmodified 6

Charcoal Scorch: Roll a dice for any models on the Charcoal scorch at the start of the Hero Phase. On a 6 that model take a mortal wound

Grimnirs Obelisk: Units within 18" of the Obelisk gain +2 Bravery in the Battleshock Phase



THE VALLEY OF TRUTHS

The Realm Of Ghyran



Scenery Rules:

Baleful Realm Gate: Use the *Baleful Realm Gate* warscroll. In addition the **Unknown Realm Roots** rule is to be used - for any unit that passes through a Baleful Realmgate roll a D3 to determine which Realmgate they appear from.

Numinous Occulum: Use the *Numinous Occulum* Warscroll from the GHB 2018

Arcane Ruins: Use the *Arcane Ruins* Warscroll from the GHB 2018

Ophidian Archway: Use the *Ophidian Archway* Warscroll from the GHB 2018

Tree of Life: Any Leader within 3" of the Tree of Life can try to call the Realm Roots for aid. Roll a dice. on a 4+ select a unit within 18" of a Realm Roots terrain piece. If the unit contains 10 wounds or less it takes D3 Mortal Wounds. If the unit has 11 or more wounds it takes D6 mortal wounds.

If the roll is a 2-3 randomly select a realm roots terrain rather than selecting one.

On a roll of a 1 the Leader suffers a Mortal Wound



THE SKELETON COAST

The Realm Of Shyish



Scenery provided by
@tinracersteve

Scenery Rules:

Galleons Graveyard: Subtract 3 from the bravery of any units within 3" of a Wrecked Galleon

Wreck of the Heldenhammer: Any order units can reroll 1's to hit, wound and for armour saves if they are within 3" of the Wreck of the Heldenhammer

Ionrach Lighthouse: *Eldritch Energy* - if a Wizard is within 1" of the Lighthouse in the Hero Phase they can attempt to cast The Light of Battle spell. Light of Battle has a casting value of 8+. Select an enemy unit within 24". That unit suffers D6 mortal wounds.

Bauble of Buoyancy: Any Hero that starts the movement phase within 3" of a Bauble of Buoyancy adds 5" to their move can run and charge, and gain the Fly keyword till your next Hero Phase

Tide of Fear: Any units in the water subtract 1 from hit rolls. If a unit loses any models from Battleshock within 3" of the Water an additional D3 models flee.

Gloomtide Shipwreck: Use the *Gloomtide Shipwreck* scenery warscroll



THE JUNGLE TEMPLE

The Realm Of Ulgu



Scenery Rules:

Venomous Plantlife: Roll a dice for any unit that finishes a run or charge move within 1" of any Jungle plants. On a 1 that unit takes D3 mortal wounds.

Spawning Pools: If you have a Wizard within 3" of a Spawning Pool in the Hero Phase roll a dice. On a 5 or 6 you can return a destroyed unit to the board. It must be set up wholly within 6" of the Spawning Pool and 9" away from an enemy unit.

Palace of Oracular Vision: If a unit starts its turn on the Palace of Oracular Vision it can reroll 1's for armour saves until your next hero phase. If you already reroll 1's you can reroll 1's and 2's.

Temple of Stars: A Wizard within 1" can attempt to cast Summon Starlight. It has a casting value of 6. If it is successfully cast, pick a unit within 20" to be bathed in starlight. Subtract 1 from the hit rolls of any attacks that it makes until your next hero phase. If a unit of Chaos Daemons is bathed in starlight, it also suffers D3 mortal wounds.

Desecrated Occulum: Roll a dice each time you allocate a wound or mortal wound to a model within 3" of the Occulum. On a 5+ the wound is negated. On a 1 the unit suffers an additional Mortal wound which cannot be saved.