AoS28

WARBAND

Skirmish battles in the Dark Age of Sigmar

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By Rasmus Rask aka. "GuitaRasmus"

Playtesting and sparring; Jonathan Anholm

Battleplans and sparring; Spiky Norman

The contents of this book is in no way affiliated with Games Workshop and is 100% unofficial. It is completely fan made, and is for personal use.

The rules within have been inspired by many people, most of all Sam James aka "Bottle" for his fantastic work on Hinterlands. For those of you that know and have played Hinterlands, major parts of these rules are taken or taken and modified from Hinterlands; the reason for this being that Hinterlands is no longer being maintained and because, frankly, we wanted to tweak some things and make them our own. Also thanks to Jake Ozga aka "Bruticus" for his groundbreaking work on AoS28. Inspiration has also been drawn from Heralds of Ruin; Kill Team as well as input from the users on The Grand Alliance forums and the AoS28 Facebook group. Thanks for the cool skill tables to Someone2040 of TGA Forums fame. Proofreading credits also goes to Alex Cooper and Kev Rooney. Thanks to all for your helpful comments and critique.

What is AoS28: Warband?

Warband is a set of add-on rules and amendments to Warhammer: Age of Sigmar to support much smaller battles in the Mortal Realms. The extra rules and rules amendments all aim to add to the narrative of the setting, and to help balance certain things that can be overpowering in smaller games - e.g. shooting, magic, mortal wounds, etc.

AoS28: Warband isn't about just playing Age of Sigmar with smaller armies though; it is about taking control of a small warband of soldiers, scribes or sages, each with their own ambitions and secrets. It isn't about grand battles with Archaons Everchosen facing a legion of Stormcast Eternals either; it is about telling the unsung tales of the forgotten, feeble or forsaken. A Free Peoples Flagellant isn't just a raging sack of self loathing; he or she has a backstory, a reason for becoming a flagellant, and perhaps an ambition of achieving redemption. He or she will evolve over the course of the games you play with the character, gain experience, gain skills, and will take part in an ongoing story. The "Dark Age of Sigmar" is a fitting subtitle as well - AoS28: Warband is also about exporing the darker side of the mortal realms - the back alleys of a small town, the sewers of a brimming city or cobwebbed corridors of an ancient crypt.

Warband is about the models and the background, first and foremost. It isn't about achieving perfect balance - such a thing is impossible, and, dare we say, ultimately pointless; perfect balance isn't a guarantee of fun - lots of people find no joy in chess. It is about building a warband of your own, converting and/or painting great models, and telling their story through pieces of background and through the game. We heartily encourage you to think outside the box when creating your warband; the mortal realms are incredibly vast places, and your imagination is the limit. There is no reason why Skaven Sky-pirates, Undead Bretonnians caught in the afterlife, still seeking the grail, or any other crazy idea you have shouldn't exist. Let creativity rule, grab the opportunity to get some of those models you've wanted for a long time, and tell a great story.

Single battles or campaigns?

You can play AoS28: Warband in two ways - either as single battles, where you pit your warband against one or more other warbands over the course of an hour or two, and it can be very enjoyable. However, we encourage you to try out the campaign rules at least once; games tend to be even more exciting when the Leader of your warband gains new skills, a member of the warband might succumb to an archers arrows and be permanently injured or the warband may find an ancient artefact.

Building a warband

The standard warband size is 250 pts, and a warband must contain 1 Leader and a min. of 3 models and a maximum of 20 models. You can tweak the size of the games or a campaign if you want, but it is our experience that the rules work very well with this size.

A warband can contain any models, as long as they are from the same Grand Alliance - for example, an Order warband may contain a Stormcast Eternal, Kharadron Overlords and Seraphon.

The Leader must have the <HERO> keyword. Up to half the warband can consist of heroes, which are bought at half the points of the Generals Handbook cost and has half its wounds (rounded up). You may also choose a Lieutenant; this model gains the keyword <HERO> and behaves as such for all intents and purposes - it does not have its wounds or points cost halved though. Unique or named characters are not used.

Each Warscrolls models can be bought individually for the price of the Warscroll points value, divided by the minimum number of models, rounded up. There is no minimum unit size and all models count as individual units.
All models that have a base size of 40 mm or higher, has 4 or more wounds and is not Cavalry or <HERO> are considered having the keyword <MONSTER>. (Monstrous heroes such as Ogor heroes, etc are also considered MONSTER.) Although Cavalry is not a keyword, use common sense to nominate which models are cavalry.

Unit upgrades: (champion, standard, special weapons, etc):
You can choose one of these upgrades for every 3 models in the unit (note that the unit's models still counts as individual units for all other purposes than building a warband).
Example: A skeleton unit of 5 must choose between a champion, a musician, a standard bearer, etc – if it has 6 models it can choose two options. Likewise, an Endrin Skyrigger unit of 3 can only choose either a champion or a special weapon.
Unit upgrades/buffs affect all models from the same warscroll as long as they are within 6" of the model that gives the buff - for example the standard bearer.

Behemoth/Artillery: Warscroll with the "Behemoth" keyword are not usually used. If you do decide to use them, we recommend you purchase them at half their points cost, and for all intents and purposes count them as half their wounds - this includes the negative effects on their stat lines!
Artillery can be used, as long as it doesn't have the "War Machine" keyword.

Keyword Alchemy:
Sometimes you can't find a warscroll that is just right for your awesome conversion. Since the rule of cool always should be king, it is possible to swap racial or faction keywords around - for example swap <DUARDIN> for <HUMAN>, or swap <STORMCAST ETERNAL> for <DEVOTED OF SIGMAR>. Be sure to inform your opponent of such changes.

Command Abilities:
In addition to any leaders standard Command Abilities, they may choose one from the following list according to their Grand Alliance:

Order Command Abilities:

Legendary Fighter: Add 1 to the number of attacks your Leader makes with each of his melee weapons this combat phase.

Reckless: You can reroll run and charge rolls for your leader and all friendly models within 6" of your leader this turn.

Chaos Command Abilities:

Spiteful Destroyer: Add 1 to the Wound rolls made for the Leaders melee weapons this combat phase.

Lord of War: Pick D3 friendly models within 6" of your leader in the Hero phase, excluding the Leader. Add 1 to the To Wound rolls for those models until your next Hero phase.

Destruction Command Abilities:

Wild Fury: Once the Leader suffers a wound, you can add 1 to both the hit and wound rolls for your leader this turn.

Rampaging Destroyer: Roll a D6 in your hero phase for each model in the warband within 6" of the Leader. Each model can move a number of inches equal to the dice roll as if it were the movement phase.

Death Command Abilities:

Death Incarnate: In your hero phase, pick an enemy model within 3" of your Leader and roll 2D6. If the result is equal to or exceeds the enemy models Bravery, it suffers D3 mortal wounds.

Master of Necromancy: *Add the keyword WIZARD to the warscroll* The Leader knows the **Summon Undead Minions** spell in addition to any others. If the Leader isn't already a wizard, he does NOT gain access to the Arcane Bolt or Mystic Shield spells, but can attempt to unbind spells.

Summon Undead Minions spell:
This spell has a casting value of 6. If successfully cast, you can set up D3 models from those in your Warband that has previously been slain, if they are are from eligible warscrolls. The models are set up within 18" of the caster, and more than 9" away from any enemy models. These models cannot move in the following movement phase. These models are no longer treated as slain at the end of the battle, unless they are slain once more, but enemy models still earn experience each time they slay the model.

Eligible Warscrolls (All summoned models must be from the same warscroll):
Crypt Ghouls - Skeleton Warriors - Grave Guard - Zombies - Skeleton Archers - Tomb Guard

Playing the game

AoS28: Warband is intended as being played on 3x3'* or 4x4' battlefield - most of the battle plans are made for 4x4, although there is no reason you shouldn't tweak this to your liking. However, we strongly recommend you use lots of terrain or scenery, since it can make or break a skirmish game; terrain helps with the immersement of the setting, gives the models something to move around on and takes the edge off shooting - and we really want those heroic duels rather than shoot-outs, don't we? The more terrain, the better the game.

If you play on a 3x3' battlefield, we recommend making the deployment zones no bigger than 6" from the table edge - this is very helpful in taking the edge off of those extremely fast armies, so you don't get run over in the first turn. Do try 3x3' - we find it makes for a very exciting game, where enemies hide around every corner.

Alternating phases

You can play Age of Skirmish using the regular turn sequence if you wish, but we recommend using A**lternating Phases** instead;
At the start of the turn both players roll for initiative; the winner gets to choose who starts this phase. The chosen player completes his entire hero phase, then the second player completes his hero phase. Then the players roll again for the movement phase, and so on. In case of a dice roll tie, the player who was **first** last phase gets to choose who starts this phase.
This makes for much shorter breaks between activations, and makes for very interesting tactical decisions, in our experience.
Note: There is **only one combat phase**, in which both players can make their attacks in, but initiative is still rolled, to see who picks the first unit to fight. Also note that the Charge phase and Combat phase are two separate phases.

Movement phase

Duck and cover:
A model partially covered by or within/partially within terrain at the end of its movement phase can choose to duck and cover. The model is then granted a +2 to its armour save, but has its movement halved (rounded down) in its next movement phase. This +2 save only applies to shooting attacks, not close combat. <Monsters> cannot duck and cover.

Jumping:
A model can choose to jump over a gap in the terrain; If a model jumps, measure the distance and round it down to the nearest whole inch. The model must now roll equal to that distance or higher on a d6. If it succeeds, it makes the jump, the distance is subtracted from the models movement and it may carry on moving. If it fails, it falls directly down, and suffers fall damage as described on page #. A distance of 1" or less can be jumped without testing, but still counts towards the maximum movement.

Climbing:
The warriors in a warband are considered battle hardened fighters, easily able to climb even sheer surfaces - a model that is not cavalry or a war machine may climb a wall or sheer surface, just using the regular movement. They may not end their movement on a wall, so they have to either be able to scale it completely or come to rest on a ledge or other similar platform.

Shooting phase

Cover: When a model is covered partially by cover, it is granted a +1 to its save roll. Use True line of sight to determine if the model is covered.
If the model is covered wholly by another model, it cannot be fired upon. If it is partially covered it gains the +1 to its save roll.
Partial cover means that part of the model is visible. Banners, weapons, etc. does not count towards this, but arms, legs, wings and other extremities do. Even if only a hand or head of the model is visible, it counts as partial cover.

They're getting closer: A model can only shoot at the nearest enemy model, unless another enemy model in range has a bigger base than the closest model (for this purpose 25 mm and 32 mm counts as the same) This is to prevent shooting from having too much power, and to represent the models always going for the nearest threat, unless there's bigger and more threatening things further away. In the case of multiple shooting attacks, the shooter can distribute them between the 3 nearest models. A model can also choose to take roll equal to or under its Bravery on 2D6 to be able to choose its targets freely. If failed, it may only shoot at the nearest model(s). In case of oval bases, the longest dimension counts.

Example: A Free Peoples Hand Gunner wants to shoot at the Weirdnob Shaman, standing 3" further away from the Hand Gunner than two Orruk Brutes, but can't since the shaman and the brutes have the same 40 mm base size. However, the Hand Gunner CAN shoot at the River Troll standing 5" further away from the brutes, since it has 50 mm base.

Shooting into or out of combat: A model cannot shoot out of close combat. It can, however, shoot into a close combat it is engaged in itself. It can also shoot into another close combat, with the following procedure: Roll to hit as normal for all the attacks. Then, for all the hits, roll to hit again - the hits are applied as intended to the enemy models, the misses are applied at random to friendly models.

The Nerfs:

Distributing attacks:
No matter how many attacks a model has, missile or melee, they can only be distributed between a maximum of 3 models.

Mortal wounds amendments:
Any player can only deal a maximum of 3 mortal wounds in a single turn, no matter how they are generated (magic, shooting, close combat, abilities, etc) If more mortal wounds are generated, they count as having a rend of "-" and a damage of 1.

Round 'em down:
All abilities, spells, shooting attacks and close combat attacks that cause mortal wounds, are halved and rounded down to a minimum of 1.*

Combat phase

Special Actions for the combat phase

Throw attacks (<MONSTERS> only):
A Monster can attempt to throw a model with a smaller base, instead of all of its normal attacks. (Eg. a Rat Ogre must forfeit all 4 attacks with claws, blades and fangs to throw a model)
To throw a model, a single to hit roll is made, using the best available To Hit stat of the throwing model, and if succesfull, the smaller model is thrown 2d6" in the direction of the throwing player's choosing. (You must choose the direction before rolling!) When the thrown model lands, it suffers 1 hit, with 2+ to wound, -1 rend, and Damage 'D3'. If another model or a piece of terrain is in the path of the thrown model, the thrown model comes to a halt there, and suffers the landing damage as described above, and the model in its path suffers 1 hit, 3+ To Wound, Rend -1, Damage D3 as well.
Note that a throw attack may stack with **falling damage** as described on the bottom of the page, if a model is thrown off a terrain piece more than 2" above the ground. In that case, work out the falling damage after the throw attacks damage.

Diving Charge:
A model charging from an elevated position (between 2" and 6" higher than the charged model) counts as performing a diving charge. Roll a D6 after the charge roll; on a 1 the model stumbles, loses its momentum, and the charge is performed as a regular charge, although the model always strikes last. On a 2-6 the model successfully performs a diving charge, and is granted a +1 to wound for one of its weapons.

Climbing charge:
A model can charge another model, by scaling a building, wall, etc - but of course has to be able to stand next to the model it is fighting - not even the mightiest warrior can fight properly hanging off a wall. Measure the distance vertically, and if the charge roll is enough, the models are in close combat as usual. The model who has performed the climbing charge always strikes last, however.

Combats above ground/falling damage:

If a model is hit by one or more shooting or close combat attacks (not necessarily wounded) and is standing 1" or less from the edge of a terrain piece and more than 2" above ground, it risks falling down. It must roll a dice; on a 1 or 2 it falls down and suffers an automatic hit with rend "-1", damage 1 and the following to wound roll:

3" fall: 5+
4" fall: 4+
5" fall: 3+
6" fall or more: 2+

If the model falls down, it falls down to the next terrain level, in the opposite direction of the attacker. The fall roll is only resolved after all the attackers hits are rolled for - though the defender may fall down before getting a chance to attack itself.

Combats on different levels of terrain:
Sometimes the combatants are not standing on the same level of terrain, however it may still be possible to hit each other. Measure the distance from the shoulder of the lower model to the base of the upper model. As long as this distance does not exceed the range of a models weapon, it may hit the other model.

Terrain/Cover rules

Cover:
If a model is wholly or partially within cover (or both combatants are), it/they are granted a +1 to their save roll.

Terrain rules:
The rules for the Mysterious Landscapes can be used if you wish, and it can add a great deal of narrative to the game, although it is our experience that it can also slow down the game a bit. If you choose, you can just count scenery as being regular terrain:
Regular terrain can be climbed using the rules for movement (E.g. vertical crossing count towards your maximum movement etc) and can obscure True Line of Sight reg. shooting. Remember to keep the narrative in mind here; while it is cool to have a troll climbing a tower to get to the sniper on the roof, it seems kind of silly to have a chariot running up a vertical wall.

Battleshock phase

Skirmish battles are hard-fought, bitterly won fights, and every soldier in the warband knows that cowardice is not looked gently upon by the leader.

Battleshock tests are not taken as usual. A player can however choose to forfeit the battle and "run away" at any time during the game in one of his own phases. His remaining models are not counted as slain, but gain no experience points.

Fate points

All warbands have some sort of tactical advantage - be it the blessing of the gods, a seer as an ally or just a lucky streak. These are represented by Fate Points.

Fate points (FP) can be used during the game, and are obtained during the warbands creation and can change during a campaign. (FP) They can be spent in any battle, and are replenished for the next battle. There are also Temporary Fate Points - these are earned and spent during the same battle only. Fate Points should always be clearly visible to your opponent - use a dice or counters to show how many you have.
They are given as follows:

Fate Points		
A leader of men	For including a Leader	+1 FP
Strength in numbers	For including the minimum number of models in a warscroll	+1 FP
Heroes and Monsters	For including a model of at least 80 pts	+1 FP
Ancient Allies	If all the models in the warband are share the same race keyword (e.g.: Orruk, Duardin, etc)	+1 FP
Steel before gunpowder	For not having any ranged weapons in your warband (does not include abilities or magic)	+1 FP
Favour of the underdog	If a player is unable to field 250 pts (if hindered by models injuries, etc, in a campaign).	+1 FP
Temporary Fate Points		
Gods pleased by slaughter	For slaying 3 or more enemy models during a turn.	+1 TFP
Chosen by Kismet	For a single model succeeding 3 or more save rolls during a turn.	+1 TFP
Slayer of heroes	For killing the enemy Leader	+1 TFP
Lay low the tyrant	For killing an enemy MONSTER	+1 TFP

Twists of Fate:

Fate Points can be used during the course of a battle, to change the outcome of dice rolls, or to gain other advantages with the Twists of Fate. No Twist of Fate can be used more than once by a player during a phase.

Twists of Fate:		
Winds of fate	Reroll any single dice (can be used after the roll)	1 FP
Incredible speed	In the movement or charge phase, choose up to two friendly models - these may reroll their running dice or a single charge dice this phase (used before the roll)	1 FP
Divine Protection	Used before any saving throw is made; remove 1 point of damage from any one attack to a minimum of 1.	1 FP
Infiltrators	Used before deployment; choose one of your models - it may be set up at the end of any of your movement phases, anywhere on the table, at least 9" from any enemy models.	1 FP
Empowered by beyond	Used before any dice roll; Add 1 to that dice roll	1 FP
Rush of battle	Used right after one of your units has fought in the combat phase. Pick another of your units and complete their attacks, instead of the turn going to the opponent.	2 FP
Bloodlust	Add +1 to all the to wound rolls for a single model in this combat phase (used before the roll)	2 FP
Uncanny tactician	Used before any initiative roll off in any phase; Add X to your initiative roll	X FP

Campaign Rules

A warbands growth

During the course of a campaign, a warband will gain experience, new skills, level up, gather artefacts, and extra points to use on more models. However; for the sake of maintaining a shred of balance, battles are always fought at 250 points on both sides (unless of course a player is unable to field 250 pts - he is the considered the underdog).

"Then why should I use points on more models?!", you say? A Leader will always choose the right warriors for the task at hand, and sometimes a gurgling, gibbering chaos spawn just isn't the right thing to bring along for a raid in the silent of night.

Thus, a warband in a campaign consists of the **active warband** and the **reserves**. The active warband are whatever models you choose to take part in an upcoming battle (though never exceeding 250 pts), and the reserves are those that do not. Thus, ones entire warband can consist of say, 470 pts worth of models, and you still only bring an active warband of 250 pts to the field. There are many advantages of having reserves - always having a fill-in for an injured or slain model, the ability to choose the best armed adversaries to meet your opponent or just for varietys sake.

Experience

Your warbands warriors gain experience and grow stronger over the course of a campaign. Your models can earn experience in each battle as follows:

Survived (not slain): + D6 xp
Each model slain by the model: + 5 xp
Each HERO slain by this model: +10 xp
Each MONSTER slain by this model: + 15 xp
Each WAR MACHINE slain by this model: + 15 xp

Please note that these do not stack - if a model slays an enemy HERO, it gains 10 xp - not the extra 5 xp for slaying an enemy model - calm down, you xp-greedy git!

Models begin the campaign with a level equal to their wounds and the lowest amount of xp for that level - e.g. a model with 2 wounds begin at level 2 and has 10 xp). HERO models begin at level 5, regardless of their wounds. After each xp advancement for a battle has been calculated consult the table to the left. Each time a model has enough xp to go up a level, it gains a Progression. Roll on the appropriate table (warrior or hero) on the following pages (13-16) and adjust the warscroll accordingly.

XP	Level
0-9	1
10-19	2
20-29	3
30-39	4
40-49	5 - HERO
50-69	6
70-89	7
90-109	8
110-129	9
130+	10 - Mighty HERO

Injuries

Models that are slain during the battle, aren't necessarily dead, but there is a good chance that they will have suffered some sort of injury. After the battle, roll a D6 or 2D6 as appropriate for each model slain, and consult the following table:

D6 roll	Non Hero Injury Chart
1-2	Critical injury: The model's Wound characteristic is permanently reduced by D3. If it falls to zero, the model is killed and is removed from your warband.
3-4	Major injury: The model must miss the next battle you play.
5-6	Full recovery. The model has only suffered minor scratches and is ready for the next battle.

2D6 roll	Hero Injury Chart
2	Critical injury: The model's Wound characteristic is permanently reduced by D3. If it falls to zero, the model is killed and is removed from your warband.
3	Blinded in one eye - the model suffers a permanent -1 to hit with all weapons. If it suffers another blinded in one eye injury, it must be retired from the warband.
4	Leg wound - the model suffers a permanent -1 to its movement characteristic.
5-6	Major injury - the model is recovering from injury and must miss the next battle you play.
7-9	Full recovery: The model has only suffered minor scratches and is ready for the next battle.
10	Hideous scars. The model has fully recovered, but been severely disfigured. Enemy models must subtract 1 from their to hit rolls in the first round of combat, unless they have bravery 6 or more.
11-12	Survived against all odds - the model has shaken off grievous wounds, and lived to tell the tale - Full recovery and gains 2D6 experience points.

Retiring fighters

Sometimes a warrior will be injured in such a way that he is practically useless. A player can retire a warrior at any time after a battle, and gain half his points, rounded up.

Warrior Progression Table:

2D6 Roll	Progression
2	+1 Wound
3	+1 Save
4-5	+1 Move
6-8	Weapons Skill*; Roll a D6: 1-3 = +1 to hit, 4-6 = +1 to wound.
9-10	+1 Wound
11	Weapon Finesse*; Roll a D6: 1-3 = -1 rend, 4-6 = +1 Damage
12	Heroic. The model gains the keyword HERO and is counted as a hero from now on. It immediately gains 1 wound, and may roll once on the Hero Progression Table.

**Applied to one weapon of choice*

Hero Progression Table:

2D6 Roll	Progression
2-3	Select a Skill table and roll for a skill
4	+ 1 Wound
5	+1 Move
6-8	Weapons Skill*; Roll a D6: 1-3 = +1 to hit, 4-6 = +1 to wound.
9	+1 Save
10	Weapon Finesse*; Roll a D6: 1-3 = -1 rend, 4-6 = +1 Damage
11-12	Select a Skill table and roll for a skill

**Applied to one weapon of choice*

Skills (Leaders and Lieutenants only)

As warriors from your warband progresses, they can gain extra bonuses to their stats, but the Leader and Lieutenants can also gain skills. When a Leader or Lieutenant rolls for experience, and you roll a skill, you may choose a table and roll for a skill from the following skill sets - they count as warscroll abilities and are added to the warscroll accordingly.

Combat Skills: (Melee weapons only)

D6 Roll	Skill	Effect
1	Critical Strike	Hit rolls of 6 or more increase the damage of this weapon for that attack by 1.
2	Bull Rush	May re-roll all failed hit rolls on the turn this model charges.
3	Indomitable	If this model suffers wounds in the combat phase, roll a D6. On a roll of 6, the damage is ignored.
4	Taunt	At the start of the combat phase, select an enemy model within 3". For the remainder of this phase while this model is alive, the targeted model may only pile-in towards and attack this model. They must pile-in towards this model even if this model is not the closest or they are already in contact with another model.
5	Defensive Stance	At the beginning of the combat phase, this model may adopt this stance until the end of the combat phase. This model must halve the number of attacks made with each of it's weapons while in this stance. Enemy models must subtract 1 from hit rolls made against this model while in this stance.
6	Aggressive Stance	At the beginning of the combat phase, this model may adopt this stance and it lasts until the end of the combat phase. Add 1 to your hit rolls while in this stance. Enemy models also add 1 to their hit rolls made against this model while it is in this stance.

Shooting Skills: (Missile Weapons only)

D6 Roll	Skill	Effect
1	Headshot	Hit rolls of 6 or more from a missile weapon will cause a mortal wound instead of regular damage if they successfully wound. May not be used at the same time as other shots.
2	Crippling Shot	Enemy models hit by attacks made by this model in the shooting phase must subtract D3" from their movement characteristic in their next movement phase. May not be used at the same time as other shots.
3	Rapid Shot	Double the attacks made with 1 missile weapon but subtract 1 from the hit rolls. May not be used at the same time as other shots.
4	Long Shot	May add 6" to the range of missile attacks. May not be used at the same time as other shots.
5	Eagle Eye	This model may ignore the enemy targets cover when firing missile weapons.
6	Steady Aim	This model may re-roll hit rolls of 1 in the shooting phase if it did not move in it's preceding movement phase.

Spellcasting: (Wizards and Priests only)

D6 Roll	Skill	Effect
1	Forbidden Knowledge	Immediately learn one spell from this models factions allegiance abilities or another warscroll within your grand alliance.
2	Spiritual Knowledge	Immediately learn another prayer from this models factions allegiance abilities or another warscroll within this models faction.
3	Arcane Focus	This model may add 1 to their casting rolls.
4	Intensely Trained	This model may re-roll casting dice rolls of 1.
5	Arcane Conduit	This model may increase the ranges of their spells by 6".
6	Control of the Aether	This model may add 1 to their unbinding rolls.

Movement Skills:

D6 Roll	Skill	Effect
1	Sprint	When running, this model doubles the result of the D6 to determine how much further it can move.
2	Dodge	If this model suffers any wounds in the shooting phase, roll a D6. On a 5 or more, the damage is ignored.
3	Stealth	At the end of your movement phase, if this model did not run and is inside cover it can declare it is going into stealth. Enemy models may not target this model unless they are within 6" and can draw line of sight to this model. This lasts until the model moves or attacks.
4	Swift Charge	This model may re-roll the dice when determining charge distance.
5	Hit and Run	After attacking in the combat phase, this model may immediately move D6" inches.
6	Advance Scout	Instead of deploying normally, this model can be deployed in Scouting. After deployment is finished but before the player of the first turn is decided, deploy this model anywhere on the board more than 9" away from enemy models.

Leader Skills: (May only be chosen by the Warbands Leader)

D3 Roll	Skill	Effect
1	Medic	If this model survives the battle, you may choose to re-roll one post-game injury immediately after rolling the result. The second result must be used.
2	Tactician	After setting up both warbands, but before deciding who goes first. D3 friendly models may move up to their movement allowance in any direction.
3	Quick Thinking	Once per game, the Leader (if he is still alive) may seize the initiative in a phase, and therefore no dice roll for that phase is made.

Seize the crates

Two warbands have both gotten word of a stash of useful supplies – a bitter fight to get as many as possible now ensues.

Setup:

A diagonal line is drawn across the battlefield, and 3 objectives are placed here, the green dots. Deployment zones are 6" (3x3') or 12" (4x4') from the table edge.

Victory conditions:

At the end of each game turn count number of models within 1" of an objective. If you and the enemy have the same number of models, no points are given. If one of you have more models within 1" of the objective, points are given as follows:

Objective closest to your deployment zone: 1 pt.

Objective in the middle: 2 pts.

Objective closest to enemy deployment zone: 3 pts.

At the end of game turn 5, the player with the most points wins.

Campaign Rewards:

The winning player gains 30 + d6 points

The losing player gains 15+d6.

Escape from The Beast

You are trying to escape from the ruins of an old town, that is infested by a vile beast. As your warband makes it's way towards the exit/realmgate/tunnelhole, they discover that another warband is trying to do the same. Now, the task of escaping the beast has turned into a desperate fight as well.

Setup: 6" quarter circle (3x3') or 12" quarter circle (4x4') deployment zones on the same table edge. Use a monstrous creature of some sort to represent The Beast. The Beast charges in it's own charge phase, right before either players charge phase. The Beast always strikes first.

The Beast will always stay within 12" of the exit (the green dot) - it will not charge outside this either. If anyone moves within 12" of the exit, the beast will charge model closest to the exit with a range of 8+D6 at it's next turn. It can leave combat without any penalties to do this. The Beast will fight with claws and teeth, and has 2+2d6 (choose the highest) attacks at 4+ to hit, 2+ to wound, -1 rend and damage 1, and has 8 wounds, 5+ save and bravery 10. In case of multiple combats, distribute attacks evenly.

Victory conditions: Once a model moves within 1" of the exit, they are considered escaped and taken of the table. If a warband gets 3 or more models through the exit before turn 5, they have won. If neither player accomplishes this, it is a draw.

Campaign Rewards:

The winning player gains 30 + d6 pts. and has possession of a gate; infiltrate D3 models in a coming game of your choosing. The losing player gains 15+d6 pts. A draw gets both players 15+D6 pts.

WARBAND

The Walking Dead

A ruined landscape holds an important objective for your warband. Alas, the battlefield is filled with the rotten victims of the zombie plague, and another warband is just as keen to get to the objective.

Setup: 12" quarter circle (3x3') or 18" quarter circle (4x4') Deplayment Zones.

The zombies get a NPC turn, before either player. During the hero phase they spawn at a random spawning point on 4+, spawning D3 Zombies. If they have no line of sight towards any models, they will move 4+D6" in a random direction, keeping within 2" of each other, like a unit. If they move into an obstacle, they will move along the obstacle as close to the original direction as possible. If they have line of sight towards any models, they will charge 10+D6" inches straight towards the nearest model. They fight with the following profiles:

2 attacks, 5+ to hit, 4+ to wound, - rend, 1 damage, and they are Disgustingly Resilient (negate any wound on 5+), 1 wound each and a Bravery of 10. They always strike first.

Victory conditions: A model from the warband must grab the objective and carry it to your own warbands "safe zone" (the blue dot). Only infantry models may carry the objective, not monsters or cavalry. The objective is grabbed by standing within 1" of it, at the end of the models movement. If the model holding it is slain, it is laid where he fell. If you get to turn 5 without getting the objective to the safe zone, the player holding the objective is the winner.

Campaign Rewards: The winning player gains 30 + d6 pts. and has possession of an artifact, that gives the warband a permanent extra Fate Point. The losing player gains 15+d6 pts. A draw gets both players 15+D6 pts.

Editors notes:

Added Lay low the tyrant temporary Fate point trigger

Added climbing and jumping in the movement section

Clarified leader section and xp starting levels.

Modified shooting into combat.

Modified alternating phases in case of a dice roll tie.

Battle Plans ideas:

Escort

Walking dead

The beast