

# WARHAMMER AGE OF SIGMAR



# HEROIC PLAY

AN EXPANSION FOR WARHAMMER AGE OF SIGMAR SKIRMISH

v. 3.0

# HEROIC PLAY FOR AOS SKIRMISH

In the Mortal Realms, there are many battles that climax after a few short engagements. These epic duels between heroes are fought over countless resources, from the liberation of captive free peoples, to the theft of ancient artifacts protected by tyrants. In Heroic Play, you will find yourself in the thick of these stories, leading a warband to victory in a clash of wills.

Heroic Play expands on the rules found in *Warhammer Age of Sigmar Skirmish* and the *General's Handbook*.

In Heroic Play, each player takes the role of an adventurer caught in epic duels meant to be played in 2-3 games.

This focus on short campaigns differs from the more traditional campaign system found in the rules for *Age of Sigmar Skirmish*, but still offer a rewarding experience for those looking for games that mix the quick pace of matched play, without sacrificing narrative elements.

Rules for more rewards and upgrades can be found in these pages, allowing each player to further customize their games of *Age of Sigmar Skirmish*.

In addition, a special battleplan called the *Destined Encounter* is featured here, rounding out Heroic Play's aim at creating small action packed stories on the tabletop.

## A TALE OF HEROES

To start your games of Heroic Play, all you need is everything already required by *Age of Sigmar Skirmish*. It is also recommended that each player participating use take a piece of scratch paper, or use their *Age of Sigmar Battle Journal* to keep track of their warband.

You may also want inspiration for the reasons why your warbands are fighting. Sources for epic tales of adventurers can be found in all places, but much narrative content can already be found in the *Realmgate Wars* series of campaign books and *Black Library* novels!

## HONOUR AMONGST HEROES

Any of the following rules can be used or ignored, the intent of this rules expansion is to add more fun to your games! The way you play is always valid as long as your opponent agrees.

If any situations occur that can not be resolved using these rules, feel free to make up your own. If an agreement can not be reached on rules disputes, I recommend rolling for it!

## HEROIC HOUSE RULES

There are a few immediate differences to Heroic Play that set it apart from the regular *Age of Sigmar Skirmish*. The following rules are in place and may override pre-existing rules.

**Heroic Banners:** Banner, standard, and icon bearers may be granted this ability instead of their normal ability. If a friendly model from the same warscroll would be chosen to flee from the battle within 6", roll a dice. On a 6, that model does not flee.

**Heroic Musicians:** Musician models from a warscroll may be granted this ability instead of their normal ability. If a friendly model within 6" makes a run or charge move, you may re-roll any results of 1.

**Heroic Magic:** Once a WIZARD from your warband has cast or unbind a spell, any other models from their same warscroll in your warband may not cast or unbind spells this turn.

## WARBAND CREATION

Warband creation plays out the same as the rules listed on page 34 of the *Age of Sigmar Skirmish* rule book. As normal, you will nominate a HERO model to be the GENERAL.

In addition, you may also nominate up to 2 models without the HERO keyword in your warband to be FOLLOWERS. These models are second in command to the heroes, and have a variety of perks available to them.

## THE BATTLE BEGINS

Games of Heroic Play are divided up into phases. In addition to the campaign rules on page 19 of the *Age of Sigmar Skirmish* rules, you will also perform the following steps.

3. Spend Advancements
4. Generate the Destined Encounter

## EARNING AND SPENDING ADVANCEMENTS

Renown and Rewards are not the only things to gain from playing skirmish. Heroic Play adds advancements that may be spent on your warband's FOLLOWER models to improve them over the course of the campaign.

On the following table, you will find the amount of advancements awarded based on the game outcome.

Result	Advancements
Major Victory	D3
Minor Victory	D3
Draw	1
Loss	1

## ADVANCEMENTS

The following traits can be assigned to **FOLLOWER** models in your warband. When you spend an advancement, roll on the chart below to find out what trait is awarded to your model. You may never assign a trait to a model that had already rolled it previously. When this happens, you may reward the model with a trait of your choice, as long as it is one the model has not previously gained.

### 1D6 Trait

- 1 **Swift:** This model may add +1 to its movement characteristic.
- 2 **Resilient:** This model may add +1 to its wounds characteristic.
- 3 **Armoured:** This model may add +1 to its save characteristic.
- 4 **Veteran:** This model may add +1 to any single to hit, or to wound characteristic of any single weapon of your choice.
- 5 **Well Equipped:** This model may add either +1 to the damage, or -1 to the rend characteristic (*turning '-' to '-1' or '-1' to '-2' for example*) to any single weapon of your choice.
- 6 **Brave:** This model may add +1 to its bravery. If the general is slain, you may use this model's bravery for battleshock tests instead of the default 5.

## HEROIC COMPANIONS

Some players will find that these advancements will allow their models to feel just as important as their heroes. This is the intention!

Small warbands lead by a hero and their most loyal companions, going off on adventures and encountering epic challenges and duels with rival warbands.

As with any rule in Heroic Play, the players may agree to modify this rule, and include their entire warbands for progression!

## UNDERDOG REWARDS

Another addition to *Age of Sigmar Skirmish* is the inclusion of Underdog Rewards. Instead of collecting re-roll bonuses for a game, you may instead choose to roll on the table below to collect a reward.

Rewards not used by the end of a battle are lost.

### 1D3 Reward

- 1 **Pitfall:** Before set-up, secretly note down a 2 foot section of the board in your opponent's territory. After both players have deployed their models, reveal the section of the board you chose, having your opponent choose a model on that section of the board. That model suffers a mortal wound.
- 2 **Ambush:** During set-up, select one of your **FOLLOWERS** to be deployed in ambush. At the start of any of your movement phases, you may declare that an ambush is taking place. Set-up the ambush model within 3" of any piece of terrain on the table, and more than 3" from any enemy models. It may still move, shoot, and charge this turn.
- 3 **Damned Weapon:** During set-up, secretly note down a **FOLLOWER** in your warband to carry the damned weapon. Once per battle, Instead of attacking with this model in the combat phase, you may reveal the weapon, immediately dealing D3 mortal wounds on an enemy model within 1".



## UNDERDOG BOUNTIES

The underdog player may also claim to take a bounty on rival warband. These bounties reward the underdog player for completing missions, from slaying enemy wizards, to ending the battle with all models in the warband still alive.

Before setting up, the underdog player will choose a bounty for a chance at extra renown at the end of the battle. Refer to the following chart and select the bounty that best fits your general, warband, or background!

**Witch Hunter:** Your general seeks to end the reign of magic, either to purge it from the realms, or keep it all for themselves! If an enemy **WIZARD** is slain, gain +D3 renown at the end of the battle.

**Vengeance:** Your general has been wronged by the enemy general. Seeking to even the score you aim to take them down yourself. If the enemy general is slain by your general, gain +D6 renown at the end of the battle.

**Skull Taker:** Tasked with a valiant mission to clear the ranks of the rival's warband, your general hunts the hired thugs and devoted servants of the enemy. If at least 3 enemy models from the same warscroll are slain by your general, gain +D3 renown at the end of the battle.

**Overcome the Odds:** Failure is not an option. To secure victory on the battlefield, your warband must all leave with their lives. If all the models in your warband survive until the end of the battle, gain +D6 renown at the end of the battle.

**Slay the Seconds:** Guarding their leader, the servants of the rival general must be stopped to gain an advantage. If all enemy **FOLLOWERS** are slain, gain +D3 renown at the end of the battle.

# THE DESTINED ENCOUNTER

A battle represents the courage and wit a leader employs in combat. The destined encounter is a new type of battleplan that will lead your warband into a duel between great heroes, with new objectives each game, you'll need to think on your feet to achieve victory!

Before set-up, players will roll on the destined encounter table. This table will dictate the unique objective that each player has in this battle.

Once objectives are assigned, players will now populate the table with scenery, appropriate to the battle. For Example, adding lots of large scenery for the raiding party objective, or making a path-way down the middle of the table for caravan. It is encouraged to get creative!

For more traditional guidelines, add D3+1 pieces of scenery for each 2 foot section of the table. As with the normal *Age of Sigmar Skirmish* rules, all battles will take place on a 4 x 4 foot board.

## SET-UP

Each player rolls a D6. The player with the higher result will choose which side of the table they will deploy on. The other player will deploy on the opposite side. The winner of the roll will then choose who will deploy first.

Players will take turns deploying models one at a time, until all models have been set-up. Models must be set up at least 12" away from enemy territory. The player who finished deploying first will now choose who takes the first turn. Deployment zones are shown below.



## OBJECTIVES

The following chart will detail each objective available for the destined encounter. Players may find that there are many possible combinations of objectives! This versatility is all to enforce a dynamic story that is special to your game of heroic play!

D6	Objective
1	Snatch & Grab
2	Rescue Mission
3	Overthrow
4	Raiding Party
5	Conquest
6	Caravan

## SNATCH & GRAB

**Set-Up:** After all models are deployed, the rival places an objective marker on the center horizontal line of the table. This objective marker may be carried by one of your models upon moving over it in the movement phase. Immediately end your movement if this is done. If this model is slain, drop the objective within 3" of it. *Try using sacred relics, treasure, or banners for this!*

**Player:** Starting from round 3, at the end of any turn, if any of the player's models carrying the objective marker is within 3" of any side of the board, they win a **major victory**.

**Rival:** If this objective is also rolled by the rival, the player with the highest renown will become the defender. The defender wins a **major victory** if by the end of 5 rounds, the objective has not been scored.



## RESCUE MISSION

**Set-Up:** After all models are deployed, the rival player places an objective marker anywhere in their territory, more than 6" away from any edge of the table. *This objective marker is held prisoner by the rival! Try using a model from your warband's grand alliance, or an animal companion for this*

**Player:** Starting from round 3, at the end of any turn, if there are no enemy models within 3" of the objective while you have a model within 3", you win a **major victory**.

**Rival:** If this objective is also rolled by the rival, the player with the highest renown will become the defender. Set-up an additional objective marker more than 12" away from the first using the same rules. If any of these objectives are scored, the game ends as described above. The defender wins a **major victory** is by the end of 5 rounds, neither objective has been scored.

## OVERTHROW

**Set-Up:** There are no additional rules during set-up.

**Player:** If the enemy general is slain while your general is within 6", you win a **major victory**.

**Rival:** If this objective is also rolled by the rival, both players may win as described above.

## RAIDING PARTY

**Set-Up:** After all models are deployed, the rival player may re-arrange a single piece of scenery on the table so that it is within their own territory. In your hero phase, you may roll a dice for each model in your warband within 3" of a piece of scenery. A single roll may not be used for more than one piece of scenery. On a 4 or higher, the piece of scenery is destroyed, remove it from play and set-up any models that were on the destroyed piece within 3" of its original position. *For a thematic touch, try using large barricades, walls, village buildings, or fortress segments!*

**Player:** At the end of any turn, more than half of the scenery on the table has been destroyed, you win a **major victory**.

**Rival:** If this objective is also rolled by the rival, the player with the highest renown will become the defender. The defender wins a major victory if by the end of 5 rounds, the player has not destroyed enough scenery.



## CONQUEST

**Set-Up:** After all models are deployed, place an objective marker in the center of the table. This marker is the capture point. A player controls it if by the end any turn, they have more models within 6" of it than their opponent. *Use a stock of supplies, critical resource, or banner to represent what you're fighting for!*

**Player:** At the end of 5 rounds, if you control the objective, you win a **major victory**.

**Rival:** If this objective is also rolled by the rival, a massive brawl occurs, the player who controls the objective by the end of 5 rounds wins a **major victory**.

## CARAVAN

**Set-Up:** After all models are deployed, place an objective marker within 6" of your edge of the table. This is the caravan. At the beginning of your turn, you may roll a dice for each model within 3" of the caravan. Select 2 of these dice and move the caravan up to that many inches. *To best represent the caravan, you may use wagons, mounted models, chariots, or any model that is unfortunately the target of the rival warband!*

**Player:** Starting from round 3, if by the end of any turn, the caravan is within 6" of the rival player's edge of the table, you win a **major victory**.

**Rival:** If this objective is also rolled by the rival, both players have caravans to transport! These caravans can only be moved by the warband that owns them. The first player to score the objective as described above will win a **major victory**.

## HEROIC VICTORIES

If no player has achieved their objective by the end of 5 rounds, the battle ends in a draw. Draws do not progress the game, but offer more chances to upgrade your models! Otherwise, games of heroic play will usually end after 2-3 battles.

The first player to achieve 2 victories, either a **major victory** or **minor victory**, will be crowned the winner of the heroic play game.

*NOTE: In the destined encounter, there are only **major victories**. However, if you choose to play battleplans outside of the destined encounter, you will still be able to earn minor victories.*

## POST GAME

The best part about Heroic Play is the encouragement of variety. Between each game, there are plenty of ways to add more spice to your next battle.

With the addition of content found in *Malign Portents*, *Time of War* rules in *realmgate wars* books as well as the *General's Handbook 2017*, you could change the next battle entirely!

## TOURNAMENTS

One way to play Heroic Play is to provide an outlet for competitive play through tournaments. To run a Heroic Play tournament is pretty straight forward!

Each player will begin a round with 50 renown. Players will generate objectives, times of war, or integrate other content if allowed. Once a battle is complete, players will collect their renown and rewards, treating the post game just like normal.

In tournament play, you will move onto the next tournament round, facing a different player, giving you more challenges when deciding your strategies. Rinse and repeat until the desired tournament rounds have been reached.

The winner will be the player who scored the most victories!

## MULTIPLAYER

Heroic Play may also be played between multiple warbands at the same time! There are two ways to take advantage of a multiplayer game.

The first is very similar to the Coalition of Death rules for multiplayer team battles in the *General's Handbook 2017*. Gameplay is virtually the same, with the addition of each team's warlord rolling for the whole team's objective. A team will treat this objective as a common goal, as if their team was a single warband.

Both teams will total their renown values together and find out which force will have underdog bonuses. It is recommended each player bring 25 renown warbands to begin with! Between games, teams must share earned resources such as advancements, and underdog bounties. However, each player will earn their own rewards rolls and renown from wins, losses, or draws.

Free for all battles will in turn use the rules for *Triumph & Treachery*. You may use treachery points rules, and it is recommended you use the battleplans featured instead of ones in this packet.

# EXTENDED CAMPAIGNS AND ADDITIONAL RULES

Although heroic play is designed for short and fast paced narrative battles, you can still use these rules to supplement your longer campaigns. This page is dedicated to helping you run longer campaigns!

## TRAUMAS

Slain models in longer campaigns will have a larger impact on the composition of your warband. For each model that was slain after a battle, roll 2D6, adding the results together, and consult the following chart to determine this model's trauma until the end of the next battle, (with the exception of the *wounded* trauma) at which point the trauma is relieved.

### 2D6 Trauma

- 2 Shock:** Enraged by their defeat, but wracked by nightmares of violence, this model may re-roll failed hit rolls. If any dice that were re-rolled result in a 1, this model suffers a mortal wound.
- 3 Injured:** Impaired but standing firm, this model must re-roll to hit and wound rolls of 6, but may re-roll all failed save rolls.
- 5 Restless:** Eager to return to battle, roll a dice each time this model moves in the movement phase. Add the result to its movement, however on a roll of 1, the model forgets to defend itself, subtract 1 from all save rolls for this model.
- 6-8 Wounded:** Inching closer to death, subtract 1 from this model's wounds characteristic. If the characteristic ever falls to 0, this model is permanently slain.

- 9-10 Healthy:** restore this model's original wounds characteristic.
- 11 Lost:** This model must sit out of the next battle. When it returns, gain +D6 renown as it brings along allies from their journey.
- 12 Broken:** This model struggles to find meaning in battle. If a battleshock test is failed and this model is still on the table, it must be chosen to flee first. In addition, subtract 1 from this model's attack characteristic, to a minimum of 1.

## LINKING GAMES TOGETHER

Players may want to link each of their games together to help tell a narrative over the course of a longer campaign. One simple way to construct a growing story is to consider giving the winning player to option of choosing their objective instead of rolling. You could even have the loser's objective be chosen by the winner.

You could award a static amount of glory to each player, but increase the amount of advancements they receive, building more elite bands of characters following your heroic leaders.

Building between each game should feel natural, and planning ahead of each game like having branching paths, or awards options for particular events that happened in the previous game can allow the players to fully immerse themselves in the mortal realms. Listed on this page is an example of 3 possible games in a larger campaign.

## THE PURGE

*The Hunters will not stop until the Resistance is found. The fated meeting within the desolate screaming woods of shyish can only spell disaster...*

The Hunters Objective: Raiding Party  
The Resistance Objective: Caravan

Special Rules: Each piece of terrain on the battlefield must be a citadel wood. During deployment, the Resistance player may deploy any model in their warband within a citadel wood.

## DESPERATE CLASH

*The Hunters look to seige a Resistance camp. The Resistance must protect their resources!*

The Hunters Objective: Snatch & Grab  
The Resistance Objective: Overthrow

Special Rules: The winner of the last battle gains the appropriate bonus.

*The Hunters may move all models in their warband 5" after deployment.*

*The Resistance may force the opponent to instead receive Rescue Mission as their objective.*

## THE CONTESTED SOIL

*As supplies run low, one warband will finally reign supreme. The fight has been taken to the Hunter's lair!*

The Hunter's Objective: Conquest  
The Resistance Objective: Conquest

Special Rules: The loser of the previous battle must subtract 3 from their leader's bravery characteristic.

# MORE PORTENTS

One last great addition to this rules expansion is the inclusion of unique Heroic Play guiding portents. You may use these in the same way as you would any of the available charts in the **Malign Portents** campaign book along with any of the new skirmish rules!

## HEROIC INTERVENTIONS

Named heroes may be off commanding much larger armies and taking place in the fore front of the wars of the mortal realms, but you may always include these characters into your games of Heroic Play. To ensure that these warbands live up to the legendary names of these heroes, you must take the following command ability and artefact. This does not remove their ability to use a command ability on their warscroll instead.

In addition, it is recommended you have a rival hero to match up against to! Great battles between Valkia the Bloody and Gavriel Sureheart, or Gutrot Spume and Neave Blacktalon can add more flavor to your campaigns!



### Command Ability

**Seize Victory!:** In your hero phase you may inspire your allies to hold on against the enemy horde. Until your next hero phase, all units in your warband may re-roll all failed to hit, to wound, and save rolls of 1 while they are within 3" of an objective marker.

### Artifact

**Celestial Shard:** *There are many ancient relics that hold powers older than the realms itself. By chance, a great warrior will rise to direct its power to bring cosmic retribution upon the realms.*

In your combat phase you may use the Celestial Shard instead of your normal attacks. When you do, roll a dice and add that result to a running total, ending your combat activation for this hero. If the total ever reaches or exceeds 12, the shard calls down the might of the gods. Roll a dice for each model on the table. On a 1, that model suffers a mortal wound. On a 6, that model heals a wound. Reset the count back to zero after this happens.

## THE BOUND FORTRESS

Some say the bound fortress is tied to the suffering, fear, and hatred of the realms, appearing as a scion of hopelessness to the unrepentant. Its shifting form and silent wavering in the distant sky evokes madness in the weak willed. Those who can decipher the secrets of the structure may even become masters of madness themselves...

### Soul Divination

*So many uses of magic twist and consume, taking and never giving. Searching for the signs within may yield the sweetest fruit.*

1pp

Interpret this sign at the beginning of your hero phase. Roll a D6. On a 1 your interpreter suffers a mortal wound. On a 4+ you may heal a wound.

2pp

### The Seventh Mirror

*This mirror lets one see themselves through the lens of decay and stagnation. The mocking visage is a reminder that things are never at ease...*

Interpret this sign at the beginning of your hero phase. Your command ability used this turn may increase their range by 7".

### Eldritch Patterns

*Revealing the hidden meanings of strange and mysterious symbols, the hero bathes their allies with knowledge of the arcane.*

3pp

Interpret this sign after a friendly model would be slain from mortal wounds. roll two dice. If the result is higher than their bravery, the model is not slain, and does not suffer any additional mortal wounds this phase.

2pp

### Precursor Language

*This old tongue holds the keys to unlocking the realm's most dangerous secrets.*

Interpret this sign when after your opponent rolls to cast a spell in their hero phase. The interpreter may attempt to unbind that spell at any range as if they were a WIZARD.

### Writhing Vines

*Strange foliage fill the landscape. They reach to the skies as if to ascend a higher purpose...*

4pp

Interpret this sign after your opponent finishes moving a model. Roll a D6. If a piece of terrain is within that many inches of range, the model suffers a mortal wound.

2pp

### Icon of the Bound

*A single banner remains at the sundered crater, a mythic site at the heart of a fallen empire. Its power brings an agonizing fog to distance.*

Interpret this sign after an opponent declares an attack in either the shooting, or the combat phase. Your opponent must choose the closest target to the attacking unit if possible.

### Heroic Play by James Soudachanh

This is an unofficial, fan made expansion, not affiliated with Games Workshop and is intended for personal use. All images are sourced from the internet. Check me out on twitter @msdosferatu