

BATTLEPLAN KILL THE MESSENGER

A Battleplan for the Unofficial Warhammer: Age of Sigmar Supplement *The Endless Deserts*





In these perilous times it is often uncertain of who is truly your ally and who is your foe. This was the case when Sigmar sent the Warrior Chamber of Nihlus Tidalborne to secure the aid of the ancient Tomb Kings of Shyish in the Realmgate Wars against Chaos. Tasked with a simple diplomatic mission, the small military force was caught off guard when the statuary around them in the necropolis sprung to life, reaping a bloody tithe through their ranks. The enraged Tomb King cursed them and their God-King for abandoning them during the Age of Chaos and was deaf to thier attempts at reasoning. It was up to Nihlus to convince the errant monarch of the alliance's value, or die in the attempt.

Such a battle might also be seen when a cohort of the Khorne Bloodbound is sent to secure tribute from a Skaven warband in the caverns of Aqshy, or a Duaradin envoy is sent to forge an alliance with the capracious Sylvaneth. Whatever story you wish to tell, this battleplan will ensure you have an exciting and action-packed game.

ATTACKER'S COMMAND ABILITY

End This Madness!: While engaged in combat with the opposing general, your general may muster up his best arguments when trying to secure an alliance. You must declare that you are using this ability in your hero phase and it lasts until your next hero phase. When in use your hero may do nothing else besides move, run, and charge the enemy general. This ability adds +1 to your **Listen to Reason!** rolls.

THE ARMIES

Each player picks an army, and then they must decide who will be the attacker and who will command the defending force. If one player has at least a third more models than their opponent, then they must be the defender. Otherwise, each player rolls a dice, and whoever rolls higher is the attacker. Sudden Death Victories are not used in this battleplan.

If you are recreating the Stormcast Eternals attempt at gaining aid from the Tomb Kings in the Endless Deserts than the Stormcasts are always the attacker and the Tomb Kings are always the defender. It is highly recommended for the Tomb Kings to always be the defender regardless of what army thier opponent plays.

The general of each army has a unique command ability, shown below, in addition to any others they have.

ATTACKER'S OBJECTIVES

You have been tasked with securing aid from an uncertain ally. Though you have had common cause in the past, of late tensions have been high and nerves frayed. As you approach the keep of your potential ally an ambush is sprung and your army is forced into an unwanted battle. With your options limited you must either seek out the opposing general and convince them of your common cause or wipe out thier forces and extract your army from certain doom.

DEFENDER'S OBJECTIVES

An old ally who abandoned you in your hour of need in the past has come pleading for help. They dare to trespass within your domain and have the nerve to ask you to commit your forces to their cause. They must be shown that none shall escape the consequences of past transgressions. You must marshall your forces and wipe their army from the battlefield as an example to their wayward leader.

DEFENDER'S COMMAND ABILITY

I Defy You!: Your general is too proud to listen to the arguments of your one time ally and seeks only retribution for their past transgressions. While this ability is in effect 1 friendly unit within 12" of your general or your general themselves is urged on to victory. They recieve +1 to their to hit roll until your next hero phase





THE BATTLEFIELD

The battle takes place at the gates of the defending army's keep. The attacker had been attempting to seek an audience with the defender's general before the trap was sprung.

You can either generate the scenery for this battle as described on the *Warhammer: Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

A suitably impressive structure should be used to represent the gate to the defending army's keep. This is set up on the center of the defending player's table edge.

SET-UP

Do not use the set-up instructions on the *Warhammer: Age of Sigmar* rules sheet. Instead, the defender deploys along the board edge which has his keep. They can set up their entire army within 12" of the board edge. As many units as there are scenery pieces may be held in reserve as ambushers. These units are kept off the board until they are revealed.

The attacker deploys their army in a 24" square in the center of the table with one edge along their own table edge.

The attacker deploys the first unit. Both players then take turns deploying a unit until everything has been deployed. You may not deploy within 18" of an enemy unit.

FIRST TURN

In the first battle round the defender gets the first turn. The attacker may attempt to seize the initiative, if they decide to then on the roll of a 6+ they may take the first turn. The attacker receives +1 to their roll if they finished deploying first.

AMBUSHERS

The defender may choose to hold as many units in reserve as there are scenery pieces. These units instead appear in the defender's movement phase, 1 per scenery piece. On the defender's first turn, half of these units may be deployed, on every following turn roll a dice for each remaining unit and they appear on a 4+. These units must deploy wholly within their chosen scenery piece and at least 9" away from an enemy unit. They may not move or run on the





turn they arrive, but may shoot, charge, and fight as normal.

ENDLESS RESERVES

The defender is fighting within their home territory and have access to more reserves than the attacker. When a unit from the defender's army is taken off the board they may re-enter in the defender's next movement phase at full strength from their keep's gate. If you do not have a suitable scenery piece to represent the gate to the keep then they re-enter from the center point of the defender's table edge. This rule does not apply to the defenders general.

LISTEN TO REASON!

The attacker did not come to this land to fight, but to seek an ally. When the attacker's general is in combat with the defender's general they may opt to forego all of their attacks when activated in an attempt to reason with the opposing general. To do this both players roll a D6 and add the result to their general's Bravery. If the attacker's total is higher then the defender's then they have successfully convinced the defender of

joining their alliance. Add +1 to this roll for each friendly model with the **Totem** keyword within 6" for either side. If the general's bravery is 7 or lower, then add +1 to the roll if a unit of 20 or more models is within 6". You may only ever have a total bonus of +3 to your roll.

If the attacker's general is slain, then another **Hero** model must be nominated as the new general. However, whenever they choose to use the **Listen to Reason!** special rule they must roll a D6 beforehand. On a 5+ they fly into a rage instead and must attack as normal. If this model is also slain, then another **Hero** model must be chosen until there are no more **Hero** models left.

The defender's general can attack as normal when activated regardless of any **Listen to Reason!** attempts from the attacker.

VICTORY

The attacker achieves a **major victory** immediately if their general succeeds in a **Listen to Reason!** roll. If they wipe out the defender's starting force (this includes ambushers, but does not include any

models brought back on due to **Endless Reserves** or from summoning) then they achieve a **minor victory**.

The defender achieves a **minor victory** if all of the attacker's **Heroes** are slain. They achieve a **major victory** if they manage to wipe out all of the attacker's starting forces (excluding summoned units).

If at the end of the sixth battle round none of these objectives have been achieved then the winner is determined according to the *Warhammer: Age of Sigmar* rules sheet.

HISTORICAL FIGHT

If you choose to fight this battleplan as it happened between Nihlus' Warrior Chamber and the Tomb Kings then the following adjustments are highly encouraged.

The Tomb King player must take at least one Tomb King on foot and one unit of Tomb Guard. Additionally all ambushers should have the **Reanimant** keyword. The Stormcast Eternal player must take one Lord-Celestant on foot. The *Time of War: Endless Deserts* rules should be used.

